Salus

A racing game by Spencer Evans

Components:

250 Cards

- ➢ 50 Blue Action Cards
- ➢ 35 Red Reaction Cards
- ➢ 40 Yellow Power Cards
- ➢ 15 Green Bid Cards
- ➢ 50 Starter Cards
- ➢ 25 Location Cards
- ➢ 30 Track Cards
- ➢ 5 Player Aids

75 Tokens

- ➢ 14 Damage Tokens
- ➢ 17 Shock Tokens
- ➢ 17 Energy Tokens
- ➢ 21 Power indicator tokens
- ➢ 6 Fire Mine Tokens

8 Unique Ship Miniatures

8 Ship Stat Sheets

5 D6 dice

First Player Coin

Set up

Separate the cards into 6 decks:

Place all track cards into a deck, place all starter cards into a deck, and place all Blue Action cards into a deck, place all location cards into a deck, each player is given a player aid card the rest won't be used) and then place all remaining cards into a deck.

Randomly determine the first player by each player rolling a die. The player with the highest roll is given the first player coin and is considered to be in first place.

Go through the location cards and grab one of each kind (Eastern Stormfront, Sky of Sorrows, Stratosphere, Dense Atmosphere, and Eclipse)

Shuffle these and, in the center of play, place one card for each player in the center. Remove the rest.

Starting with the player to the left of the first-place player and going clockwise, each player removes one of the location cards until there is only one left. That will be location card used for this game.

Each player is given a copy of that card and all other location cards are removed as they will not be used this game.

A ship miniature (left) and its ship sheet (right).

Starting with the first-place player each player chooses a ship sheet and its corresponding miniature. From there, each player chooses which load out (each side of their ship sheet is a different load out) for their ship and then places 1 power indicator at level 1 for each of their ship's powers: Speed, Agility, and Systems. Each player also places a power indicator on the space indicating 0 laps.

When a power indicator is on a certain power level, that power is at that level.

Separate the damage, Shock, Energy, and Fire mine tokens, placing them in an easily accessible area at the center of play.

Standard Track Set up:

(For alternative track set ups, see page 10)

Set aside the "Finish Line" lap card and shuffle the remaining track cards. Draw 19 track cards and then add the "Finish Line" card to these 19 cards and shuffle.

In a clockwise manner, place the cards in 4 sections of 5 cards, making a square. Orientate each card to be read from a clockwise direction.

Each player places their ship miniature on the finish line.

Notice the cards are orientated in a clockwise manner.

Final Set up:

For the location card that was chosen, there is a defined set up. If it contradicts anything in this section, the location card overrules these set up rules. Resolve the location set up.

Shuffle the Blue Action cards and place them face down in the center of play. This is called the "Action Draw Deck".

Shuffle the remaining cards (Yellow Power, Red Reaction, and Green Bid cards) into a pile in the center of play. This is called the "Standard Draw Deck".

From the Starter Card Deck, each player is given the following:

- x2 Engine Power
- x2 System Power
- x2 Basic Relay
- x1 Aileron Power
- x1 Basic Cannon
- x1 Shields
- x1 Ferocity

Place these cards face down. These cards become your personal draw deck.

The remaining Starter cards are removed from the game and will not be used.

Playing the Game

Win Condition

The game ends when any player(s) reach 2 laps. Players may decide to increase or decrease this number. Alternate track set ups have alternate win conditions (See page 10).

The player with the first-player coin at the end of the game is considered the winner.

Gameplay Mechanics

First Player coin: This special token indicates the player who is currently winning. The player with this is the first-place player. Whenever a ship passes the ship with the first player coin, it takes the coin for itself immediately. If a player in first place would move backwards behind other ships, the player who is furthest forwards with the most laps gains the first player coin. A dice roll decides in case of tied position.

Playing Cards/Player Hand: Each player will have a hand of cards in which they may play cards from. A player's typical hand size is 6. You draw from your personal **draw** deck. Whenever you play a card or use a cards ability, that card is "cycled" unless stated otherwise.

Cycle Deck/Cycling Cards: When you cycle a card, it is added to your personal **cycle** deck. If you would draw a card from your personal draw deck and there are no more cards in your draw deck, your cycle deck is shuffled and becomes your personal draw deck.

Shock/Energy: Your typical hand size is 6, however, Shock and Energy tokens will change that. For each Shock token you have, decrease your hand size by 1. For each Energy token you have, increase your hand size by 1. Shock and Energy tokens cancel each other out, so if you have 1 Energy token and then gain an Shock token, those tokens would cancel each other out and you would net nothing. If you have 3 Shock tokens and gain an Energy token, you would net 2 Shock. Maximum Shock/Energy is determined by **Systems.**

Shock Token (Left) and Energy Token (Right)
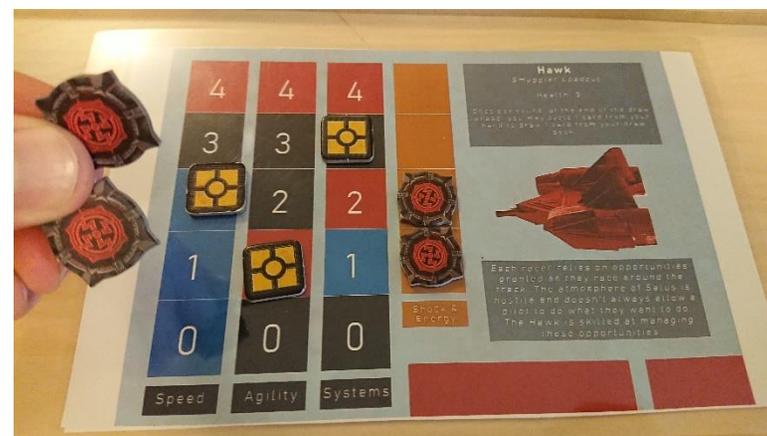
If this ship (with 2 shock) would receive 2 more shock, it would instead receive 1 shock and 1 damage.

*Your shock or energy will **NEVER** exceed your Systems. All excess is received as damage instead.*

Ship Powers (Speed, Agility, Systems): Each ship has 3 different powers: Speed, Agility, and Systems. You will have to manage these powers to successfully maneuver around the board. Powers have 5 levels: 0, 1, 2, 3, and 4. You cannot go higher or lower than these

levels and cannot use a card or ability that would exceed or lower a power outside these limits.

Speed: Speed is used during movement to alter your movement die. When you move, you roll a dice to determine how far you move. This number can be altered using your Speed. You can spend Speed to increase your dice roll by the amount spent. Example: you roll a 3. Your Speed level is 2. You spend 2 Speed to increase your dice roll by 2, turning the 3 you rolled into a 5.

This also works inversely. You may bank Speed to decrease your dice result. Example: you roll a 6. Your Speed level is 1. You decide to bank 3 Speed to decrease your dice result by 3, changing your roll of 6 to 3.

You cannot Spend Speed below 0 and you cannot Bank Speed above 4. The result you change your dice to must exist on the dice itself (You cannot go 0 or 7 or 8 etc.). Your move will be 1-6 spaces.

Agility (Difficulty Checks): *Whenever you end movement*, you will perform a difficulty check. A difficulty check compares your Agility level to the difficulty of a card (indicated on the sides). If your Agility level doesn't exactly match the number on the card or fall in the stated range, you fail the difficulty check and must resolve the "Fail" option on the track card you moved onto.

If your Agility does match the card's difficulty, then you pass and may choose to resolve the "Pass" option on the track card you moved onto.

Systems: Your Systems level determines the max number of Shock or Energy tokens your ship can handle. If you gain more Shock or Energy tokens than your Systems level, you receive that many damage instead. Example: Your Systems is at 3. You have 2 Shock tokens. You fail a difficulty check and gain 2 more Shock tokens. You

would actually gain only 1 Shock token (bringing your total Shock to 3) and instead of receiving the 4th Shock, you receive a damage.

Spend/Increase: Spending any type of power implies decreasing it that much. You cannot partially spend power or spend power you do not have. For example, if you have 0 Speed, you cannot spend speed as you have no speed to spend.

Bank/Decrease: Banking any type of power implies increasing it that much. You cannot partially bank power or bank power you do not have. For example, if you have 4 Agility, you cannot bank or increase your agility as you have as much Agility as allowed.

Reaction: Red reaction cards are played in reaction to events and may only be played when the described event happens. It does not have to be your turn to play a reaction card, so long as that card is played within its parameters.

Auto-Turret can only be played when an enemy ship enters the same space as your ship. This will most likely not occur on your turn, but you can still play it.

In case of multiple reaction cards from multiple players triggering, the player whose turn it is decides the order to resolve them.

If it isn't any players turn a dice roll will resolve any discrepancies.

Red cards must be played immediately upon the trigger, within reason. A player cannot rush through actions to try and negate another player's reaction. Appropriate time must be given for reactions at the table's discretion.

Equip: Red Reaction cards may be "equipped" to your ship card. Equipped cards are attached to a free reaction slot on your ship. Some ships have 1 and some have 2 reaction slots.
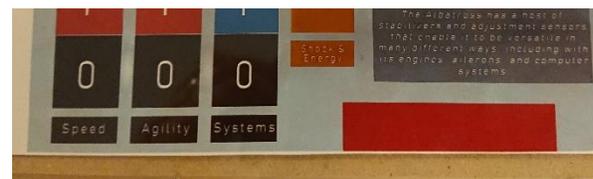
The red card-width band is a reaction slot. This ship has one.

This ship has two.

Cards that are equipped do not count as "in your hand", however, they may be played as though they were in your hand.

Equipped cards stay equipped unless removed during the "Cycle Phase" or once they have been played. Played red reaction cards are cycled into your own cycle deck **unless stated otherwise.**

During the bid phase, if the card you gained from a bid is a Red reaction card, you may immediately equip it instead of putting into your cycle deck.

Damage/Knock Out: Each ship has a health level indicated on its sheet. When a player receives damage equivalent or exceeding their health, they are "knocked out". When a ship is knocked out, it moves back 6 spaces and removes all Damage, Shock, and Energy tokens. The ship does not perform a difficulty check. The player in control of that ship may choose to flip the ship sheet to its other loadout if they wish. Then, the ship sets all of its power levels to 1. A ship that has been knocked out cannot suffer any further damage

on the same round it was knocked out. The player may choose to cycle their entire hand and remove any equipped reaction cards if they wish, but do not have to. From there, a knocked-out ship resumes playing as normal.

This Hawk has damage equally its health and is therefore going to have to go through knock-out.

Purge: A card that is purged is permanently removed from the game.

Laps: Whenever you move clockwise onto or past the Finish line you gain 1 lap (increase your lap indicator on your ship sheet).

If you would move counter clockwise past the Finish line (backwards), you lose 1 lap token (but will regain it when you go back over it).

Playing the Game

A game of Salus is broken up into many rounds. Each round follows the same steps:

1. Draw Phase
2. Assign Phase
3. Bid Phase
4. Cycle Phase
5. Maneuver Phase
6. End Phase

Players will continue playing rounds until a player meets the win condition.

Draw Phase: Players draw up to or discard down to their hand size. Remember, a player's hand size is typically 6. For each Shock you have, decrease your hand size by 1. For each Energy you have, increase your hand size by 1. If you have more cards in yoiur hand than your current hand size, you must choose to cycle cards from your hand until you have cards equal to your hand size.

At the end of the Draw Phase all players remove all Shock and Energy tokens.

Assign Phase: Players play Yellow Power Cards from their hand to manipulate the power levels on their ships. This is done simultaneously. Remember that in order to play a card, you must be able to fully resolve the text on that card. Once cards are played, they are added to your cycle deck.

Redistributing Power: a card that tells you to redistribute power is indicating that you will be increasing one power by a certain amount and simultaneously decreasing another power by that same amount. For example, if you play "Basic Relay", it says to redistribute 1 power. You decide to decrease your agility by 1 and then increase your speed by 1. You must fully resolve a power redistribution.

Bid Phase: Starting with the first player, each player will add 1 card to a bid pool in the center of play, choosing cards

from either the Standard Draw Deck or the Action Draw Deck. Give each player a moment to look at the cards revealed in the bidding pool.

From there, starting with the first player, each player may bid 1 card from their hand.

To bid a card, that card is placed face down and oriented to indicate the type of bid you are placing:

Cycle Bid: To indicate a cycle bid, a player orients the card vertically. A cycle bid indicates that the card being used to bid will be cycled once the bid is resolved.

Purge Bid: To indicate a Purge bid, a player orients the card horizontally. A Purge bid indicates that the card being used to bid will be purged once the bid is resolved.

A player does not have to bid, defaulting their bid amount to 0.

After all players have placed 1 bid, all players reveal their bids, keeping the card orientation.

Player determine the player with the highest bid. That player chooses 1 card from the bid pool and adds it to their cycle deck.

Red Reaction Cards gained from bids may be immediately equipped to a ship sheet if there is an available spot.

From their, in order of highest bid to lowest bid, players **must** each choose 1 card from the bid pool.

If the result of several players with an equal bid, the player that is further behind will choose a card before the other(s) of the same bid. If players are still tied, each rolls a die. The player with the highest roll will choose a card before the other(s).

After each player has gained their card from the bid pool, players who placed cycle bids must cycle that card into their

cycle deck and players that placed purge bids must purge that card from the game. If a green bid card was used as a bid, its ability is resolved.

Cycle Phase: Each player may cycle 1 card either from their hand or a red card that is equipped.

Maneuver Phase: Starting with the first player and going clockwise around the table, each player will perform their maneuver turn.

On your maneuver turn, you may perform actions. One of those actions **Must** be the "Move" action.

Blue Action Cards are each an action. There is no limit to the number of action cards a player may take, with a couple exception:

If a player wishes to play an action card with the "First Action" caption, that must be the first action they perform during their maneuver turn. This includes before performing the "Move" action.

If a player wishes to play an action card with the "Last Action" caption, that must be the last action they perform during their maneuver turn. This must be performed after the "Move" action.

Move Action: a player must resolve a move action exactly once per maneuver turn. No more, no less.

To perform a move action, a player goes through the following steps:

1. Roll a die.
2. Manipulate that die with their speed.
3. Move according to the final dice result.
4. Choose the order to resolve the following:

- o Resolve the Difficulty Check
- o Resolve the location card effect for moving the amount you did.
- o And reaction card effects.

As stated before, the difficulty check compares your agility to the space you land on. If your agility matches, you pass, if not, you fail.

Location Effects: The chosen location will have an effect on your movement. For example, look at Eastern Stormfront:

1	2 Energy
2	1 Energy
3	
4	1 Shock
5	2 Shock
6	3 Shock

For this location, a player whose final dice result is a 1 will gain 2 Energy tokens or a player whose final dice result is 5 will gain 2 Shock tokens.

Example of a movement:

Tom has a Speed of 3, Agility of 2, and a Systems of 2. They are currently playing with the Eastern Stormfront location. Tom has no Shock or Energy tokens, however he has the Red Reaction card "Daring Move" equipped

After you move 5 or more spaces, you may gain 1 Energy for each ship you pass."

For his move action, he rolls a 4. He decides to spend 2 of his Speed to increase his dice result to a 6.

Tom moves his ship 6 spaces forward, passing one opponent ship along the way. He lands on the following space:

Pass

X

3   3

Fail

Suffer 1 Damage

Tom decides to resolve the difficulty check first, suffering 1 damage as his agility does not match the required amount on the space.

He then decides to resolve his Red Reaction card "Daring Move". Because he passed 1 ship, he gains 1 Energy token.

Tom finally decides to resolve the location effect. Because he moved 6, according to the Eastern Stormfront location, he will suffer 3 Shock.

1 of those Shock tokens is cancelled out by the Energy token, so Tom nets 2 Shock tokens and 0 Energy (You can't ever have Shock and Energy at the same time due to their cancelling effect).

Because Tom's Systems is at 2, he safely receives the 2 Shock and ends his movement, having suffered 1 damage and 2 Shock and moved 6 spaces. Tom's Speed level is now at 1 as he spent 2 of his original 3 speed.

It is important to note that, without forethought and planning, moving at fast speeds can very quickly kill a player.

A player cannot bank speed above 4 or spend speed below 0. A dice cannot be manipulated to a side not on it.

For example, if Lisa has a speed of 4 and rolls a 6 for her movement, she cannot modify her dice result as she cannot gain any more speed. She also cannot decrease her speed as the dice is at its maximum value of 6.

Attacking:

Some of the Blue Action Cards you may play during your maneuvering turn will be attacks. An attack action is any card with the Attack caption.

To perform an attack, you must choose another ship within the set parameters of attack. Each Attack card will specify a range and/or direction for a target. Any ship on your space is at range zero. A ship one space in front of you is at range 1 (forward).

Closest ship: The ship closest to your ship, regardless of lap tokens, qualifies as the closest ship. If multiple ships are equal distance away, you may choose which one to attack.

Track Section: A track section is the 5 track spaces that make up a side of the overall track square. The track section you occupy includes your space and all spaces behind or in front of your ship on that section of the track.

In Front: A ship is in front of you if it is further clockwise than your ship in the stated range.

Behind: A ship is behind you if it is further counter-clockwise than your ship in the stated range.

Ahead: A ship is ahead of you if it is further clockwise than you and has equal or greater laps.

Performing an Attack: Once you have determined a target, you need to determine the target's defense value.

By default, a player's defense value is their agility level.

Some effects, such as reaction cards, attack cards, or ship abilities may affect this defense value.

You then roll a die. One a result which is greater than the target's defense value, the attack hits.

When an attack hits, you then resolve the "Hit" section of the card. If your attack roll is equal to or less than the target's defense value, the attack misses and you cannot resolve that section of the card.

End Phase

During the end phase, each ship will gain Shock or Energy according to its power levels. Each ship type and loadout has a unique set of

colours which will dictate whether Shock or Energy is gained.

If your power indicator is on a red level, you gain an Shock. If it is on a blue level, you gain a Energy. Remember Shock and Energy cancel eachother out 1 for 1. A black power level indicates nothing.

During the end phase, if any player has 2 laps, the player with the first place coin wins the game.

Alternate Game Modes

Alternate game modes are a neat way for players that are familiar with the game to change things up a bit or play a slightly quicker game. Players can also feel free to implement a standard game but with an unanimously agreed upon number of laps (such as 1 or 3). Alternate game modes aren't recommended for first time players.

Battle Mode (approximately 1 hour): Set-up stays the same.
Gameplay: Whenever a ship on your track section is knocked out (before it moves back), gain 1 lap. If you are knocked out, lose 1 lap. You still gain laps as usual (by passing the finish line).

Win Condition: The first player to get to 3 laps during the end phase wins. In case of a tie, the player who is further ahead wins.

Sprint Mode (Approximately 30 minutes): When setting out the track cards, after setting the Finish Line card aside, shuffle the rest of the track cards (the remaining 29). Then place the Finish line on the bottom.

In sections of 5 cards, place down 6 rows, each other row going the opposite direction. This will make a zigzag track to the Finish Line.

Gameplay: During the maneuvering phase, **starting with the player to the left of first place** players take their maneuvering turn.

Win Condition: The first player to reach the finish line wins and instantly ends the game.

Please note that the cards, tokens, and miniatures are currently still in development and there are already improvements planned for graphic design layout as well as terminology (Power/Energy can be confusing). This rulebook lays out how my current prototype plays so that any version I may send in (if this gets in) will match these rules and its terminology. Please take this into consideration when judging. Thank you.