



Salt Mystic

The terrain-based trading card wargame©

Salt Mystic is a tabletop wargame based on trading cards and battlefield terrain where the physical orientation and placement of the cards dramatically affect gameplay. The game is set in a thrilling alternate world where armies clash in monstrous battles of shrieking guided tornadoes, tanks the size of cities, vehicles that climb up vertical walls, and men made of poisonous fog! Gunslingers duel face to face with ball lightning carbines in wars fought not only on the battlefield, but in the stories they tell!

Long ago, the mysterious Salt Mystic stumbled out of the Salt Flats and declared her vision of the forces of history, and how to harness them to shape human events. Fearing what mankind would make of the world, she hid the makings of world-shaking guardians in folklore and set tripwires to raise them up at pivotal moments. On any turn, your opponent may have set the conditions to turn the tide of battle by triggering their own guardian.

Know the terrain. Know your technology. Protect your War Marshal. Break your opponent's momentum by playing game-changing Breaker Cards. Launch your own tornado if you feel like it. Just pray you draw well – the battlefield changes quickly.



The World Of The Salt Mystic

Naraia was a world-spanning democracy, encompassing countless thriving civilizations on land, floating on the seas and tethered to the seafloor, and tucked into pockets of artificial space called oriels. All were linked on the backbone of the Salt Mystic's history-shaping philosophy. And all of it shattered into a million pieces a generation ago in a terrifying and almost supernatural conflict called The War Of The Rupture. Roving bands of Naraia's remnant fleets and soldiers, and its marvelous machines, scatter like maple seeds for anyone with a vision to seize them. That's where you come in.

Starter Set factions (although anyone at all can come screaming out of the mist):



The Salt Flats

The **Salt Flats** people claw to survive in arid, desolate plains. They traditionally rely on technology, strategy and cunning rather than brute force.

Constructed almost entirely of intelligent computronium, the shining twin cities Mevin and Tobin hum with information and burst at the seams with people and intrigue.

Game play with these sophisticated warriors often centers around moving quicker and smarter than the opponent.

The superstitious people of **The Mountains** are genial and loving but devastatingly vicious when at war.

Great libraries and Recorder Halls in the mighty fortress city of Alson analyze the cunningly engineered folkore and near mystical harnessing of the forces of history by the Salt Mystic.

Game play with the Mountain forces often relies on brute overpowering shocks at weak points.



The Mountains

Building your game deck:

- Cards come in six types: Characters, Vehicles, Vehicle Attachments, Breakers, the faction's War Marshal, and the three "Guardian Arises" cards. You will assemble your 30 card game deck from the available cards, following the requirements below.

Since storytelling is the beating heart of the Salt Mystic's world, practically every character, everything has a backstory. These are often apparent in the flavor of the text or hidden in the art.



Unless otherwise specified, allowable characters must be limited to the same faction as your War Marshal. Your 30 card game deck must include the following:

- A single War Marshal (killing your opponent's War Marshal is the object of the game – they don't go down easily!)
- All three "Guardian Arises" cards (an important strategic option is to deploy all three if possible, triggering a game-changing transformation)
- An assortment of Vehicles, Attachments, and Characters comprising the bulk of the deck (Characters can move and attack once they're deployed on the field; and Vehicles & Attachments can move them faster and arm them with terrible might!)
- No more than 10 Breaker cards (Momentum breakers, allowing special occurrences as defined on each card)



In addition to your card deck, you will need a ruler or measuring tape, a handful of dice, and at least two pieces of wargame terrain (or something to represent them). Agree up front on the perimeter of the battlefield (a flat surface at least 3ft x 3ft is recommended).

Setup and begin the game:

- Place at least 2 pieces of terrain or terrain marks on the battlefield. Players must agree up front on whether the terrain is a wall/obstruction, elevation, or rough terrain.
- Each player locates their War Marshal card and places it flush with their edge of the tabletop, then shuffles their deck.
- Each player draws 7 cards from their respective decks and rolls a six-sided die. Leave the remainder of the cards face-down on the table, as you'll draw a card each turn.
- The lowest roller deploys first, then the opponent. To deploy a Character, place the card on the battlefield, with the bottom of the card flush with your edge of the table (unless the card specifies otherwise). You can deploy as many Characters on the field as desired each turn.

The table's edge is your supply line where practically all your forces deploy – do NOT allow your opponent to control it!

- Place Vehicle or Breaker cards beneath the Character cards to attach them, with the card names from the bottoms of the cards showing. You may detach these during your turn by moving off of them, but they remain on the battlefield at the point of detachment, and available for your opponent to use. Vehicle Attachments are similarly added by placing them beneath manned Vehicles with their bottom edge information showing.



- The lowest roller takes their turn first.

The cards:

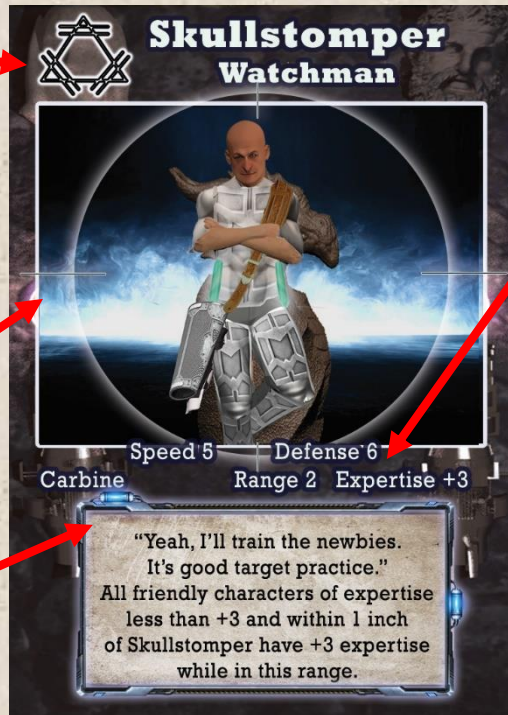
Character Card

The faction's sigil is visible in the upper left-hand corner of the card.

The Character's name appears at the top, with a title or character type beneath. For example, this fellow named Skullstomper is a watchman, which is a soldier/policeman.

A circle with cross-hairs called the card's 'arc' surrounds the image, used in determining the facing direction & line of sight.

A box at the bottom will have either a quote, backstory, or special instructions.



Speed: distance (in inches) the Character may move in one turn.

Defense: used to determine effectiveness of attacks against the Character

If the Character carries a weapon, it will be listed with that weapon's stats:

Range: distance (in inches) the weapon is effective

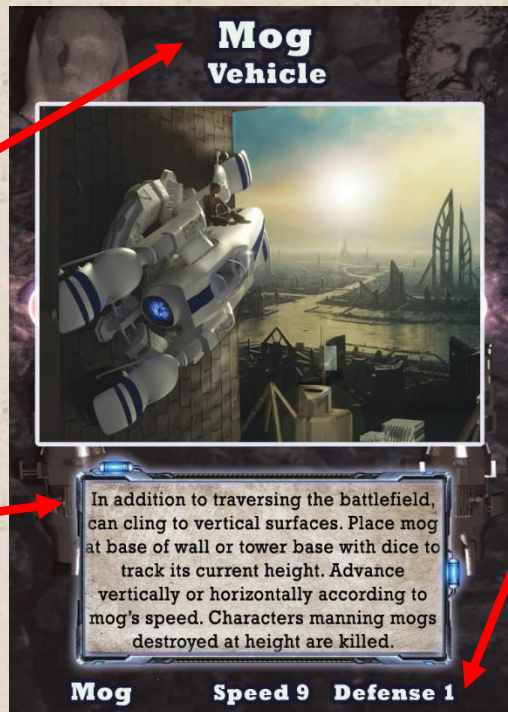
Expertise: modifier for attacks representing skill

Vehicle Card

The type of Vehicle is listed at the top of the card.

All Vehicle cards are labeled as such beneath the card's title. This is a Vehicle type called a 'mog'.

Special instructions or backstory will appear in the bordered box below the image window.



Vehicle stats are listed at the bottom of the card. To attach a Vehicle, the card is placed beneath the Character card with these stats showing.

Speed: distance (in inches) the manned Vehicle may move in one turn.

Defense: used to determine effectiveness of attacks against the Vehicle.

Skullstomper can move 5 inches per turn but...



...but...

...he can advance up to 9 inches with this Mog attached.



The cards:

Vehicle Attachment

Vehicle Attachments are weaponry or other technology that upgrade the Vehicles in some way.

All Vehicle Attachments are labeled as such beneath the card's title. This is an Attachment type called a 'Tornado Launcher'.

Attachments can only be added to Vehicles, not directly to Characters; and they can only be activated when the Vehicle is manned.



Special rules or instructions, and possibly backstory will be displayed in the text box.

Attachment stats are listed at the bottom of the card. To attach to a Vehicle, the card is placed beneath the Vehicle card with these stats showing.

Range: distance (in inches) the weapon is effective

Breaker Card

Breaker cards represent some outcome or intelligence that affects the momentum of events.

Cryptic guidance from the all-seeing Augur Temple, a leap of insight in the endlessly trickling battlefield datastream, someone possessed by something in the folklore, or even a hack of the morphium landscape itself to shift the terrain. Anything can happen.



The top of the card bears a descriptive title and labels the card as a Breaker.

Special instructions or backstory will appear in the box at the bottom.

Breaker cards can be played any time during your turn by placing them on the battlefield and calling out their effect.

When Breaker events occur at the right moment, they can change everything!

When deploying, think about how you can use the terrain for cover or bonuses for attacks. Consider the Breaker cards you know are in the deck waiting to be drawn and, if you're the highest roller, how your opponent has laid out their forces.

You can advance without Vehicles; but the rapidly evolving battlefield may leave you behind!



The cards:

A Guardian Arises



Yes, the Salt Mystic was a babbling lunatic; but she also understood the forces of human nature, and that history repeats fractally. Thousands of years ago, she used those patterns and deep understanding of how our minds work to engineer intricately formed stories capable of virtually possessing a person's soul. That's important because, foreseeing what would become of Naraia, she injected tripwires in folklore and histories capable of raising and inspiring such guardians when they were needed the most. Such people are uniquely equipped to change the world they're born into.

Find the core myth that contains the seeds of the guardian, nurture it with a reading of the situation's forces and players, and harness the arisen guardian for your cause! Fleets turn and run. Your forces are inspired and stronger. Momentum turns for victory!

Guardian card considerations:

1. When a player wishes to deploy one of the three 'Guardian Arises' cards, place it on the table with edges flush with the tabletop. The cost of doing so is to forfeit all combat actions that turn. Only one Guardian card may be deployed per turn.
2. When all three 'Guardian Arises' cards are deployed (in a stack), you may activate the cards' rules and advance as a character from the table's edge.
3. All opposing Characters will leave the battlefield for the discard pile, abandoning Vehicles and Attachments in place.
4. All friendly attack rolls receive +1 while the Guardian Character comprised of the three cards is alive.
5. The effects of 'Guardian Arises' end when the Guardian Character is killed.

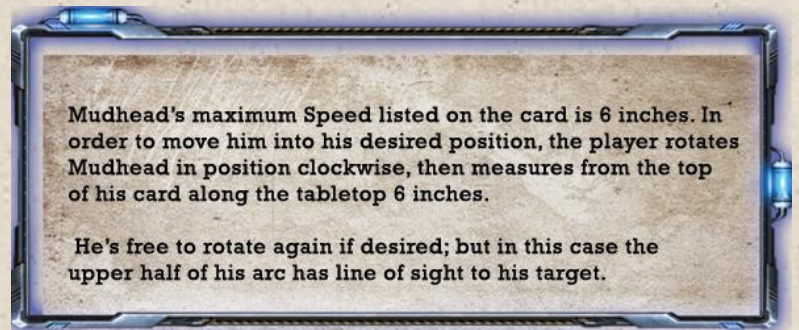
Consider deploying the Guardian cards early if you have them, since sacrificing all combat actions for an entire turn is costly. If you're able to raise a Guardian, protect that Character closely. Move aggressively – your opponent will quickly re-populate the battlefield and will likely pull their War Marshal back defensively.



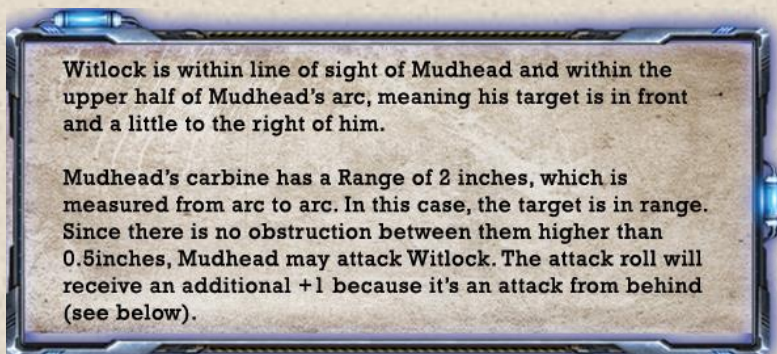
Game play:

- Each turn consists of three steps:
 1. Draw a card (except on the highest roller's first turn)
 2. Deployment. Deployment includes the activation of Breaker Cards and attaching cards. You may deploy and attach as many cards as desired, although a character may only operate one Vehicle and one Vehicle Attachment at a time unless otherwise specified.
 3. Movement and combat action in turn, for each deployed Character. To move, orient the card with its top edge facing the direction you wish to move, measure from that edge, and place the card at its destination. You may orient the card in any direction upon the end of a movement. A Character may move in one turn a distance equal to his or her speed, or the speed of the Vehicle if manning one. **Move half the Speed if through rough terrain such as a rubble field, marshland, or forest.**

Movement



Attack



- Characters may attack only if two conditions are met: (1) there is unobstructed line of sight from the upper half of the attacker's arc (representing front and peripheral vision) to anywhere on the target's arc and (2) the two arcs are within the attacking weapon's stated range. Line of sight is blocked by hills, buildings, or obstructions with heights over 0.5 inches.

The entire point of this game is to use the terrain, placement and orientation of the cards in gameplay. Strategic use of attacking from behind, from elevation, forcing your opponent to traverse rough ground, and deploying behind them can make the difference between defeat and victory!

- Damage resulting from attacks is calculated based on the roll of a 6-sided die (unless stated otherwise), adjusted based on the following:
 1. Modifiers as stated on the attacking Character, Vehicle, or Vehicle Attachment card such as 'Expertise' (see below)
 2. Attack modifiers based on conditions:
 - +1 Hit from behind (an attack from behind occurs when the line of sight from the attacker contacts the lower half of the target character's arc)
 - +2 Attacking from elevation (attacker must be elevated at least 0.25" relative to target)
 - -3 Attacking from within 1 inch of a wall or obstruction that does not block line of sight

If ATTACK ROLL + MODIFIERS + EXPERTISE equals or exceeds DEFENSE + MODIFIERS

then the attacked Character or Vehicle is destroyed. Attack roll results represent probabilities and outcomes, not damage; and so aren't cumulative. If an attack fails, a subsequent attack on the same turn isn't more or less likely to succeed.

Attack considerations:

- The first player to kill the opponent's War Marshal wins the game. Anyone left will just wander off the battlefield, probably to find another War Marshal to fight for.
- When targeting a Character manning a vehicle, line of sight and range are determined using the perimeter of the Character card's edges instead of the Character's arc (ignoring the Vehicle and any Vehicle Attachment cards for this purpose). This represents that they're inside the Vehicle. Hits from behind are still determined using the Character's arc however. If targeting abandoned Vehicles, the Vehicle card edges are to be used as there will be no Character card present.
- If a Character is attacked while in a Vehicle, that vehicle receives all damage first. If the amount of the roll is sufficient to destroy a Vehicle, remove the vehicle from play. Any remaining damage from the attack roll is compared to the Character's defense. If it's still enough to kill the Character, then remove the Character from play as well. Otherwise, the Character has escaped harm this time and remains on foot in the battlefield with no damage going forward.
- Vehicle Attachments which are attached to a vehicle that has been destroyed are also destroyed and removed from play.
- If a Breaker Card is attached to a character that dies, that card is discarded from play.
- Arcs on Character cards are the reference for placement, orientation, line of sight, and range determination. Essentially, the arc is the Character. At no time may two Character arcs overlap.



Mudhead fires a volley of ball lightning at Witlock, who is inside a Ramship equipped with a Black Fire Cannon. He's attacking from behind and only needs to reach Witlock's card's edge since Witlock is manning a Vehicle.

Mudhead's Expertise is +2. He receives a +1 for striking from behind as well, so his attack is $6 \text{ (roll)} + 2 \text{ (Expertise)} + 1 \text{ (Attack from behind)} = 9$

The Ramship's Defense is 6, so it's enough to destroy the Vehicle & its Attachment. Witlock's personal Defense is 2, so the remaining 3 in the attack is enough to kill him as well.

That's it!

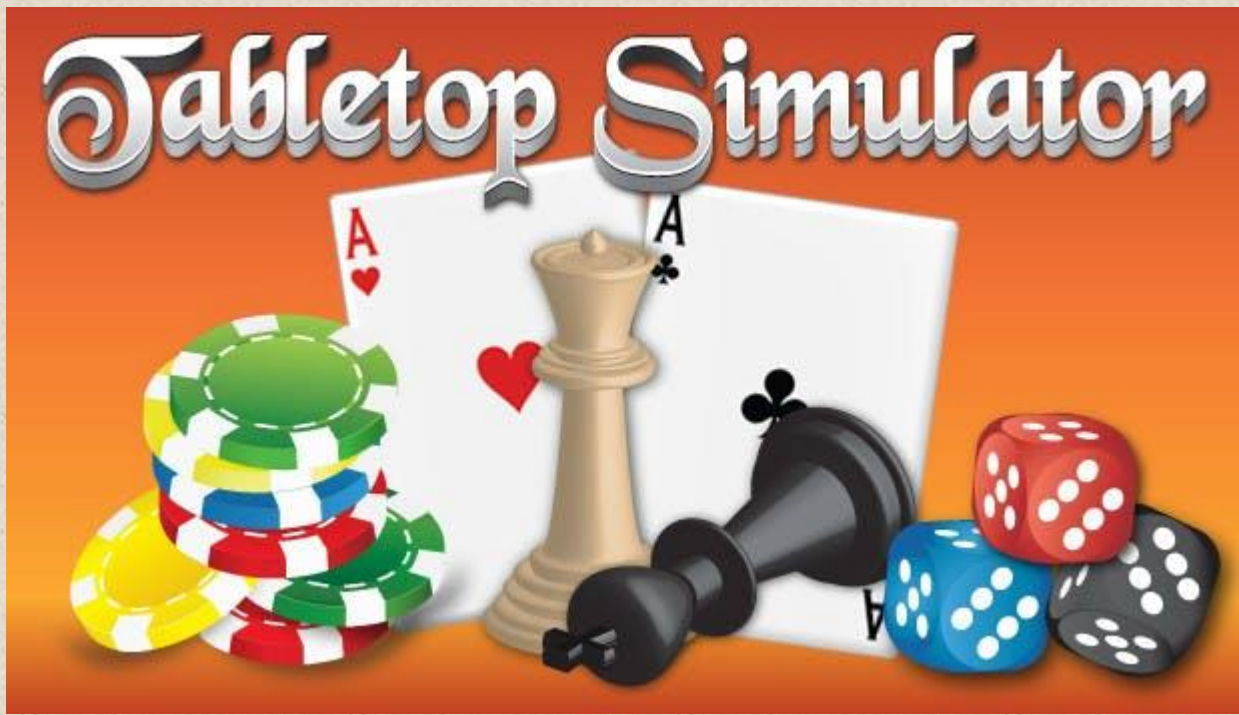
That's all you need to know in order to engage in **Salt Mystic** combat. Surprises are waiting for you, have no doubt of that. There are thousands of combinations of movements and tactics that will arise with the terrain and the dynamics of the battlefield. Stay ahead of your opponent. Anticipate as much as you can before the momentum shifts unexpectedly against you.

For it isn't just the battlefield miracle machines or half-insane, grinning nightmare warriors that are waiting for you out there. The Salt Mystic herself saw all of this coming; and if it frightened her enough to bury weapons made of stories, what hope can any of us have?

Stay alive. And stay sane.

“Lean in closely to the fire with me and hear my secrets, ones that cost me in the learning. You have to look between my words because that's where they hide. I hope you find them; but if you don't, take care my child. They may have found you.”





Salt Mystic Tabletop Simulator Guidelines

<https://steamcommunity.com/sharedfiles/filedetails/?id=1811982627>

Build deck	'Right-click/Search' the master deck, then drag or double click your desired cards onto the tabletop
Flip objects over	Press 'F'
Lock/unlock	Lock your terrain pieces in place on the table so they don't get knocked over by 'Right-click/Toggles/Lock'
Scale terrain	With terrain piece unlocked, hover over item to select it. Press '+' or '-' to scale
Stack cards	'Right-click/Group'
Shuffle deck	'Right-click/Shuffle'
Deal cards	'Right-click/Deal' to deal one card at a time. You can select from the color wheel to whom you will be dealing.
Hide floating hand	After you deal, your cards will hover in front of you. If you don't want that, press 'H' to hide them. You will still see your cards displayed.
Navigate tabletop	Press 'W', 'A', 'S', and 'D' to move forward, backward, and sideways. Use the right mouse button to change angles. Press 'P' sequentially to change perspectives from 1 st person to 3 rd person to overhead.
Rotate cards in place	The black square on the table is the battlefield. Once placed on the table surface, rotate the card in place by hovering over it to select, then pressing 'Q' or 'E'
Measure movement	Left-click a card or stack of cards to pick up, then press 'TAB' to engage the ruler for precise movement. Make sure you re-select the arrow at the top-left of the page to return to the selection tool.
Card placement	The rules of Salt Mystic require placement of Character cards on top of Vehicles, and Vehicles on top of Vehicle Attachments. Tabletop Simulator's snapping functionality makes this difficult to do with an offset as the rules require. It's easier to just let them snap and Right-click/Search as needed to see what cards are in the mini-stack.