

SALT & MYSTIC

TABLETOP SKIRMISH GAME



TACTICAL COMBAT. GAME-CHANGING CARD PLAY.



CORE RULES

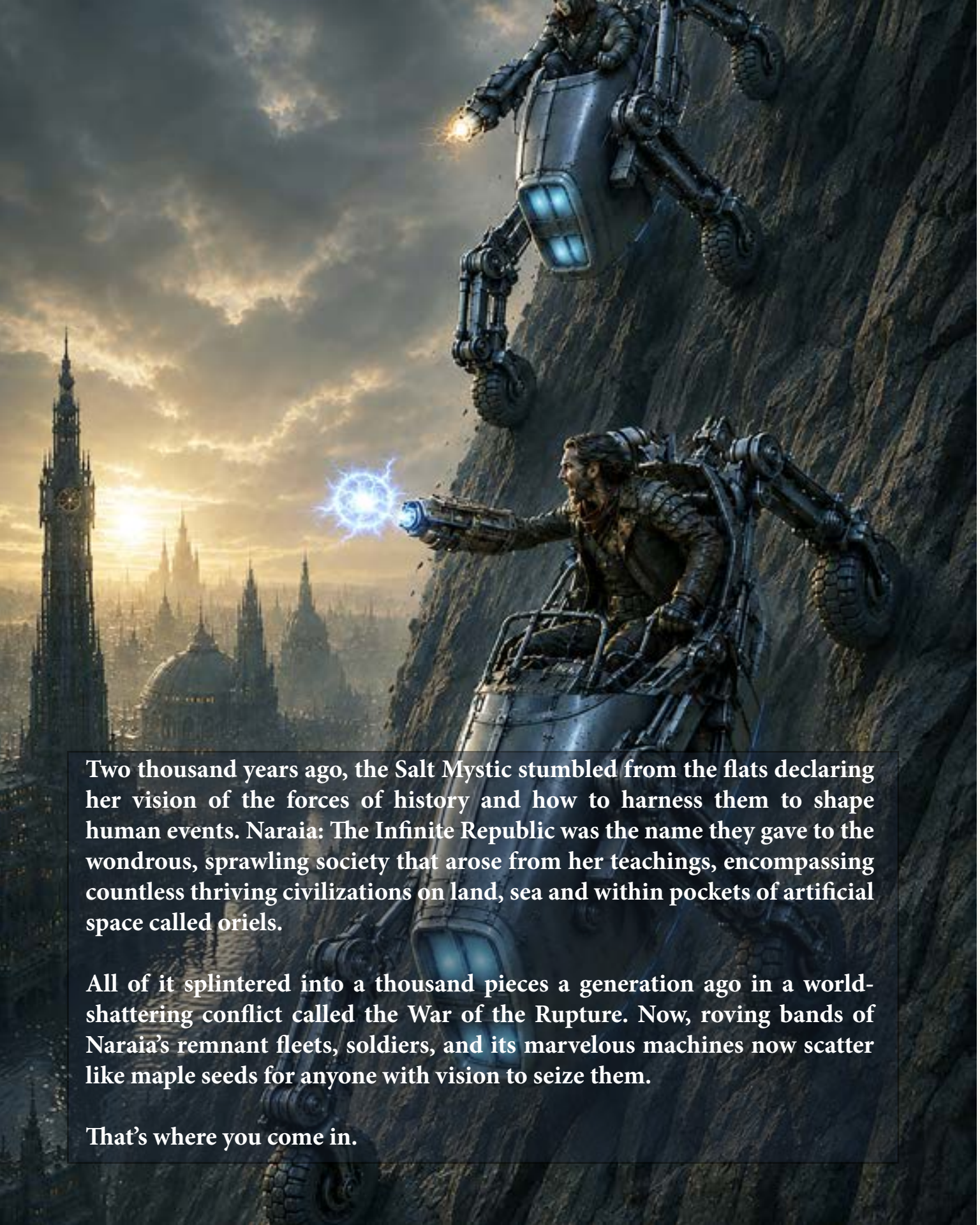
GRAILRUNNER PUBLISHING

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Two thousand years ago, the Salt Mystic stumbled from the flats declaring her vision of the forces of history and how to harness them to shape human events. Naraia: The Infinite Republic was the name they gave to the wondrous, sprawling society that arose from her teachings, encompassing countless thriving civilizations on land, sea and within pockets of artificial space called oriels.

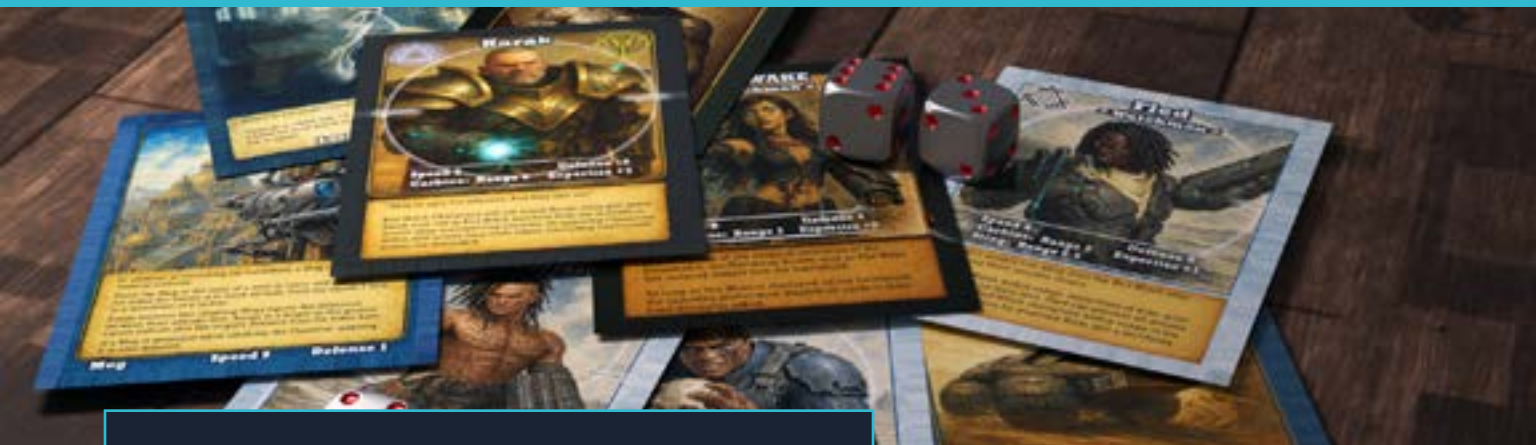
All of it splintered into a thousand pieces a generation ago in a world-shattering conflict called the War of the Rupture. Now, roving bands of Naraia's remnant fleets, soldiers, and its marvelous machines now scatter like maple seeds for anyone with vision to seize them.

That's where you come in.

WELCOME TO THE BATTLEFIELD

WHAT IS SALT MYSTIC?

TACTICAL COMBAT. RULE-CHANGING CARD PLAY.



DRAW A CARD. TURN THE BATTLE.

Salt Mystic is a tactical science-fantasy skirmish game for one or two players.

Gameplay feels like an exciting smash-up of a tabletop wargame (without all the glue and paint) and a trading card game where any draw of a card might just turn a losing situation into victory.

You will command the Mountains or Salt Flats faction. Each is a ragtag group of adventurers and lunatics: unconventional, but reliable and dangerous nonetheless. Deploy your fighters directly onto the table and maneuver them through a landscape of terrain elements and enemy forces. Position and facing determine who can move, who can attack, and who is exposed. When weapons fire, a six-sided die and the values printed on the cards resolve the result.

But positioning is only half the battle. Special cards called Breakers change conditions at critical moments. With them, you can interrupt plans, create sudden opportunities, and sometimes rewrite the rules themselves. A strong position can collapse with the play of a single card or become the opening for a decisive attack.

WIN THE CLASH

Each faction is led by a War Marshal, which is also one of the character cards you are maneuvering on the tabletop. Defeat the opposing War Marshal to win. Reaching that target requires more than a reckless charge: manage range and facing, exploit terrain, protect key fighters, use vehicles wisely, and choose exactly when to play a Breaker.

CHOOSE YOUR FACTION

THE MOUNTAINS

Karak leads warriors from Alson, the Mountain City. His power is matched by a dangerous history with a violent and mysterious race called the Red Witch. Once per game, he's able to call down deadly reinforcements from the table's edges.

THE SALT FLATS

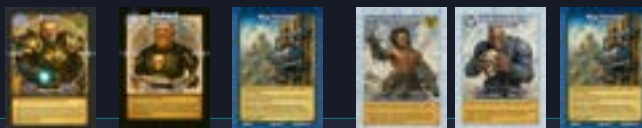
Segmond is a wily collector of weaponized stories that have near-magical effects on people. He commands the forces of the twin cities of Mevin and Tobin located in the parched landscape of the Salt Flats. He's especially adept at convincing people to switch loyalties.

DEPLOY • MANEUVER • ATTACK • BREAK THE RULES • DEFEAT THE WAR MARSHAL

PLAY FIRST. READ LATER.

SIX SCRIPTED STEPS. ONE COMPLETE BATTLE LESSON.

Pull Karak, Mudgod, Segmond, Skullstomper and two Mog Corvettes from the starter set. You also need one six-sided die and a ruler. Use the scripted rolls below and ignore other card abilities unless a step specifically instructs you to use one.



STEP 1

Deploy the two forces

Attach a Mog Corvette beneath Karak and another beneath Skullstomper, leaving each Mog's title and bottom statistics visible. Deploy Karak and Mudgod along the Mountains edge. Deploy Segmond and Skullstomper along the opposite edge. Point the top of every Character card toward the center of the battlefield.

LEARN: An attached Vehicle replaces its rider's Speed and Defense.



STEP 2

Segmond fires—and misses

Salt Flats acts first. Move Segmond 5 inches toward Mudgod and leave the top of his card facing the target. Mudgod is within Carbine Range 5 and the line of sight is clear. Use a scripted Attack Roll of 2: roll 2 + Expertise 3 = 5. Mudgod's Defense is 6, so the attack misses. Leave both cards in place.

LEARN: Attack Roll + Expertise must equal or exceed the target's Defense.



STEP 3

Karak charges on the Mog

Mountains acts next. Rotate Karak's stack toward Skullstomper, move it up to the Mog's Speed 9, then rotate it again. Finish behind Skullstomper, within Karak's Carbine Range 6. Keep Segmond no more than 9 inches from Karak's stack. Move Mudgod 6 inches toward Segmond, stopping just outside Gas Lance Range 1.

LEARN: Rotate, move up to Speed, then choose your final facing.

LEARN BY SEEING IT HAPPEN.

FINISH THE FIGHT.

Continue from the positions shown at the end of Step 3. Do not reset, straighten or reposition the cards.

STEP 4

Destroy the Mog—not its rider

Karak fires at Skullstomper from behind. Use a scripted Attack Roll of 2: roll 2 + Expertise 3 + rear-attack bonus 1 = 6. The Mog's Defense 1 is overcome, so remove and discard the Vehicle. Five points remain, but Skullstomper's printed Defense is 6. The remaining attack is not enough. Leave Skullstomper deployed on foot.

6 total – 1 Mog Defense = 5 remaining; 5 < 6, so Skullstomper survives.



STEP 5

A Breaker removes Mudgod

At the start of the Salt Flats turn, Segmond plays Artifacts of The Lore during the Play step. The Mountains player must return one eligible deployed Character to their deck. Karak cannot be chosen because he is a War Marshal, so return Mudgod to the Mountains deck and shuffle. Leave Karak, Segmond and Skullstomper in place.

LEARN: Breakers affect game conditions according to the text on their faces. Read that text closely - in this case, Artifacts of the Lore says it doesn't affect War Marshals.



STEP 6

Karak defeats the War Marshal

Mountains acts next. Rotate Karak's stack toward Segmond and move it up to the Mog's Speed 9. Finish behind Segmond, within Carbine Range 6, with Karak facing him. Use a scripted Attack Roll of 6: roll 6 + Expertise 3 + rear-attack bonus 1 = 10. That equals Segmond's Defense 10. Remove Segmond. Mountains immediately wins the clash.

YOU WIN: Equal is enough. Defeating the opposing War Marshal ends the game.



PREPARE FOR BATTLE

EVERYTHING NEEDED FOR A STANDARD TWO-PLAYER CLASH.

Salt Mystic uses two opposing 30-card battle decks, each led by a War Marshal. The starter contains ready-to-play Mountains and Salt Flats forces, terrain and measuring aids. Add dice, a ruler, and a flat surface, and you are ready to fight.

1

30-CARD MOUNTAINS DECK



2

30-CARD SALT FLATS DECK



3

SIX TERRAIN CARDS



4

TWO MEASURING / PLAYER-AID CARDS



5

FIRST CLASH SCENARIO CARD



6

START HERE / QR CARD



YOU SUPPLY

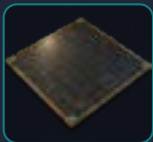
Bring three simple things



SIX-SIDED DICE



RULER IN INCHES



FLAT SURFACE

Use several six-sided dice and a ruler or measuring tape marked in inches. A battlefield approximately 4 x 4 feet gives the cards room to maneuver. The included measuring cards handle short distances, but a ruler is recommended for full-Speed movement and long-range attacks.

SET UP IN FIVE STEPS

From box to battlefield

1

CHOOSE FACTIONS

One player takes Mountains; the other takes Salt Flats.

2

FIND THE WAR MARSHALS

Karak leads Mountains. Segmond leads Salt Flats.

3

ESTABLISH THE BATTLEFIELD

Opposite table edges become the Deployment Zones.

4

PLACE TERRAIN

Agree on what each piece represents before play.

5

BEGIN THE CLASH

Deploy War Marshals, shuffle, draw seven and roll for first player.

EVERYTHING IS ON THE CARD

FACE, MOVE, ATTACK AND SURVIVE USING THE INFORMATION PRINTED HERE.

Every deployed fighter is represented by a Character card. Its orientation shows where that Character is facing, while its statistics determine movement, attacks and survival.

1 NAME
Identifies the Character.

2 FACTION SIGIL
Determines which battle deck may include the card.

3 CLASS
Shows the Character's class (Watchman, War Marshal, etc).

4 WAR MARSHAL EMBLEM
Defeating this Character wins the clash.

5 ARC
The circular arc is used to determine range & orientation.

6 SPEED
Maximum movement in inches during an Activation.

7 DEFENSE
Attack total required to defeat the Character.

8 WEAPON AND RANGE
Identifies the attack and maximum distance.

9 EXPERTISE
Added to the Attack Roll.

10 RULES TEXT
Applies while deployed unless stated otherwise.

THE FOUR CARD TYPES

CHARACTER

Deploys, moves and attacks, Defeat the opposing War Marshal to win.

CARD

VEHICLE

Placed beneath a Character. Its Speed and Defense replace the rider's.

CARD

VEHICLE ATTACHMENT

Added to a manned Vehicle. Supplies or modifies weapons and statistics.

CARD

BREAKER

Played during the Play step. Resolve its printed instructions exactly.

CARD

CARD TEXT OVERRIDES THE GENERAL RULES WHEN THE TWO CONFLICT.

BUILD THE BATTLEFIELD

AGREE ON THE TABLE EFFECTS BEFORE THE FIRST SHOT IS FIRED.

A Salt Mystic battlefield is approximately 4 x 4 feet. Opposite table edges become the two Deployment Zones up to 6 inches from table edges. Before the clash begins, agree on the terrain and leave enough room for cards to move, turn, and fight.

THE FIELD AT A GLANCE



OPPOSITE EDGES • OPEN CENTER • CLEAR FACING

SET THE FIELD

Four decisions before play

- 1 MARK THE PLAY AREA**
Use a flat area approximately 4 x 4 feet.
- 2 CLAIM OPPOSITE EDGES**
Each player's table edge is that player's Deployment Zone up to 5 inches from the edge.
- 3 PLACE AND DEFINE TERRAIN**
Arrange the terrain cards, then agree which rules apply to each piece. Terrain cards are provided but feel free to use anything as long as both players agree on the effects.
- 4 DEPLOY THE WAR MARSHALS**
Place each War Marshal with its bottom edge flush with its player's table edge. Shuffle both decks, draw seven cards and roll for first player.

THREE TERRAIN EFFECTS

Terrain effects affects a Character when its card contacts the terrain piece designated according to three terrain types:

ELEVATION

Attacks made from elevation add +2 to the Attack Roll.



ROUGH GROUND

Movement through Rough Ground is reduced by half, rounded down.



OBSTRUCTION

Obstructions block line of sight. An attack against a target within 1 inch of one suffers -3 to the Attack Roll.



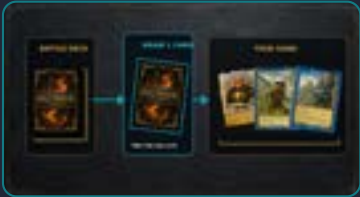
AGREE ON EVERY TERRAIN EFFECT BEFORE THE FIRST PLAYER TAKES A TURN.

DRAW. PLAY. ACTIVATE.

BUILD YOUR HAND. CHANGE THE FIELD. MOVE THE WHOLE FORCE.

Players alternate turns. Complete all three steps below before your opponent begins. When every deployed Character has had one Activation, your turn ends.

1 DRAW



Draw one card from your face-down battle deck and add it to your hand. If your battle deck is empty, then skip this step (no shuffling the discard pile).

OPENING EXCEPTION

The first player skips the Draw step on the first turn of the clash.

2 PLAY



Play any number of legal cards from your hand. Deploy Characters from anywhere along your edge, attach Vehicles or Vehicle Attachments where allowed, and resolve Breakers as they are played.

DEPLOYMENT IS STRATEGY

Attachments from your hand may only be added while the Character or Vehicle is in your Deployment Zone.

3 ACTIVATE



Activate each deployed Character once, in any order. During its Activation, a Character may move and make one combat action.

FINISH ONE AT A TIME

Complete a Character's movement and combat action before beginning the next Character's Activation.

ACTIVATE THE WHOLE FORCE

Choose the order. Finish each fighter.



A COMPLETE ACTIVATION

- 1 FACE Rotate toward the direction of travel.
- 2 MOVE Move up to the current Speed.
- 3 FACE AGAIN Choose the final orientation.
- 4 ATTACK Make one combat action if eligible.

END YOUR TURN

AFTER EVERY DEPLOYED CHARACTER HAS ACTIVATED ONCE, YOUR OPPONENT BEGINS WITH THE DRAW STEP. ALTERNATE TURNS UNTIL A WAR MARSHAL IS DEFEATED.

POSITION FOR THE SHOT

FACE. MOVE. TURN. CONTROL THE ANGLE.

When a Character activates, begin by positioning it. Choose a direction, move up to its current Speed, then set its final facing before making a combat action.

MOVEMENT IN THREE BEATS

Complete these in order during the Character's Activation.

1 FACE



Rotate the card in place until its top edge points in the direction of travel.

2 MOVE



Slide the card forward up to its current Speed. It may stop early or remain in place.

3 FACE AGAIN



Rotate the card to its final orientation before resolving a combat action.

READ THE ARC

Orientation is part of the battlefield.



TOP EDGE

Shows the exact direction the Character faces.

UPPER HALF

The Character's forward-facing area.

LOWER HALF

The rear area used for attacks from behind.

MOVEMENT RULES

1 USE THE CURRENT SPEED

A Vehicle replaces its rider's printed Speed while the Character remains aboard.

2 MOVE THE WHOLE STACK

The Character, Vehicle and any Vehicle Attachment move and rotate together.

3 DO NOT OVERLAP ARCS

End movement without covering any part of another Character's arc.

ROUGH GROUND HALVE THE CHARACTER'S AVAILABLE MOVEMENT AND ROUND DOWN.

POSITION MATTERS

YOUR FINAL FACING DETERMINES THE ATTACK ANGLES AVAILABLE TO BOTH SIDES.

MAKE THE ATTACK

SEE IT. REACH IT. ROLL.

After moving and choosing its final facing, an activated Character may make one combat action. The attack is allowed only when the target is in the attacker's forward arc, visible and within the weapon's printed Range.

CAN THIS CHARACTER ATTACK?

Check all three conditions before rolling.



FRONT ARC • CLEAR LINE OF SIGHT • WITHIN RANGE

THREE CHECKS

- 1 FORWARD ARC**
The attack line must begin within the upper half of the attacker's circular arc.
- 2 CLEAR LINE OF SIGHT**
Trace an unobstructed line from the attacker's upper arc to any visible point on the target's arc.
- 3 WEAPON RANGE**
The distance between the two arcs must not exceed the Range printed beside the attacking weapon.

RESOLVE THE ATTACK

One roll decides the outcome.

- 1 ROLL ONE DIE**
The result is the Attack Roll.
- 2 ADD EXPERTISE**
Add the attacker's printed Expertise and all applicable attack modifiers.
- 3 COMPARE TO DEFENSE**
If the total equals or exceeds the target's Defense, the attack succeeds.

THE ATTACK TEST

DIE + EXPERTISE + MODIFIERS

EQUALS OR EXCEEDS TARGET DEFENSE

SUCCESS	MISS
Remove the defeated target unless Vehicle rules or card text change the result.	A lower total has no lasting effect. Attack results are not cumulative.

NO SHOT

IF ANY ELIGIBILITY CHECK FAILS, THAT CHARACTER CANNOT ATTACK THAT TARGET DURING THIS ACTIVATION.

MODIFIERS & DAMAGE

ANGLE. HEIGHT. COVER. THEN COMPARE.

Once an attack is eligible, roll one die, add the attacker's Expertise and apply every relevant modifier. Compare the final Attack Total to the Defense currently protecting the target.

SHIFT THE ODDS

Apply every modifier that fits the shot.

1

ATTACK FROM BEHIND

+1



Add 1 when the attack line reaches the lower half of the target's arc.

2

ATTACK FROM ELEVATION

+2



Add 2 when the attacking Character makes the attack from elevation.

3

TARGET NEAR OBSTRUCTION

-3



Subtract 3 if any part of the target's arc is within 1 inch of a wall or obstruction.

CARD TEXT MAY ADD, REMOVE OR CHANGE MODIFIERS

BUILD THE ATTACK TOTAL

One roll. Every applicable adjustment.

DIE

+

EXPERTISE

+

MODIFIERS

=

ATTACK TOTAL

Compare against the target's current Defense, including applicable card modifiers.

RESOLVE THE RESULT

EQUAL IS ENOUGH

SUCCESS

Attack Total equals or exceeds Defense.

MISS

Attack Total is lower than Defense.

NO DAMAGE TRACK

A successful attack removes the defeated Character (don't worry - they're wily enough to return the next game). A miss has no lasting effect. Unsuccessful totals disappear at the end of the turn and cannot be carried into another attack or target unless card text says otherwise.

REMOVE THE TARGET

DEFEATING A WAR MARSHAL ENDS THE CLASH IMMEDIATELY. VEHICLE TARGETS ARE RESOLVED USING THE RULES ON PAGE 14.

VEHICLES TAKE THE HIT FIRST

VEHICLE DEFENSE FIRST. THEN TEST THE RIDER.

When a Character is manning a Vehicle, the Vehicle protects the rider. Resolve the attack against the Vehicle first. A powerful enough hit may destroy the Vehicle and still defeat the Character riding it.

TARGET THE CHARACTER'S ARC

Aim normally. The Vehicle takes the result first.



RESOLVE THE HIT

1 TEST THE VEHICLE

Compare the Attack Total to the Vehicle's Defense. If the total is lower, the attack misses and nothing is removed.

2 REMOVE THE MACHINE

If the total equals or exceeds Vehicle Defense, remove the Vehicle and every Vehicle Attachment on it.

3 TEST THE RIDER

Subtract Vehicle Defense from the Attack Total. Compare the remainder to the Character's printed Defense.

FIRST CLASH EXAMPLE

Karak hits Skullstomper's Mog

6 ATTACK TOTAL - 1 MOG DEFENSE = 5 REMAINING

MOG DESTROYED

THEN

5 REMAINING < 6 RIDER DEFENSE: SKULLSTOMPER SURVIVES

RIDER SURVIVES?

LEAVE THE CHARACTER DEPLOYED ON FOOT. IF THE REMAINDER EQUALS OR EXCEEDS ITS DEFENSE, REMOVE THE CHARACTER TOO.

RAISE A GUARDIAN

SACRIFICE THE VOLLEY. COMPLETE THE STACK. CHANGE THE BATTLE.



The three Guardian Arises cards form a deliberate escalation. Playing one costs every combat action that turn. Complete the stack and the next Character in your battle deck rises as a minor Guardian, clearing opposing fighters from the field and empowering your attacks.

BUILD THE STACK

One card per turn. All combat actions forfeited.

1 PLAY ONE FACE-UP



Once per turn, if available, play one Guardian Arises card face-up and announce it.

2 PAY THE TURN'S COST



Forfeit every combat action controlled by you for that turn.

3 COMPLETE ALL THREE



When all three cards form a stack, you may activate their Guardian rule.

WHEN THE THIRD CARD COMPLETES THE STACK

The next Character becomes the minor Guardian.



PLACE NEXT CHARACTER ATOP STACK • SHUFFLE YOUR DECK

RESET THE OPPOSING FORCE

Return every opposing Character except the War Marshal to its owner's battle deck and shuffle. Discard any Vehicles and Vehicle Attachments those Characters had been manning.

ADVANCE FROM YOUR DEPLOYMENT ZONE AS NORMAL

GUARDIAN ACTIVE

ALL ATTACK ROLLS FOR THE CONTROLLING PLAYER'S DEPLOYED CHARACTERS ARE +1 UNTIL THE GUARDIAN IS DEFEATED.



WOLFPACK MODE

ONE ROLL. EVERY ENEMY CHARACTER. NO MERCY.



Wolfpack Mode pits you against a phantom player whose decisions are driven by simple algorithms. You still handle the cards, movement and dice for both factions, but the opposing force follows its own relentless priorities.

HOW THE PHANTOM TURN WORKS

Roll two dice once. Use them all turn.



$$3 + 6 = 9$$



At the beginning of the phantom player's turn, roll two six-sided dice. Leave them where they land: their total, their left/right positions and individual values may all be used by the rules.

ACTIVATE EVERY DEPLOYED PHANTOM CHARACTER DURING THE TURN.

FIRST TOOL • THE LINE RULE

Use the dice total to select a point along a line.

WHEN TO USE IT

Whenever the phantom player needs a specific position along a straight edge or line - most often during deployment.

HOW IT WORKS

Imagine the values 1 through 12 spaced evenly across that line. The two-dice total identifies the point to use (though point 1 will never be used).



READ THE DICE

POSITION MATTERS. THE TOTAL MATTERS. CONTEXT DECIDES WHICH TO USE.



Keep the two command dice where they landed. Each Wolfpack algorithm reads either one die or their total, allowing the same roll to answer different questions throughout the phantom player's turn.

1 • THE BINARY RULE

Read only the die furthest to your left.



LEFT-HAND DIE = 2

1, 2, OR 3
NO • LEFT • DOWN

4, 5, OR 6
YES • RIGHT • UP

If neither die is clearly furthest left, reroll both dice.

2 • THE DIRECTION RULE

Turn the dice total into a direction.

Imagine a clock face centered on the Character, oriented with your table edge. The total points toward the direction the card faces or moves. A total of 5 indicates the 5 o'clock direction.



3 • THE NUMBER RULE

Use the dice total as the required number.

When an instruction needs a random quantity, use the command-roll total. The result normally ranges from 2 to 12. If the instruction lists a maximum, reduce any higher result to that maximum.



TOTAL = 11

INSTRUCTION MAXIMUM: 8

USE 8

ONE COMMAND ROLL

REUSED THROUGHOUT THE ENTIRE PHANTOM TURN

RUN THE PACK

ADVANCE. HUNT THE BEST TARGET. IMPROVE THE SHOT.



The overarching rule is simple: every phantom Character relentlessly advances toward your War Marshal. Apply the priorities below during each Character’s activation, using the Wolfpack dice rules whenever a decision is unclear.

THE CARDINAL RULE

The pack closes on your War Marshal.



1

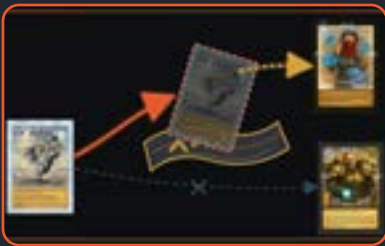
FACE THE THREAT



At the end of its activation, face the closest opposing Character. If two or more are equally near, face the one with highest Expertise.

2

IMPROVE THE ATTACK



When an opposing Character is within 12 inches, the phantom should deviate toward terrain, elevation or a rear-arc position if that improves its attack.

In this example, the phantom Character goes for Rielle because he can make an attack from her rear arc, which gives him advantage.

3

CLEAR THE PATH



If a direct route is blocked or would place the Character directly in harm’s way, turn one quarter-turn toward the safer route that still closes on the War Marshal.

ATTACK THE HIGHEST-EXPERTISE TARGET AS SOON AS AN ATTACK IS POSSIBLE.

GUARDIAN OVERRIDE

Play Guardian Arises immediately when able. As stated on the card, sacrifice combat actions that turn.

USE THE BINARY RULE WHEN THE SAFER DIRECTION IS NOT OBVIOUS.

THE MARSHAL & THE PACK

PATROL THE ZONE. SURVIVE. STRIKE AS ONE.



The phantom War Marshal normally patrols its Deployment Zone while the pack advances. Its behavior changes only when danger closes in - or when it becomes the last Character standing.

PHANTOM WAR MARSHAL

Patrol the Deployment Zone.



1

NORMAL PATROL

Use the Binary and Number Rules.

2

DANGER AHEAD

If the move would enter harm's way, stay put.

3

ALREADY THREATENED

Use Direction at maximum Speed to escape.

LAST ONE STANDING

The War Marshal joins the hunt.

If the War Marshal is the phantom player's only remaining Character, activate it using the same priorities as the rest of the pack.



+2

EXPERTISE

Gain +2 Expertise. Place a die showing 2 on the War Marshal as a reminder.

PACK BONUS

Outnumber the War Marshal.



PACK BONUS

When a phantom-controlled Character attacks the opposing War Marshal, it gains +1 for every other Character that also has that War Marshal within range, in its forward arc, and with line-of-sight.

COUNT THE OTHER PHANTOM CHARACTERS IN RANGE - DO NOT COUNT THE ATTACKER ITSELF.

PLAY THE PHANTOM TURN

ROLL. BUILD THE FORCE. ACTIVATE THE WHOLE PACK.



Run the phantom player in the same order every turn. Resolve the command roll first, build and deploy from the face-up hand, then activate every deployed phantom Character.

BEFORE THE FIRST TURN

1

DEPLOY BOTH WAR MARSHALS

Place the phantom War Marshal with the Line Rule, then deploy yours.

2

DRAW OPENING HANDS

Shuffle both battle decks. Each player draws seven cards.

EVERY PHANTOM TURN

1

ROLL TWO DICE

Keep both results visible for every decision made during this phantom turn.

2

DRAW ONE CARD

Do not draw on the phantom player's first turn.

3

SPREAD THE HAND FACE-UP

Keep the cards in their existing left-to-right order.

4

BUILD FROM LEFT TO RIGHT

Match Characters, Vehicles and Attachments.

FACE-UP HAND: READ LEFT TO RIGHT



Starting at the left edge of the hand, assign the first available Vehicle to the War Marshal and the first Vehicle Attachment to that Vehicle. Continue left to right, assigning Vehicles to other Characters until no Vehicles remain. Unmatched Characters deploy on foot.

5

DEPLOY EVERY CHARACTER

Use the Line Rule.

The Line Rule tells you where to deploy a Character, and the Binary and Number Rules help avoid overlaps.



WHEN THE LINE RULE OVERLAPS

If the deployment point would land on another card, use the Binary Rule to choose the displacement direction and the Number Rule for the distance in inches. If the point leaves the Deployment Zone, wrap it to the opposite side.

6

PLAY A BREAKER

If the Binary Rule says YES, play and resolve the first available Breaker from left to right.

7

REGATHER THE HAND

Return the remaining cards to one face-down pile until the next phantom turn.

8

ACTIVATE EVERY CHARACTER

In turn, complete the Movement and Combat Action of every deployed phantom Character.

ACTIVATE THE WHOLE PACK - EVERY DEPLOYED CHARACTER

THEN TAKE YOUR TURN. CONTINUE ALTERNATING TURNS.

EXCEPTIONS & JUDGMENT

KEEP THE GAME MOVING. FAVOR THE PHANTOM PLAYER.



Wolfpack Mode is an opponent procedure, not a puzzle to solve perfectly. Use these final rules whenever the normal sequence produces an unusual result.

SPECIAL COMMAND ROLL

Snake eyes trigger Once Per Game effects.



TWO 1S

Immediately resolve every eligible effect on a deployed phantom card that is described as Once Per Game.

IMPOSSIBLE ACTION

If an action triggered is impossible, then do nothing.

If these procedures produce a move, deployment, attack or card play that cannot legally be completed, take no action for that specific instruction. Continue the rest of the phantom turn normally.

WHEN THE RULES ARE UNCLEAR

Choose for the phantom player.

If more than one interpretation remains reasonable, select the action you would choose if you controlled the phantom force. Favor a legal, effective action and resume play.

RETURN TO THE BATTLE

Complete the cycle.

FINISH EVERY PHANTOM ACTIVATION

THEN TAKE YOUR TURN

VICTORY

Use the scenario's normal victory conditions unless that scenario gives Wolfpack-specific instructions.

THE WOLFPACK IS READY

TOWERLOCK

YOUR FIRST CLASH

TAKE THE SUMMIT

An abandoned oriel terminus has been discovered on the summit of a towering granite butte in the desert country, a place called Towerlock. Each oriel gateway leads to an artificial pocket of space left over from The Infinite Republic, and could contain treasures and technologies beyond belief. A terminus might contain as many as twenty such gates. No one nation can be allowed to control it!

Wonders beyond imagination could be ripe for the taking, but the fight will take place on a sheer vertical wall.

MISSION

DEFEAT THE ENEMY WAR MARSHAL



SUMMIT DEFENDER / THE MOUNTAINS

Karak holds the high ground.

Karak and a vanguard watch from Alson got to the summit first and established an operation to secure the site and launch delving teams into the oriel gates. He will need to plan his defenses carefully and consider all possible avenues for assaults and sieges.

BASE ATTACKER / THE SALT FLATS

Segmond climbs to seize it.

Segmond and a Tanith vanguard attack from below to capture the terminus or deny its riches to Alson. Their assault begins at the base of the wall. He'll need to analyze the defenses being set up, consider all intelligence he can gather, and prepare as devious or as bloody an assault as he can muster to have any chance at success.

Either faction may defend. One force deploys at the summit; the other begins at the base.

FIGHTING ON THE WALL

The space between the summit and base is a sheer vertical surface. Apply these four rules while Characters fight across it.

1

WALL MOVEMENT

A Character on the wall and outside either Deployment Zone who is not manning a Vehicle moves at half Speed. Round fractions down.

CHARACTER OUT OF VEHICLE: ½ SPEED



2

DEFEATED CHARACTERS FALL

Any defeated Character, whether manning a Vehicle or not, is assumed to fall in the direction from the summit to the ground. This means any Character that is positioned along the line of their fall to the ground player's table edge must win an attack roll versus their Defense stat (as defined on the Character or Vehicle card).

Discard any Vehicle and Vehicle Attachments they were manning. A Character defeated this way also falls and may strike other Characters, creating a chain reaction. A lower roll has no effect.



3

VEHICLES ON THE WALL

Only Mog Vehicles (capable of clinging to vertical surfaces) may move beyond a Deployment Zone. All other Vehicles may deploy and move as usual within a Deployment Zone.



4

ROCK OUTCROPPINGS

Place at least three Rock Outcropping cards outside both Deployment Zones. Treat them as normal elevated terrain. A Character in contact with one gains the standard +2 attack modifier against a lower target.



THE WALL IS THE BATTLEFIELD

Facing, range, obstruction, card contact and all other core rules continue to apply.

SALT & MYSTIC

TABLETOP SKIRMISH GAME



GRAILRUNNER

DREAMS ARE ENGINES. BE FUEL.