CYBERHEISTERS

Final Prototyping

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FINAL PROTOTYPE

PROTOTYPE:

INTRODUCTION:

You, the protagonist; an incredibly strong and intelligent criminal mastermind, have stolen a meteorite of incredible value. You are trying to escape through the suburban city, a city of consumerism and technology, using back alleys and shortcuts to your advantage. Throughout your progress, the police force, known as the *Lethal Reactive Force* (LRF) are here to bring "law and order" to the city, and are here to mute you by means of lethal force.

You have a faithful companion at your side, who acts as a fighting companion, and is impervious to pain. However, as his life force is connected to your existence, should you die, he will die too.

You must escape.

Main Goal:

Survive all 10 rooms.

Lose State:

The player loses all health.

SETUP:

Layout all room tiles in order.

The player…

Needs a character sheet

Cover the HP bar with the "Green" strip

1d10, 1d4, 1d6.

The DM…

Needs all enemy pieces.

Needs all loot pieces (bombs, stasis bombs, etc).

LRF Battalion counter.

Have a sheet of paper ready to record HP values when necessary

1d4, 1d6, 1d8, 1d10, 1d12.

PLAYER TURN:

If the player wants to heal, *Restore Health* **if** the player has a med-kit. Your turn would end here **if** you are not already in a *Combat Phase*.

If you are in the combat phase, do a *Combat Phase*. Your turn would end here.

OTHERWISE

If the player has yet to do so in this room, the player may choose to *loot the room* for some consumables.

Else, apply *Movement*.

Check for encounters

LOOT THE ROOM:

If you have yet to do so and wish to loot the room, roll 3d6. The outcome of your dice rolls will determine whether chests will contain consumable pickups.

This will be confirmed by **the DM.**

Should a chest contain a consumable pickup, roll a 1d4 for each chest to determine what you gain from the chest.

You may only have one healing item at a time.

You may now *Organize your Inventory*.

If you have already looted the room, and items remain in the room that you are in, you may *Exchange Loot.*

Organize your Inventory:

If you have inventory slots open, you may take any amount of item until your inventory fills up.

If your inventory fills up, you may either choose to…

… **Leave the item**, but you may return to this chest later to get the item.

... **Discard an item to acquire a new one,** this will swap the item with the one you have acquired.

MOVEMENT:

If you wish to move, you may either…

Progress to the next room. Flip the appropriate, adjacent room tile.

(For example, if you are moving from the 6th room to the 7th room, flip the 6th room tile down and the 7th room tile up.)

OR

Backtrack to a previous room

(For example, if you are moving from the 5th room to the 4th room, flip the 5th room tile down and the 4th room tile up.)

OR

Do nothing.

CHECK FOR ENCOUNTERS:

At the end of your turn, **the DM** will let you know when an encounter should occur. There are two types of encounters:

Enforcers: Neutralize Threats. Waves of enforcers will come to hunt you down, to stop your progression.

The Captain Has Arrived. The Captain has arrived, an "Encounter" is immediately triggered. This can only happen once per run.

If either of these encounters occur…

> Place the appropriate enemies down, based on "*Roll for encounters*".

> Roll a 1d6+10. This is the number of units in an LRF Battalion. Use the "LRF Battalion Count" sheet to indicate how many units are present.

> These units may be placed in clusters or spread out. This should be clearly conveyed to the player, as this has an impact on the mechanics for area of effect attacks.

> Roll 1d6 for initiative. If your roll is higher than the DMs, you start the round.

> Begin the combat phase.

COMBAT PHASE:

At the beginning of the turn.

If the player has initiative for this round, the player begins the round with the first turn.

Otherwise, the DM begins the round.

Player attack:

Choose two areas that you wish to attack. One for yourself, one for your companion (they may be the same area or a different area).

An area is defined by either a single specials unit, or an LRF battalion.

> **If the player uses a special item.** The player skips his turn (but not the companion's) and uses the special.

> Refer to *DM, Table of Rolls and Rules* for the special's effect.

> **Only the player can use special items.** The companion can only attack.

Roll 1d10 for each normal attack.

The value rolled by the dice is the amount of *damage* you deal to the enemy. **For the DM**, deduct this value from the enemy health points for each attack (on your sheet of paper).

Should this value exceed or equal the enemy's health points, then the enemy is defeated and thus removed from the game. This should be done immediately after the player's attack has been resolved (and, thus, will have influences in the enemy's attacks).

Resolve Enemy HP Values.

Enemy attack:

For the DM, if the most recent attack on this unit has been by the companion, their agro is drawn to the companion instead. End this unit's turn, thus dealing no damage.

Otherwise, attack the player.

Roll 1d10 for the Captain. This is the **Captain dice.**

Roll the respective die for each special unit attacking the player. This is a **special die.**

Roll 1d4 for the LRF Battalion as an entity attacking the player. This is a **horde die.**

For the Captain die, the total damage dealt to the player is the value of this die.

For each special die, the total damage dealt to the player by specials is the sum of these values.

For each horde die, if the entity rolled a 1, 2 or 3, the damage dealt is equal to (1.0 x number of units), conversely if the entity rolled a 4, the damage dealt is equal to (0.5 x number of units), rounded down to the nearest whole number. The sum of these values is the total damage dealt to the player by units.

The sum of all specials and horde dice results is **the damage value** dealt to the player.

Use these two values when resolving player HP values.

Revolve Player HP Values.

RESOLVE ENEMY HP VALUES (FOR DM USE ONLY):

If an enemy has taken a hit…

Deduct HP based on the damage roll (HP = HP – DAMAGE).

If the player is attacking an LRF Battalion, the number of Units in this battalion is equal to the HP value.

If the LRF Battalion's HP is equal or below 0, this is a killing blow, thus this unit is removed from play.

Otherwise, set their HP to their new HP value using the supplied LRF Battalion counter.

If the player is attacking a Technoforcer, deduct the damage applied to their health.

Jot this value down on a piece of paper (to keep track of all values).

If the Technoforcer's HP is equal or below 0, this is a killing blow, thus this unit is removed from play.

RESOLVE PLAYER HP VALUES (FOR DM USE ONLY)

If the player has taken a hit…

Deduct HP based on the damage roll (HP = HP – DAMAGE).

If their HP is equal or below 0, this is a killing blow, thus this unit is removed from play.

Otherwise, set their HP to their new HP value. Jot this value down on a piece of paper (to keep track).

Adjust the HP bar appropriately to the new value (does not need to be 100% accurate, so long as the DM knows the player's true HP value and the player doesn't, to simulate playing a game).

DM, TABLE OF ROLLS AND RULES

Core Actions	Dice	Occasions	Required Rolls	Results
Looting For each turn, if this is the first time looting the room, then the player may wish to do so. It is not possible to re-loot a room.				
Looting	3d6	Once per room	4 – 6	You have a chance at loot.
			1 – 3	No loot
Loot Tables	1d4	Once per loot chest	1 – 4	*Refer to Loot Tables for outcomes.*
Roll for encounters At the end of each turn, the player must *"Check for encounters"*, where there is a probability for the player to enter combat. Please roll for "Encounter", "Specials Encounter" and "Captain Encounter" for 30 turns, and record this into a table. If a Specials roll results in a 3rd of the same special, make this the other type instead (For example, Berserker would be a Hunter). This table will serve as a guidance to see when hordes will spawn. **PLEASE USE THE ATTACHED EXCEL SPREADSHEET – IT WILL DO EVERYTHING FOR YOU.**				
Encounter	1d6	Once per turn	5, 6	Horde spawns
			1 – 4 OR no spawns since 3 turns	No horde
Specials Encounter	4d8	Once per encounter	1 - 4	No specials
			5 & 6	Hunter
			7 & 8	Berserker
Captain Encounter	1d12	Once per room only, after the first 5 turns have passed.	12	Captain.

			1 - 11	No Captain

Loots Tables (1d4):

Loot Tables	Required Rolls	Results
Bomb	1	Give the player a bomb
Stasis grenade	2	Give the player a stasis grenade
Deployable shield	3	Give the player a deployable shield
Medical supplies	4	Give the player medical supplies

Special Effects:

Powers	Results
Use bomb	Hits a cluster of enemies (i.e: enemies placed together), and only enemies caught in the blast may take damage. (6 + 1d6) Kill this many trash units and any specials caught in the impact. The captain takes half this damage (rounded up to the nearest whole number), and is stunned for a turn.
Use stasis grenade	Hits all enemies on the board. (6 +1d6) Freeze this many LRF units Any specials caught in the blast are frozen if this value is greater than 8. The Captain is frozen if this value is greater than 10. Frozen units are frozen for two turns.
Use deployable shield	Deploys a shield that protects against damage for the player just for the room, for 2 turns. (destroyed by berserkers or the captain after the end of the turn that they have been deployed if they are not killed)
Use medical supplies	Heals the player to 80% (or to 100%, if the player is above 80%). **Consumes a turn.**

All Units:

Unit	Attack	Health Value
Player	1d10	100
Companion	1d10	N/A
A Single LRF Unit	1d4 (1 damage, depending on the roll)	1
An LRF Battalion	1d4 each (1 damage, depending on the roll)	The sum of the number of units (for example, 10 units is 10 HP)
Hunter	1d12	4
Berserker	1d8	7
Captain	1d10	15