

# Fortress Conquest

## Overview:

*Fortress Conquest* is a team-based tactical board game where players must capture enemy bases and control the Central Tower to dominate the battlefield. The game integrates pre-determined unit movement, dice-based attack mechanics, and strategic resource management, ensuring that skillful planning and decision-making play a bigger role than pure luck.

By removing dice-based movement and focusing on pre-determined troop movement, *Fortress Conquest* encourages positional strategy while still incorporating randomized attack intensity through dice rolls. The addition of resource cards, which can only be activated upon rolling a six, introduces an element of suspense and adaptive gameplay.

The game's unique blend of fixed movement, dynamic combat, and strategic card use creates an experience that feels both predictable for planning and unpredictable for battle outcomes, setting it apart from other board games in the strategy genre.

## Market Gap: What Makes Fortress Conquest Unique?

### A. Bridging the Gap Between Dice-Based and Strategy-Based Board Games:

Many strategy board games rely heavily on dice rolls for both movement and combat, leading to gameplay that often feels overly dependent on chance (e.g., *Risk*, *Catan*). On the other hand, grid-based tactical games with fixed movement (e.g., *Chess*, *Stratego*) sometimes lack the excitement of chance-based outcomes.

#### **How Fortress Conquest Bridges This Gap:**

**Pre-determined movement:** Ensures strategic depth by making movement more predictable and skill-driven.

**Dice-based combat:** Maintains unpredictability while allowing players to plan their actions around expected probabilities.

**Resource cards only activate on a six:** Encourages risk assessment and adds an exciting reward system for lucky rolls.

## **B. Addressing the Need for Team-Based Strategy in Board Games:**

Most popular strategy board games (e.g., *Chess*, *Catan*, *Risk*) focus on individual play. Even in multiplayer games, interactions are often limited to trading, combat, or negotiation rather than true cooperative play.

### **How Fortress Conquest Bridges This Gap:**

**Team-Based Gameplay:** Players must coordinate troop movements and strategize card usage together.

**Shared Resource Cards:** Instead of individual draws, each team has a set of resource cards, allowing team discussions on when to use them.

**Role Specialization:** Since units move differently, teams must decide who advances, who defends, and who supports from a distance.

## **C. Creating a Balanced and Fast-Paced Tactical Experience:**

Some strategy board games (*Risk*, *Axis & Allies*) suffer from lengthy playtimes and slow turns, where players wait a long time for their turn, leading to downtime and disengagement.

### **How Fortress Conquest Bridges This Gap:**

**Streamlined Turns:** Each player gets one action per turn, ensuring quick decision-making and minimal downtime.

**Fixed Movement Eliminates Repetitive Dice Rolls:** Players don't need to keep rolling for movement, reducing unnecessary delays.

**Engaging Even During Opponent's Turn:** Players must anticipate enemy moves and plan their counterattacks, keeping them engaged even when it's not their turn.

## **Core Mechanics:**

### **A. Pre-Determined Movement System:**

Each unit has a fixed movement range per turn, removing randomness from positioning and strategy execution.

- **Knight:** Moves 1 space per turn.
- **Horseman:** Moves 2 spaces per turn.
- **Cannon:** Moves 1 space per turn, regardless of dice rolls.

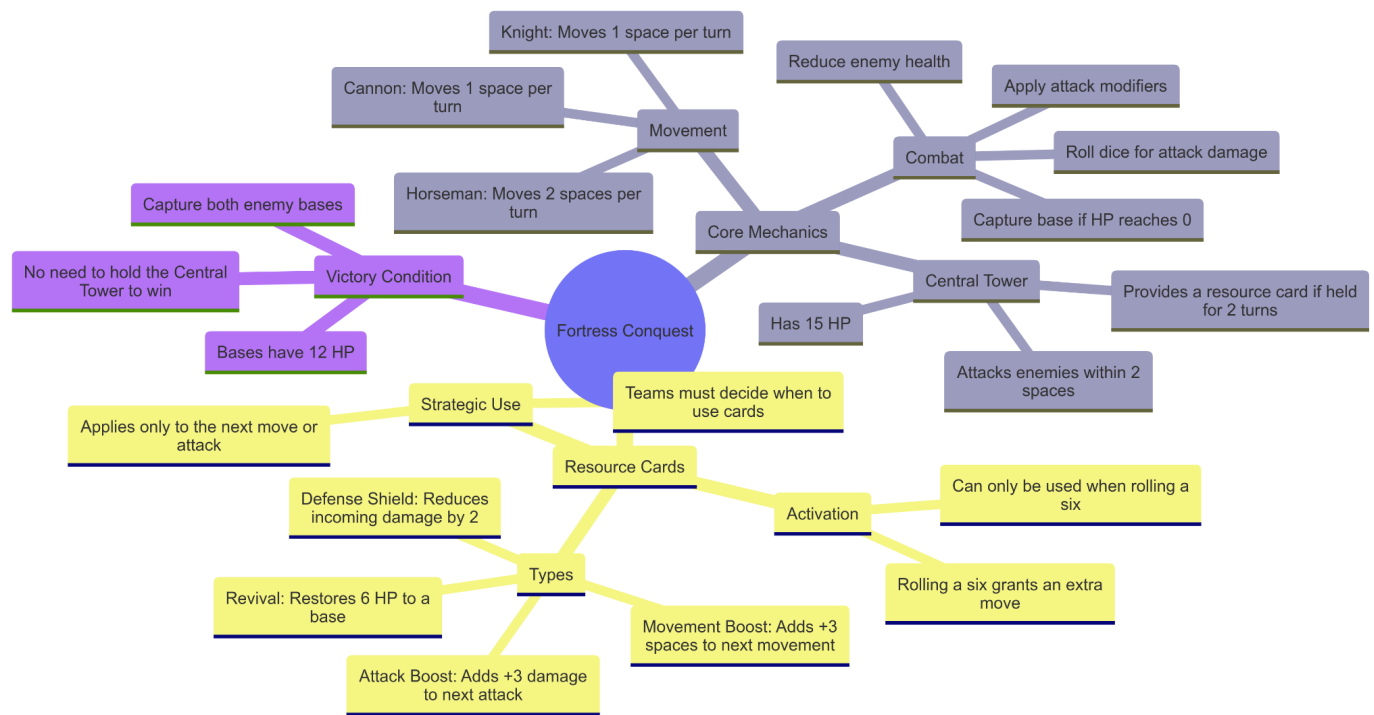
Since movement is not dictated by dice, players can focus on battlefield positioning, tactical formations, and map control.

## **B. Action-Based Dice Rolling:**

Instead of rolling dice for movement, players only roll when attacking or activating resource cards.

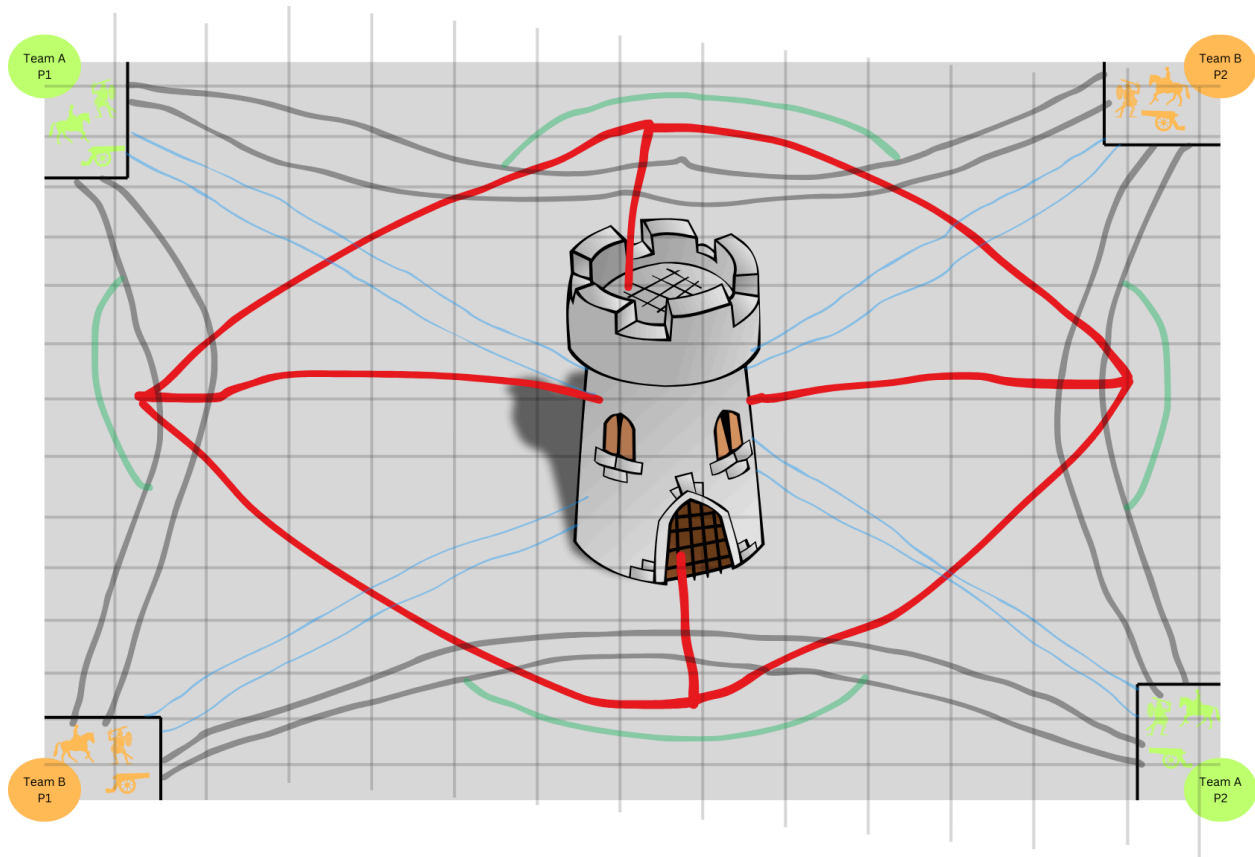
- **Attack:** The dice roll determines the damage output based on the attacker's unit type.
- **Resource Cards:** Players may only activate a resource card when rolling a six.

This system balances strategy with unpredictability, keeping the game exciting without removing tactical depth.



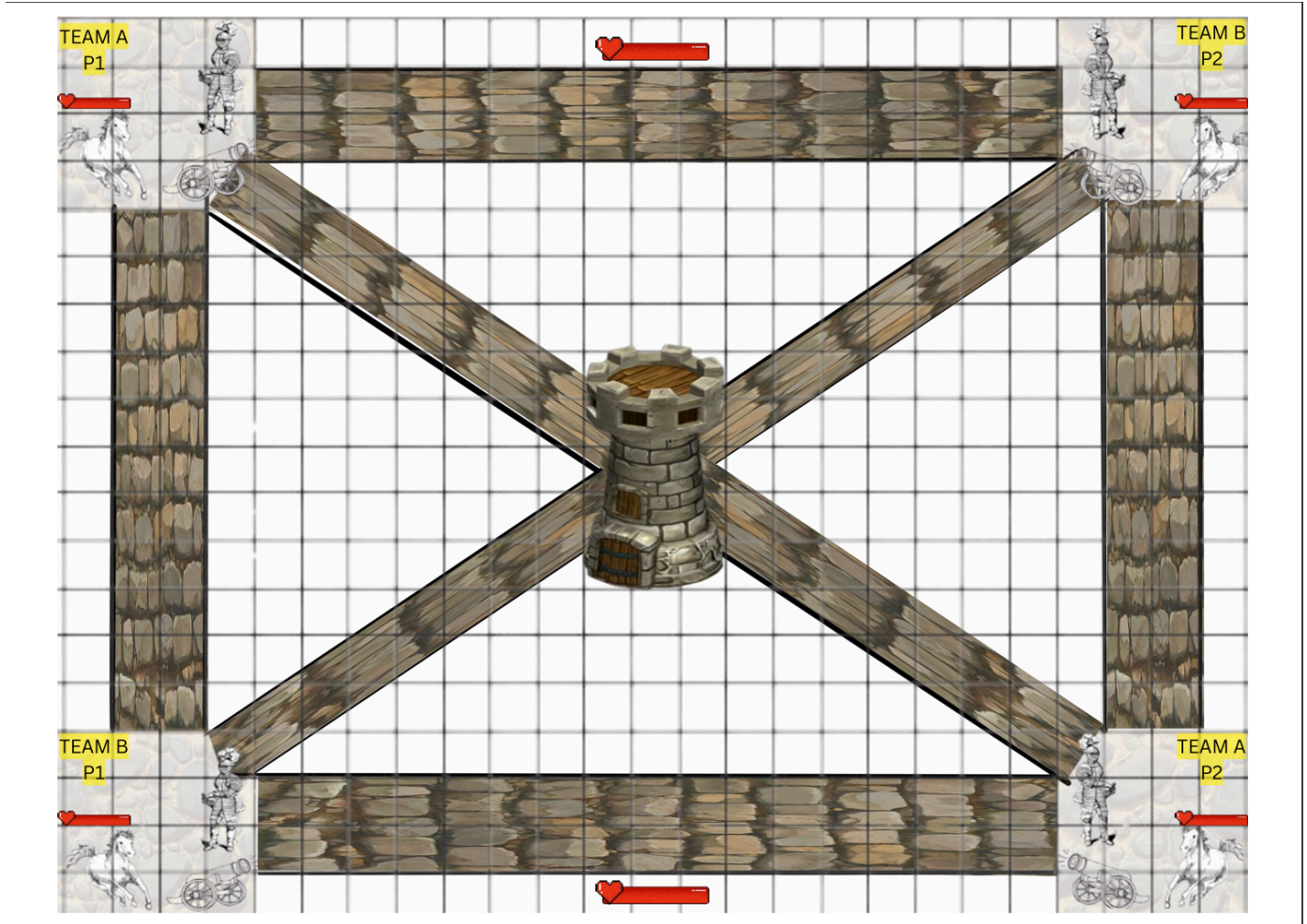
*Mind Map for Core mechanics*

## **Initial Map Design (Ideation phase):**



## **Changes made after Playtest sessions:**

- In the initial map layout there were multiple ways to reach the enemy base. This has been removed as it was causing confusion between players and making the game session long.
- Health bars have been introduced to keep track of the base and the element which is involved in the fight.
- The tower attack radius has been tweaked as the earlier radius was empowering the tower controlling team.
- A strategic place was identified on the grid to activate the resource cards, the grids which intersect with the red line. This has been removed as it was causing confusion.



*Final Map Image*

## **Victory Condition:**

The game is won when a team successfully captures both enemy bases, reducing their HP to 0 and taking control.

## Resource Cards & Their Mechanics:



*Resource Cards Image*

### A. Distribution & Activation:

- Each team receives a set of resource cards at the start of the game.
- Players may only activate a resource card if they roll a six during their turn.

### B. Rolling a Six: Activation Bonus:

- If a six is rolled, the player gains one additional move for that turn.
- The player may also choose to activate a resource card, which applies to the next move or attack action.

### C. Resource Card Effects:

- **Revival Card:** Restores 6 HP to a base (1 use per base).
- **Attack Boost:** Adds +3 damage to the next attack roll.
- **Defense Shield:** Reduces incoming damage by 2 for one turn.
- **Movement Boost:** Adds +3 spaces to the next movement action.

By limiting card activation to sixes, the game encourages strategic card saving, risk assessment, and reward-based gameplay.

## **Central Tower Mechanics:**

- Health: 15 HP.
- Attack Range: Automatically attacks any enemy unit within 2 spaces at the end of each turn.
- Bonus for Holding the Tower:
  - If a team holds the Central Tower for two consecutive turns, they draw one free resource card.

The Central Tower is not necessary for victory but offers powerful tactical advantages, creating secondary objectives beyond base captures.

## **Strategic Depth & Player Decision-Making:**

*Fortress Conquest* encourages smart, team-based decision-making through:

- **Positional Strategy:** Players must control territory efficiently instead of relying on dice to move.
- **Combat Calculations:** The attack system allows for damage predictability, making counterplay possible.
- **Resource Timing:** Since resource cards can only be used after rolling a six, players must choose carefully when to use them.

These mechanics make *Fortress Conquest* a hybrid between tactical and luck-based games, giving both strategic depth and exciting unpredictability.

## **Conclusion:**

### How Fortress Conquest Bridges the Market Gap

Blends tactical planning with chance-based combat.

Eliminates dice-based movement for a more skill-based experience.

Creates a truly cooperative board game experience.

Reduces downtime and keeps players engaged at all times.

With a perfect balance of skill, teamwork, and calculated risk, *Fortress Conquest* stands out as a fast-paced, highly strategic, and engaging alternative to existing strategy board games.