

SALVAGE WARS

Unleash Mayhem in Mech Combat!

By Steve Lu

The world lies in ruins, but the battle for supremacy has just begun! In Salvage Wars, become a daring mech pilot in a Mad Max-inspired post-apocalyptic RPG board game, where the battlefield is a wasteland, and your opponents are ready to scavenge and destroy.

Player count: 2-4

What You'll Need:

Gather your arsenal: select 2 weapons and 1 defence to define your playstyle. Each player starts with 10 hard-earned coins, a personalized game piece, and a 10x10 grid map that'll soon witness the clash of titans.

You may design the map however you wish according to the legend below.

How to Play:

You are all the greatest pilots of your generation. Describe your mech's appearance, equip it with devastating weapons, and master the art of survival in a world where only the strongest machines prevail.

This is no ordinary skirmish - it's a strategic dance on the edge of chaos! Every turn, you may choose to move and do one action: Attack, Defend, or Gather.

Turns: Decide the turn order - the oldest, the youngest, or your preference.

Movement: Move 5 spaces before or after your action to outmaneuver opponents.

Attack, Defend, or Gather: Choose to attack foes, bolster your defences, or collect coins for repairs. Collecting coins may be done anywhere on the map, but you may only collect 3 at a time.

Coin Flip Combat: Life and Death Hang in Balance

Coins aren't just currency; they're also your health. Flip for success or failure, and watch your health tumble as the battle rages on. Heads succeed, tails fail. Push your fallen coins into the **yellow**-hued salvage area - every piece represents another step closer to you or your foes' destruction.

Weapons: Unleash the Fury of the Wasteland

- Heatseeker Barrage: Rain missiles across the battlefield, leaving destruction in your wake.

Range: 5 grid squares

Attack Pattern: Select a single target game piece.

Coin Mechanic: Choose up to 5 bullets. Flip a coin for each bullet. On heads, it hits the selected target for 1 damage per bullet. On tails, the bullet misses. You may choose 2 coins that landed on tails to be heads.

- NEVA-miss Rifle: Take precise shots with unerring accuracy, but luck still plays its part.

Range: 5 grid squares

Attack Pattern: Select a single target game piece.

Coin Mechanic: Choose up to 5 bullets. Flip a coin for each bullet. On heads, it hits the selected target for 1 damage per bullet. On tails, the bullet misses. You may choose 2 coins that landed on tails to be heads.

- Gambler's Sniper Rifle: A risky, long-range gamble that could make or break your fate.

Range: 8 grid squares

Attack Pattern: Select a single target game piece.

Coin Mechanic: Choose up to 5 bullets. Flip a coin for each bullet. All coins must land heads for the attack to land. If one of them is tails, you fail the whole attack, dealing no damage.

- EMP Pulse Emitter: Disrupt the very fabric of your opponents' weaponry with a flip of fate.

Range: Any

Attack Pattern: Select a 3x3 grid area.

Coin Mechanic: Flip a coin after use. On heads, it temporarily disables the weapons of all game pieces within the selected area. On tails, it fails to disrupt any weapons.

- Nanite Swarm Cluster: Unleash a relentless nanite assault, but can you control the swarm?

Range: 10 grid squares

Attack Pattern: Select a single target game piece. Ignores cover.

Coin Mechanic: When activated, flip a coin. On heads, it deals 1 damage to the target game piece throughout their next 3 turns. On tails, the nanites fail to take hold. You can stack this effect with itself for increased damage.

- Rail Mortar: Engage in explosive area-of-effect warfare, but beware of the misfires.

Range: Any

Attack Pattern: Select a 5x5 area.

Coin Mechanic: Flip a coin for each selected grid square. On heads, it creates a powerful area-of-effect explosion, damaging 2 targets of choice in that square, dealing 3 damage each. On tails, it misfires, dealing 3 damage to your game piece as well as any enemy game pieces in that square.

- Fusion Blaster: A high-stakes weapon that could either decimate or leave you vulnerable.

Range: 5 grid squares

Attack Pattern: Select a single target game piece.

Coin Mechanic: When activated, flip a coin. On heads, it deals 6 damage to the selected target game piece. On tails, it overheats, and your game piece's weapons are disabled on the next turn.

Defence: Your Mech's (one and only) Lifeline

- Distortion Field Emitter: Bend reality to your advantage, but it's a one-time escape.

When attacked, the player flips a coin. On heads, the field effectively reduces the damage they deal by half(odds round up). On tails, the field has little effect. Lasts 4 attacks. Only one use per game.

- Nano-Repair Nanites: Release healing clouds, but the outcome hangs on the flip of a coin.

When activated, the player chooses the amount of health they would like to restore. They flip a coin from their remaining coin pile to determine whether each health point is restored. Only 2 uses per game. Cannot heal for over 10.

- Phase Shift Module: Temporarily vanish from harm's way, if luck favors the bold.

When activated, the player flips a coin. On heads, the phase shift succeeds, making the mech immune to damage for 3 turns. On tails, the phase shift fails, and the mech remains vulnerable. Only one use per game.

- Holo-Decoy Projector: Confuse and confound enemies with holographic trickery - a masterstroke, but only once.

Opponents targeting the mech must flip a coin. On heads, they hit the real mech; on tails, they target a decoy. The decoy can only take 2 attacks. One use per game.

Map Legend: Navigate the Wasteland Wisely

- Cover: **Black** spaces shield you from enemy onslaughts.
- Explosive Barrel: **Red** spaces hold explosive potential, a gamble worth taking.

- Salvage Area: **Yellow** spaces beckon as a sanctuary for your fallen coins, waiting to be reclaimed.

Winning: Be the Last Mech Standing!

Engage in the ultimate battle for survival, where every move is a calculated risk and every coin flip determines your fate. Salvage Wars - where the wasteland echoes with the roar of mechs and victory is the sweet taste of dominance!

Tiebreaker: In Case of Emergencies

Amidst the wreckage, Salvage Wars reaches its climax. Pilots gather their remaining coins for a dramatic coin flip showdown to determine the last mech standing. The pilot with the least amount of heads is eliminated. Repeat until only one mech remains.

