



ROBIN HOOD EXPANSION PACK

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your good.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

ROBIN HOOD EXPANSION PACK RULES

The four Robin Hood tiles (Robin Hood, Maid Marion, Friar Tuck and Little John) replace the light stained Ranger, a Footman, a Pike-man, and Assassin tiles.

Prince John, The Sheriff and Sir Guy replace the dark stained Duke, Champion, and Duchess tiles.

The Robin Hood player keeps the starting set-up of two Footman, but Robin Hood takes the place of the Duke.

The other player keeps the starting set-up of two Footman, but the Sir Guy tile takes the place of the Duke.

To win the Prince John player must capture Robin Hood; for the other player to win he must capture however many of the three tiles that are on the board (Prince John, The Sheriff, Sir Guy). For example, if only Prince John is on the board and that tile is captured, the Robin Hood player wins, but if Sir Guy and The Sheriff are on the board and Prince John is captured, the Robin Hood player would not win (he still must capture The Sheriff and Sir Guy); see *Mantle of The Duke* below.

Mantle of The Duke: The "mantle" of the Duke (i.e. where tiles are placed on the board once they're drawn from the bag) changes for the Prince John player based upon which tiles are on the board. The "line of succession" is as follows: if Sir Guy is the only Robin Hood tile on the board, he is considered the Duke; if The Sheriff is on the board, even if Sir Guy is on the board, The Sheriff now takes its place as the Duke; if Prince John is on the board, even if The Sheriff and Sir Guy are on the board, Prince John wears the mantle of the Duke. If more than one of these tiles is on the board and the tile wearing the mantle of the Duke is captured, the mantle passes to the next appropriate tile. For example if all three tiles are on the board and Prince John is captured, the mantle would pass to The Sheriff. Yet if only Prince John and Sir Guy are on the board and Prince John is captured, the mantle passes to Sir Guy.

PRINT AND PLAY

As with the *The Duke Print & Play*, simply print out the page, cut out the tiles, fold them and paste/tape the front and back together.

THE DUKE

The complete, full rules of the game are available in a free PDF found at www.catalystgamelabs.com/casual-games/the-duke/

