# WarStuff – Last Stand Rules v1.7

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### Last Stand

Warstuff Last Stand is a cooperative game that pits one or more players against hordes of enemies. As the game progresses each player's hero will grow and evolve, having to fight increasingly difficult waves of attacks.

### Preparation

**Mission:** The game is played over the course of 10 matches, which are called waves. If at the end of a wave all heroes are dead, then the game is lost. If at the end of the 10th wave at least one hero survives, then the game is won.

**Preparation:** The game is played on a flat 4'x4' surface, with as many terrain pieces as you like. Before the first wave begins all players create one hero worth up to 50pts using the standard unit creation rules. Any leftover points may be saved.

**Designer's Notes:** Whilst the game was written with players cooperating against AI enemies in mind you can also play with one player controlling the AI, and everyone else controlling the heroes.

### Structure

Last Stand played with the following structure, which is followed step by step and repeats until the game is over:

1. Generate Wave
2. Play Wave
3. Improve Heroes

### Generate Wave – Wave Difficulty

Each wave is played against an increasingly difficult enemy force, which is measured in its total point value. Additionally there is a maximum amount of points each individual enemy unit may be worth during each wave, becoming tougher as they go:

| Wave | Total Points | Max. Unit Points |
|------|-------------|------------------|
| 1 | 50 | 10 |
| 2 | 75 | 20 |
| 3 | 100 | 30 |
| 4 | 125 | 40 |
| 5 | 150 | 50 |
| 6 | 175 | 60 |
| 7 | 200 | 70 |
| 8 | 225 | 80 |
| 9 | 250 | 90 |
| 10 | 275 | 100 |

This total point value scales based on how many players are in the game, so if two players are in the game then you must double the total point value, if three are in the game you must triple it, etc.

**Designer's Notes:** Whilst the game was written with the goal of surviving 10 waves, you can challenge yourself to see how long you can survive by playing past wave 10. Simply raise the Total Points value by 25pts for each new wave, and the Max. Unit Points value by 10pts for each new wave.

### Generate Wave – Enemy Units

Following the maximum points limit per unit you must now create enemies to fight against. There are no hard rules as to how this is done, but there are a few guidelines we can offer:

- Don't use more than 1-2 special rules per enemy unit.
- Don't use more than 2-3 types of enemy units per wave.
- Don't use more than 4-5 enemy units per player.
- Use at least one enemy unit type that has no special rules per wave.
- Try making units which reflect the miniatures as close as possible.

By following these guidelines it should keep the game at a steady flow without making things overly complicated or having to track too many units

### Play Wave – Table Setup

**Heroes:** Before the wave begins each player may place his hero anywhere on the table.

**Enemies:** After the heroes have set up you must split all enemy units into four groups as evenly as possible. Pick one table side that will be considered the "top", and then for each group roll one die and consult the following:

- 1 = Placed at the Top
- 2 = Placed at the Right
- 3 = Placed at the Bottom
- 4 = Placed at the Left
- 5-6 = Hero's Choice

For each table edge place all units so that they are spread out as evenly as possible. Groups that rolled the hero's choice may be assigned to one of the table edges by the hero players.

### Play Wave – Turn Structure

Waves are played following all of the WarStuff rules, however with two modifications:

- The wave only ends when either all heroes or all enemies have been killed.
- The wave is not played with alternating activations. Instead all heroes activate together, then all enemies activate. On each round the heroes get to go first.

### Play Wave – Enemy AI

The enemy AI follows a few simple rules, making it pretty easy to use. Once you got the hang of it you are going to be able to activate each unit in a matter of seconds, making for fast paced games. When the enemy turn starts, go through the following steps until all units have been activated once:

- Who activates next?
- What type of unit is it?
- What should it do?

**Who activates next:** To determine which unit is activated go from one table edge to the opposite, picking the next unit that has not been activated yet (always go from the same edge to the opposite).

**What type of unit is it:** Once you have picked a unit to activate you must identify what type of unit it is. If it has no ranged attacks, then it is a melee unit. If it has a ranged attack that is better than its melee attack, then it is a ranged unit. If it has a ranged attack that is worse than its melee attack, then it is a hybrid unit.

**What should it do:** Once you have determined what type of unit it is you are activating, it must do the following based on its type:

- Melee Units must Run toward the closest hero in the shortest way possible, and use melee attacks once in base contact.
- Ranged Units must either Walk into range of the closest hero and shoot, or else Run into range of the closest hero.
- Hybrid Units behave like Melee Units if within range to Run and attack, or else they behave like Ranged Units.

These instructions are fairly vague on purpose, and you are encouraged to make the best decisions for the AI. This means for instance avoiding difficult and dangerous terrain when possible, or healing another unit if the situation demands it.

### Improve Heroes

At the end of each wave there are several steps you must follow in order to improve your hero:

- Restore Casualties
- Collect Points
- Buy/Sell Upgrades

**Restore Casualties:** If your hero had been killed it is brought back to life, and if it has any wounds on it they are all removed.

**Collect Points:** The hero collects D3*5pts.

**Buy Upgrades:** You may spend the hero's pts to either upgrade its Quality value or to acquire new special rules. Note that to upgrade a Shooter to a higher range (from short to medium for example) you must spend 5pts.

**Sell Upgrades:** You may sell any purchased upgrades for half of their original value, but you may not sell any of the hero's original Quality or special rules. When selling upgrades that are worth an uneven number roll one die, on a 1-3 you must round down, on a 4-6 you must round up. Note that this means potentially selling upgrades for 0pts.

**Designer's Notes:** Whilst the game was written with each player using a single model in mind, you can also have each player spend their available pts to control a group of models, create a sidekick, etc.

### Back to the Start

Once you have done all these steps you may go back to generating a wave with its new difficulty values and play the next game.