

# Subterfuge

Subterfuge is a simple tactics rpg.

Before the game begins, the player chooses from a selection of characters, and places them on the board, they can have a total of 5, from the class of their choosing.

The locations and classes of enemy units are randomized at the beginning of the game, there are also obstacles as well.

Subterfuge is a simple tactics rpg taking place  
on a Grid.



Knight



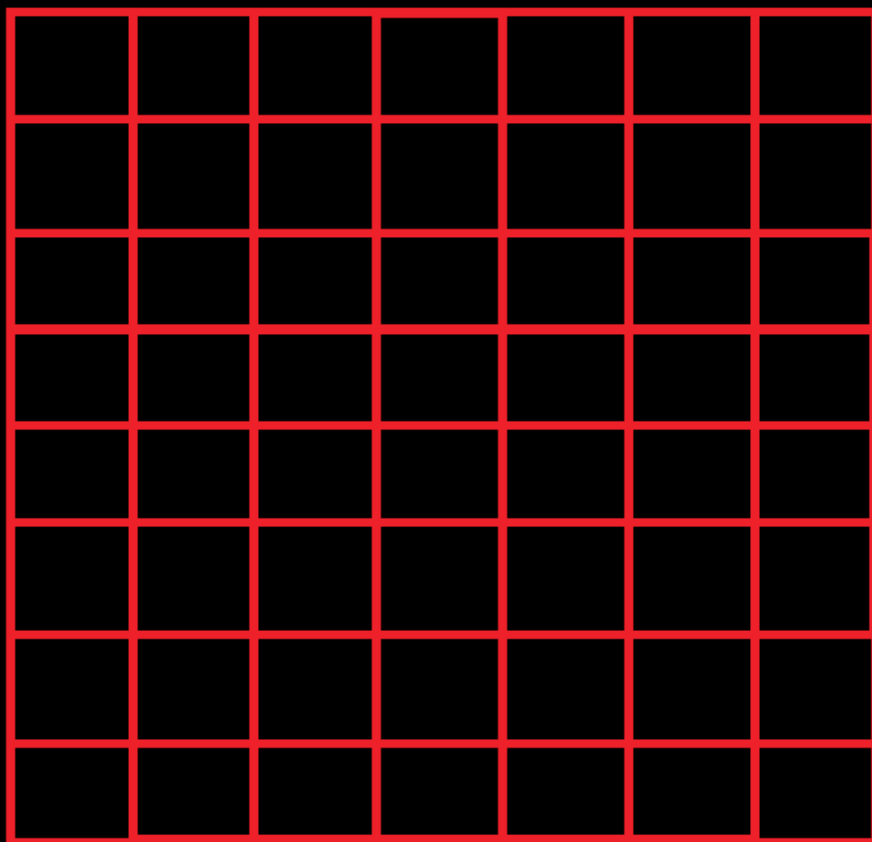
Rogue



Mage



Bishop



There are 4 classes....

Knight



Rogue



Mage



Bishop



The Knight has high strength with low dexterity and high HP.

The Rogue has low strength with high dexterity and low HP.

The Mage has very low strength, dexterity and HP, but he can spend MP to deal damage from a distance.

The Bishop has very low strength, dexterity and HP, but he can spend MP to heal his allies.

## Statistics

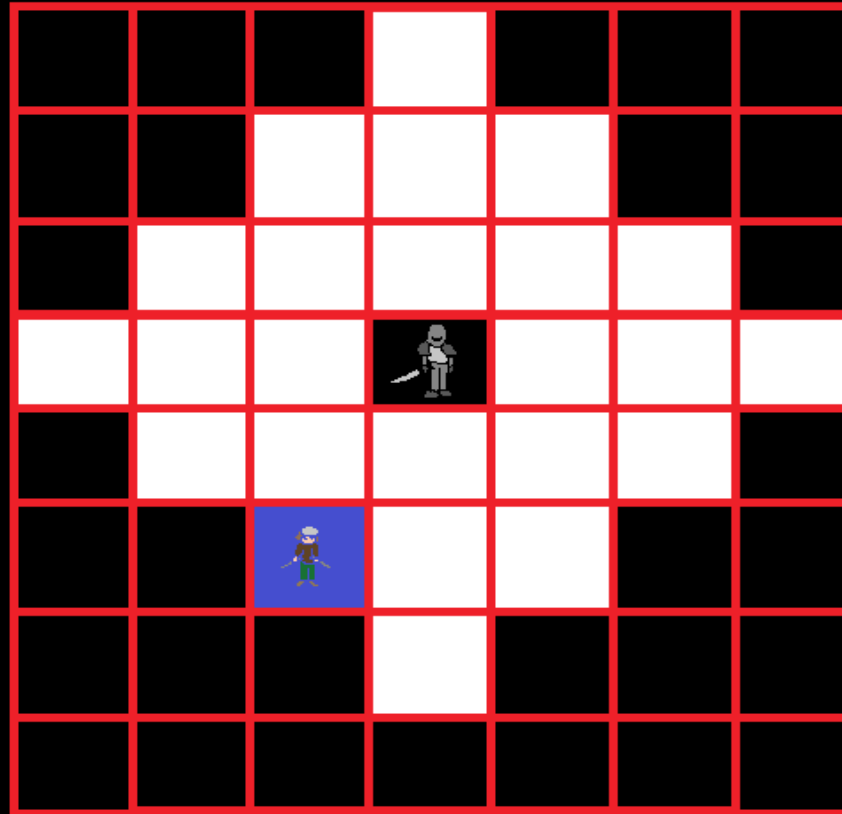
HP is the amount of health a character has, when their health reaches 0, they are dead.

Strength determines how much damage is dealt by a successful attack.

Dexterity determines percentage change to hit, and also turn order and frequency of turns.

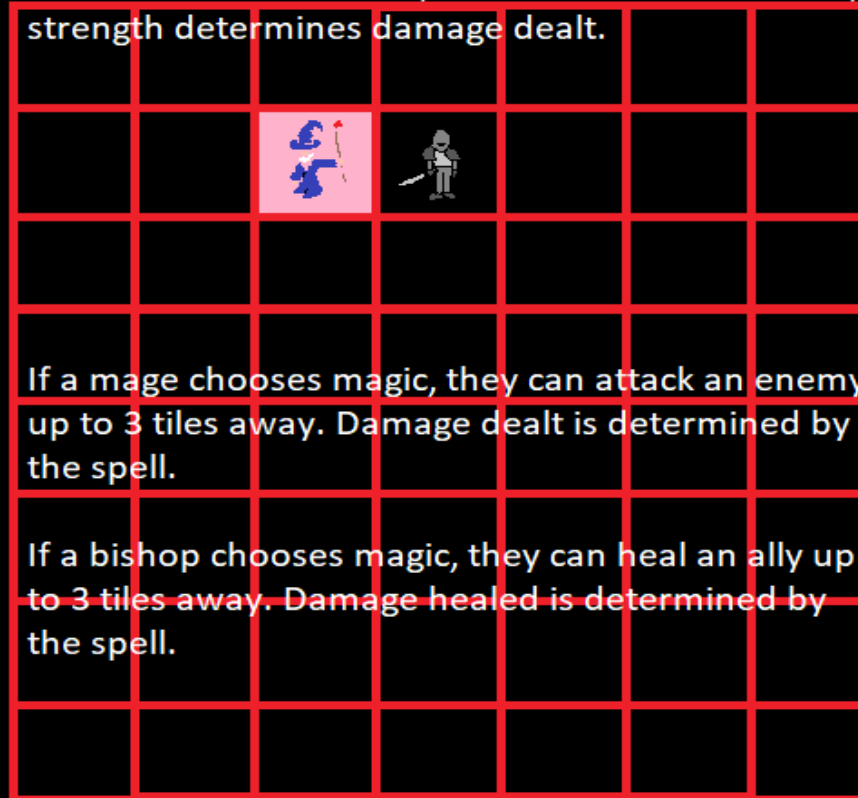
MP can be spent to cast spells.

When a character chooses 'move' all legal movement points will be highlighted, enemies within range will be marked.





When a character chooses to attack an adjacent target, their relative dexterities are compared to determine chance to hit, if there is a successful hit, strength determines damage dealt.



Each character is facing either up, down, left or right. Attacks from behind deal 250% damage, attacks from the left or right deal 150% damage, and attacks from the front deal normal damage.

Turn Order appears as portraits at the top of the screen, the more dexterity a character has, the faster and more frequently they get turns.

