Requirements:

1. Win Condition: Kill all of your opponent’s heroes.
2. Concept Art:

Attacker:

Defender:

Healer:

1. Backstory: Two nations are at war, and neither can afford to lose. Two special ops teams from opposite sides meet in the mountains, far from any source of reinforcement and both take the opportunity to take a little more blood for their mission. High Fantasy setting (Magic).
2. Writeup:
   1. Backstory: See 3.
   2. Game mechanics: Fire Emblem style combat (Tactical RPG) on a 20x20 grid. The Obstacles and starting positions are determined randomly at the beginning of the game by rolling a d6 and consulting a chart in the game manual.
   3. Most of the rules are described in 4e. All of the Defenders have 30 health, and everyone else has 20. Health is kept track of using a pen and paper. Defenders have an Armor rating of 5, Attackers have an Armor of 4, and Healers have an Armor of 3. When making an attack, roll a d6, and if it meets or beats the Armor rating, roll damage according to the attack.
   4. Setting Up: Lay out the grid board, roll a d6 for the obstacle layout (see game mechanics) and set up figures on the designated start spaces. Shuffle the action deck, and have each player draw 6 cards. Roll a d6, and the highest roller goes first.
   5. Turn Progression: On the start of your turn, roll the d6 for your Hero die. If you get a

1-2, you can draw an extra card before you start the rest of your turn. On a 3, you draw 2 extra cards before your turn. On a 4-6, one of your heroes will get an extra action: on a 4, the Attacker goes twice, on a 5, the Defender goes twice, and on a 6, the Healer goes twice. You can then play your cards. Each card has a role that the corresponding hero must be the one to use. Normally, you can only play 1 card per hero, but if you rolled a 4-6 on the hero die, one of your characters can go twice (but doesn’t have to). Each card has a move and an action. Move up to the number of squares under move, then preform the action. If you have no cards for a certain role, they take no action. If you don’t want, a hero doesn’t have to take an action, even if you have cards. After your turn, draw 2 cards.

* 1. Why the game is successful: The random terrain and the random element of taking a turn and the actions make sure that the players have to think on their feet and adapt to their surroundings, which is basically the job of a Special Ops team (Like the Backstory says)

1. Pieces: Instructions/Game Manual, Grid-Board, Obstacles, Figures/Tokens for Heroes, Action Cards, six sided die
   1. Grid-Board: 20x20 squares. Options are drawn in Notebook.
   2. Obstacles: Two 2x1, Two 2x2, Two 2x4
   3. Figurines/Tokens: Likely in Alpha testing, they will be pop-up drawings, but in the real game, they would likely be 3d printed figurines in red and blue.