

"WE CAME, WE SAW, WE SMASHED PUNY HUMANS..." — GROG THE FOUL



GAME SUMMARY

PILLAGE! is a fun, fast, stand-alone card game for 2-4 players, where each player takes control of a different monstrous race, competing with each other to pillage a civilized settlement. As the players pillage their way through civilization, they'll face immediate decisions on how to commit their pillaged resources – whether to use them for immediate special effects, as enhancements to their monsters, as materials to construct engines of war, or to

simply bank them for Pillage Points at the end of the game. But inhabitants aren't pushovers, and the pillaging forces will also have to combat staunch defenders and overcome disastrous catastrophes that can turn the battlefield against them.

Each player brings 3 monsters of their chosen race to the battle, each with their own special racial and class abilities. When the smoke clears and the peace-loving folk are stamped out (the Pillage Deck is depleted), the player who has earned the most Pillage Points, bringing glory and resources to their pillaging cabal, will be declared the winner!

GAME CONTENTS

PILLAGE! contains the following game materials needed for play:

- 12 Monster Cards
- 180 Pillage Deck Cards
- 16 Siege Cards
- 3 Orcs
- Village of Happiness (60 Cards)
- 4 Quick Start Rules Cards
- 3 Goblins
- Smiley Town (60 Cards)
- 48 Wound Tokens
- 3 Kobolds
- City of Joy (60 Cards)
- 1 Six-Sided Die
- 3 Ogres

GAME SETUP

1. Each player selects (or determines randomly) the monstrous race they will be using. Once determined, each player takes the 3 monster cards for their race and places them face up in front of them.
2. The group determines which of the 3 civilized settlements they wish to pillage: the Village of Happiness, Smiley Town, or the City of Joy. The Cards for that settlement are shuffled and placed in the center of the play area as the "Pillage Deck".
3. Wound Tokens should be placed in a pile, within easy access of all players, and an area should be designated for the "Discard Pile" to place spent cards that are discarded during play. The cards in the Discard Pile should remain face-up.
4. Roll the six-sided die to determine which player goes first. Play then proceeds in a clockwise direction.

RULES AND CARDS

The rules presented here are the general rules that govern playing a game of *Pillage!*, but the cards that comprise the game also have rules and actions on them – many of which supersede what is presented here. When a card rule comes into conflict with the rules laid out here, *the card effect always wins*.

TURN ACTIONS

At the start of each player's turn, they automatically ready any of their exhausted monsters and siege weapons, unless a card effect prevents this or a monster is engaged with a Defender. The player then exhausts each of his readied monsters to accomplish an action, such as Pillaging, Constructing Siege, or using a Racial or Class Ability.

A player *cannot* end his turn unless all his monsters are exhausted. In other words, each monster must take some kind of action. Once all a player's monsters are exhausted, his turn is completed, and play passes to the next player.



READY



EXHAUSTED

ACTION – PILLAGING

The most basic action a readied monster can undertake is to "Pillage". You can exhaust a monster to draw the top card from the Pillage Deck and place it face-up in front of that monster. Unless the card is a Defender, a Catastrophe, or a Fortification, the player must then decide how to use the card.

Most Pillage cards have a special ability detailed on the card, such as healing your monsters or equipping them, which can be used immediately.

But the player can also choose to "bank" the drawn card directly to their Pillage Pile – a personal collection of pillaged cards kept next to each player. Cards banked to a player's Pillage Pile earn that player the number of Pillage Points noted on the card at the end of the game. But once a card has been banked, any special abilities it has cannot be used (with the exception of Construct cards, detailed below). Do you benefit now, or work towards building your end game Pillage Point score?

ACTION – RACIAL ABILITIES

Each monstrous race has a Racial Ability shared by each of a player's three monsters. Even though it is shared by all three, some Racial Abilities can only be used once on a player's turn – as indicated in each ability description – but the player has the flexibility to determine which of his monsters (if any) exhaust to activate the Racial Ability.

Depending on the Racial Ability, it might be activated at various points during a player's turn, or require no exhaustion to activate at all, providing a static ability that is continually active. Individual Racial Abilities are detailed below:

Blood Lust: When making a combat roll of any kind, you always win ties.

Devious: Once on your turn, you can exhaust a monster to attempt to steal a random card from another player's Pillage Pile. Roll a six-sided die. On a result of 4-6, you steal the card and add it to your own Pillage Pile. On a result of 1-3, you fail to steal the card and your monster suffers 1 wound.

Pack Attack: Once on your turn, you can exhaust a monster to immediately roll an additional six-sided die on a combat roll. Both dice are added together for your result.

Opportunistic: Once on your turn, you can exhaust a monster to attack a Defender engaged with another player. Make a Combat Roll as normal. If successful, you add the Defender to your Pillage Pile. If unsuccessful, your monster suffers 1 Wound and the Defender remains engaged with the original player.

ACTION – CLASS ABILITIES

When a player gains control of his monstrous race, he gains direct control of three of their monsters who lead their horde into pillaging glory. Each of these monsters has a Class that grants it a unique Class Ability.

Depending on the Class Ability, it might be activated at various points during a player's turn, or require no exhaustion to activate at all, providing a static ability that is continually active. Individual Class Abilities are located on each monster's card, for easy reference.

ACTION – CONSTRUCT SIEGE

A monster can exhaust to construct a Siege Card, which represents a specialized piece of equipment that provides special benefits, actions, and bonuses on a player's turn. Siege Cards are kept within easy access of all players. They are not drawn, but are readily accessible for any player with the material needed to construct them.

Certain Pillage Cards, such as "Lumber" and "Stone", have a special descriptor "Construct" printed on the card. These cards can be pulled from a player's Pillage Pile – *after* it has been banked – to construct a Siege Card. Each Siege Card has the recipe of needed Construct materials printed on it. When a monster exhausts to construct siege, the player simply pulls the needed material from his Pillage Pile and then places the now constructed Siege Card readied beneath his monsters. The Construct materials used in this way are then immediately sent to the Discard Pile.

ACTION – COMBAT

Whether it is due to a Defender engaged with one of your monsters, or a Fortification that blocks your progress, the other common action for your monsters in *Pillage!* is combat. Combat Rolls are discussed in the Combat Rolls section.

Combat is rarely a voluntary action (unless facing a Fortification). Usually, it's the *required* and *only* action for a monster engaged with a Defender – and sometimes doesn't take an action at all. Using the Combat Action is discussed in the Defender and Fortification sections.

"ME LIKE STEALING STUFF."

- MUNG THE ODIOUS

WOUND TOTAL

RACE AND CLASS



RACIAL ABILITY
KEYWORD

CLASS ABILITY
DESCRIPTION

COMBAT ROLLS

Monsters will frequently need to make a Combat Roll, whether they are attempting to smash down a Fortification, or decimate a Defender.

To make a Combat Roll, the player simply rolls a single six-sided die. This roll may be modified by equipment the monster carries, Siege Cards they employ, or Racial and Class Abilities. The result is compared to the Defense of the card they are making the Combat Roll against. If the result is greater, the monster has won the combat roll. On a tie, your monster loses (it's tough being a monster).

Usually, winning a combat roll will destroy the card you are targeting. Failed rolls against certain cards (such as Defenders) will add 1 Wound to the monster. If a monster gains wounds that exceed his Wound Total – he *dies*. That monster is turned face-down, and his death will impact the final Pillage Point score for the player.

"STUPID, SMELLY HUMANS."

- BLACKTHORN ONE-EYE

DEFENDERS

Some cards in the Pillage Deck are "Defenders". These foolish creatures have chosen to take on the might of your horde, and despite the fact that they stink like soap and flowers; some are well trained in the arts of war.

When one of your monsters takes the Pillage Action and their drawn card is a Defender, that card is placed face-up in front of the monster that drew it. The monster is now "engaged" with that Defender. That monster also immediately gets to make a free Combat Roll against the Defender, as a part of their Pillage Action and initial engagement.

Defenders are not as stout as your mighty forces, and a single Wound against them (winning a single Combat Roll) will destroy a Defender. Destroyed Defenders are usually worth Pillage Points, and are added to the Pillage Pile of the player who destroyed them.

But if your monster fails a Combat Roll, he suffers 1 Wound, and remains engaged with the Defender turn after turn, until it can be defeated. Engaged monsters do not ready at the start of your turn, and are required to take a single action of Combat against the Defender. Should the engaged Defender kill the monster, that Defender then retreats and is placed at the bottom of the Pillage Deck.

Other monsters cannot make Combat Rolls against a Defender not engaged with them, unless card effects say otherwise.

DEFENSE

PILLAGE POINTS



FORTIFICATIONS

Some cards in the Pillage Deck are "Fortifications". Your enemies, though weak, are wily and treacherous, and will put up defenses for your forces to overcome.

When one of your monsters takes the Pillage Action and draws a Fortification card, that card is placed face-up in front of *all* of your monsters. While the Fortification is up, none of your monsters can take the Pillage Action to draw cards from the Pillage Deck (though they can still exhaust to take other Actions). Fortifications also don't break any engagement your monsters have with Defenders – those puny foes still must be crushed!

But while Fortifications are an obstacle, they are not impassable, and any of your monsters can exhaust to Combat the Fortification. However, failed Combat Rolls on Fortifications do not deal Wounds, unless the card says otherwise. A single successful Combat Roll will destroy the Fortification, sending it to the Discard Pile (Fortifications are not worth Pillage Points).

Additionally, Fortifications inadvertently "block off" your monsters from competing players. If a player has an active Fortification that is blocking his monsters, both the player and his monsters are immune to any Racial Ability or Class Ability used by another player, and cannot use any such abilities against others while the Fortification is up!



CATASTROPHES

Some cards in the Pillage Deck are "Catastrophes". Pillaging a den of smelly "civilized folk" is not without risks, and as you and your monstrous opponents rampage through the game, each of you run the risk of fires, flooding, and other hazards of war.

When one of your monsters takes the Pillage Action and draws a Catastrophe card, that card is placed face-up on the table, and the effects noted on the card are immediately resolved. Usually, this involves wounding or hindering exhausted monsters.

But remember, that unless the card effect says otherwise, Catastrophe effects affect *all* monsters belonging to *all* players, not just you!



EQUIPMENT

Some cards in the Pillage Deck are "Equipment". The point of pillaging is to get valuable loot – but the player will need to determine whether a piece of Equipment will better benefit his monsters in the here-and-now, or whether to bank the Equipment to his Pillage Pile for the good of the horde (and Pillage Points at the end of the game). Equip-able items enhance a monster's combat abilities, defenses, or provide other special benefits. But once attached, Equipment can never be banked to the Pillage Pile.

A monster can only hold a certain amount of Equipment. Specifically, each monster has 1 Head, 2 Hands, 1 Body, and 2 Feet slots. A piece of Equipment occupies a certain number of these slots, as indicated on the card. If you want to equip one of your monsters with more than they can currently handle – you'll have to discard something they are currently equipped with to the Discard Pile. (Players can do this freely. Discarded Equipment does *not* go to the player's Pillage Pile.)

USING SIEGE

Once you have collected the right Construct materials in your Pillage Pile, one of your monsters can take the Construct Siege Action, spending those materials to build a Siege Card. Siege Cards represent war machines and other unusual methods of pillaging strategy employed by your monstrous race. Each player can only build *one copy* of a single Siege Card, however.

Depending on the text of the Siege Card, it can be exhausted at various points to accomplish effects that relate to Combat Rolls, Fortifications, or other aspects of the game. Once exhausted, however, a Siege Card remains that way until the start of its player's next turn, when all of the player's monsters and Siege Cards refresh.



END GAME

The game of *Pillage!* ends when the very last card is drawn from the Pillage Deck. The player who drew it resolves it as normal, and can finish his turn as best as he is able (attempting to defeat and score still engaged Defenders, for example). *Other* players do not get the chance to resolve any active engagements. Any Defenders they are engaged with immediately go to the Discard Pile (not their Pillage Piles).

Then, all players add up the total Pillage Points from their banked Pillage Piles. If a player had any monsters die during the game, they then subtract 10 Points for each dead monster from their total. The player with the highest Pillage Point total has brought the most loot to their horde and is declared the winner!



CREDITS

This game was developed by GamerNation Studios, a division of GamerNation, LLC and d20 Radio.

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