

CREDITS

Designer: Ryan Bellardini,
based on Scoundrel by Zach
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INTRODUCTION

Raiders is a single player card game based on 'Scoundrel' by Zach Gage and Kurt Bieg.

The premise of the game is that a local village has been attacked by raiders. As the resident Jedi, you must make a stand against them before they lay waste to the innocents.

SOURCE

These rules were developed by a contributor to the *Games of the Galaxy* project:
www.gamesofthegalaxy.com

Game Link:
www.gamesofthegalaxy.com/scoundrel

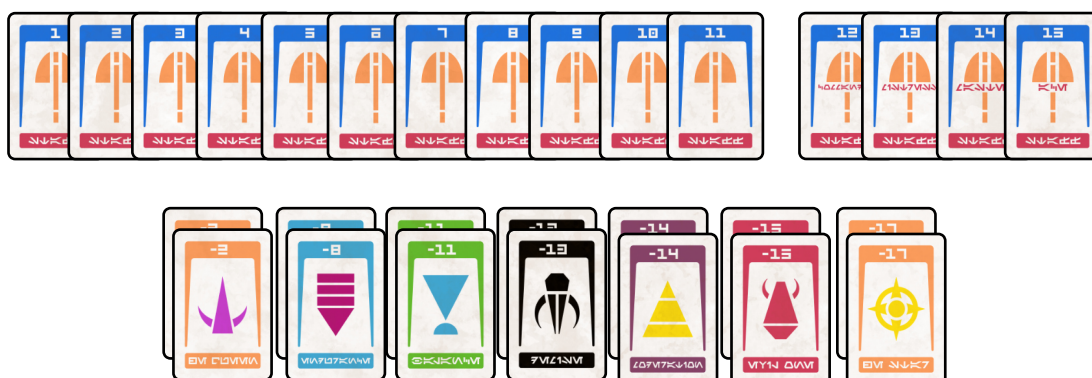
RULES FOR GAME

Your local village has been attacked by raiders. As the resident Jedi, you must make a stand against them before they lay waste to the innocents. The goal is to survive the waves of raiders as they attack the village (Run down the deck until all enemies are defeated).

SETUP

Classic 76 Card Sabacc Deck: The deck comprises 76 cards. The deck has four primary suits of 14 cards: Coins, Flasks, Sabers and Staves. Each of the primary suits contains numbered cards ranked from 1 to 11, and four Face Cards: The Commander (12), The Mistress (13), The Master (14), The Ace (15).

Additionally, there is a special suit of 16 Aspect Cards with 8 card types, which have negative or neutral values: The Idiot (0), The Queen of Air & Darkness (-2), Endurance (-8), Balance (-11), Demise (-13), Moderation (-14), The Evil One (-15), The Star: (-17). In *Raiders*, the deck is divided up to represent different game elements.



Stave Suit and Major Aspect Suit - The Raiders

The Major Suit and Staves Suit cards in the deck are Raiders. Their damage is equal to their ordered value, ignoring the negative trait. (e.g. 10 is 10, -14 is 14, ect).

The exception are the Idiot (or Sylop) cards (value 0), which are not counted as Raiders (see below).



Saber Suit - Weapons

The Saber Suit cards in the deck are your Weapons. Each weapon does as much damage as its value. All weapons are binding, meaning if you pick one up, you must equip it, and discard your previous weapon.



Flask Suit - Health Potions

The Flask Suit cards in the deck are Health Potions. You may only use one health potion each turn, even if you pull two. The second potion you pull is simply discarded. You may not restore your life beyond your starting 20 health.

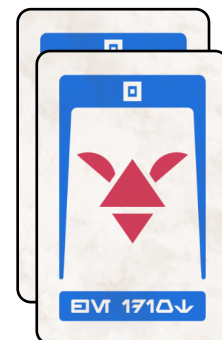


Coin Suit - Guards

The Coin Suit cards in the deck are Guards. They can aid you in battle but are only good for one fight. Once used they must be discarded.

The Idiot/Sylop Cards

The Sylop/Diot Cards cause the Raid Pile to be shuffled on use.



Raid Pile: All of the above cards are shuffled together and comprise the Raid Pile. This is the primary draw deck for the game.

You can remove some cards to increase the difficulty and challenge of the game (see Variants tab).

Discard Pile: Cards that are discarded shall be placed face down in the discard pile.

Life Counters: 20 Counters/Chips or 1 x D20 as life counter

Encounter Token: A coin, token or marker with distinct sides which can be flipped to mark whether or not an Encounter has been Evaded.

Raiders Board: A board with marked locations for all of the active game elements including:

Raid Deck: Shuffled containing all of the Classic cards used in this game.

Active Wave: 4 Cards Drawn from the Raider Deck for the Encounter.

Equipped Weapons: Area for Equipped weapon cards and any Raiders engaged with the Weapon.

Equipped Guard: Only one guard can be equipped at once.

Discard Pile: Defeated Raiders and used cards are placed here in the Discard pile.

Health: Life counters or life indicator are kept here.

Encounter Token: Area for tracking whether you have Evaded.



GAMEPLAY

A game of Raiders is played as a single Skirmish or Encounter. Each Skirmish is played through successive Turns or Waves. Play continues until either the player runs out of life counters or the deck is exhausted.

THE ENCOUNTER

Deal: On each turn, flip over cards off the top of the Raid deck, one by one, until you have 4 cards face up in front of you to make a Raiders Wave.

The Wave will be made up of cards representing Raiders, Weapons, Potions or Guards.

Engage or Evade:

You may Evade the Wave if you wish. If you chose to do so, flip the Encounter Token as an indicator that the Evade Action was used, then scoop up all four cards in one motion, and place them at the bottom of the Raid Deck.

While you may Evade as many Waves as you want, you may not evade two Waves in a row. If your Encounter Token is flipped you must face the Wave.

Engage:

If you choose not to evade the Wave or are forced to face them, you must face 3 of the four cards it contains.

Choose one card to engage.

If you chose a Weapon (Sabers), you must Equip the card. Do this by placing it face up in the weapon Slot. If you had a previous Weapon equipped, move it and any Raiders on it to the discard deck.

If you chose a Health Potion (Flasks), add its number to your health then discard it. Your health may not exceed 20, and you may not use more than one Health Potion per turn. If you take two Health Potions on a single turn, the second is simply discarded, adding nothing to your health.

If you chose a Raider (Aspects and Staves), you may either fight it barehanded, use a guard, or attack with an equipped Weapon (See Combat, below).

If you chose a Guard (Coin), you must equip them. Do this by placing them face up in the guard slot. They can only be used against ONE raider BELOW the value displayed. Once used against raider, both cards are to be discarded.

If there is a Guard already equipped, it will be discarded for the new one to take its place.

If you chose an Idiot (Sylop, 0), shuffle only the Raid Deck. This does not include the current wave or any equipped cards.

ENDING THE ENCOUNTER

Once you have chosen 3 cards (such that only one remains), your turn is complete. Leave the fourth card face up in front of you as part of the next Wave. If your coin was flipped, it may return to facing upright.

COMBAT RULES

If you choose to fight a Raider barehanded, subtract its full value from your Health, and move the Raider to the discard deck.

If you choose to use a Guard to fight a Raider, the raiders value must be bellow the value of the Guard in order to be used. Once used both cards are to be immediately discarded.

If you choose to fight a Raider with your equipped Weapon, place the Raider face up on top of the weapon and on top of any other Raiders on the Weapon. Be sure to stagger the placement of the Raiders so that the Weapon's number is still showing.

Subtract the Weapon's value from the Raiders value and subtract any remaining value from your health.

For example, if your Weapon is a 5, and you place a 3 Raider on it, you take no damage. ($3 - 5 < 0$)

If your Weapon is a 5 and you place an 11 Raider on it, you take 6 damage. ($11 - 5 = 6$ dmg)

It is important to note that although you retain your weapons until they are replaced, once a Weapon is used on a Raider, the Weapon can then only be used to slay Raiders of a lower value (less than or equal) than the previous Raider it had slain.

For example, if your 5 Weapon has killed a 12 Raider and you then choose a 6 Raider, you may use your Weapon on the 6 Raider, as 6 is less than 12. But, if you have used your 5 Weapon on a 6 Raider, and you then choose a 12 Raider, you must fight the 12 barehanded as 12 is greater than 6.

Despite this, the Weapon is not discarded, as it could still be used against Raiders weaker than a 6.

ENDING THE GAME

The Game ends when either your life reaches 0 or you make your way through the entire Raid.

If your life has reached zero, find all the remaining Raiders in the deck, and subtract their values from your life. This negative value is your score.

If you have made your way through the entire Raid, your score is your positive life, or if your life is 20, the value of any equipped guards, and if your last card was a health potion, your life + the value of that potion. Also add any difficulty modifiers onto your final score.

DIFFICULTY VARIANTS

In order to increase the challenge of Raiders, you can apply the following difficulty modifiers to the game:

+10 - Against the Council - Remove Guard (Coin) and Potion (Flask) cards 11-15.

+15 - Sole Protector - Remove All Guard (Coin) cards.

+5 - Wounded Soldier - Start game with half health.

+2 - Idiotless - Remove Sylops from play.

+5 - Three Chances - Only able to avoid 3 Waves entire game.

+5 - Damaged Emitter - Instead of Weapon hitting for last raider strength. Strength of Weapon will be the sum of Weapon minus the Raider strength.

For example 11 Weapon against an 8 Raider. Normally you could use this weapon against Raiders 8 and below; $11 \geq 8$ $8 \geq$ Next Raider. With this Modifier you can only use it against a $3 \geq$; $11 - 8 = 3$.

+5 - Force it - No avoiding Waves.

+15 - Hired Thugs - No more Guards; Coin suited cards are now considered Raiders.

+20 - Scoundrel Encounter - Remove all Major Aspect Cards, Remove All 15 value cards, remove Sylops, remove Flask and Saber cards 11-15 from the deck. No Guards in play as all Coin Suit cards are now mercenaries joined up with the raiders. (This is how the original game of Scoundrels is played).