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Game: **STORM RAIDERS**
Publisher: **ARKUS GAMES (2025)**

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STORM RAIDERS

SETUP

Place the main board (choose either side) in the center of the play area. Insert the **dice tray** underneath the center of the map.

Place the **storm mini** on the wreck site with the red **health** icon. Point the storm's arrow clockwise around the map's outside edge.

Mix up the **resources** in the **storm bag**. Draw and place 3 random resources onto each of the 13 wreck sites.

Mix up the **contracts** in the **contract bag**. Place 1 contract onto each of the 5 **stormholds**, light grey side faceup.

Set aside the 4 starting **crew cards** (). Shuffle the rest of the crew cards and place them in a facedown draw pile in the top right corner of the main board.

Place all **dice**, **damage markers**, **medals**, and **mods** near the main board to form the main supply.

Each player takes 1 **dashboard**, and 1 **reference card**. Install 3 dials and 1 damage tracker into each dashboard and set them to their lowest values.

Shuffle all dashboard tiles (**trikes**, **planes**, **subs**, and **storm raiders**) into separate piles. Deal 1 of each at random to each player. Players place these into the indicated spaces of their dashboards. Increase your dials as indicated on your storm raider (1 space per icon shown), and collect the associated **raider standee**.

If experienced players agree, instead deal players 2 vehicles and 2 storm raiders each, and then each player selects the combination they will use and returns the rest to the box.

Give each player 1 starting crew card, returning the rest to the box. Players place their starting crew cards faceup near their dashboards.

Each player takes 3 **damage markers**, placing 1 on each of the right-most spaces below their trike, plane, and sub.

Randomly determine a starting player, who takes the **first player marker**.

In reverse turn order (starting with the player seated to the right of the first player and moving anticlockwise), each player places their raider standee onto 1 of the stormholds. Each player must select a different stormhold.

GAME ROUND

1. ROUND SETUP

Skip the first 4 steps in the first round.

1. Discard each blue contract from the map that has a damage marker on top. Place discards aside, and return damage markers to the main supply.
2. Place 1 damage marker on each blue contract on the map.
3. Turn over all grey contracts to their blue side.
4. Place new grey contracts from the bag onto each stormhold that does not already have a contract (of either colour). Return any contracts set aside during step 1 to the bag.
5. The first player collects a number of black dice and grey dice based on the player count:
 - 4 players = 5 black dice and 4 grey dice.
 - 3 players = 4 black dice and 3 grey dice.
 - 2 players = 3 black dice and 2 grey dice.

6. Roll all required dice into the center of the map.

7. Place 1 medal next to the highest rolled die if instructed. To determine this, check the reference above the left-most empty die space at the top of the main board. If the icons indicate a medal should be placed for the number of players in the game, place a medal. Otherwise, do not place a medal.

If there is more than 1 highest die, and all are of the same colour, place the medal next to any 1 of those dice. If there is more than 1 highest die in both colours, place the medal next to any 1 of the highest black dice.

Medals are placed in the following rounds:

- 4 players = all rounds
- 3 players = rounds 2, 4, and 6
- 2 players = rounds 2, and 5

2. PLAYER TURNS

Players take turns in clockwise order, starting with the player with the first player marker. After all players have taken 1 turn, they each take a second turn. Once all players have taken their second turn, the round ends.

On each of your turns, you must **select any 1 die from those available in the middle of the map**. You must then **place it either onto a vehicle to move, or onto your tent to rest**. You may use crew cards, and the abilities of your chosen vehicle (or storm raider if resting) to manipulate your selected die. Any abilities that alter a selected die must be resolved before the die is placed.

1s are wild. Any time you select a 1 valued die, you may change it to any value (or keep it as a 1). If a game effect changes a die into a 1, it does not become wild.

MOVING

When using a vehicle, place your selected die onto the vehicle you wish to use that turn. Dice must always be placed into the left-most empty space below each vehicle, and damage markers must always be placed into the right-most empty spaces.

When placing a die onto a vehicle, it must be **higher in value than each other dice already on that vehicle**. If there are no dice present, any value may be placed.

Each vehicle has a special ability and rules specific for each type.

Any time you place a **5 or 6 on your trike**, you must immediately place 1 damage marker on it. Any time you place a **6 on your plane**, you must immediately place 1 damage marker on it.

MOVING ACROSS THE MAP

When using a vehicle, you must move your raider standee to a different site. Each site may contain any number of raider standees.

The pips on the dice icons on the white dotted lines represent the hours required to traverse that path. To move from 1 site to another, you must use a die of an equal or greater value to the **sum of all dice icons** you pass over in your turn.

You may move as far as you wish, even through other sites, if you have the pips. However **you only ever interact with your final site**.

You may use your trike or plane if the path you wish to travel shows no **plane icons** on any of the dotted lines. You may only use your plane if there are 1 or more plane icons.

You may use your sub to travel between any **ports** on the board (those with a **sub icon**); you must use a die of equal or greater value to the sum of both the port you are leaving and the port you are entering. Non-port sites cannot be accessed by subs.

REACHING A WRECK SITE

When you reach a wreck site, you may **salvage up to 2 resources**. If you salvage at least 1, you can also resolve the site's effect: **increase the indicated dial by 1, or reduce your health tracker by 1**.

If you cannot resolve this effect, you may instead remove 1 damage marker from a chosen vehicle (if possible).

If you used your trike, you may always salvage up to 2 resources without any consequence.

If you used your plane or sub to salvage 2 resources, place 1 damage marker on the vehicle you are using. Salvaging only 1 resource has no consequence.

However, for each **weaponry** resource you salvage, you must place 1 damage marker on your vehicle (trike, plane, or sub).

When salvaging a crew resource from a wreck site, immediately place it in the discard pile and draw 2 crew cards from the top of the crew card draw pile. Select 1 to keep, placing it faceup in front of you, and place the other facedown at the bottom of the crew card draw pile. You may have a maximum of 7 crew cards.

REACHING A STORMHOLD

When you reach a stormhold, you may pay the indicated resources to fulfill the contract at that site. You may instead stop at a stormhold (or wreck site) and take no actions there.

When fulfilling a contract, place the required resources into the discard pile (not the bag). Then take the contract and place it alongside your dashboard, keeping it the same way up. Immediately resolve all possible rewards shown on the contact's right half. Do not refill the stormhold with a new contract now.

Weaponry can be spent as any other resource type when completing contract cards, but it may result in damage.

If you fulfill a contract that has a damage marker on top, you must place that damage marker onto the vehicle you used this turn.

TAKING DAMAGE AND LOSING HEALTH

Each time you need to place a damage marker on a vehicle, but there is no space available, you must instead move your health tracker 1 space to the right, if possible. If your tracker is already at its limit, ignore this effect. Ways you can take damage:

- Placing a 5 or 6 on your trike.
- Placing a 6 on your plane.
- Salvaging weaponry.
- Salvaging 2 resources with your plane or sub.
- Being hit by the storm (each vehicle takes 1 damage).
- Fulfilling a contract that has a damage marker on it.

RESTING

When resting, follow the steps on your dashboard, left to right:

1. **Refresh 1 crew card** if possible, turning it faceup.
2. **Remove 1 damage marker for every 2 pips** on the die being used to rest (1 = no damage removed / 2-3 = 1 damage / 4-5 = 2 damage / 6 = 3 damage). You may take them from any of your vehicles. Return them to the main supply.
3. **Remove all dice from your dashboard of equal or greater value to the die** being used to rest (including that die). Return them to the main supply.
4. **Gain one: 1 crew card** (draw 2, and keep 1), **1 mod**, or **1 medal**.

Each storm raider also has a special **rest ability** which may be activated at any point during your rest, unless specified otherwise.

3. ROUND CLEANUP

Once all players have taken 2 turns each, the round ends. Follow these steps:

1. **Place the remaining die** in the middle of the map onto the leftmost empty space at the top of the main board. If that space has a modifier value, take note of that value. If the die was a 1, reroll it until it shows a different value.

2. **Determine the storm's direction** (clockwise or anticlockwise). If the remaining die was black, the storm mini continues moving in its current direction (indicated by the storm's arrow). If the remaining die was grey, turn the storm mini around 180°.

3. **Determine the storm's movement**. Move the storm mini in the appropriate direction a number of spaces equal to the remaining die's value, plus any additional spaces from the current round's modifier (only in the last 3 rounds). The storm mini follows the storm paths (blue lines connecting wreck sites). Move the it to its new destination, taking note of each wreck site it passes through.

4. **Vehicles take damage**. If the storm moves through or lands on any raider standees, those players must place 1 damage marker onto each of their vehicles. If you were on the wreck site where the storm mini started, you do not take any damage.

5. **The storm drops new resources**. The storm drops off 1-3 resources at each wreck site it passed through, and also at the site it stopped on. This is shown at the top of the main board:

- 2 spaces = 3 resources per wreck site.
- 3-4 spaces = 2 resources per wreck site.
- 5-9 spaces = 1 resource per wreck site.

6. **Draw resources** randomly from the bag. Start at the storm mini's new site and move back along its recent path. It does not place any new resources at the site where it started. If there are not enough resources left in the bag when needing to draw (at any point during the game), place all resources from the discard pile back into the bag, and continue drawing.

7. **Pass the first player marker** to the next player clockwise.

MODS, MEDALS & CREWS

MODS When you gain a mod, take one from the main supply and plug it in to any 1 of the open mod slots on your dashboard. Once placed, mods remove the various conditions that can cause vehicles to take damage. You may never have more than 7.

MEDALS When you gain a medal, take a medal from the main supply and place it on to any of the open slots along the bottom of your dashboard. You may never have more than 7.

CREW When you gain crew, draw 2 crew cards from the draw pile, select 1 and place it faceup in front of you, and place the other facedown at the bottom of the pile. You may never have more than 7. Most can be used at any time (even on other players' turns). To use an ability, turn the card facedown; the card will be unavailable for use until they it is refreshed by an effect.

END OF THE GAME & SCORING

The game ends after phase 3 of the 6th round. Players add up their **PRESTIGE**:

1. **Contracts**: Gain **PRESTIGE** equal to the value shown on each fulfilled contract.
2. **Mods**: Multiply the value on your mod dial by the number of mods collected and gain that **PRESTIGE**.
3. **Medals**: Multiply the value on your medal dial by the number of medals collected and gain that **PRESTIGE**.
4. **Crew**: Multiply the value on your crew dial by the number of faceup or facedown crew cards collected (starting crew cards that have not been destroyed count) and gain that **PRESTIGE**.
5. Gain 1 **PRESTIGE** for every set of any 2 remaining resources.
6. **Damage**: Multiply the value on your health tracker by the amount of damage on all your vehicles and lose that **PRESTIGE**.

The storm raider with the highest **PRESTIGE** is the winner.

On a tie, the tied player with the least remaining damage is the winner. Then the tied player with the most remaining resources wins. On a further tie, all tied players share the victory.

STORM RAIDERS

GAME ROUND

1. ROUND SETUP

Skip the first 4 steps in the first round.

1. Set aside each blue contract with a damage marker on it.
2. Place 1 damage marker on each blue contract.
3. Turn over all grey contracts to their blue side.
4. Place new grey contracts from the bag onto each stormhold that does not have a contract. Return any contracts set aside in step 1 to the bag.
5. The first player collects a number of black dice and grey dice based on the player count:
 - 4 players = 5 black dice and 4 grey dice.
 - 3 players = 4 black dice and 3 grey dice.
 - 2 players = 3 black dice and 2 grey dice.
6. Roll the dice into the center of the map.
7. Place 1 medal next to the highest rolled die if instructed by the reference at the top of the board.

2. PLAYER TURNS

Take turns in clockwise order, starting with the player with the first player marker. After all players have taken 1 turn, they each take a second turn. Then the round ends.

On each of your turns, **select any 1 die from those in the middle of the map, then place it either onto a vehicle to move, or onto your tent to rest.** You may manipulate your selected die with abilities. 1s are wild.

MOVING

Place your die onto the vehicle you wish to use that turn. Dice must always be placed into the left-most empty space below the vehicle, and damage markers into the right-most empty spaces.

The die must be **higher in value than each other dice already on that vehicle.**

Any time you place a **5 or 6 on your trike**, you must immediately place 1 damage marker on it. Any time you place a **6 on your plane**, you must immediately place 1 damage marker on it.

Move your raider standee to a different site. You must use a die of an equal or greater value to the **sum of all dice icons** you pass over in your turn. **You only ever interact with your final site.**

You may use your trike or plane if the path you wish to travel shows no **plane icons** on any of the dotted lines. You may only use your plane if there are 1 or more plane icons.

You may use your sub to travel between any **ports**; you must use a die of equal or greater value to the sum of both the port you are leaving and the port you are entering.

REACHING A WRECK SITE

When you reach a wreck site, you may **salvage up to 2 resources**. If you salvage at least 1, you also get to resolve the site's effect: **increase the indicated dial by 1, or reduce your health tracker by 1**. If you cannot, you may instead remove 1 damage marker from a chosen vehicle.

If you used your trike, you may always salvage up to 2 resources without any consequence.

If you used your plane or sub to salvage 2 resources, place 1 damage marker on the vehicle you are using.

For each **weaponry** resource you salvage, you must place 1 damage marker on your vehicle (trike, plane, or sub).

When salvaging a crew resource from a wreck site, immediately place it in the discard pile and draw 2 crew cards. Select 1 to keep, and place the other facedown at the bottom of the crew card draw pile. You may have a maximum of 7 crew cards.

REACHING A STORMHOLD

When you reach a stormhold, you may pay the indicated resources into the discard pile to fulfill the contract. Place the contract alongside your dashboard and resolve its rewards.

Weaponry can be spent as any other resource type when completing contract cards, but it may result in damage.

If you fulfill a contract that has a damage marker, you must place that damage marker onto the vehicle you used this turn.

DAMAGE AND HEALTH

When you need to place a damage marker on a vehicle, but there is no space available, you must instead move your health tracker 1 space to the right, if possible.

RESTING

When resting, follow the steps on your dashboard, left to right:

1. **Refresh 1 crew card** if possible, turning it faceup.
2. **Remove 1 damage marker for every 2 pips** on the die being used to rest. You may take them from any of your vehicles.
3. **Remove all dice from your dashboard of equal or greater value to the die being used to rest** (including that die).
4. **Gain one: 1 crew card** (draw 2, keep 1), **1 mod**, or **1 medal**.

Each storm raider has a **rest ability** which may be activated at any point during your rest, unless specified otherwise.

3. ROUND CLEANUP

Once all players have taken 2 turns each:

1. **Place the remaining die** in the middle of the map onto the leftmost empty space at the top of the board. If the die was 1, reroll it until it shows a different value.
2. **Determine the storm's direction.** If the remaining die was black, the storm mini continues moving in its current direction. If it was grey, turn the storm mini around 180°.
3. **Determine the storm's movement.** Move the storm mini in the appropriate direction a number of spaces equal to the remaining die's value, plus any additional spaces from the current round's modifier (only in the last 3 rounds). The storm mini follows the blue lines connecting wreck sites.
4. **Vehicles take damage.** If the storm moves through or lands on any raider standees, those players must place 1 damage marker onto each of their vehicles. If you were on the wreck site where the storm mini started, you do not take damage.
5. **The storm drops new resources.** The storm drops off 1-3 resources at each wreck site it passed through, and also at the site it stopped on (as shown at the top of the board):
 - 2 spaces = 3 resources per wreck site.
 - 3-4 spaces = 2 resources per wreck site.
 - 5-9 spaces = 1 resource per wreck site.
6. **Draw resources** randomly from the bag. Start at the storm mini's new site and move back along its recent path (not counting where it started). If there are not enough resources in the bag (at any point during the game), place all resources from the discard pile back into it, and continue drawing.
7. **Pass the first player marker** to the next player clockwise.

STORM RAIDERS

GAME ROUND

1. ROUND SETUP

Skip the first 4 steps in the first round.

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Take turns in clockwise order, starting with the player with the first player marker. After all players have taken 1 turn, they each take a second turn. Then the round ends.

On each of your turns, **select any 1 die from those in the middle of the map, then place it either onto a vehicle to move, or onto your tent to rest.** You may manipulate your selected die with abilities. 1s are wild.

MOVING

Place your die onto the vehicle you wish to use that turn. Dice must always be placed into the left-most empty space below the vehicle, and damage markers into the right-most empty spaces.

The die must be **higher in value than each other dice already on that vehicle.**

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Move your raider standee to a different site. You must use a die of an equal or greater value to the **sum of all dice icons** you pass over in your turn. **You only ever interact with your final site.**

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If you used your trike, you may always salvage up to 2 resources without any consequence.

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For each **weaponry** resource you salvage, you must place 1 damage marker on your vehicle (trike, plane, or sub).

When salvaging a crew resource from a wreck site, immediately place it in the discard pile and draw 2 crew cards. Select 1 to keep, and place the other facedown at the bottom of the crew card draw pile. You may have a maximum of 7 crew cards.

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When you reach a stormhold, you may pay the indicated resources into the discard pile to fulfill the contract. Place the contract alongside your dashboard and resolve its rewards.

Weaponry can be spent as any other resource type when completing contract cards, but it may result in damage.

If you fulfill a contract that has a damage marker, you must place that damage marker onto the vehicle you used this turn.

DAMAGE AND HEALTH

When you need to place a damage marker on a vehicle, but there is no space available, you must instead move your health tracker 1 space to the right, if possible.

RESTING

When resting, follow the steps on your dashboard, left to right:

1. **Refresh 1 crew card** if possible, turning it faceup.
2. **Remove 1 damage marker for every 2 pips** on the die being used to rest. You may take them from any of your vehicles.
3. **Remove all dice from your dashboard of equal or greater value to the die being used to rest** (including that die).
4. **Gain one: 1 crew card** (draw 2, keep 1), **1 mod**, or **1 medal**.

Each storm raider has a **rest ability** which may be activated at any point during your rest, unless specified otherwise.

3. ROUND CLEANUP

Once all players have taken 2 turns each:

1. **Place the remaining die** in the middle of the map onto the leftmost empty space at the top of the board. If the die was 1, reroll it until it shows a different value.
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 - 5-9 spaces = 1 resource per wreck site.
6. **Draw resources** randomly from the bag. Start at the storm mini's new site and move back along its recent path (not counting where it started). If there are not enough resources in the bag (at any point during the game), place all resources from the discard pile back into it, and continue drawing.
7. **Pass the first player marker** to the next player clockwise.

ICON REFERENCE

RESTING

- Rest action.
- Refresh 1 crew card (turn it faceup).
- Remove 1 damage per 2 pips on resting die.
- Remove dice of equal or greater value to resting die.
- Gain 1 crew card (draw 2, keep 1), 1 mod, or 1 medal.

RESOURCE TYPES

- General goods.
- Fuel (oil, kerosene and petroleum).
- Orichalcum (a rare Atlantean metal).
- Mechanical machinery.
- Electrical parts.
- Weaponry.
- Crew.

FULFILLING CONTRACTS

- Refresh 1 crew card.
- Increase 1 dial and decrease another.
- Remove 1 die from any vehicle.
- Remove 1 damage from any vehicle.
- Draw and keep 1 random resource from the bag.

TAKING DAMAGE

- Take 1 damage when salvaging weaponry.
- Take 1 damage when placing a 5 or 6.
- Take 1 damage when salvaging 2 resources.

SALVAGING A WRECK SITE

- Increase mod dial by 1.
- Increase medal dial by 1.
- Increase crew dial by 1.
- Decrease dashboard health tracker by 1 (gaining health).

OTHER ICONS

- Cargo.
- Dice types.
- Storm raider / player.
- The rift storm / wreck site.
- Trikes.
- Subs.
- Planes.
- Medal.
- Mod.
- Damage.

PRESTIGE points.

EXPANSIONS

ROUGH ROADS AHEAD

Each time the storm moves to a new site, all adjoining white paths (not ports) gain a **hazard marker**. If players want to move through these paths they must either spend 1 more hour on their chosen vehicle, or they can damage that vehicle to collect the hazard marker before moving. On later turns, players can spend 1 fewer hour moving with a vehicle per collected hazard marker they discard.

DEADLY CONTRACTS

Mix these contracts in with the rest of the contracts during setup. They can only be fulfilled using weaponry.

ATLANTEAN ELIXIR

Give each player 1 **Atlantean elixir token** during setup. You can turn over your elixir token and lose 1 health to take any 1 resource from your site (even at a site you are passing through while moving). Taking this resource won't add any damage to your vehicle. Once flipped, you can use their elixir token one more time on a later turn, but must discard it after that.

ICON REFERENCE

RESTING

- Rest action.
- Refresh 1 crew card (turn it faceup).
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