

This is a fan-made adaptation of the game Dungeon Defenders. I highly recommend the game if you've not played it.

Setup:

Currently, only 8 heroes are ready to play: Countess, Squire, Monk, Initiate, Apprentice, Adept, Huntress, and Ranger.

Select one of the heroes to play as. Note that some are variations of the same character. So the following pairs will play the same:

- Monk / Initiate
- Apprentice / Adept
- Huntress / Ranger
- Squire / Countess



Place your hero token on one of the blue spaces with a '+', shuffle the enemy deck, and set the wave counter to 0. You'll also want the rotation set to 60° for easier token placement.

General Gameplay:





Enemies will spawn on the red spaces with a '!' and move towards the crystal. Players will work together to prevent that from happening by building defenses and using their heroes. Gameplay is broken into Waves. Waves are broken into cycles of Hero Phases and Board Phases.

Your Hero:

Each player has a hero card with all that hero's stats. Let's use the Squire as an example.





 <p>Squire</p> <p>  6  2  3  3 Range: 1 </p>	  10  1  1  2	
	  7  1  1  2	Knockback 1
	  7  3  1  2	Piercing
	  5  4  1  3	Knockback 2
	  7  1  1  2	Continuous Delay Inert

The left side includes a picture of your hero, along with the Name and Hero Stats. From top to bottom, the stats are:

	6 Health (6)
	2 Attack (2)
	3 Speed (3)
	3 Cast (3)

Range (1)

The rest of the card are stats for the hero's defenses. There is a bag for each of your defenses next to your hero card. Each defense has an icon, special effects (listed at the end of rules), and the following stats:

	7 Health (7)
	1 Attack (1)
	3 Range (3)
	2 Rate (2)



Defenses:

Different heroes have different defenses, so how you play will depend on who you play as. Nevertheless, all defense tokens will tell you what you need to know. The icon in the middle tells you what tower it is, the yellowed section shows the spread, and the red number shows the current health. Take a look at this setup:



The icon shows this is a Spike Wall. You can see it currently has 5 HP. Spaces 1 and 2 are within its spread, but 3 through 6 are not. Its cooldown is currently at 2.

If you left-click on the health of a tower, it will go down by 1. If it reaches 0, that tower is destroyed. Right-click the health makes it go up by 1.

When a tower attacks, flip it over to show its cooldown. Clicking the cooldown number will decrease it by 1. When it reaches 0, it will flip itself over.

You can also click on the defense's icon to see the spread and range.

Actions:

Players may take actions during the Hero Phase. The actions you may take are:

- Move up to [SPEED] spaces
- Build a defense in empty adjacent space*
- Repair a defense in current or adjacent space [CAST] Health
- Heal hero [CAST] Health
- Attack enemy on adjacent space

**Towers may not be built on player/enemy spawn points, crystal spaces, blacked out spaces, or spaces with a token currently on them.*

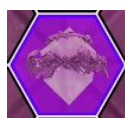
Hero Death and Respawning:

When a hero reaches 0 Health, remove their piece from the board. That player skips the next Player Phase. Respawn the hero on one of the Player Spawn spaces at the beginning of the Player Phase after that.

The Board:

The game board has 3 special space types:

Crystal



Player Spawn



Enemy Spawn



The Crystal space cannot be moved onto. Enemy Spawn locations are the only space where enemies can occupy the same space, and while on this space they cannot be targeted or damaged. Player Spawns do not make the player immune to being targeted nor receiving damage. Black lines denote walls, which *most* things cannot attack through. Spaces surrounded by walls are shaded black. These areas cannot be built on and nothing may move into it.

Enemy Behavior:

Enemies will target in the following order:

- 1) Closest tower that damaged it
- 2) Players within 3 tiles
- 3) Closest tower
- 4) The crystal

As for movement, enemies cannot occupy the same space, but they may move over one another. When in doubt, just move enemies with higher Speed first.

Enemy Tokens:

Enemy stats are on the token for each enemy. Let's look at a Kobold token.



Starting in the top left and going clockwise, the stats are: Speed (2), Attack (5), Health (1), and Range (0). Just like with Towers, you can click the Health to decrease it by 1. When it reaches 0, the token is returned to the bag.

The following enemies have special abilities:

- *Wyvern*
 - Can fly over black lines, though not into blackened areas

- **Kobold**
 - (if not flipped) When 4 spaces away from a target, stop movement and flip token.
 - Upon moving into a target, deal [DAMAGE] to target and kill self.
- **Mage**
 - (if not flipped) When 3 spaces away from a target, flip token and spawn 3 skeletons at range 1.
- **Ninja**
 - When 6 spaces away from a player (ignoring up to 1 wall), move next to and aggro onto that player
 - Does not attack crystal
- **Ogre**
 - (if not flipped, at end of Board Phase and not adjacent to target) Flip
 - (if flipped, after attack) Flip back (*Range 1 side*)

Phases:

Hero Phase

- 1) Respawn heroes
- 2) All players take their actions

Board Phase

- 1) Cooldown on towers
- 2) Enemy movement*
- 3) Defenses attack
- 4) Enemies Attack

**Enemy abilities are triggered immediately when conditions are met. As soon as an enemy enters the range of a tower it attacks.*

Waves and Enemy Spawning:

When there are no enemies on the board during the start of a *Board Phase*, continue to a Player Phase and increase the Wave Counter. For the next X Board Phases, where X is the number on the Wave Counter, end the phase by spawning enemies at each Enemy Spawn. To spawn enemies, start with one Enemy Spawn and, going clockwise through each one, do the



following:

- Draw a card from the Spawn Deck
 - Take the specified numbers of the enemy tokens
 - Place all those tokens on the Enemy Spawn
- Which section you should use for spawning is based on the number of players:
- 1-2: Green
 - 3-4: Orange
 - 5-6: Red
 - 7-8: Purple

For this example card, Purple difficulty would spawn 2 Goblins, 1 Archer, and 1 Kobold on the space.

After you've gone through each Enemy Spawn once, continue to the Board Phase. After enemies have spawn the required number of phases (i.e. equal to the current wave), shuffle the used cards back into the Spawn Deck.

End of the Game:

There are 2 ways for the game to end:

- *Losing*
 - The crystal is attacked by an enemy
- *Winning*
 - Players have completed 4 waves

Defense Abilities:

A defense's abilities are listed on the right side of your hero card.

Piercing

Attacks all enemies in a line within its Range.

Continuous

Deals damage every turn it is attacking. Attack stops and cooldown starts when no enemies are in range.

Delay

Begins attacking the turn after an enemy enters its range.

Inert

Enemies will not target this until dealt damage from this source.

Knockback X

When damaged, move away from target X space(s)

Blast X

Enemies X spaces away from initial target also take damage

Chain X

Targets within 1 space of an affected enemy will also take damage and can continue the chain, up to X enemies. No target may be affected by this more than once.

Forceful

Ignores walls when targeting and can shoot through walls.

Trap / Aura

Lose 1 Health on attack. Cannot be targeted by enemies. Cannot be placed within the range of another trap/aura of the same type. Heroes and Enemies can move onto this.

Lingering X

Damages for X turns during cooldown.

Stun X

Target takes no actions for X turns. [Use yellow bag of stun tokens to keep track]

Healing X

Recover from X damage.

Friendly

Only targets allies.

Weaken

Next attack deals 1 less damage.

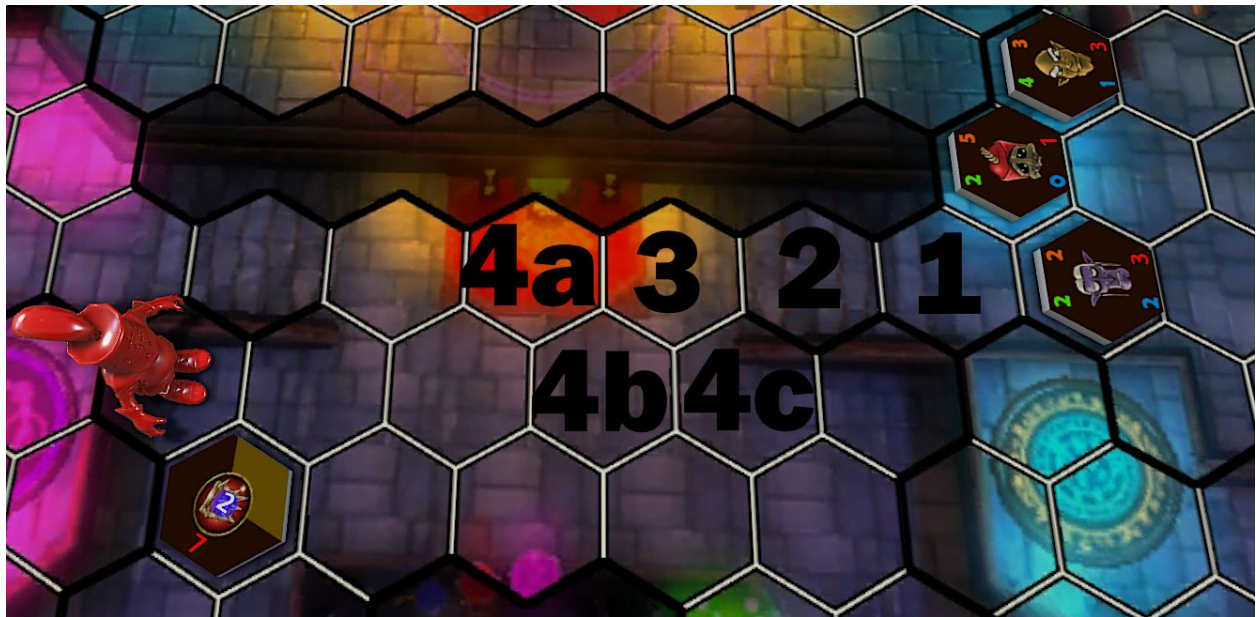
Confused

Affected units target allies on next attack phase

Calming X

Affected units have their aggro reset and do not target anything until next turn. Continue movement toward the crystal if possible.

Clarifying Scenarios:



On the lower left, we have the Squire next to a Spike Wall at the beginning of the Board Phase. First thing to happen is the Spike Wall cooldown goes down from 2 to 1. Next, we turn our attention to the 3 enemies on the right. From top to bottom, they are a Ninja, Kobold, and Mage. The Ninja is blocked by the other two, but he can go over the Kobold to end up on the space marked 3. However, upon entering the space marked 1, his special will trigger, and he jumps to the space in front of the Squire and the Spike Wall, targeting the Squire. Now the Kobold and the Mage still need to move, but only 1 can occupy the space marked 2. They both have the same speed, so which one ends up there is purely up to which one you move first. First, assume the Kobold moved first and reached the “2” space. The Kobold is now 5 spaces from the Squire and Spike Wall, so unless something moves, his ability will trigger after moving 1 space next turn.

Alternatively, if the Mage reached the 2 space, then the next Board Phase, it would move toward the Spike Wall (closest tower), and since it ends its movement 3 spaces away, it would trigger its ability and spawn 3 skeletons. Additionally, the Kobold would end its movement within 4 spaces, so it would trigger its ability as well.



In this scenario, 3 Wyvern spawned on this space. On their movement phase, one will move to 6, since it's a straight shot to the crystal and Wyvern can fly over walls. The next one will be forced onto 4 or 5. The last one will, then end up on the other option.

Also notice there is a Striker tower, which can shoot through walls and has a range of 6. However, since they cannot be targeted while on their spawn, the tower will have to wait until after they move. At that point, the only enemy in it's spread will be the one on the space marked 6.

In this scenario we have, from top to bottom, an Electric Aura, a Proximity Trap, and Ensnare Aura, and a Ninja. Since both auras have a range of 1, you would not be able to build another Electric or Ensnare on the space marked 1. However, you could build an Electric on the space marked 2. Since the Proximity Trap has a range of 0, you could build on spaces marked 2 or 3, but not 4 since that is a Player Spawn. Now, when the Board Phase starts, the Ensnare Aura's cooldown is reduced by 1. Then, the Ninja will move towards the Crystal, since it cannot target any of these defenses. Since it can occupy the same space as all these Traps and Auras, the most direct route would be Ensnare, Proximity, 3, and onward. However, when it enters the range of the Electric Aura, the Aura will attack, dealing 1 damage to the Ninja and itself and flipping over to it's cooldown. Then the Ninja moves onto the Proximity Trap, causing it to activate, dealing another 1 damage to the Ninja and to itself. However, the Proximity also has a Knockback 1, so the Ninja moves back to the Ensnare Aura and ends it's movement.



Here we have a Goblin beating up on a Bowling Ball tower with 3 cooldown, while a nearby Darkness trap has 1 cooldown. When Board Phase begins, the cooldowns both reduce by 1, which flips the Darkness trap over. Since the Goblin is within range of the now active Darkness trap, the trap will trigger, dealing 1 damage to itself and causing the Goblin to lose targeting on the Bowling Ball tower, saving it from destruction. The goblin will then move over the trap, through

the space marked 2, and end on the space marked 3. Note that since the Darkness trap has a range of 1, you cannot build another one on space 1 or 2.