Defensequest Rules

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**Object:** Protect the princess by defeating all monsters.

**Number of Players:** 1-8

**Setup:** 1 player: COMING SOON

2-8 players: One player is the game master. The game master takes control of the monsters. The hero characters are divided up as evenly as possible among the remaining players.

See Board Setup if playing the board game version. If playing the board game version, roll an 8-sided die to determine the starting phase for the moon.

**Gameplay:** Each round begins with the heroes moving, attacking, and activating abilities then the monsters do the same. At the end of each round the moon phase is incremented by 1 (if playing the board game, simply rotate the moon die to the next number. If the die was on 8, rotate it to 1.) Each character’s turn consists of 2 phases in the following order:

1. Move
2. Attack

Both of these actions are optional. Additionally, some characters have abilities that activate at the beginning or end of their turn. Abilities are not optional.

Characters take turns in the following order:

1. Barbarians
2. King Noble
3. Prince Epic
4. Melvin the Mage
5. Sir Fightsalot
6. Rogue the Rogue
7. Sir Killsalot
8. Vampire
9. Werewolf
10. Spiders
11. Zombies
12. Skeletons
13. Drew the Druid
14. Dragon

Movement: Any character may pivot 90 or 180 degrees in place of its movement phase. Only the knight can move through enemy squares. Only Knights can move over walls. No piece can land on a wall or another piece. Pieces may move through friendly squares. Movement types are shown in the table below:

|  |  |
| --- | --- |
| Type | Movement |
| 1 | Move forward one square |
| 2 | Move 1 square in any direction |
| 3 | “Knight Move” (move 2 squares forward, backward, left, or right, followed by one square perpendicular to that direction; often described as an “L-shaped movement”) |
| 4 | Move any distance diagonally in a straight line |
| 5 | Move any distance forward, backward, left, or right in a straight line |
| 6 | Move any distance forward, backward, left, right, or diagonally in a straight line |

Attack types:

Melee: can attack adjacent squares directly in front of it or diagonally in front of it

Ranged: can attack anywhere within an arc from 45 degrees to the left of it, to 45 degrees to the right of it as long as it has a direct line of sight and the target is not within melee range of it. Range is unlimited.

Attacking: If playing the board game, roll two 10-sided dice. One represents the one’s digit, and the other one represents the ten’s digit. The default hit probability is 50. Abilities may change this probability. If the result of the dice is less than the probability, a hit is scored, and one damage is dealt to the defender. Otherwise, the attack misses and nothing happens. If the defender’s health reaches 0, that character dies and is removed from the board. When Drew the Druid is removed from the board, all undead enemies are also removed.

Character Stats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Side | HP | Movement Type | Attack Type | Abilities |
| Princess Beauty | Hero (nonplayable) | 5 | N/A | N/A | None |
| Barbarian | Hero | 5 | 2 | Melee | Sweeping Attack |
| King Noble | Hero | 5 | 2 | Melee | Inspire |
| Prince Epic | Hero | 5 | 6 | Melee | Fury |
| Melvin the Mage | Hero | 5 | 4 | Ranged | Heal |
| Sir Fightsalot | Hero | 5 | 3 | Melee | Elite |
| Rogue the Rogue | Hero | 5 | 5 | Melee | Steal |
| Sir Killsalot | Monster | 5 | 3 | Melee | Elite |
| Vampire | Monster | 2 | 2 | Melee | Undead |
| Werewolf | Monster | 2 | 5 | Melee | Transform |
| Spider | Monster | 1 | 1 | Melee | Climb |
| Zombie | Monster | 1 | 1 | Melee | Undead |
| Skeleton | Monster | 1 | 1 | Melee | Undead |
| Drew the Druid | Monster | 5 | 4 | Ranged | Heal |
| Dragon | Monster | 10 | 6 | Both | Splash, Large |

Abilities:

Sweeping Attack: must attack all targets that are within melee range, even friendly characters, if attacking

Inspire: +1% combat to all friendly characters (excludes user)

Fury: gets 1 additional attack action each turn

Heal: 25% chance of regaining one lost hit point at the beginning of each turn

Elite: gets +10% combat

Steal: 25% chance of regaining one lost hit point after it attacks

Undead: can respawn on its starting square at the beginning of its turn if the square is empty and Drew the Druid is still on the board

Transform: gets a combat bonus based on the moon phase:

|  |  |  |
| --- | --- | --- |
| Number | Phase | Bonus |
| 1 | New Moon | -5% |
| 2 | Waxing Crescent | No bonus |
| 3 | First Quarter | +5% |
| 4 | Waxing Gibbous | +10% |
| 5 | Full Moon | +25% |
| 6 | Waning Gibbous | +10% |
| 7 | Third Quarter | +5% |
| 8 | Waning Crescent | No bonus |

Climb: can move over a wall in place of its entire turn

Splash: if a hit is scored, damage is also dealt to any characters that are adjacent to the target

Large: occupies a 3x3 square