

Fizzkrieg

Game Designer: Datorien L. Anderson

Game Type: Tactical hex-grid skirmish

Combat Type: Psychological warfare / pest-induced attrition / soda-based bombardment
Turn-Based.

Board game aesthetics?: WW2 Facism in Aesthetics but as a corporate soda brand, but satire.
Defenders vs. Attackers

Defenders (who are civilians) are using capitalism to defend against the attackers using their own product by Fizzkrieg Industries™. The attackers are supplied by the same people who make the soda.

“FIZZ. FURY. FREEDOM.”

“DRENCH THE ENEMY.”

Core Mechanics:

- **Soda-Based Ordnance** (3 types):
 - *Unsweetened* – No pest draw. Light fizz radius.
 - *Cane Sugar* – Mid-tier stick, strong fizz. Pest Aggro: Medium.
 - *HFCS* – Max stick, long fizz. Pest Aggro: High.
- **Terrain Types:**
 - Hot Pavement – +Dry Speed, +Cloth Crunch Debuff
 - Bare Lawn – No bonus
 - Lush Lawn – -Movement, +Saturation
 - Untamed Grass – +Concealment, +Pest Risk
 - Ant Hill – *Environmental Hazard. Auto-Aggro if sugar nearby*
- **Status Effects:**
 - *Sticky Debuff* – Reduces Dex checks, stacks with soda quality
 - *Pest Aggro* – Auto-roll for ant/beetle swarms each turn, stacks
 - *Humiliation Stacks* – Increases chance of Psychological Break
 - *Cloth Hardened* – Only activates in sun terrain post-soaking
- **Victory Condition:**
 - Psychological Collapse of opposing unit (Total Morale Loss)
 - Forced retreat due to Pest Swarm event
 - Most hexes humiliated and occupied
- **Anatognist:**
 - Humanoids via Attrition
 - Time

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Base Container is a soda can.

- Cane and High Fructose Corn Syrup is what nets the most pest aggro chance but these cost more to use.
- A high-sugar saturated soda launched and detonated near an ant-hill is guaranteed via time assault.
- Any soda launched on a unit on hot pavement? It dries faster but hardens clothing.

Soda Munitions Management

Players have a set amount of money default is \$100 to allocate towards the soda munitions.

Soda Category	Fizz Radius	Stickiness	Inventory Cost (per 12 pack)
Unsweetened	0	Min Stick	\$5
HFCS	+3	Max Stick	\$12
Cane Sugar	+5	Med Stick	\$50

The Fizz Radius is the surrounding blocks that the specific soda bleeds into overtime, before it goes away. If spaces are regained, maybe soda can be collected and fashioned into makeshift shrapnel / knives?

Pest Management

Pests are a finite resource and are terrain hazards. The game should have a specific amount of tokens that should be placed around the board but are limited to a specific amount of tokens to place. Pest Token Placement Allowance: 10

Pest Type	Pest Token Type	Pest Preference
Ants	Ant Mount	Universal, High Sugar
Wasps	Wasp Hive	Fructose & Fruit-adjacent sodas
Roaches	Old Terrains	High in HFCS
Flies	– (None, Narrative – Increasing Humiliation Stacks)	Universal

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Bears	Forested	Universal
Raccoons	Forested	Universal
Wild Dogs	Forested	Universal (But Drenched Humanoid)
Boars	Forested	Universal
Skunks	Forested	Universal

Probability Matrix dependent on Terrain / Zone:

- 0–2 Pest Aggro: ants, beetles
- 3–5: hornets, wasps, rodents
- 6+: skunks, raccoons, *feral honey badgers*
- 8+: BOSS MAMMAL: bear / wild boar / apex predator
 - Mostly for flavor in type, but these deal an immediate MP on a successful vector against a humanoid unit.

Humanoid Unit Tokens:

The MP is Morale Points and AP is Action Points (for movement). Fresh Recruit is \$5, Standard is \$20, Elite is \$ 50, Hero is \$100. But what's the set budget for the antagonist? \$500?

- Standard Infantry – 2 MP, 2 AP (Grey)
- Elite Soldier – 5 MP, 4 AP (Silver)
- Hero Soldier – 8 MP, 6 AP (Gold)
- Bonus joking one
 - The Fresh Recruit, 1 MP and 1 AP but a high dodge chance.

The recruit being \$5 is a misnomer because it's a representation of it being \$5k per Fresh Recruit. Which makes Standard 20k, Elite 50k and Hero's are 100k. The soda economy is still the same and is not a representation.

SPIELEREGEN:

1. Antagonists must be drenched or hit for as many morale points they have. This means that if a standard infantry has 2 morale points, the total debuffs must equal the 2 MP in negation to demoralize.
2. Roll for if a unit dodges the splash.
3. Terrain can block or amplify the fizz depending on how soaked they already are.
4. This is asymmetrical, so only one side has the humanoid unit tokens.
5. Dry cloth reduces the AP by half.
6. Humanoid Units will be stuck using all of their AP on Pests.
7. Antagonists win when they cap all holdings, or the player runs out of munitions.

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8. For a humanoid unit's dodge to be successful, it must roll on an odd.
 - a. The Fresh Recruit gets a best 2 out of 3 for dodging.
9. At the end of each round, should it be a longer round-based campaign, the antagonist gets cash back for cap'd objectives. The defenders get a resupply equivalent to their starting amount.