Dragut

The sack of Rapallo July 4th 1549

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0 INTRODUCTION

Dragut is a two players game recreating the sack of the Ligurian city of Rapallo on July 4th 1549.
On that day, at dawn, a fleet of several galleys at the orders of the famed Ottoman pirate Dragut arrived at the shores of this sleepy harbour; the pirates beached in three areas (Porta delle Saline, Imbarcadero and Nagge, all depicted on the map) and started the sack; no resistance was encountered, as no garrison nor alarm drills have been organised by the city council, despite the Genoese Senate had advised of pirate activities in the area.
The only brave act was performed by Bartolomeo Maggiocco, a local boy who saved its sweetheart, Giulia Giudice, struggling the pirate at the Porta delle Saline. The only escape way was fleeing to the hills and several citizens made it, and more others were captured by the pirates and put in slavery in Berberia.
Will you manage to avoid the sack of the city and save its inhabitants?
Or will you sack the city and gain reputation among the Pirates?

The game consists of 25 bases, 24 units, a map and the rules.

1 GAME UNITS

The game units depict Rapallo inhabitants (Rapalline) and the Pirates of Dragut.
Each unit is to be put in a transparent base; a colour defines the owner of the unit: green for pirates, blue for Rapalline. Every unit shows its Combat Value (see 6).

Pirates units depict as follows:

Dragut: value 6

Pirate: value 4

Pirate: value 2

Renegade: value 2 (see 1.11)

Rapalline units depict as follows:

Bartolomeo Maggiocco: value 3 e 5 (see 1.12)

Soldier: value 3

Mayor: value 1

Priest: value 1

Giulia Giudice: value 1

Boys: value 1

Men: value 1

Arquebusier: see 1.13

Women: value 1

Alarm Level Counter

1.1 Special Units
Some units have special and unique abilities:
1.11 Renegade: this unit spends 1 Action Point when it moves on Trails (Sentieri see 5)
1.12 Bartolomeo Maggiocco: if this unit manages to liberate a captured Rapalline unit, the Alarm Level raises of 2 cases instead of the usual 1. Its value changes depending on:
- if the Pirate player is using its Action Points, its value is 5; if the Rapalline player is using its Action Points, its value is 3.
- if Giulia Giudice reaches the Hills (Colline) or she is in the Serraglio, its value is always 3.
1.13 Giulia Giudice: if this unit reaches the Hills (Colline), the Pirate player must capture 8 Rapalline units instead of 7; as well, Bartolomeo Maggiocco Value is always 3.
1.14 Arquebusier: this unit has no real value but in Combat it reduces the value of the Pirate unit of 2 Value Points. Replace the hit Pirate unit with the reduced one. The Rapalline player can then decide to raise the Alarm Level of 1 level (see 3.1) or draw a new card from its deck (see 3.3).

2 SET UP and TURN SEQUENCE

2.1 SET UP: The Rapalline player deploys all its units, except for a Soldier unit, in the Town Areas, one unit per area. The Alarm Level Counter is set at the first case with a value of 2.
The Pirate player takes Dragut and 4 more units, except for the 4 Value Dragut and a 2 Value Pirate, which are taken apart.

These units, starting from the first turn, will move to Areas next to the Sea, landing and simulating the raid from the sea, counting 1 Action Point for such movement (see 5).
ATTENTION: The units must be deployed by hiding their Value to the adversary!

2.2 TURN SEQUENCE:
- Both the players may choose a card to play and they show it together,
- The Pirate player goes first and uses its Action Points (3.2) to do the available Actions (4.2); once exploited the Action Points available or when the player cannot or doesn't want to do any other Actions, the Rapalline player can play,
- The Rapalline player uses its Action Points (3.2) to do the available Actions (4.2); once exploited the Action Points available or when the player cannot or doesn't want to do any other Actions, the turn finishes.

The players play till reaching the Victory Conditions or till no more Rapalline or Pirate units are on the map.

3 ACTION POINTS, CARDS AND ALARM LEVEL

The core part of the game is the Action Points system. The Action Points can be used by the players to move their units and perform specific actions. The other core part of the game are the Cards, which can be played one per turn to raise or decrease its or adversary Action Points or influence the movement (Mamma li turchi) or raise the Alarm Level (Oche di Rapallo).

3.1 The Action Points available to the Rapalline player changes depending to the Alarm Level. This Level raises (moves downwards) by:
- one case every time a captured unit is liberated (6.1), or two cases if the liberating unit is Bartolomeo Maggiocco;
- one case when the Arquebusier combats and card has been not drawn from the deck;
- one case by playing the Campane or Oche di Rapallo Cards.

The Pirate player can lower (move upwards) the Alarm Level by playing the Buonanotte! Card.

3.2 Pirates Action points are always 3, except if modifies by cards.

3.3 There are two Card decks; one dedicated to the Rapalline player and the other to the Pirate player. At the set up three cards are drawn by the players from their deck and kept covered; every turn each player may decide to play one Card to be used in that turn and it is kept covered; at the beginning of the turn, the cards are revealed and the effects take place during the turn or as per indications. The cards used are retired at the end of the Turn. Some cards can be used only once, other more times and therefore are put in the deck again.
A new card can be drawn in specific occasions:

RAPALLINE draws a card	PIRATE draws a card
When the Arquebusier is involved in Combat and the Alarm Level is not increased	Every time a captured unit is sent to the Serraglio
Every time a Pirate unit is eliminated in Combat	
Every time a Rapalline unit reaches the Hills.	

4 ACTIONS

The players can perform some actions using the available Action Points in the turn. Every unit can use a maximum of 2 Action Points per turn, unless different information from the Cards. The Action Point not used in the turn are lost.

4.1 Rapalline player action are:

- *Movement*: the player may move any unit from an area to another along the Movement lines (see Map 5.2) using a maximum of 2 Action Points per unit.
- *Raise of the Alarm Level*: the player can raise the Alarm Level of one case using 2 Action Points.

4.2 Pirate player actions are:

- *Movement*: the player may move any unit from an area to another along the Movement lines (see Map 5.2) using a maximum of 2 Action Points per unit.
- *Sending captured units to the Serraglio*: the player can send a captured Rapalline unit (defeated in Combat see 6) to the Serraglio on the galleass for 2 Action Points per unit, if a Pirate unit is in the same Area or in an adjacent Area. Sending a certain number of captured units to the Serraglio is the Victory Condition for the Pirate player; Rapalline units in the Serraglio cannot be freed. Every time a unit is sent to the Serraglio, the Pirate player must draw a new Card.
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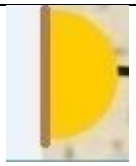
ACTIONS RAPALLINE	Action Points	ACTIONS PIRATE	Action Points
Movement	1	Movement	1
Raise of Alarm Level	2	Sending captured unit to Serraglio	2

5 MAP AND MOVEMENT

The historical map depicts the town of Rapallo in 1549 and it is divided into Areas (see 5.1) which are connected among them by movement lines (see 5.2); moving from an Area to another costs one or more Action Points depending on the kind of destination area; entering in an Area occupied by an enemy unit takes to a Combat (see 6), which is resolved immediately.

On the map is depicted the Alarm Level Table, which defines the number of Action Points available for the Rapalline player in that turn; the Alarm Level Counter moves downwards when it raises and upwards when it lowers (see the values into the cases).

5.1 Areas: The map is divided into several Areas: Town, Countryside and Hills; they are connected by movement lines: Roads or Trails. Pirate units cannot enter in Hill Areas.
5.2 Movement lines: the Road between two Town Areas costs 1 Action Points for every units; the Trail between Countryside Areas and between Countryside areas and Town Areas costs 1 Action Point for Rapalline Units and the Renegade Pirate unit and 2 Action Points for the other Pirate units.

Town Area	Countryside Area	Hill Area								
			Rapalline	Pirate	Rapalline	Pirate	Rapalline	Pirate	Rapalline	Pirate
			1	2 1	1	1	1	2	1	2

The landing is like a movement between two Town Areas and costs 1 Action Point.
When a Rapalline unit reaches a Hill Area is safe and exits from the map. Exit units cannot enter in the map again.

6 COMBAT

When a unit enters an Area occupied by an enemy unit, there is a Combat; both the units are revealed and the one with the higher Value wins.
If the winner unit is Rapalline, the Pirate unit is eliminated and the Rapalline player can draw a new Card from its deck.
If the winner unit belongs to the Pirate player, the Rapalline unit remains visible and became captured, waiting to be sent to the Serraglio, through the relative Pirate action (4.2). Till that moment, the captured Rapalline unit can be liberated (6.1) by another Rapalline unit entering in the same Area and defeating eventual Pirate unit. The captured unit cannot be moved by any player.
If the Rapalline unit involved in the Combat is the Arquebusier one (1.14), this unit is retired from the game (the Pirate player doesn't draw any new card from its deck) and the Pirate unit is reduced by 2 Value points, being substitute by the relative Pirate unit (from 6 Value to 4 and from 4 to 2); if its Value is zero, the Pirate unit is eliminated and the Rapalline player can draw a new card from its deck.

6.1 Liberate a captured unit: every time a Rapalline unit enters in the same Area of a captured Rapalline unit and defeats the eventual Pirate unit, it liberates the captured one. The liberated unit must move till the nearest empty Area (without spending Action Points). The Rapalline player must reveal the liberating unit and raise of one case the Alarm Level (3.1) or of two cases if the liberating unit is Bartolomeo Maggiocco.

7 VICTORY CONDITIONS

The pirate players must capture and transfer to the Serraglio at least 7 Rapalline units (or 8 in case Giulia Giudice has fled to the Hills); the Rapalline player must avoid it!

8 CREDITS

Lumaca Games copyright 2017-2018
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Sources: www.inrapallo.com; www.gazzettadisanta.eu/articoli/st_170812.html