

# SATELLITE SALVO

"Sir, we have entered a stable orbit over the enemy outpost"

**"Visual report!"**

"It appears that the enemy is using cloaking technology. We cannot confirm the location of any of their buildings"

"Sir, should we prepare the cartridges for attack? They may not even be here."

**"Nonsense. Our intel says that they are camped in this area. Prepare the LS-Beam Cartridge. Launch code 2-3-4-5-6."**

"Awaiting launch coordinates"

**"Center beam at Sector A1. Let's flush out their borders"**

"We have a cloaking failure at sectors A9 and L1. Hit confirmed. All other sectors clear."

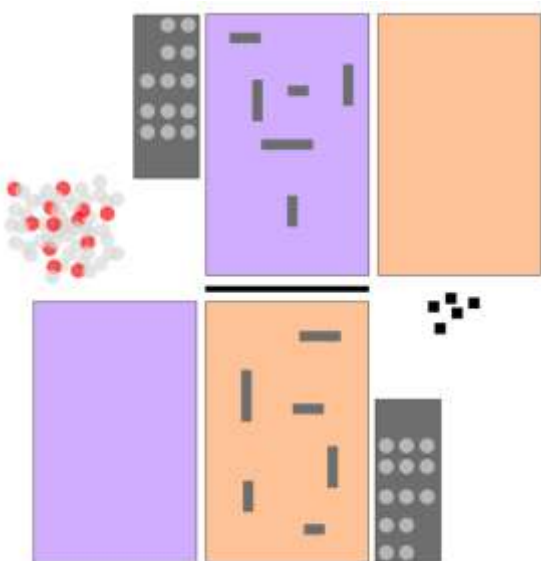
"We have left stable orbit, sir. Next possible launch in one revolution."

"Reports from our planetary outpost indicate an enemy cannon has appeared overhead."

**"Stay strong men. We must destroy them before they destroy us. Prepare the next cartridge..."**

## Components

400 Miss Tokens  
80 Damage tokens  
4 Planet Mats  
2 Arsenal Mats  
12 Buildings  
1 Space Mat  
2 Black Card Stands



## Setup\*

Using the two card stands, set up the Space Mat as a divider between the two players. Players choose a color (Orange or Purple) and take their Planet Mat and place it behind the divider so that their opponent cannot see it. They then take a Planet Mat of their opponent's color and an Arsenal Mat and place them next to their Planet Mat. Each player then sets up their buildings on the grid of their Planet Mat and places thirteen Miss Tokens on their Arsenal Mat, one on each cartridge. Before beginning the game, choose an area where both players will roll so the other player can see, and place all the tokens within reach so both players can access them at any time. Players then roll two dice each to determine who goes first.

\*If this is the first time the game has been opened, you will need to follow the instructions on the Buildings Mat for cutting out and putting together the buildings.

## PLAY

At the beginning of your turn, you roll to see which cartridge you will use. First, roll all five dice. If you want, you can then re-roll any or all of the dice you have. After that, you can perform the same action of re-rolling some or all of the dice. When you are happy with the roll, or just out of chances, you must choose a cartridge that you can unlock. Each cartridge has a distinct effect and dice combination and can only be used once. To keep track of which cartridges you have used, you should remove the miss token over the cartridge on the Arsenal Mat when you choose your target. This avoids possible re-use of a cartridge and imbalance in the game.

Sometimes you may end up with a roll that cannot unlock any available cartridge. If this is the case, you must still remove a miss token from the Arsenal Mat. You may choose which cartridge to lose, but you do not gain its effect for your shot. Instead the shot hits only its targeted sector.

### Barrage Cartridges

Barrage Cartridges (1 – 6) are the easiest cartridges to roll for. To unlock a Barrage, you must have a die of that number in your final roll. For each die of that number in your roll, you may target one sector. These targets are told to your opponent all at once, and they report back the results after all shots have been fired. Because this can be up to five shots, it is suggested that you and your opponent use miss tokens to mark the targeted sectors, and then switch them out at the end for damage tokens if you actually hit something. That way you won't be able to determine success by seeing which type of token your opponent uses during the barrage.

### Burst Cartridges

To unlock a Burst Cartridge, you must roll one of three classic Poker combinations (three-of-a-kind, four-of-a-kind, full house\*). When you choose the target for a Burst Cartridge, there will be other sectors that are hit as part of the shot. These sectors are not considered "targets," so overlap of previously hit sectors is possible. Refer to this graphic and the pictogram on the Arsenal Mat for the actual hit pattern of the cartridges.



\*A full house is when there is three of a kind and a pair (ex. 3-3-3-2-2, 5-5-5-1-1)

### Beam Cartridges

The two Beam Cartridges are unlocked with a small and large straight. The small straight is made up of four consecutive numbers rolled, while the large straight is five consecutive numbers. Again, these cartridges have discrete targets, but in actuality hit many sectors, meaning overlap is possible. For the small straight, after a target is chosen, you may choose to hit every sector in that column *or* row (ex. B6-column, M3-row). The large straight hits every sector in both the column *and* row of the target.

### Special Cartridges

The Salvo and Hazard Cartridges are the best and worst cartridges in the game, and their roll requirements are similarly related. Salvo requires that you roll five of a kind, the least likely roll. When used, a Salvo Cartridge is much like a barrage, except there are ten shots and they are taken sequentially so your opponent reports results after each shot. Another important thing about Salvo is that if you use the cartridge but roll the combination again in a later turn, you can use it to unlock any available cartridge, including a five-shot barrage of any number.

The Hazard Cartridge is very different. There is no roll requirement, so it can be used after any roll. It hits only the targeted sector, but if it hits a building, that entire building is destroyed. Your opponent must tell you the other sectors that the building inhabited. Although this effect seems powerful, the Hazard Cartridge is your one-time bad roll insurance, so be careful.

## **Targeting, Damaging, and Destroying**

Regardless of cartridge, each shot will have at least one targeted sector. This sector can be described by its row and column, a letter and number respectively. When a sector is hit, a token is placed on the space that corresponds to it on both the attacker's Targeting Mat and the other player's Planet Mat. If there is a building occupying the spot, it is "damaged," and you mark the shot with a red damage token. Otherwise, you use a white miss token. When you choose a target, any sector that already has a token on it cannot be targeted. This does not mean, though, that the additional sectors hit by a Burst or Beam cartridge must be empty. The only requirement is that the target has not been hit previously. When a building is damaged in every sector that it occupies, it is destroyed, and you must tell your opponent that they have destroyed a building. This is useful in determining how many buildings your opponent has remaining on their planet.



Satellite Salvo ends when all buildings on one planet are destroyed, at which point the player with buildings remaining wins, or after both arsenals have been depleted, whichever comes first. If you run out of cartridges before all of one player's buildings are destroyed, there are a number of possible endgames you can use. It is generally better to agree on which you will use before the game starts since some endgames might give one player an advantage over another.

## **Ceasefire**

The player who has destroyed the most buildings is declared the winner. If this is a tie, the player who has caused the most damage is considered the winner. If this is a tie, both players lose.

## **Desperation**

Players continue to take turns targeting their opponent's planet, but without rolling or using cartridges. Shots taken during these additional turns hit only their targeted sector. The game ends when all buildings on one planet are destroyed.

## **Reloaded**

Both players replenish their entire arsenal and carry on playing as they had been. It is basically impossible that the game will continue until the arsenals have been emptied again, so the game ends when all buildings on one planet have been destroyed.

## **Self Destruct**

Each player rolls two dice, re-rolling in the event of a tie. The player with the lower roll targets a number of sectors equal to their roll value. Like a barrage cartridge, the results of these shots are not told to you until you are finished targeting. If they have destroyed all of their opponent's buildings after this, the first player wins. If not, their opponent performs the same action with the value they rolled. Again, if all buildings on the first planet are destroyed, the second player is the winner. If neither player has destroyed all of their opponent's buildings, both players lose.



Satellite Salvo

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