Game Prototyping

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**Fire Emblem – Rekka no Ken**

**Setting:** The setting of this campaign is on the continent of Bern which is ruled by Queen Hellene. The continent is threatened with Nergel’s intentions of wanting to take it over with the help of the long lost dragons. The group needs to make their way towards the Shrine of Seals to encounter Nergel in their final battle to defeat the dragons and bring the continent back to peace.

**Player Characters:** Lyn, Hector, Eliwood

They’re objective is to find the Shrine of Seals to defeat the dark druid Nergel who intends to summon the dragons back to take over the world. They need to acquire the legendary weapons to defeat the dragons and defeat Nergel for good.

**Hero Character Classes**

|  |  |
| --- | --- |
| Classes | Character |
| Axe-wielding | Hector |
| Sword-wielding | Lyn, Eliwood |

At the beginning of the campaign the group receives 5 additional allies. They can choose between all the available ally classes. (archer, sword-wielder, axe-wielder and lance-wielder)

If one of the Hero characters are dead the game will automatically end because the story cannot proceed without one of them.

**Mechanics**

**Goals:**

The goals are to defeat Nergel and his organization “The Black Fang”.

The group will need to defeats several ambushes of the organization and fight their way from battle to battle which will eventually lead to the final battle at the Shrine of Seals against Nergals and the summoned dragons that need to be defeated with the ‘legendary weapons’.

* They group needs to collectively defeat the enemies in the area to be able to proceed to the next part of the plot.

The game itself will be played on a square grid where units can move around. Every unit has a specified number of movements to make and varies from class to class.

**Hero Class Statistics**

|  |  |  |  |
| --- | --- | --- | --- |
| Class | Movement | Attack | Defense |
| Axe-wielding | **3** | **2** | **5** |
| Sword-wielding | **3** | **1** | **4** |

**Enemy and Ally Class Statistics**

|  |  |  |  |
| --- | --- | --- | --- |
| Class | Movement | Attack | Defense |
| Axe-wielding | **3** | **2** | **5** |
| Archery | **4** | **1** | **3** |
| Sword-wielding | **3** | **1** | **4** |
| Lance-wielding | **2** | **2** | **5** |
| Nergal | **2** | **3** | **7** |
| Dragons | **1** | **4** | **6** |

Characters and Enemy troops are able to face each other in one on one battle which can only be triggered if two units are **directly** facing each other on a square grid. Exceptions apply to the archer who has **one unit** of extra range compared to any other melee unit.

Units can each attack once and whoever is able to defeat the opposing unit first is the winner of the battle.

**Campaign specifications**

**Events will be determined by a dice roll. (D6)**

The heroes start out in the castle of The Queen Hellene of Bern. They request the location for the Shrine of Seals which she doesn’t willingly hand over to the group of heroes. An ordeal presents itself to Lyn, Hector and Eliwood and they ask the queen what she requests for them to be able to acquire the map to the Shrine of Seals.

Since the kingdom of Bern wasn’t untouched by the evil doings of the Black Fangs, and her son would soon come to age, she requests them to acquire the fire emblem which is important for his ceremony.

* The group gets on their way to retrieve the fire emblem.
  + As soon as they reach the mountain fortress, where they keep the fire emblem, of the Black Fang, they get ambushed because a spy was able to get knowledge of their plans to retrieve the fire emblem. **(Roll a 1 or 2 )**
    - **They will need to defeat 4 archers, 4 sword-wielders, 3 axe-wielders and 2 lance-wielders.**
  + The group reaches the mountain fortress and they are able to catch the Black Fang in a moment of weakness. They fortress itself has only half of its manpower. **(Roll a 6)**
    - **Only 4 archers, 2 sword-wielders, 1 axe-wielders and 1 lance wielder need to be defeated.**
  + Both sides are fully equipped and of equal manpower. **(Roll a 2, 3, 4 or 5)**
    - **The enemy group will have the equal amount of units as the hero group.**

As the group was able to fend off the enemies, they were able to acquire the fire emblem and were able to make their way back to the queen of Bern to give her the fire emblem in exchange for the location of the shrine of Seals where they will face Nergel and his dragons.

* But before the group is able to make its way back to the queen…
  + A group of bandits had their eyes on the fire emblem as well and confronts the group of heroes, challenging them to a battle. **(Roll a 2 or 3)**
    - **They will need to fight 3 archers, 3 sword-wielders, 2 axe-wielders and 1 lance-wielder.**
  + They meet a group of travelers which end up joining them and add to their manpower. **(Roll a 4, 5 or 6)**
    - **The players will receive 2 archers, 2 sword-wielders and 1 axe-wielder.**
  + The way is clear from any distractions and they make their way back safely to the castle of Bern. **(Roll a 1, 2)**

As they receive the map for the Shrine of Seals, they decided to rest for a day to regain their strength before wandering off to defeat the one who tries to revive the dragons and cause mayhem all over the realm of Bren and other continents.

**The group’s defense points and their weapons will be regenerated if they were damaged. Characters that were killed in the battles cannot be revived and are permanently dead.**

The group arrives at the Shrine of Seals and is encountered with Nergal who has already summoned one of his dragons.

**If the battle doesn’t end in less or 4 turns, Nergal will summon another dragon until he is defeated.**

After Nergal and the dragons are the defeated the campaign ends and the player is able to win the battle against the evil doings of Nergal and the Black Fangs. The continents are save for the time being and live peacefully together.