TOP SECRET

SCAVENGERS

TACTICAL OPERATIONS GUIDE

MISSION BRIEFING VIDEO

COCKEREL GAMES

SCAVENGERS

IN THE SPAN OF A MILLENNIUM, HUMANITY HAS EVOLVED ALONG DIFFERENT PATHS AND VENTURED BEYOND EARTH, FORGING COLONIES FAR BEYOND OUR SOLAR SYSTEM. THEIR JOURNEYS RUN ON WARPIUM—A RARE CRYSTAL THAT FUELS ANTIGRAVITY PROPULSION. ON A HOSTILE ALIEN WORLD RICH WITH WARPIUM, DANGER LURKS AT EVERY TURN. AN ENORMOUS ARTIFICIAL BIOLOGICAL CREATURE, THE DREADCLAW—CRAFTED BY AN ANCIENT, MYSTERIOUS RACE—KEEPS RELENTLESS WATCH OVER THE PRECIOUS MINERAL. YOU ROAM THE DESOLATE PLAINS, LOCKED IN BATTLE TO DEFEND VALUABLE TERRITORY AND HUNT WARPIUM TO ENSURE IT NEVER FALLS INTO THE WRONG HANDS.

GAME OBJECTIVES

2 to 4 players battle for control of the rare mineral Warpium — the ultimate power source. You command an army of soldiers and mechs, navigate the alien landscape to explore and conquer new territories, and manage your economy by collecting credits to upgrade your units and base. Engage in strategic combat, defend your resources from rival opponents, and beware the Dreadclaw. The first player to collect 10 Warpium wins the game.

Command your forces! Control the Warpium!

GAME COMPONENTS



Soldier
x 56



APC= 3 soldiers
x 28



Mechs
x 40



Dreadmite
x 40



Dreadclaw
x 1



Playcard
marker
x 20



Player
token
x 1



D6 Dice
x 20
(10 blue/10 red)



Main base
x 4



Barracks
x 4



Factory
x 4



Lab
x 4



Complete Base



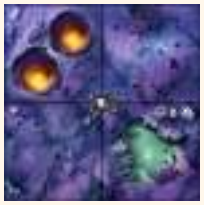
Credits
x 60



Warpium
x 46



D4 Dice x1
D12 Dice x 1



Game tile
x 12



Player card
x 4



Tech card
x 29

GAME SYMBOLS



Roll a D4 and a D12 dice



Credits may be earned



Warpium marker



Safe place



+1 defence bonus on dice



Tech site area



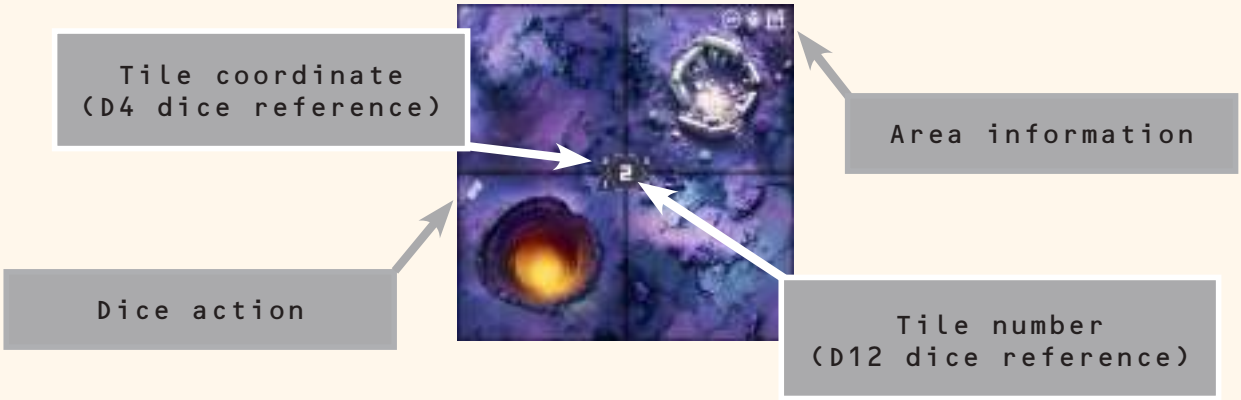
Temple area



Ruin area



Oasis area



GAME TILE AREAS



Barren area:

Deployment area for new forces, in the buy/deploy phase.



Bedrock area:

A protected zone from Dreadclaw attacks. Gain +1 when defending against opponents.



Warpium area:

Roll a D4 and a D12 to spawn 1 new Warpium on the board.



Dreadclaw area:

You draw the Dreadclaw's attention. Roll a D4 and a D12 to see where it appears on the board. If it lands on an oasis or bedrock, roll again. Place a Dreadmite on the final location.



Dreadclaw area 2x:

You draw the Dreadclaw's attention twice. Roll a D4 and a D12 two times to see where it appears. If it lands on an oasis or bedrock, roll again. Place a Dreadmite on each of the two final locations.



Tech site area:

This area holds ancient, unknown technology. If you conquer and hold it, you gain credits at the end of each round.



Oasis area:

This area shields you from the Dreadclaw. Conquer and hold it to earn credits at the end of each round.



Ruin area:

Offers extra defense from rival attacks. Conquer and hold it to earn credits each round.

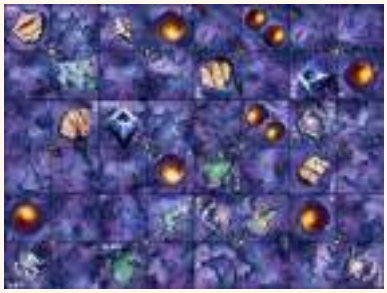


Temple area:

Grants extra defense against other players. Conquer and hold it to gain credits each round.

GAME SETUP

1. Each player selects a player card and the corresponding color of game pieces.
2. The game tiles are shuffled and placed face down, then laid out in a 4x3 grid. After that, flip the tiles face up.



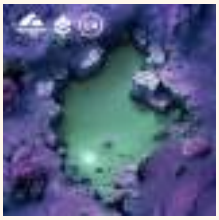
In 2-player games, use game tiles 1-6 (optimized for smaller-scale battles).



3. Tech cards are shuffled and placed face down in a stack. Flip 3 tech cards face up next to the stack. Whenever a face-up card is purchased, immediately replace it with a new one from the stack.

4. Dreadmites are placed on designated locations on the board:

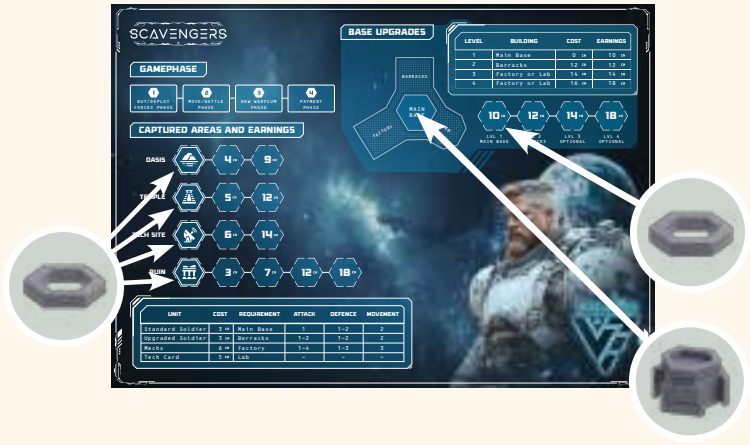



 x3  x2  x4  x2  x1

5. One Warpium and a Dreadmite is placed in areas marked with a Warpium symbol: (7 total). These symbols are only used during initial game setup, tile is otherwise considered barren when unoccupied and empty.

6. **Prepare the player card:**
   a) Place player card markers on each of the area symbols in the "Captured Areas and Earnings" section of the player card. Also place a marker on level 1 of the main base (5 total).
   b) Place the main base structure in the center of the player card under the "Base Upgrades" section.

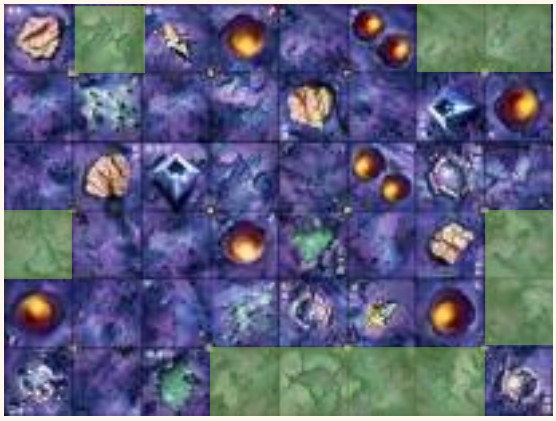


7. Each player begins with 5 soldiers. All players roll a D12; the highest roll determines the starting player, who receives the player token.

8. The first player places 3 soldiers on a barren tile at the edge of the board. The next player does the same, and so on. When the last player places their 3 soldiers, they also place their remaining 2 — either on another empty barren tile or stacked with their own. Then, counterclockwise, all other players place their remaining 2 soldiers in the same way.



Barren tile



9. The completion of all unit deployments marks the end of Phase 1: Buy/Deploy Forces.

   Proceed to Phase 2: Move/Battle.

PHASES

A round in the game consists of 4 phases. Each phase is turn-based: the first player completes the phase, then the next player takes their turn, and so on until all players have acted. Once Phase 4 is complete, the round ends. The player token passes to the next player, who begins the new round with Phase 1.

PHASE 1: BUY AND DEPLOY FORCES

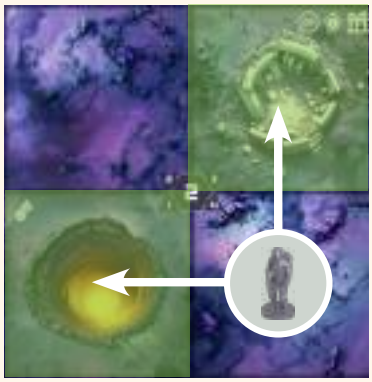
Each player may purchase soldiers, mechs, tech cards, or base upgrades. Base upgrades are limited to one per round. You must start with the "Barracks" upgrade. On your next upgrade, choose either "Factory" or "Lab." Use the player markers to track base upgrades and income levels.
You may sell up to 2 Warpium per round, earning 6 credits each.

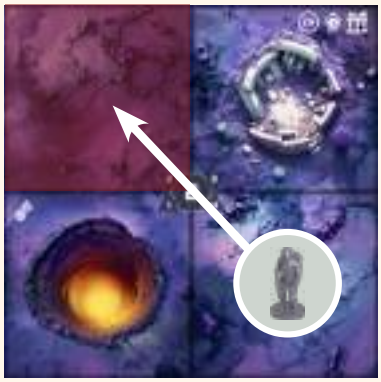
You may deploy purchased units on up to two spaces. Either on your existing units or on empty barren edge tiles. Tiles with a warpium symbol but no crystal are considered barren. If all edge tiles are full, deploy on the next inward row or with existing units. In the first round, all units must be placed on edge tiles only.
Unit costs are listed on your player card.

See "What you can buy" on page 11.

PHASE 2: MOVE/BATTLE

- Units move vertically or horizontally — never diagonally.
- Each tile has 4 areas; moving between areas counts as 1 movement.





- Combat occurs when you enter an enemy-occupied area (resolved with dice combat).
- Scavenge for Warpium and capture key areas to earn credits.
- Entering a Dreadclaw area activates it. Roll a D4 and a D12 to determine which tile the Dreadclaw attacks — it destroys all units and Warpium where it lands, and spawns 1 Dreadmite.
- Safe zones (Oasis/Bedrock) prevent Dreadclaw attack.
- Dreadclaw areas are inactive during the first round.
- Warpium areas trigger new Warpium spawns, but are inactive during the first round.
- Conquer key areas — Temples, Ruins, Oases, Tech Sites, and Bedrock — to gain bonus credits and combat advantages; owning multiples of the same type grants additional bonuses, tracked with markers on your player card, but you must station at least one soldier to maintain control, as these areas are initially guarded by Dreadmites, and some provide +1 defense.
- You can choose to attack with 1 or more units from different areas. You can continue the attack as long as your units don't exceed their allowed movement range.

ENTER DREADCLAW AREAS (Inactive in the first round)

- Activates the Dreadclaw. Roll a D4 and a D12 to determine which tile the Dreadclaw attacks — it destroys all units and Warpium where it lands, and spawns 1 Dreadmite.
- If it lands on a Bedrock or Oasis area, roll again — no units are destroyed.
- 1 hole = spawn the Dreadclaw once; 2 holes = spawn it twice
- Each player may only activate the same Dreadclaw area once per round. Other players may activate that same area during the same round.
- When entering a Dreadclaw area occupied by an opponent, trigger Dreadclaw first, then proceed to combat.

ENTER DREADMITE AREAS

Dreadmites are placed around key areas as guards. They can not attack, only defend. Dreadmites do not receive the +1 defense bonus from the areas they guard. When attacking an area occupied by a Dreadmite, standard combat rules apply, and another player rolls dice on their behalf.

WARPIUM AREA (Inactive in the first round)

Entering triggers a Warpium spawn. Roll a D12 and a D4 to determine the location, and place 1 Warpium crystal there. Each player may only activate the same area once per round. Other players may activate that same area during the same round. When entering a Warpium area occupied by an opponent, spawn Warpium first, then proceed to combat.



PHASE 3: NEW WARPIUM

Each player rolls a D12 to determine the tile and a D4 to select the sub-area, spawning a new Warpium on the board. Multiple Warpium can occupy the same area.

PHASE 4: PAYMENT

- All players receive a base payout of 10 credits.
- Upgraded bases provide higher payouts.
- Captured areas yield additional credits. Must station at least 1 soldier to maintain control and claim earnings.
- To collect Warpium from a area, you must occupy it with:
  - 3 Soldiers, or
  - 2 Mechs, or
  - 1 Mech and 1 Soldier
- Some areas may contain multiple Warpium, and there is no limit to how many you can collect in a single round.

COMBAT RULES

- Use 1 D6 die per attacking unit (roll mechs first, then soldiers).
- Attacker rolls first. Defenders hit can shoot back once before being removed.
- Defender hits are resolved instantly.
- Units lost = fewer dice next round.
- Both players choose which units to sacrifice.
- You may reinforce a battle from nearby areas if movement allows. Once a unit enters combat, it cannot retreat.

COMBAT AGAINST DREADMITES

- Dreadmites only defend (hit on 1-2). Dreadmites do not receive a defense bonus from key areas.

COMBAT AGAINST DREADCLAW (If you attack it)

- Dreadclaw defends with 6 dice (hits on 1-5).
- Each hit reduces its dice by 1.
- Defeat by scoring 1 hit in each of 6 rounds (max 1 hit per round).
- Success yields 3 Warpium and removes Dreadclaw temporarily. (It reappears if someone triggers a Dreadclaw area)

KEY AREAS AND FEATURES

- **Oasis/Bedrock:**
  Safe from Dreadclaw. Bedrock: +1 defense bonus.

- **Key areas:**
  Temples, ruins, oases, Tech sites, and bedrock yield bonus credits and abilities.

- **Warpium:**
  Spawns via dice rolls. Occupy and hold to collect.

TECH CARDS

If you upgrade your base with a Lab, you gain access to Tech Cards. These cards provide various advantages during the game. Each card is marked with a phase that indicates when it can be used. You may purchase one Tech Card per round, but there is no limit to how many you can own.

During a full round (all 4 phases), you may use up to 2 Tech Cards. Once used, place them in a separate discard pile.

When purchasing a Tech Card, you may either: - Draw one card randomly from the face-down deck, or - Choose one of the three face-up cards available on the table.

If you choose a face-up card, immediately replace it with the top card from the deck to ensure that there are always three visible cards available.

BASE AND UPGRADES

- Level 1 (Start):
  Cost= 0 credits.
  Income = 10 credits.

- Level 2:
  Barracks.
  Cost= 12 credits.
  Income = 12 credits.

- Level 3:
  Factory or Lab - Choose one.
  Cost = 14 credits.
  Income = 14 credits.

- Level 4:
  Cost = 16 credits.
  Income = 18 credits.

  Barracks: Unlock upgraded soldiers (hit on 1-2).
  Factory: Unlock Mechs.
  Lab: Unlock Tech Card access.

WINNING THE GAME

First player to collect 10 Warpium wins. (5 Warpium for 2 players.) If multiple players reach the goal simultaneously, the one who collects the most earnings in phase 4 wins.

EXAMPLE ROUND

1. Initial Setup:
   Player A attacks Player B with 3 soldiers and 1 mech.
   Player B defends with 4 soldiers.

2. Mech Attack (Player A):
   Player A rolls 1 die for the mech.
   The mech hits on 1-4. Player A rolls a 3 - hit!
   → Player B will lose 1 soldier.

3. Soldier Attack (Player A):
   Player A rolls 3 dice (one per soldier). Soldiers only hit on a roll of 1.
   Rolls: 5, 2, 1 → 1 hit.
   → Total hits: 2 soldiers from Player B.

4. Retaliation (Player B):
   Before being removed, Player B rolls 4 dice (1 per soldier before losses).
   Rolls: 2, 2, 3, 1 → 3 hits.
   → Player A must now remove 3 units.

5. Damage Assignment:
   Player B removes 2 soldiers.
   Player A chooses to sacrifice 3 soldiers and keep the mech.

6. Combat Continues:
   Player A attacks again with the mech.
   Rolls a 4 → hit!
   → Player B loses another soldier.

7. Final Retaliation (Player B):
   Player B (with 2 soldiers left before the hit) rolls 2 dice.
   Rolls: 3, 2 → 1 hit.
   → Player A loses the mech. Player B also removes the soldier hit by the mech.

8. End Result:
   Player B has 1 soldier remaining.

Notes:- If Player A had upgraded soldiers, they would have scored 2 hits instead of 1 in the first round.
- If Player B had a +1 defense bonus (e.g., ruins), all soldier rolls of 1-2 would count as hits.

Base upgrades			
Base upgrade	Price	Earnings	Product
Barracks	12	12	Soldiers attack +1
Factory	14	14	Mechs
Lab	16	18	Tech cards

After each upgrade, place an additional building on your base card and move the marker to indicate the upgrade level. The payout bonus increases and replaces the default payout of 10 credits.

Regular soldier			
Price	Movement	Attack (hit)	Defence (hit)
3 credits	2 areas	1 on the die	1-2 on the die

Upgraded soldier			
Price	Movement	Attack (hit)	Defence (hit)
3 credits	2 areas	1-2 on the die	1-2 on the die

Requires base upgrade Barracks. After the upgrade, all soldiers on the board will be upgraded.

Mechs			
Price	Movement	Attack (hit)	Defence (hit)
6 credits	3 areas	1-4 on the die	1-3 on the die

Requires base upgrade Factory.

Tech Cards			
Price			
5 credits			

Requires base upgrade Lab. You can purchase a maximum of 1 card per round. You can use a maximum of 2 cards per round.There are 3 different types of Tech Cards.

QUICK REFERENCE

- Sell up to 2 Warpium per round. (6 credits each)
- Buy max 1 Tech Card each round and use max 2 cards each round.
- APC = 3 Soldiers. (space saving only)
- Shielded areas grant +1 to defense rolls. (example: Soldiers defend on 1-3 instead of 1-2, and Mechs on 1-4)
- Markers must be moved on the player card whenever you conquer, upgrade, or lose control of areas.
- Pass the player token clockwise after each round.
- Tiles with Warpium Symbols, these symbols are only used during the initial setup of the game to indicate where to place the starting Warpium tokens. Once the game begins, they serve no further function and are considered barren areas when unoccupied.


Roll a D4 and a D12 dice



Credits may be earned


Warpium marker


Safe place



+1 defence bonus on dice


Tech site area


Temple area


Ruin area


Oasis area

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