

DEATH METAL GAME DESIGN DOCUMENT

CONCEPT:

Players are robot bounty hunters in the future, roaming our civilized solar system, racing to become the most notorious bounty hunter. Players move around the board buying weapons, ships, and miscellaneous items to aid in their adventure while accepting and completing contracts for various factions. As you complete more contracts with a given faction, your reputation with that faction increases. Once your reputation with a faction is high enough, they will assign you a major contract: to take out the boss of a rival faction. The first player to complete this boss contract wins the game.

MECHANICS:

Death:

- When a player dies, they are resurrected on the planet of the home base of the faction with whom they have the highest reputation. They must roll 2d6 and do whatever the damage table instructs them to do based on the number rolled.

FIGHTING (GROUND):

- Initiator of the fight attacks first while the other defends. Range is either specified on the contract card or chosen by the initiator (for PvP as well). Attacker's d6 roll plus their weapon's accuracy must beat the defender's dodge to land a hit. In PvP, it would be against the defender's roll + 4. A successful attack does the amount of damage of the weapon to the enemy. Whoever hits 0 hp first dies and rolls on the damage table.
- Pistols and melee weapons may be dual wielded, unless stated otherwise. Roll 1 d6 for each weapon.
- If using a weapon which is listed as shooting twice, roll 1d6 for each shot.
- Any player (or target) may flee the combat if the opposing player (or target) has not done any damage for the previous three turns.
 - A target will flee if stated specifically in the target description.
- Any player may "take cover." While this player is in cover, they gain a +2 to their dodge rolls, but cannot attack.
- You cannot use a weapon outside of its intended range.

- If you attack a close range target with only a sniper, for example, you will have to take cover. If you are hit, you are out of luck. If you are missed, you will have the ability to change ranges into whichever range you like. If the target has no weapon for the new range, they will similarly have to take cover until they are missed, when they will change back to their preferred range.
- It is the same concept in PvP battles.
- Targets:
 - If a target flees, you keep the contract and can continue to attempt to fight them (unless stated otherwise).
 - If a target kills the player, the player respawns as usual, roll the damage table, and keep the contract card.
 - If the player kills a target, they may cash in on the contract by returning to any planet on which the faction who issued the contract has a presence. You will receive \$100 for each star of the target's star rating (e.g. a 3-star target will get you \$300).
- Players:
 - PvP fights can be initiated anywhere. If you initiate a PvP fight on the planet of the home base of a faction, you lose one rep point with that faction.
 - If a player kills another player, they may choose one of the defeated player's items (other than their ship) to loot before they roll the damage table. This item must be returned if the player rolls "Praise RNGesus."
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FIGHTING (SPACE):

- Initiator of the fight attacks first while the other defends. Attacker's roll plus their ship's accuracy must beat the defender's ship speed + ? to land a hit (or in PvP, defender's roll + ship speed). A successful attack does the amount of damage of the ship. Whoever hits 0 dur first dies and rolls on the damage table.
- Players may attempt to flee the combat. Attacker and defender roll 1d6 and add the ship's speed. If the higher total belongs to the fleeing player, they fled successfully.
- Players may attempt to board their opponent's ship. Attacker and defender roll 1d6 and add the ship's speed. If the higher total

belongs to the boarding player, they boarded successfully. Combat continues as a close-range ground fight.

- The results for death and fleeing are as in a ground combat.
- Ships can only be repaired on a planet.

MOVING:

- Players can move up to the amount of hexes equal to their ship's speed in one turn.
- If a player moves, they cannot draw a contract card.
- If a player moves and reaches the site of a target or player, they may initiate a fight.
- If a player fights, they cannot move afterwards.
- If a player moves through the asteroid belt, roll 1d6. On a roll of 1, this player's ship loses 1 durability until it reaches a planet.

CONTRACTS:

- Players may complete any of 5 public contracts. All public contracts are 1 to 2 stars
- Players may spend a turn on any planet with a faction presence to acquire a contract for that faction. These contracts can only be acquired after the player's rep with a faction reaches 3, and can only be completed by the player in possession of the contract.
- Contract cards typically include a target's picture, name, location, stats (health, strength, accuracy, dodge), difficulty star rating, and a description of the target, which includes their weapon(s), and the fight's range.
- They also include the faction that issued the contract. Turning in a contract for a faction gains you rep points with that faction equal to the target's star rating. After gaining eight rep points with a given faction, you will gain access to a boss target. Defeating a boss target wins you the game.
- For a full list of targets see the Target Sheet.
- Players receive \$100 per star on the contract card
- Who's going after who (bosses): Govt -> Aliens -> Pirates -> Miners -> RS -> Govt

TRADING:

- Players can trade anything that they want at any time during the game (during their turn). This includes weapons, items, ships, contracts, (stat points?).

SHOPPING:

- Players can purchase any weapon, item, or ship on any planet that houses a major faction. There are some exceptions (ex. the Celestial Gondola may only be purchased on Mars, a Space Hulk may only be purchased on Ceres, etc.) that are stated on the item cards.
- Players can also sell any weapon, item, or ship on any planet for half the price that they bought it for.

ITEMS:

- There are some different types of items: Weapons, Ships, and Miscellaneous items. For a full list of all items, see the Items Sheet.
- Weapons: have a "type" based on their intended range (snipers, automatic/mid-range, pistols, melee), a damage, and an accuracy. As said above, using a weapon in a range other than its intended range halves its accuracy. Pistols and some melee weapons can be dual wielded.
- Ships: have a speed, which indicates how many hexes a player can move. Also have a durability and accuracy, which indicates how it fares in space combat.
- Miscellaneous Items: stats and effects vary.
- All items also have a price.

RULES:

- For a full rundown of the rules, see the Rule Sheet.

ART:

- Faction Logos
- Target Cards
- Board
- Rep Meter

WORK PLAN:

- For a full rundown of our work plan, see the Work Plan doc.

CHANGE LOG:

- Will be updated as we make changes after the creation of this Game Design Doc (11/16).
- Contracts: There are now x public contracts and you can choose which to pursue.
- Combat: Trying with 2 d6 instead of 1 d12
- Rep: You now get the amt of rep = to the star rating. Get 10 to get the boss contract.
- PvP: If you attack someone on a home base, you lose 3 rep with that faction
- Stats: 20 starting hp,
- Got rid of strength stat
- Players start with \$300
- To get the gondola speed, roll 3 d6 and add them up
- Woah lots of changes just went down:
 - Combat overhaul
 - Only player rolls
 - Simplified stats, removed strength
 - Player still has health; target has dodge, health
 - Accuracy and damage solely based on weapon
 - Roll + acc higher than enemy dodge to hit, do damage
 - Roll higher than enemy acc to dodge
 - Rolling 1 d12
 - Target dodge = 1 star: 3 ; 2: 4; 3: 5; 4: 6; 5: 7
 - ~~Target acc: 1 star: 2; 2: 1; 3: 0; 4: +1; 5: +2~~No acc buff/debuff
- Bosses are 5 stars
- Updated target sheet to reflect current factions, added targets
- Range changing
- Lots of balancing