3 Sheriffs in Sherwood Forest Rules

The Point of the Game

The object of the game is to use your wits and persuasion skills to take control of as much of England as possible. While each character has their own particular more specific goals and ambitions, the main objective is always power.

The game will most likely not end with just one character clearly emerging victorious. The Game Master will declare the game to be over at the end of the predetermined game length, or at any point when the Game Master believes one faction has entered into a stable dominance, and there is no longer any way for things to change.

The Setting

In 1190, Kings Richard I of England and Philip II of France set out from France to join the Third Crusade. Less than a month after they left, the power struggle back home began. William Longchamp arrested his co-regent Hugh de Puiset and ruled alone as Lord Chancellor, Justiciar, and papal legate, until Prince John of England deposed William Longchamp.

While Richard wins victory after victory against Saladin at the Siege of Acre and the Battle of Arsuf, the nobles of England scheme and plot, and the crown is hopelessly in-debt.

The people were already unhappy with The Saladin tithe, a tax levied in England in response to the capture of Jerusalem by Saladin in 1187, but now the Royal Treasurer has called for payments of Scutage, money paid in return for not having to fight in the crusades that the Barons think should only be demanded in an emergency, twice in one year.

The game takes place across three regions bordering on Sherwood Forest: Nottinghamshire, Yorkshire, and Lincolnshire. 3 Sheriffs, appointed by the King, are charged with seizing an outlaw's property, administering the shires and collecting taxes.

In Sherwood Forest however, a new outlaw has been pulling off more and more brazen robberies, even pulling off a heist against the King's close advisor the Bishop of Hereford. In many stories, the legendary outlaw is devoted to the Virgin Mary. But in some versions, he is the "son" of the pagan forest god Herne the Hunter. And others say he's one of the "Fair Folk" or the "Little People", the magical inhabitants of Britain. The most terrifying rumor however is that the outlaw is secretly a disguised member of the King's court...

The situation and characters are not 100% historically accurate

The Hood

The legendary and secretive outlaw going by the alias "Robin Hood" is a role assigned at random by the Game Master. Thus, when roles are being picked the Game Master doesn't actually know which character is secretly the outlaw, so don't go looking for hints in character descriptions. The only character who can not be the outlaw is Prince John.

Their goal is to take from the rich, and give to the poor, and just generally fight against Prince John.
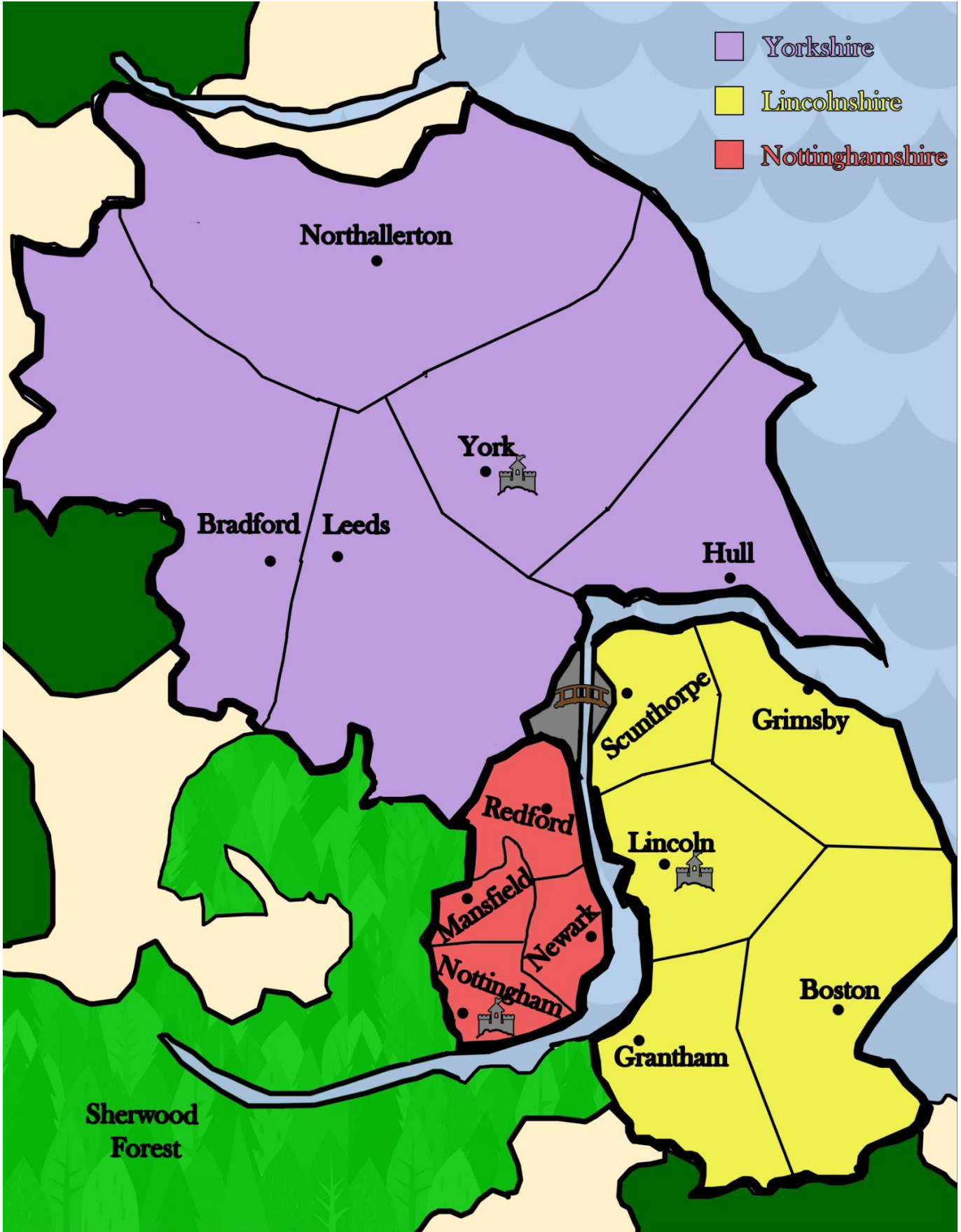
First Step: Pick a Character

The characters of the game are organized into "tiers". While the first player to pick a character may choose any character they want from Tier 1, players may not select a character from Tier 2 until every character from Tier 1 is spoken for. Same goes for every other tier.

Once you have selected your character, the Game Master will send you a more detailed description of the character's goals, allies, and enemies, as well as any hidden information only they know.

Link to Character List:

https://lughpencil.files.wordpress.com/2022/01/3-sheriffs-in-sherwood-forest-character-list.pdf

The Map

Legend:
- Yorkshire
- Lincolnshire
- Nottinghamshire

Northallerton

York

Bradford | Leeds

Hull

Scunthorpe

Grimsby

Redford

Lincoln

Mansfield

Newark

Nottingham

Boston

Grantham

Sherwood Forest

Actions in a Turn

Gameplay begins in the year 1191, and there are four **'Phases'** per year, one in **'Spring'**, one in **'Summer'**, one in **'Fall'**, and one in **'Winter'**.

Players can communicate at any time throughout the game, but each phase lasts a predetermined amount of time, and before the end of each phase players must submit **'Orders'** to the Game Master.

Moves can only be submitted once per Phase. Once the phase ends, everyone should have submitted Orders to the Game Master, and The Game Master will then make all necessary adjustments to the board/map.

Each time a player submits their Orders for a Phase, they can choose one action only. If players wish to do nothing then they should still submit an order that just says **'Hold'**.

Actions Include: **'Move'**, **'Attack'**, and **'Support'**, but certain characters have special abilities the Game Master will tell them about at the beginning of the game. Some are specific to unique characters, whereas other abilities are just given to whoever the King appoints to certain roles.

Transferring Tokens (See Below) does not count as an action and can be done the same turn a Movement or Attack Order is made.

Moving

This order moves your character in one province to an adjacent province. Of course, most characters cannot move through oceans/rivers.

A **Move** order is written as follows:

"**Move** *</>region that the character is in</>* To *</>destination region</>*"

<u>Examples:</u>
Legal Move: Move Bradford to Leeds

Illegal Move: Move Bradford to Hull *(regions do not touch)*

Illegal Move: Move Newark to Lincoln *(regions separated by a river)*

Most characters move only one region at a time. Movement is not generally secret and can be noticed by other players.

<u>**Swarkestone Bridge and Sherwood Forest:**</u>
Swarkestone bridge and Sherwood Forest are special Regions of the map. The following special rules apply there:

- The regions are under no authority of any Sheriff, so characters in these regions cannot be arrested by Sheriffs (They can still be attacked).

- Characters who are attacked the same turn they move out of the region are still attacked, and if they lose, they are unable to leave during that phase.

- Characters who are Outlaws who are in the region are informed every time a character who is not an Outlaw enters or leaves the region.

- **SHERWOOD FOREST REGION ONLY:** Characters who are 'Outlaws' always win attacks and defenses in Sherwood Forest if none of the opposing characters are Outlaws.

Attacking Characters/Regions

Using the **Attack** order, characters may attack other characters, or attack regions in order to cause a region to revolt, or to restore a revolting region to the monarch's control, *the attacking character(s) and their supporter(s) must have more total* **Power** *than the defending character/region if the attack is to be successful*. If the attack is not successful, the battle still takes place, but nothing happens to the defending character.

The Game Master will tell you how much Power your character has by default at the beginning of the game, most characters just have 1.

Attack orders are written thus:

"**Attack** *</>Character or region being attacked</>*"

Attack Character: Attack The Sheriff of Nottingham

Attack Region: Attack Boston

If you attack a character the same turn they exit a region, the attack does not occur and remains secret.

An attack that goes through is never secret, once you attack someone directly and a winner is decided, everyone will be able to see what you've done.

The side with the lower power loses, if they lose by only 1 or 2 Power then they are wounded, if they lose by 3 or more Power then they die. No matter what, all the loser's Soldier Tokens disappear, and all their Treasury tokens are transferred to the victor.

Supporting Characters/Regions

Support may involve cooperation between two (or more) characters. In most cases, more support defeats less support.

The **Support Attack** order is given in reference to another character's attack. That other unit's attack must be in the same region as the supporting character..

Support may also be given to a defending character or region in anticipation of an attack attempt, using the **Support Defense** order. Support is a character's sole action for a given turn, and supporting characters remain where they are (unless they are attacked by greater power and are killed, wounded, or captured).

Cutting Support: If the supporting character is attacked during the turn by some other character of equal or greater power, its support is cut. In effect, the support order becomes a hold order, as the character must instead defend against the attack. Support orders are written thus:

"**Support** *</>The supported character</>* **Against** *</>Character being attacked</>*"

or

"**Support Defense** *</>The supported character or region</>*"

Support Attack: Support Maid Marian Against Prince John

Support Defense Character: Support Defense The Bishop of Hereford

Support Defense Region: Support Defense Northallerton

Support orders remain secret only if the action being supported doesn't actually happen.

Revolts

Using the **Attack** order, characters may attack other characters, or attack regions in order to cause a region to revolt, or to restore a revolting region to the monarch's control. When a region is attacked, it's Power is based on the current level of public order. The Game Master will display the current power of every region at the beginning of each Phase. This number will change based on a variety of factors. The most reliable ways to make it go down are to raise taxes and to kill or arrest popular leaders or clergymen. If the Power of the attackers is higher than the region's power plus the power of its supporters, the region revolts.

The monarch loses all power over revolting regions, and his Sheriffs also lose their authority and power. If more than half his regions revolt he is no longer considered the monarch.

The only way to take regions away from the control of the current monarch is to declare your support for someone else's claim then lead a revolt.

Sometimes, a region's public order will get so bad it will revolt on it's own.

Wounded Characters

Characters who are wounded can still communicate with other characters, but they cannot issue orders (They can still transfer and receive tokens). Their Power is temporarily reduced to 0, and they stay in the region where they were wounded. If a wounded character survives for 1 Year (4 Phases) after being wounded, they

return to normal. If a character who is already wounded would be wounded again, they die.

Taking Prisoners

If you wish to take a character you attack as a prisoner rather than killing them you can.

If you attack to capture rather than to kill, a higher power succeeds no matter how little it succeeds by, and wounding is impossible. Upon being taken prisoner, all a prisoner's Soldier Tokens disappear, and all their Treasury tokens are transferred to their captor.

If you want to take a character prisoner, write your Attack orders like this:

"Attack *</>Character or region being attacked</>* **To Capture"**

Characters who are imprisoned can still communicate with other characters, but they cannot issue orders or transfer or receive tokens. Their Power is reduced to 0 until they are freed, and they always stay in the same region as their captor. Their captor can choose to free or execute them as part of their Orders without using their action.

If you want to free or execute a prisoner, add the following line to your orders:

"Execute/Free *</>Prisoner Name</>*"

If a character with prisoners is defeated in an attack, the ownership of all their prisoners is transferred to the winner.

Treasury and Soldier Tokens

Certain characters begin with an amount of **Treasury Tokens** or **Soldier Tokens**.

Treasury Tokens: represent Money/Land, and can be used as payment for goods and taxes and such.

Soldier Tokens: represent guards and hired warriors. **Each Soldier Token you have adds +1 to your total Power.**

Tokens can be transferred to any other character, regardless of how far apart they are from you, as part of your turn.

To transfer a token to another character add a line to the bottom of your orders written in the following format:

"Give *</>Number of Token Being Transferred</> </>Type of Token Being Transferred</>* **To** *</>Character Receiving Tokens</>*"

Transferring Tokens does not count as an action and can be done the same turn a Movement or Attack Order is made.

Tokens can be given as part of a trade, but this can only be enforced by mutual trust. The Game Master will not return tokens to characters who were misled into believing they would be receiving something in return.

The maximum amount of Treasury Tokens and Soldier Tokens a character can have is 30. The one exception is the monarch's appointed Royal Treasurer, who has no limit on Treasury Tokens, but still has the limit on Soldier Tokens. Any tokens above your limit are lost.

Hiring Mercenaries

At any point, a character can pay 21 Treasury Tokens to purchase Mercenary fighters for 1 year (4 Phases), after which the fee must be paid again to maintain their forces. Hiring mercenaries will give you 3 Soldier Tokens if there are less than 5 players, 6 Soldier Tokens if there are 6-12 players, 10 Soldier Tokens if there are 13-19 players, and 16 Soldier Tokens if there are 20+ players. At the end of the year (4 Phases) these Soldier Tokens disappear, even if they have been transferred to another character.

Betrothal/Marriage

Characters can get married in order to secure alliances, and some characters' goals include finding an advantageous marriage. Two married characters cannot get divorced (England is still Catholic at

this time), and a married character cannot attack or support an attack against their spouse.

To get married, both characters must consent. and the wedding takes the place of their Action for one Phase (two characters must be in the same region to get married).

If one of the characters is a prisoner, then their consent becomes unnecessary and the wedding can occur with just the consent of their captor, but the wedding will take the place of the Action for the captor. A captor can marry their own prisoner, however this is typically not a recipe for a happy marriage.

Declaring Claims

Characters can declare themselves as supporters of another character's claim to the throne of England as part of their orders. Characters do not have to declare their support in order to secretly work to advance their interest, and it is often better to stay silent as everyone will know if you declare your support for a claim. However, the only way to take regions away from the control of the current monarch is to declare your support for someone else's claim then lead a revolt.

Random Events

Throughout the game, random events will occur during certain phases based on a chart the Game Master has and a random number generator. Some events will affect only a specific character or region, some will affect everyone. Some will develop over multiple phases, some will remain a secret. Only very rare events have a huge impact on the state of the game.

Sanctity-of-Game Rules

1. Outside-of-Game Agreements:

It is considered cheating to make any kind of alliance or agreement with players you know outside of the game, to trade real-world favors for in-game actions, or to take advantage of information learned through unofficial game channels.

Players are allowed to discuss the game in general terms with other players if they wish, and there will be a forum where players can talk out-of-character.

After the game is over, player discussion is completely legal.

2. Player Ghosting:

If a player routinely fails to issue orders or to respond to communications they will be kicked from the game on a three-strikes-you're-out system. Players do not have to respond to every message from other players if they do not want to. Players are expected to issue orders every turn. Forgetting once is understandable, but probably not good for your in-game situation.

3. Player Character Death:

It is very possible, in fact it is a core mechanic, for characters to die during the course of the game. If a player character dies early in the game, the Game Master may offer them the option to assume the role that has not yet been taken, or has been abandoned by a ghosting player. No matter what, dead players always have the option to passively spectate the rest of the game.

4. Appropriate Content and Conduct:

Players are not just allowed to improvise and role-play with their own voice, they are encouraged to do so. HOWEVER, in order to make this game fun for everyone players are expected to exercise reasonable judgement about what references and language are appropriate for a casual gaming group. It is obviously okay to threaten violence against in-game characters, but racial slurs and references to sexual assault are right out. There is not enough space and creativity to think of and list every edge-case here, but if you have any specific questions, see the section on asking rules questions.

While communication between players is a core mechanic, harassment will not be tolerated. If any player is made at any point

to feel uncomfortable by the actions/words of another player, inform the Game Master immediately. If you are found to be in violation, you will receive a warning after the first incident, subsequent incidents may result in expulsion from the game.

5. Gender/Sex in the Setting:

Role-playing sexism can become uncomfortable and frustrating very quickly, so for the purposes of this game we will assume this is a mirror-world version of Medieval England where women and men are socially and politically equal.

Players also have full permission to genderbend characters to whichever pronouns they are most comfortable with (if you want to, you don't have to). They just have to inform the Game Master and their fellow players of the change, and pick a variation of the name (for example: Lady Ellen Clare instead of Lady Alan Clare). If this results in two characters being in a same-sex relationship at the start of the game, the relationship still stands and for all purposes is treated as normal.

7. Trying to Lose:

It is against the spirit of the game and not fun for anyone to try to purposely lose the game, or to ignore their character's goals. This is a role-playing game with betrayal as a core part of the experience, so players are granted a certain degree of leeway. Players who try to lose will be punished in the same way as players who try to cheat.