RAIDERS
MINI GAME SYSTEM RULES

INDEX

1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 Mission and Operations cards, one 11" x 17" map, a four-page system rules booklet and a two-page scenario rules sheet. If any parts are missing or damaged, please write to: **Decision Games**, Mini Game Support, PO Box 21598, Bakersfield, CA 93390-1598. Please register this game purchase on-line at: www.decisiongames.com

1.1 Do or Die

Players must provide one or more six-sided dice (six is good).

2.0 INTRODUCTION

RAIDERS is a solitaire wargame system in which the player takes command of a small force (called raiders) conducting daring missions behind enemy lines and engaging in fierce combat on far flung frontiers. The opposition force (hostiles) is controlled by the game system. A deck of Operation cards provides various situations and generates potential combat situations.

2.1 Scenario Rules Precedent

Each game is played in missions, generated by Mission cards. The system rules include a campaign game, allowing you to link the individual missions into a larger campaign. Scenario rules supersede or modify the rules in this system rules booklet for each specific game. Instructions on cards take precedent over the game rules.

> **Note**: RAIDERS is similar to DG's Commando system but has some significant differences.

2.2 Game Terms

May: You can choose to take the action or not.

Must: You have to take the action.

Operating Force: A group of units taking an action together.

Pick or pick at random: Pick at random from the designated marker pool.

Roll against a value: Roll a die and then compare it to your unit's combat value. If the die roll is less than or equal to the factor, the die roll succeeds. If it is greater than the combat value, it fails.

> **Example**: Your unit has a combat value of three. To destroy a hostile unit, it would require a die roll of one, two or three. A roll of four or higher would miss.

Select: Sort through the markers and choose the one you want.

2.3 System Rules

These rules are for several different games. Particular rules may not necessarily apply to all games. **See the exclusive scenario rules for exceptions and additional rules specific to the scenario.**

3.0 THE MAP

Each game in the series shows the Area of Operations (AO). The map depicts the following.

Staging Areas: Special spaces where your forces start (and potentially end) missions.

Spaces: Locations where you place units. Different types of spaces are described on the Terrain Effects Chart.

Routes: The lines connecting spaces. Players move their units via routes.

Recruit Box: A convenient place to put units that are not in play, or were destroyed due to combat or other game actions. These units may sometimes be returned to play.

Alert: The enemy's preparedness level. The higher the level, the more enemy units appear when encountered.

Hostiles Bin: A wide mouth opaque container, such as a coffee mug; a convenient place to put hostile units when not on the map and from which they are picked.

4.0 PLAYING PIECES

The square die-cut pieces are called units. Scenario rules provide more information about their set-up. The following game definitions apply to the various playing pieces.

Friendly Units: Raider units controlled by the player.

Unit Information

Unit ID → Movement, Combat value, Type
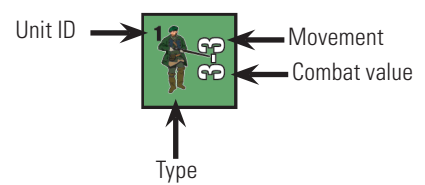
Gear: Special equipment that raider units can use to enhance their actions.

Hostile units: Combat units controlled by the game system; they will sometimes fight friendly forces and vice versa.

Combat: Basic combat power of a friendly unit; in combat, a die result of this number or less eliminates one opposing unit.

Movement: Basic number of spaces the unit can move in a turn. A **Mobile** unit has a movement allowance of "1" (one) or more; a **Static** unit has a movement of "0" (zero).

Elite: A unit with enhanced tactical abilities. The "+" sign denotes that it confers a +1 to the Tactical Edge die roll.

The *reverse* of some counters reference any special rules for them.

Markers

Objectives: Special units or markers that are the focus of missions are explained in the Scenario rules.

Alert: Indicates the readiness of the hostiles.

RP: Indicates remaining number of Recruit Points.

5.0 CARDS

There are two types of cards: *Mission* and *Operations*. These are explained under their respective rules sections.

6.0 HOW TO WIN

The game is played in missions. Each mission will require you to draw one Mission card. This will state the objective. If you have fulfilled this mission by the end of the game, you win. Generally, this will be in terms of destroying or recovering objective markers, or occupying certain spaces. If you fail to fulfill the objective, then you lose.

7.0 HOW TO SET UP THE GAME

1) Place all hostile mobile units in the Hostiles Box (place objective markers aside—scenarios will give the procedure for deploying them).

2) Shuffle the Operations (Op) cards together and deal out the number of Op cards specified for the mission and place them face down in the draw deck. The remaining cards form the reserve deck.

3) Shuffle the Mission cards together and place them face down in a separate pile.

4) Draw at random one mission card and read it.

5) Place objective markers on the map per scenario instructions.

6) Create your starting force by purchasing raider units for the scenario with recruit points. Place these in a Staging Area per the Exclusive Rules.

7) Place all un-purchased raider units in the Recruit Box.

8) The mission is now ready to be played.

8.0 MISSION CARDS

Each mission card has the following information.

1) Situation: The starting alert level and/or hostile unit/objective marker placement.

2) Mission/Objective: What you have to do to win the mission.

3) Execution: The number of operations (turns) in the mission.

4) Logistics: The number of recruit points you have to build your force.

5) Command/Leadership: The stacking limit for raider units.

6) Success: If you successfully complete the mission, what you receive at the start of the next mission.

9.0 RECRUITING & RECRUIT POINTS (RP)

Each raider unit and gear costs a designated number of Recruit Points (RP) as listed on the Recruit Table. Place recruited raider units in any Staging Area. Place gear with raider units.

9.1 Banking RP

Any RP you did not expend during initial deployment can be saved to recruit units during the game. This is done in the Re-supply & Scouting segment of the turn. You can then buy additional gear at certain locations.

9.2 Cards & Tables

Operations cards and game tables can provide recruits. These units are received at no cost in RP; they are free. Place per the card or table instructions. If there are no units available, then there is no further effect.

10.0 HOW TO PLAY THE GAME (GENERAL)

10.1 Game length

The game lasts until the end of the turn when the last operations card has been picked and played. It can also end if all raider units have been eliminated.

10.2 Stacking

Stacking is having more than one unit in a single space. You may have a number of raider units in a single point up to the command limit listed on the mission card (or as determined in the exclusive rules). Leaders, gear, hostiles, and objective markers do not count against stacking. Stacking is checked only at the end of a movement segment. You may otherwise move any number of units through a particular space. An unlimited number of units may be stacked in a Staging Area.

10.3 Force

A "force" is a group of units in the same space, conducting an operation together. A force can consist of a single unit or more than one unit (up to the stacking limit).

11.0 OPERATIONS (OPS)

Each mission card will assign you a number of operations (abbreviated "Ops") you can use during a mission. The number of Ops is tallied by the number of Ops cards remaining in the draw deck. One operation is defined as one raider force taking the following actions.

1) Recruiting & Scouting/Recon Segment: The operating force can either perform a recruit action (expending RP) or a scouting/ recon (27.0) action. See the rules for details.

2) Movement Segment: You move one operational force up to its movement allowance.

3) Operations Card Segment: Pick one operations card. The instructions on it are implemented by the player and may affect the space in which the force ended its move.

4) Combat Segment: If there are any hostile units in the space entered (which may be generated by the operations card or certain objective markers), you must engage in combat.

5) Objective Segment: If there is a face down objective marker in the space in which a force completed its operation, flip it face up. You may conduct actions on the objective and complete demolitions and any other actions.

Example: In one Op, you may recruit or scout, then move one force, then draw an operations card. If enemy forces are present in the force's space (due to the card draw), you must engage in combat with those forces. If the force moved into a space with an objective marker, that revealed marker may result in another enemy force and a second combat. The revealed marker (or simply the terrain type) may be the target of demolition or other action. One Op, therefore, consists of all of the above actions.

11.1 Multiple Operations

A single unit or force of units can conduct any number of operations per mission, as long as you expend one "Op" for each operation.

You do not have to use your full number of operations for a mission if you win before then.

11.2 Mission End

When you have conducted your last operation, the mission comes to an end.

11.3 Variable Operations

Certain operation cards or scenario rules will cause a gain or loss of Ops in a mission.

Gain of Op: Pick one (or more) Ops card (face down) from the reserve deck and place it on the bottom of the draw deck. If the reserve deck is exhausted, shuffle the discards to form a new reserve deck.

Loss of Op: Pick the top Op card from the available deck and discard it, face down. If there are no more cards in the deck, or if this is the last card, the mission ends.

12.0 MOVEMENT

During a force's movement segment, you may move the operating force any number of spaces, up to its movement allowance. If you have more than one unit starting in a space, you may form some of them into a force and leave the rest behind in the starting space (those that remain could move in a subsequent operation). If there is more than one unit in a force, they must move together. They use the movement of the slowest unit. After leaving the starting space, you may not pick up or drop off units from a moving force—they must stick together.

Example. You have three units in a space. You could form them into one combined force (of three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa).

Example: A force with the slowest unit with a movement of "2" may move two, one or no spaces during a Movement segment.

A force must stop and move no farther this Op if it enters a space for which the Terrain Effects Chart indicates "STOP." Also, a force must stop if it enters a space with an objective marker. The force can move out of such a space on a subsequent Op.

13.0 OPERATIONS CARDS

At the conclusion of a force's movement segment, regardless of whether the force has actually changed location, you must pick an operations card (e.g.: if the force only conducted recruit and did not move). The card is picked from the top of the deck.

Exception: When an operating force completes a move into a Staging Area, you do not pick an operations card. Staging Areas will be indicated by scenario.

Operations cards may have the following information.

Make an Alert Check. See the Alert rule.

1) Reinforcements: If a card calls for you to receive raider units, they are received at no RP cost. They are placed per the card instructions.

2) Go To Combat Procedure: The player picks the stated number of hostile units from the bin, and places them in the space containing the operating raider force. This will trigger combat in the force's ensuing combat segment (see below).

3) Win/Lose Ops: If your force wins that battle, certain cards award a number of additional operations. If your force loses the battle, certain cards deduct a number of your Ops. (See 14.0.)

4) Other Win/Lose: Some cards will cause you to gain or lose RP. You can not go above the scenario max or below zero (see the RP Index).

13.1 Operations Card Disposition
Generally, operations cards are placed in a separate discard pile after they have been picked and played (face down). When the last card in the draw deck has been picked, the game comes to an end at the conclusion of that Op (following the Objective segment).

Some Ops cards will return discards to the deck. In this case, pick them from the discard pile (face down) and reshuffle them into the deck.

You keep cards that state "Keep this card." Place the card in front of you; you may play it per the instructions. This does not count as an extra Op. At that time, implement one of the listed special events. Then discard it.

14.0 HOSTILE UNITS
Hostile units are temporarily placed on the map as the result of events. They are placed in the same space as the force that triggered the card draw. Hostile units are automatically removed from the map after the battle concludes, and placed back in the Hostiles Bin. They may be temporarily eliminated by combat, but are always returned to the Hostiles Bin (unless a scenario specifies otherwise).

15.0 COMBAT (BATTLE)
Combat is initiated when a force of your units is in the same space as hostile units. This will occur as a result of operations card draws. All combat occurs during the Combat segment.

Because each force must move individually, generally, you will not be able to combine different forces in the same combat. However, if there were other units already in the space, and a moving force entered that same space,

those units will also participate in combat generated by an operations card draw.

15.1 Battle Procedure
Each combat must go through the following stages.

1) Determine the Number of Hostile units. If not otherwise stated on the card, roll one die and pick a number of units equal to the result. Cards may call for additional or specific numbers of units to be picked.

2) Determine which side has Tactical Edge. Roll one die for the raider force, and another die for the hostiles; if either side has an elite unit with its force, add "1" (+1) to that side's die roll for each elite unit. The side with the higher total result has Tactical Edge. If the net die rolls are tied, the Terrain Effects Chart will give who has Tactical Edge.

3) First Round of Battle. Once Tactical Edge has been determined, line up all of the hostile units in the order of the strongest Combat rating to the weakest. If more than one unit has the same value, place them in any order you want. Next, line up all of the raider units in any order you prefer.

If the raiders have the Tactical Edge, they fire first. The player fires the first unit in line at any hostile unit. If the hostiles have Tactical Edge, they fire first with their first (strongest) unit in line at the first unit in the raider line.

To "fire" a unit, roll one die. If the die result is less than or equal to a unit's combat value, it eliminates one enemy unit. Losses are inflicted upon the targeted unit immediately. Next, the side that does not have Tactical Edge fires with one unit, per above. *Note. All units are affected the same by a die roll result, regardless of the unit's type or strength.*

Opposing units alternate firing, one unit at a time (and inflicting any casualties immediately), until all qualified units have fired during that "round." A unit that is eliminated may not fire. If one side has more units than the other, after alternating fire between the opposing forces, that side fires all of its remaining units. *Note. A unit that is eliminated is not eligible to fire (this is why Tactical Edge is important). Fire with the next unit in line.*

4) Second Round of Battle. If both sides have surviving units, a second round of battle begins. This repeats the procedure of the first round. Maintain who had the Tactical Edge.

5) Continuing Rounds of Battle. Upon completion of any second round of battle, a third (and then a fourth, fifth, etc., if necessary) round is executed, following the same procedure. Continue this procedure

until all of the units of one side have been eliminated. Whichever side has at least one unit remaining at the end of a round of combat is considered the winner. *Note. Because of the alternating fire procedure, it is not possible for both sides to be entirely eliminated.*

15.2 Breakoff
If each side in consecutive rounds fails to inflict any losses on the other side, then the combat comes to an end. The battle is a draw. Go to the Post Battle procedure (below).

16.0 POST BATTLE
After a battle comes to an end, do the following:

1) Hostiles: Return all hostile units to the bin. (Scenario rules may provide exceptions.)

2) If the Raiders win the battle: Gain Ops (and other bonuses) per the instructions given on the operations card.

3) If the Raiders lose the battle: Lose Ops (and other bonuses) per the instructions on the operations card.

4) If the battle ends in a draw: Neither gain nor lose Ops (and other bonuses).

Note that surviving raider units will remain in the space.

17.0 ALERT
The Alert Track modifies the hostiles reaction. The scenario will designate where to start the Alert Level on the Index. Various game events can cause the alert level to rise (or sometimes fall). The alert level can never go lower than one or higher than five.

17.1 Effects
Operations cards may call for the player to pick hostile units from the bin equal to the Alert level. Also, if an operations card calls for an alert check, then roll one die against the current alert level. If it is less than or equal to that level, the alert event takes place; if it is higher, the alert fails—see the cards (or scenario) for the outcome.

18.0 SPECIAL MOVES
Certain operations cards will allow you to move a force in a special way. This is explained on the card.
Note: These moves may not be in each game.

18.1 Airfield Move
Pick up any and all mobile units in one force on an airfield and move them to another airfield.

18.2 Water Move
Pick up any and all mobile units in one port or coastal space (defined by scenario) and move them to another port or coastal space.

18.3 Operations

Airfield and water moves use all movement for that force for the operation. At the completion of the move, the force picks an Ops card normally.

18.4 Transport

Some units transport other units (such as gear, or in some cases, objective markers). This will be indicated by individual games. To transport an eligible unit, a mobile unit must be in the same space as the unit to be transported. The transport picks it up. The transported unit then moves with the transporting unit, using the latter's movement allowance. It must stay with the transporting unit for the entire move. If the transporting unit is eliminated, so is the transported item. You may debark a transported unit at the end of any movement (or keep it transported). If a transporting unit is eliminated, then the item is lost for the remainder of the mission.

19.0 OBJECTIVE MARKERS

Each game has objective markers. Scenario rules will give specific rules for them.

20.0 LEADERS

Leaders represent superlative commanders. Leader units may be assigned by a scenario, by winning a mission, and/ or may appear after winning a battle.

20.1 Leader Units

Leaders are considered units for all game purposes. Generally, leaders are elite units. They may have other special abilities per scenario rules. If a leader is eliminated, he may not be replaced in a mission.

20.2 Gaining Leaders

If a raider force wins a battle, roll one six-sided die. If the roll is a "6," the player picks one leader from the recruit pool (if available) and places it in the space with that force.

21.0 PIONEERS / ENGINEERS

Some scenarios have pioneers (or engineers). These units have special abilities.

21.1 Demolition

Demolition allows pioneers to destroy certain objective markers per scenario instructions. To perform demolition, a pioneer must be part of an operating force in the same space as an objective marker in an Objective Phase. Roll one die for each pioneer in that space. Consult the Demolition Table. If you have more than one pioneer in a space, you declare which pioneers are attempting demolition one at a time, and may cease at any point.

21.2 Scenarios may provide other special abilities for pioneers/engineers.

22.0 GUIDES / PSYWAR

If there is a guide or PSYOP (psychological warfare) qualified unit (as defined by the scenario) with a raider force, or if you have a card specifying a one-time PSYOP option, after drawing an operations card, but before playing it, you may place that card on the bottom of the deck. You must draw a substitute card. Each force may do this only one time per Operations Card segment, even if there is more than one guide qualified unit with that force.

23.0 GEAR

Gear represents additional weapons and equipment. Scenario rules explain their use.

23.1 Recruiting Gear

You purchase gear markers by expending RP. You assign gear by placing the counters under individual raider units. Gear assignment is done during initial setup (and sometimes in a scenario depending on Ops cards).

23.2 Control of Gear

Generally, each leader can transport (and use) one item of gear, while each mobile unit can transport and use two gear items. You can trade items of gear between raider units in the same operating force at the start of a movement segment.

23.3 Elimination of Gear

If a raider unit is eliminated, then any gear with it is also eliminated. Otherwise, gear is not affected by combat.

23.4 Expending & Abandoning Gear

Some gear can be used only once (demolition, supplies, see scenario rules for specifics). You can abandon gear from a force at any time it is conducting an operation by returning the gear to the Recruit Pool. Eliminated, expended and abandoned gear is returned to the Recruit Pool.

24.0 SUPPLIES

Some scenarios will give you supply gear. A force can expend a supply gear counter to do one of the following.

1) Forced March: At the start of a Movement segment to move a raider force one extra space. The extra space is moved before regular movement (and does not trigger hostiles reaction). **OR**

2) Maximum Firepower: During combat, to roll the die two times for each raider unit in the force firing for one round.

3) Certain Ops cards provide bonuses for expending supplies.

25.0 CAMPAIGN GAME

RAIDERS can be played as a series of games. At the conclusion of a scenario, return all of your units to the Recruit Pool. You keep any leaders who survived that scenario. Other units must be recruited again normally to be brought back into play. However, eliminated leaders may be replaced in future scenarios.

25.1 If you win the scenario

1) Remove that mission card from the deck.

2) Keep any unexpended RP.

3) For the next scenario, add "one" to the starting alert level.

4) For the next scenario, gain what is listed after Success on the completed mission card (this is for the mission just completed, not others).

25.2 If you did not win a scenario

1) Reshuffle that mission card back into the deck; you can potentially pick it again.

2) Keep any unexpended RP.

25.3 Winning the Campaign

You win the campaign only when you have won all of the scenarios. However, if you lose any two scenarios in a row, you lose the campaign.

OPTIONAL RULES
26.0 COORDINATED OPERATIONS

Two or more separate raider forces may be moved during the same operation if each moving force includes one leader and ends their move in the same space. Further, that space must contain an objective marker or a camp unit. Once all forces are in the same space, pick a single event card for the combined force.

27.0 SCOUTING / RECON

A force conducting an operation may attempt one scouting or recon. Conduct scouting during the Re-supply & Scouting Segment. The operating force must have at least one scouting qualified unit (see Scenarios), and be adjacent to a space containing a face down objective marker. Execute the Scouting procedure.

Scouting Procedure
Roll one die: on an even result, reveal the objective; on an odd, nothing happens.