

# BASE DEFENSE

## Players Guide

Base Defense is a strategy game for 2-4 players. Your goal is to have the most points at the end of the game. You get points by attacking enemy security bases that are built throughout the game.

## Phases of Gameplay:

Base defense is played in three main phases. Each phase progresses you to the main battles.

**Phase 1: Gather and Buy**- Gather resources and purchase soldiers and defenses to save your base

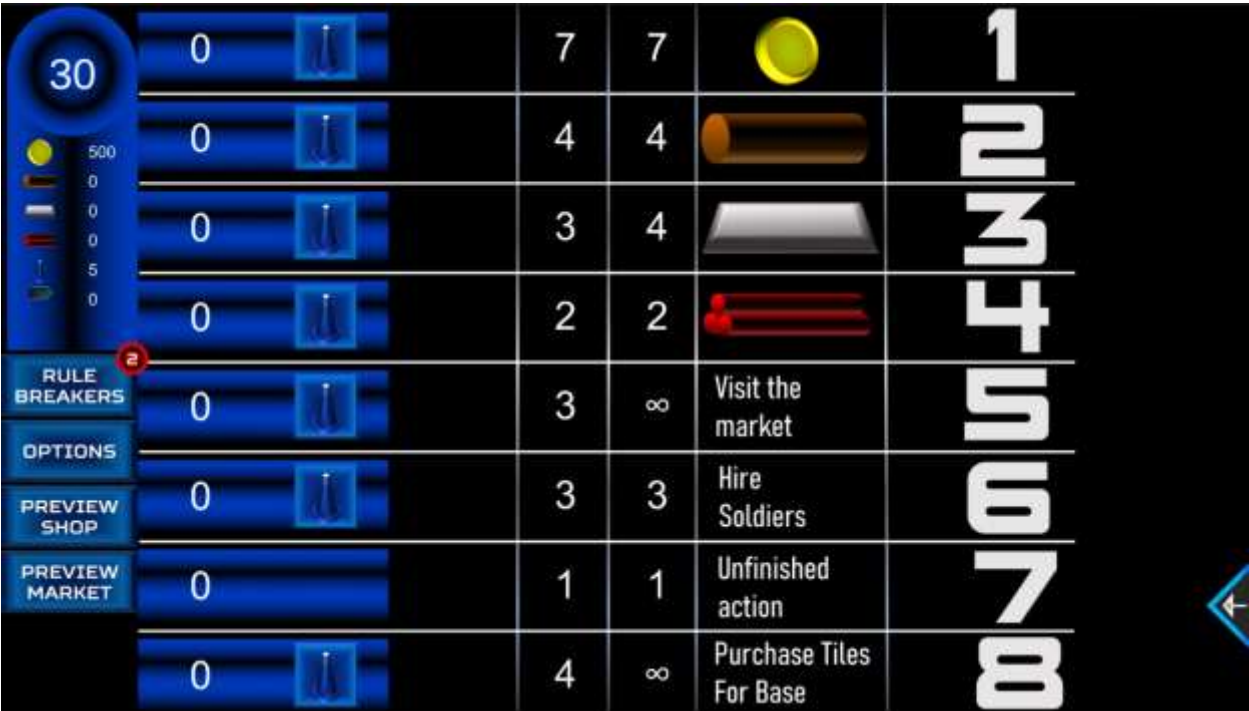
**Phase 2: Build Your Base**- Use the defenses you purchased in Phase 1 to build your base.

**Phase 3: Attack Enemy Bases**- Use the soldiers you purchased in Phase 1 to attack bases built by other players in Phase 2

All phases are described in detail below:

# PHASE 1: Gather and Buy

During phase 1, players are gathering resources (Gold, wood, metal, and explosives) to purchase defenses, traps, equipment, and soldiers. These will be used in a later phase, so make your purchases wisely. Each player starts with 5 workers, 400 gold, 1 metal, 1 part, and 6 soldiers. Workers are placed on the board to do different actions



This is the main board. There are 7 actions you can do.

**Action 1, Goldsmith: Gain 60 Gold**

**Action 2, Workshop: Gain 1 Part**

**Action 3, Mine: Gain 1 Metal**

**Action 4, Factory: Gain 1 Explosive**

**Note:** The four actions above all do the same thing, but for a different resource. When you place a worker here, you gain the amount shown for each worker you have placed there.

**Action 5: Visit the market.** In the market, you can trade resources in exchange for other resources, or if you are playing the advanced game, you can purchase equipment. Each worker allows you to make 2 purchases.

**Action 6: Hire soldiers.** Soldiers are used to attack enemy bases. There are 3 types of soldiers each with their own pros and cons and each type has a basic and upgraded version. Visit Page 5 for more info on soldiers.

**Action 7 Purchase tiles for base.** Tiles are either defenses or traps. They will be discussed more in Phase 2 and 3 and on page 5. You can hit the preview shop button to see what's there.

**To place a worker, click on the action box when it is your turn, and use the slider to decide how many you are placing. If there is a white border around your screen, it's your turn.**

After all workers have been placed, all players doing actions 5-7 will do their shopping. After that, all players get their workers back, then they get 2 more workers and 15 more gold. The shop and market are then reset with new deals and tiles. Whoever has the most gold will go first in the next round. This continues for 4 rounds in total. After all rounds are completed, phase 2 begins.

You can view how many workers, tiles, or points someone has by hovering over their player icon on the top right.

**Tip:** You can preview the market, armory, and shop before visiting, so you can plan your actions around what's in them. To do so, click on the buttons below your resource tracker. Good players take advantage of this often.

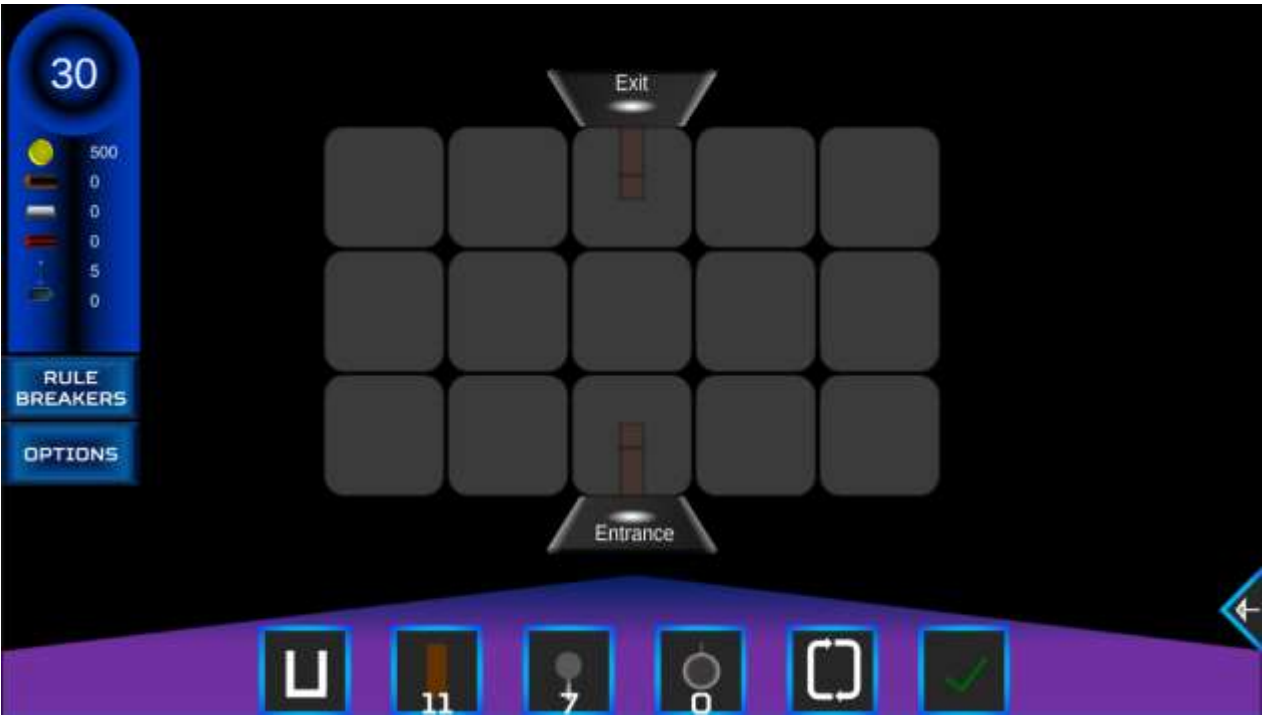
# PHASE 2: Build Your Base

Use the defenses and traps you bought in Phase 1 to build a security base. Other players will go through it in the next phase.

Hover over each button to see what it does. You can place paths to decide where players will move. The number of paths you have base You also want to place all your defenses and traps you bought to make your base stronger.

**Tip:** Try to design it in a way so that it's hard for enemies to get through it (Although it might take a few games to know how to design one).

Once all players have submitted their base, Phase 3 begins.



# PHASE 3 Concepts

During phase 3, players will attack enemy bases with their soldiers they've purchased in phase 1. These are concepts used in Phase 3 explained in more detail.

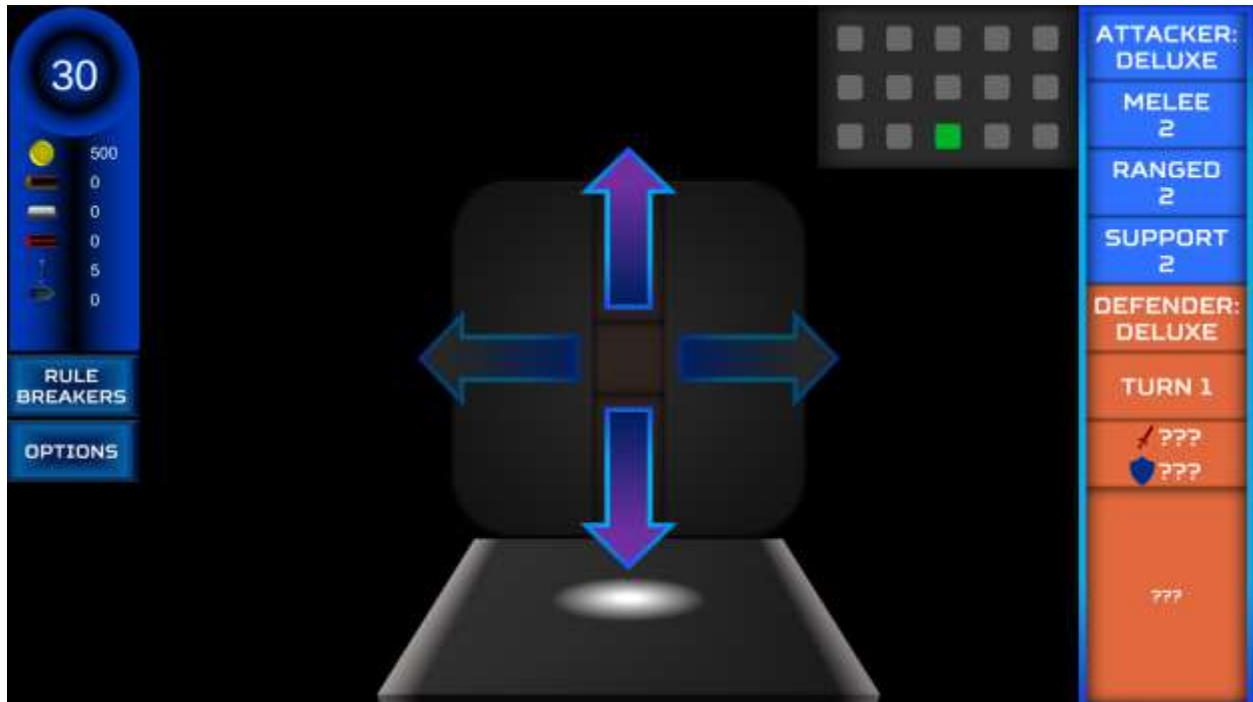
## Soldiers

Soldiers are used to attack enemy bases. There are 3 types of soldiers. Melee, ranged, and support. Melee soldiers have the best stats, but they take damage each time they attack an enemy, even more if the defense is also a melee fighter. Ranged soldiers have weaker stats but take no damage when attacking. Support soldiers heal your other soldiers. Each type has a basic and upgraded version. Basic soldiers cost 40 gold and upgraded soldiers cost 140 gold. Upgraded versions have better stats. Attackers can choose where support soldiers heal each round, while at the same time, the defender can choose where the defense attacks.

## Tiles

Tiles are placed in your base to help defend against attackers. Tiles are either defense or traps. Traps trigger instantly whenever an attacker enters the room, and does something bad to that player immediately, unless it's predicted. Defenses (mostly) start combat with soldiers trying to invade. Some defenses have special traits with them, while others don't even fight at all and are just used for other things, such as points

# PHASE 3: Attack Enemy Bases



Phase 3 is where you attack enemy bases with your soldiers. Your goal is to get from the entrance to the exit. You will be attacking a player and defending against another player at the same time.

Each turn, you will choose a direction to move in. Then you can predict if there is a trap in the room. If there is, you destroy it instantly without suffering any penalties. If there isn't, penalties occur depending on if there is a defense in the room. If there is a defense, the defender gets an extra attack, if there isn't, you lose your next turn, which affects points. . If you did not predict, the trap will activate and cause something to happen, depending on what it is. Afterwards, the defense (if there is one in the room) shows up.

Once all players have taken their turn, all instances of combat occur from attackers who have encountered enemy defenses. The defense and soldiers will attack each other based on their attack and health, continuing until one side is defeated.

# Combat Summary

Before combat begins, each player picks a target. If you are the attacker, you will choose where your support soldiers heal. If you are the defender, you will choose where the defense attacks. Each side can choose the soldier type, as well as prioritize soldiers. (For example, most health, most attack, lowest health)

After each player chooses targets, combat will begin. First the defender will attack equal to the number of first strikes they have. The defender will always have 1 first strike and can gain more from the attacker failing a prediction, or certain tiles. The defense will attack its target that was set earlier.

Melee soldiers will take damage equal to  $\frac{1}{4}$  of the defense's attack. Each melee soldier that survives will then deal damage equal to its attack to the defense. Then each ranged soldier does the same, except they won't take damage. Support soldiers heal soldiers equal to their attack, minus the number of rounds of combat that have occurred. Support will always target damaged soldiers only and will prioritize based on the target the attacked selected.

This repeats until either the defense has 0 health, or the attacker has no soldiers left.

If the attacker wins, they will continue moving through the base. If the defender wins, the attacker stops moving, and both players get points (although the attacker will get less).

**Note:** The attacker will win most combats. As the defender, you will be slowly weakening the attacker's army. Each combat the attacker will be weaker afterwards as you make them lose their soldiers. During Phase 2, try putting defenses with higher attack and lower health near the front and defenses with more health in the back.

If the attacker successfully makes it to the end, both players get points (although the defender will get less).

Afterwards, if playing with more than 2 players, everyone then attacks the next player, and gains back all of their soldiers that were lost (Recovery is really fast in the future and it's hard to die).

Once all players have fought all other players at least once, the game ends. Gain points from excess gold (100:1) and materials (3:1) and add all the points you've received from phase 1 and 3. Whoever has the most points wins the game.

## Rulesets

Most of the rules in this game can be changed or altered with the ruleset editor. There are 3 default rulesets. The basic game features all features described already, as well as disabling instant combat so you can see what goes on during combat. The standard game adds 2 new modules, Rulebreakers and Factions. The Advanced game contains the standard game modules, as well as Equipment and Monuments.



# STANDARD GAME

Once you have gotten comfortable with the game, you can add these to make the game more interesting and strategic.

## Rulebreakers

Rulebreakers are special cards that change the game when played. You start the game with 2, one is based on the faction you pick, the other is a random one from the deck. You can get more from making deals in the market, or by spending 120 gold in the market for one. Rulebreakers can only be played on your turn, and most of them require another condition to be met. When you play a rulebreaker, you do whatever it says, all of it.

Name of the Rulebreaker

Some rulebreakers remain hidden after played until a condition is met. All choices are made before the card is played.

(Name)

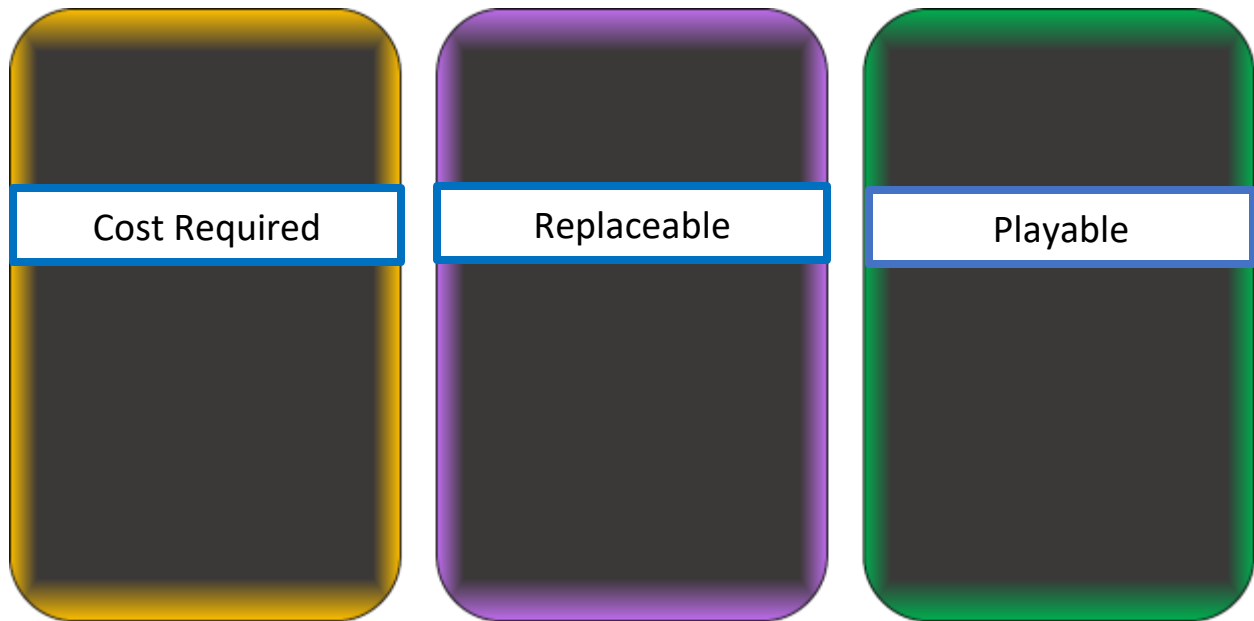
(Play At)  
(Secret Condition)

This describes when the card can be played.

(Description)

The description describes everything that happens when the card gets played.

Any rulebreaker with a green border is playable. Any rulebreaker with a purple border can be replaced with another one from the deck anytime (if you don't like the card). Some rulebreakers have a cost to them. You cannot play the card unless you can pay the cost. The border of the card will be yellow if you can't afford it. Most cost based rulebreakers can be replaced.



Some rulebreakers require you to make choices when playing them. Read what the top says and choose any of the choices available. There might be arrows on the bottom if you can make choices on multiple pages.

Some rulebreakers are secret rulebreakers. Secret rulebreakers when played are not seen by the other players, and they don't do anything right away. They activate when a certain condition is met. (For example, whenever an enemy player goes to a certain action, or whenever your first soldier is killed). When the condition is met, they reveal themselves and trigger like normal rulebreakers.

# Factions

There are 7 different factions you can play as with their own abilities. If playing with factions, one of your starting rulebreakers is replaced with your faction rulebreaker, which only your faction has access to. Your faction also can purchase a unique tile that only your faction has. To do so, click on this button to purchase it if you have enough. You can also click on it to see all of your faction abilities.

Each faction also has a passive ability that goes on the whole game. Here's a look at all the factions, and some tips to do well with them.

## The Underground Collective

The Underground Collective is a faction where most people are criminals. No one knows how it's still alive after all these years of chaos, but it is. Pick this faction if you like annoying everyone else.

Passive: Once per round, you may reserve an action that is not reserved already. Only you can go on it that round. Costs between 50 and 200 gold depending on the action and player count. Your first reserve each game is free.

Rulebreaker: Warmup Heist, (Play whenever during your turn), Choose an opponent. Steal either 90 gold or 2 materials from them.

Tile: Mafia Corner, 16 attack, 210 health, Cost: 270 gold, 1 part, and 2 explosives.  
When Bought: All other players lose a worker for the rest of the game. Gain a basic soldier of your choice.

Strategy:

## The Agency

The Agency is a very unique faction. They have little land to themselves, but they have a large and dense population and are very good at intrusion. They think they have a chance at getting some more data from the lesser factions. Pick this faction if you like having lots of flexibility.

Passive: Start the game with an extra worker. After all workers are placed, gain 20 gold for each different action you have at least one worker on.

Rulebreaker: More Reinforcements, (Play at the start of combat as the attacker) (Revealed when a soldier gets knocked out.), Gain 2 basic soldiers of that soldier type.

Tile: Super Computer, 7 attack, 250 health, Cost: 230 gold, 6 metal, and 1 part. When Bought: Draw a rulebreaker, gain a random budget equipment piece, gain the cheapest tile in the shop, gain a basic soldier of your choice, gain 1 worker.

Strategy: You can get up to 140 gold each round with this ability. A lot of this faction is about being versatile and focusing on a little bit of everything.

## Legion of Majunta

This aggressive faction seeks only one thing, war. They love raiding bases, and have learned some useful skills. No one is safe from their soldiers, and their wrath. Pick this faction if you like being aggressive.

Passive: Start the game with 100 less gold. Soldiers are 50% cheaper. You can never be blocked from going to action 6 by other players. When purchasing soldiers, you get an additional purchase if you've placed at least 1 worker there.

Rulebreaker: CHARGE!!!, (Play when an enemy defense or trap is revealed), Destroy the tile instantly, gain the points on it. Does not work against anti artillery traps.

Tile: Artillery Cannon, 14 attack, 300 health, Cost: 250 gold, 2 metal, and 2 explosives. You may now fire artillery shells at bases (once per base) which destroys the defense in a room. Everyone else gains the Anti-Artillery tile.

Strategy:

## Republic of Archia

The legendary faction of Archia is known for their colossal structures and magnificent buildings. They are using these skills to build the best base possible. Pick this faction if you want to play defensive.

Passive: At the start of Phase 2, gain 1 path for every 2 tiles you own. The first trap attackers find in your base cannot be predicted. All tiles cost 25% less gold.

Rulebreaker: Mass Production, (Play during Phase 1), Choose a tile you own. Gain a new basic copy of it (A few special tiles can't be duplicated.)

Tile: Artistic Statue, 0 attack, 20 health, Cost: 40 gold and 3 parts. Connected When Entered: The defender loses 5 points. When Bought: Gain 6 points for each other player in the game.

Strategy:

## Hypota

Hypota is the richest faction by far, having trade deals with most of the other factions. In recent times trade has been bad due to all the fighting. Drastic measures must be taken to stay wealthy. Play this faction if you like being rich and flexible.

Passive: When you gain gold at the start of each round, triple it (default would be 45). Gain that also at the start of the game. If you do not have enough resources for something, you can spend 60 gold per resource instead.

Rulebreaker: Invest, (Play during Phase 1) (Revealed at the end of the next round), Choose an action. At the end of the NEXT round, get gold based on player count for every worker not placed by you there.

Tile: Complicated Security System, 40 attack, 250 health, Cost: 400 gold, 3 metal, and 1 explosive. When Bought: Gain either a +5 attack, or a +50 health equipment piece. If equipment is off, choose if this defense gets +5 attack or +50 health.

Strategy:

## Extroni

Extroni is home to some of the smartest people around. Rules are just as suggestion to them, as they try to master the elements of the world. Play this faction if you want to feel like cheating (IN A CONTROLLED WAY)

Passive: At the start of the game, draw 1 less rulebreaker. Look at the top 7 cards of the rulebreaker deck (in a random order) and choose one. Add a copy of it to your hand now and at the start of the final round. At the start of Phase 3, choose one of 3 combat rulebreaker to add to your hand.

Rulebreaker: It's a Feature, (Play whenever during your turn), Choose any rulebreaker that's been played this game besides this, add it to your hand.

Tile: Sentry Protected Computer, 21 attack, 140 health, Cost: 70 gold, 1 metal, and 1 explosive. While Alive In Phase 3: Gain 50 gold each turn. When Destroyed: If this is the first defense you've lost, gain 4 points.

Strategy:

## The Farlands

For a long time, this faction was extremely neutral, and they kind of did their own thing. Times change however, and they feel like changing their view on the world. Pick this faction if you are a new player or want to play something simple.

Passive: When you place workers on a resource action, if you have none of that resource, your first worker there produces double. Your first tile costs 50% less gold.

Rulebreaker: Duplication Glitch, (Play whenever during your turn), Choose a material. Gain 1 of that resource for every pair of 2 you have.

Tile: Evolving Powerhouse, 17 attack, 240 health, Cost: 4 parts and 2 metal. On Soldier KO: Gain +3 attack and +30 health.

Strategy:

# ADVANCED GAME

## Equipment

Equipment can be added to tiles or soldiers to make them stronger. You can purchase equipment at Action 5 (Market). You can then place your equipment after you've submitted your base in Phase 2. Equipment can go in one of three spots (depends on each equipment's powers). They can either go on tiles, individual soldiers, or a soldier type (Melee, Ranged, Support). You can determine where equipment can go by looking at the rotation. Each piece of equipment you buy will be something that will help you in phase 3. Equipment are randomly generated and balanced based on the cost of the equipment piece.

## Monuments

Monuments are special defenses that are very expensive, but very powerful. Only 1 copy of each monument will appear and will be shared between players. The number of unique monuments will be set to the number of players plus 1. Monuments usually help with end game scoring and pursuing strategies. Monuments cannot be purchased round 1.

If more than 2 people attempt to purchase the same monument, ties are broken based on turn order, the other players will get refunded.