DYNAMOD LAST STAND

A quick solo survival game

Stay alive through waves of Monsters.
You lose when your Hero has no more Health ♥.

SETUP

- Place the Tile.
- Place all 4 Walls anywhere you want between Cells on the Tile, using WALL PLACEMENT RULES.
- Build your Hero, start at:
  - 3 x Health ♥
  - 2 x Attack
  - 3 x Movement
  - 1 x Defense
- Spin 2 times for bonus Tokens (see BONUS MAP).
- Clip your +1 Health ♥ Relic onto your Hero, unused.
- Place your Hero on any empty Cell.
- Set Wave Tracker to 1.
- Build and Spawn the first Monster (Wave 1) using BUILD A MONSTER.

BONUS MAP

- result: +1 Attack
- result: +1 Defense
- Ø result: +1 Health ♥
- and ★ result: +1 Movement

BUILD A MONSTER

- Use this for every new Monster, start at:
  - 1 x Health ♥
  - 2 x Attack
  - 2 x Movement
  - 1 x Defense
- Spin 2 bonus spins using the BONUS MAP.
- Add Health ♥ equal to the Wave Tracker number.
- Spawn the monster using the spinner:
  - Spin once for Direction.
  - Imagine the Spinner centered on the Tile.
  - The arrow points to where the Monster comes from.
  - Place the Monster on that edge.
  - If placement is unclear, choose any valid nearby Cell.

TURN FLOW

Repeat this loop:
- Hero Turn
- Monster Turn

If you defeat the Monster during your Hero Turn, a new Monster spawns immediately and takes the Monster Turn immediately.

HERO TURN

- You may Move, Attack, and Move in any order.
- You may Attack at most once per Turn.
- Attack only adjacent Enemies (no diagonals).
- Move up, down, left, or right only (no diagonals).
- Walls block Movement.
- You cannot move through enemy Figures.
- Moving away from the Monster gives it 1 free Attack spin.

MONSTER TURN

Monsters follow these rules in order:
- If adjacent to the Hero, Attack.
- Otherwise, move toward the Hero.

COMBAT

- Attack an adjacent enemy
  - Spin once per Attack token on figure.
  - Each result on spinner deals 1 damage.
  - and ★ result deals 2 damage.
  - Increase the damage tracker for each damage.
- Defend
  - Spin once per Defense token on figure.
  - Each result on spinner blocks 1 damage.
  - and ★ result blocks 1 damage.
  - Reduce the damage tracker for each block.
- After the fight, remove Health ♥ tokens for damage remaining on the tracker and reset the tracker to 0.

If a Monster reaches 0 Health ♥, remove it.

If your Hero reaches 0 Health ♥, you may immediately use your clipped +1 Health ♥ Relic. If you do not (or already used it this Wave), the game ends.

SECOND WIND RELIC (ONCE PER WAVE)

- You may use Health ♥ Relic any time to gain +1 Health ♥.
- You may use it when your Hero reaches 0 Health ♥.
- After use, clip it back on when the next Monster spawns.

WALL PLACEMENT RULES

Used during SETUP and after each defeated Monster:
- Corners only allowed if both Wall ends are notched.
- After placing a Wall, you have to be able to move to any Cell from any other Cell.

WHEN YOU DEFEAT A MONSTER

- Increase Wave Tracker by 1 (max display 8).
- You choose where to move exactly 1 Wall to a new spot between Cells, using WALL PLACEMENT RULES.
- Build and Spawn the next Monster immediately (see BUILD A MONSTER).
- The spawned Monster takes its MONSTER TURN immediately.

QUICK GLOSSARY

- Adjacent:
  Directly next to another Cell (sharing a side).
- Cell:
  One square on the board.
- Token:
  Markers for Health ♥, Attack, Movement, and Defense.
- Turn:
  One figure's full sequence of actions before the other figure acts.
- Wave:
  One Monster cycle; the Wave goes up when that Monster is defeated.

Digital edition available:
https://dynamod.games