

Kingdom Come

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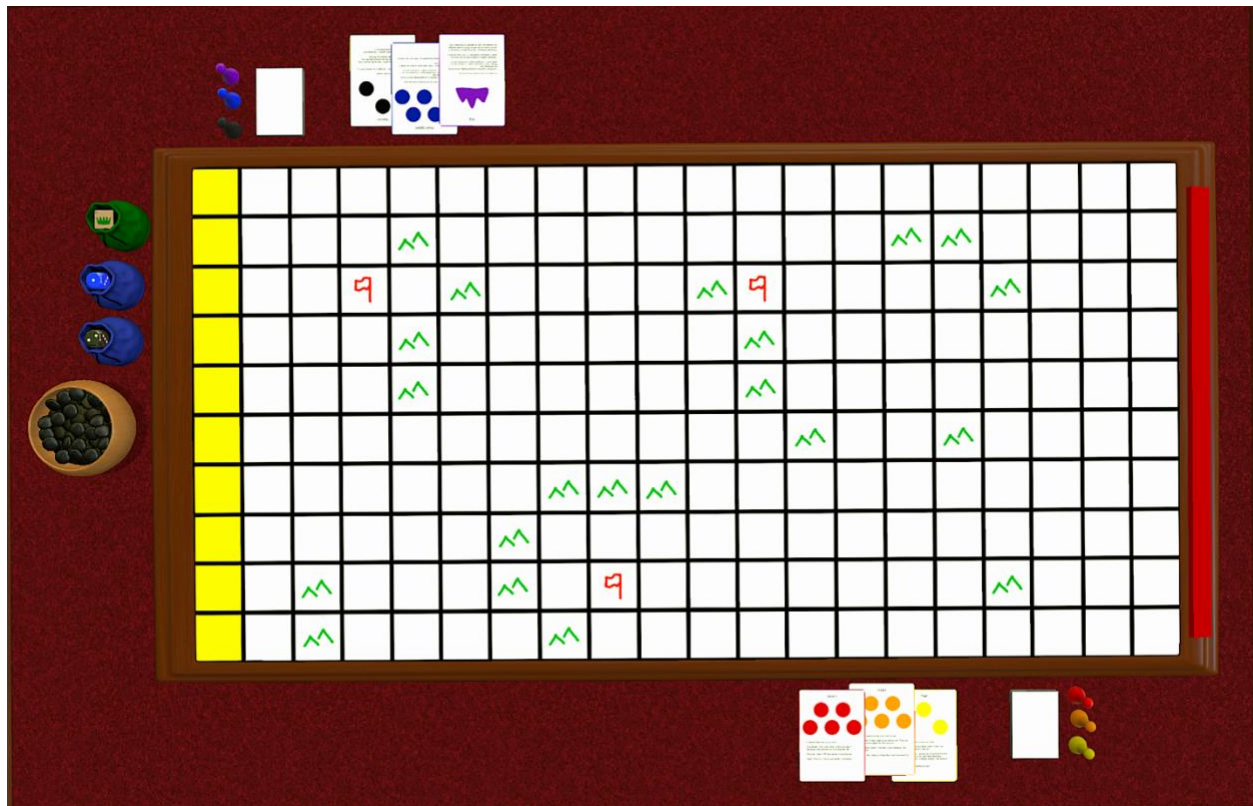


Figure 1 – Tabletop Simulator Prototype

Premise

After being wronged by the King, the Knight and his party decide to confront the King and take him down. The game is 2v2, where the Party must overcome the King's defenses with the help of random cards and unique character abilities.

Metaphorical Statement: Kingdom Come is an asymmetrical combat strategy board game where the Party must reach the King's castle, while the King, supported by another player, must defeat the Party, both do so by using the cards they draw as well as their unique character abilities.

Mechanics

This game is intended for 4 players and in a 2v2 format. There are 6 different playable characters, 3 for each team. The Wyvern, Knight, and Thief are on the Party's team. The King, Royal Captain, and Assassin are on the King's team. From their team of characters, each player can choose 1 of the 3 characters to play as. Each character has 3 abilities which is what separate them from each other. Refer to the Characters section for more details about them.

Objectives:

- King – When any Party member dies or the game lasts a certain number of turns, the King wins
- Party - Once the whole Party reaches the castle

Resources:

- Every turn, players will draw 1 card and will be able to hold up to 6 in hand. Players can use 1 card and 1 of their character abilities per turn.
- All characters except for the King have a certain amount to HP represented by the colored dots on their character cards. When a character takes damage, it is marked on their character card with the black Go pieces. When a character reaches their max HP, they die and are removed from the board. Units summoned by the King or Royal Captain also have HP, and their current HP are marked by the number on the dice.
- Board space and time are also a resource. Each round the board gets smaller and smaller, so the Party team are pressured to advance towards the King's castle.

Board Setup:

There will be 3 different premade board setups (the prototype will have 1). Players can choose from any of these boards to play on. Each board will have a different arrangement of terrain and unit spawn points.

Turns

- Each player can do one of each action on their turn: Movement, playing a card, using an ability
- By using one of their 3 movements that turn, players can attack any enemy within 1 tile, ending their movement for that turn

Movement

- Players can each move up to 3 tiles each turn, however, some cards they draw may increase or reduce their movement
- Certain tiles will have terrains (green mountain tiles in figure 1) which will require players to use 1 extra movement to move through
- Every round, one column of the board's edge on the party's side is blocked off and players cannot move back to those tiles

Characters

Party

Wyvern 5HP – Effective in dealing with enemies, doesn't need as much help

Fire Breath: Deals 1 damage in an AoE

Flight: Can move over terrain unhindered

Recover: Heal 1 HP

Knight 5HP – A defensive fighter that likes to stick with the team

Protect: Allies around him take 1 less damage until the next turn

Bash: Within 2 tiles, dash at an enemy unit and reduce their movement by 3 for the next turn

Rally: All other allies increase their next movement by 1

Defensive support

Thief (3HP) – High movement, provides lots of opportunities

Disarm Trap: Checks for traps within 3 tiles then disarms them

Disengage: Gains 1 additional movement this turn. This movement can be used after attacking.

Additionally pushes 1 nearby enemy 1 tile away if possible

Draw: Draws an additional card

King's Side

The King's allies are sort of reverse versions of the party

King (N/A HP) – Control the board while being completely protected

Command: Used to summon and move units. Can decide between summoning a ranged or melee unit. Units can be summoned on any tile surrounding the castle or barrack tiles

Ranged (Blue die – 1HP): Can attack enemies within 2 tiles, 2 movements per turn

Melee (Black die – 2HP): Can attack enemies within 1 tile, 3 movements per turn

Catapults: Marks a location and on his next turn deals 1 damage to enemies in a 3x3 area around it

Protected (Passive): The King does not exist as a unit on board, so he cannot move but instead has 3 total actions that can be used for abilities and cards

Royal Captain (5HP) – Similar to Knight, but more aggressive

Command: Used to summon and move units just like the King

Bash: Within 2 tiles, dash at an enemy unit and reduce their movement by 3 for the next turn

Defend: Immune to damage until the next turn

Assassin (3HP) – A calculating, damage-focused character

Kick: Pushes 1 nearby enemy 1 tile away and reduces their next movement by 1

Dagger Toss: Deals 1 damage to an enemy within 2 tiles

Trap: Places a trap within 1 tile on the ground that deals 1 damage to any enemy that moves within 1 tile of it

Cards

Each team has a deck of cards that each player will draw from on their turn

- Cards can be good or bad
- Bad cards are played immediately

Party Card List

- Reduce movement by 1
- Fatigue (blank)
- Cannot use an ability this turn
- Cannot use a card this turn
- +Move 1 extra tile
- +Heal 1 HP
- +Barricade
- +Turn a nearby tile into a basic tile
- +Play an ability for free
- +Move an ally
- +Stun an enemy
- +Toss a rock (deals damage at range, or triggers trap)

King Card List

- Lose one action
- Distraction (blank)
- +Play an ability for free
- +Create an obstacle tile
- +Place a trap
- +Launch a fireball
- +Summon a storm
- +Summon more units
- +Heal 1 unit
- +1 unit moves 1 extra tile