Dejarik

Overview

Dejark is a strategic two-player board game inspired by the holographic monster battles of Dejarik. Featuring a unique circular board and four distinct creature types per player, Dejark combines tactical movement, ranged combat, and resource management to create a dynamic and engaging experience. Players aim to eliminate their opponent's creatures while managing points to revive fallen units, with victory hinging on outmaneuvering and outlasting the opposition.

Creatures

Each player controls four creatures, inspired by the holographic monsters of Dejarik, with the following stats:

- Brute: Attack 2, Defense 3, Movement 1, Range 1
- Scout: Attack 1, Defense 2, Movement 3, Range 2
- Guardian: Attack 1, Defense 3, Movement 2, Range 2
- Predator: Attack 3, Defense 1, Movement 2, Range 1
- These four types provide a balanced mix of strength, speed, and resilience.

Setup

Each player starts with one of each creature (Brute, Scout, Guardian, Predator).

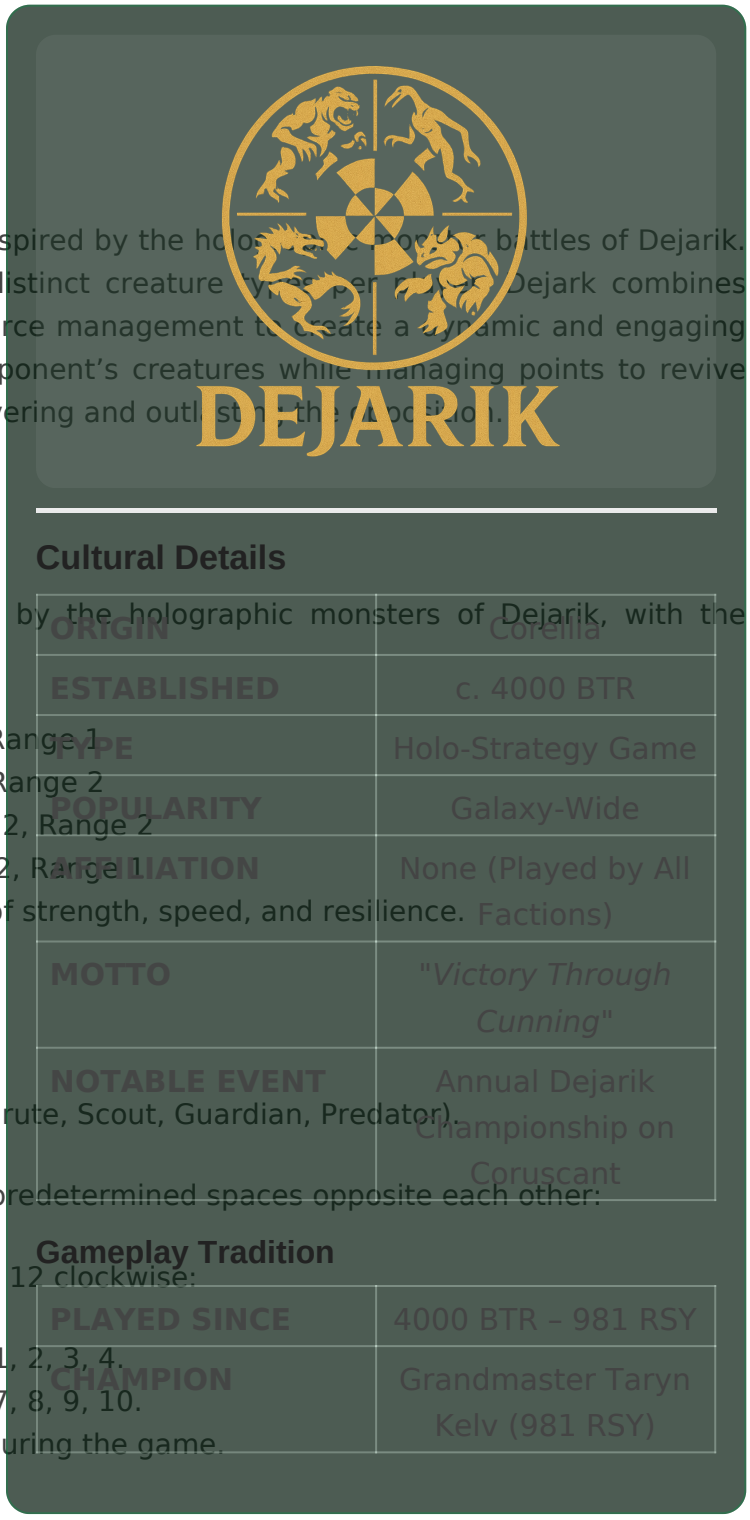
Creatures are placed on the outer ring in four predetermined spaces opposite each other:

For example, if the outer ring is numbered 1 to 12 clockwise:

- Player 1 places their creatures on spaces 1, 2, 3, 4.
- Player 2 places their creatures on spaces 7, 8, 9, 10.
- Each player begins with 10 points to use during the game.

Turn Structure

- **Revival Phase (Optional):** If you have at least 2 points and any defeated creatures, you can spend 2 points to revive one creature. Place the revived creature on any empty outer ring space. You can revive multiple creatures in one turn if you have enough points.



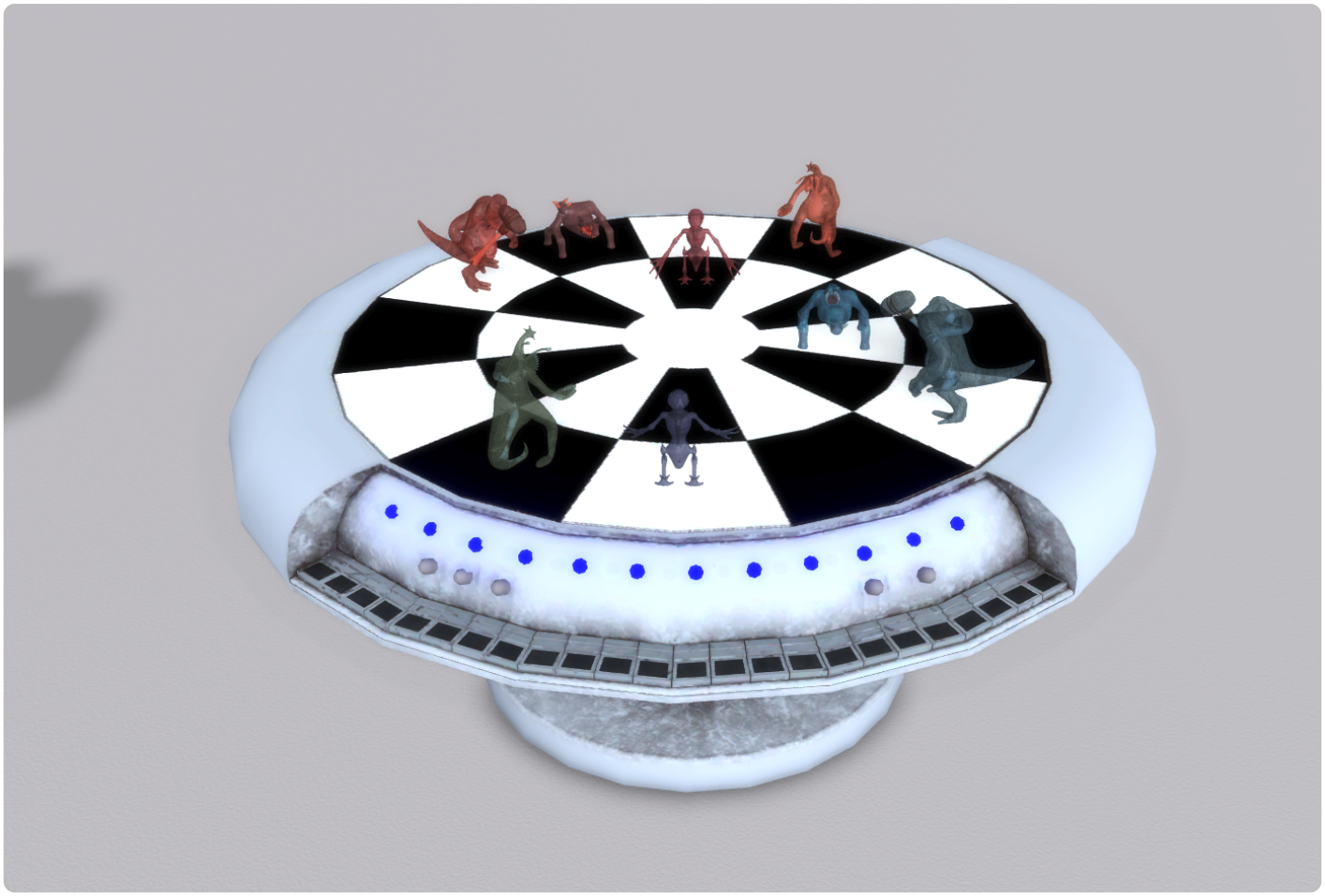
- **Activation Phase:** Choose one creature to activate, you can move and attack in a single turn.

Movement and Attack

- **Movement:** Each move (along a ring or radially) costs 1 movement point. Creatures cannot move through occupied spaces or land on a space with another creature UNLESS you are using the SCOUT.

- **Attack:** After moving, if the creature is adjacent to an enemy, it can attack if an enemy creature is within the creature(s) range. If Attack ≥ Defense, the defender is defeated and removed from the board. If Attack < Defense, nothing happens. They a dice, the higher number wins. **Surrounding an enemy creature will give you +3 damage against the cornered creature**

- **Win Condition**: You win if, at the start of your opponent's turn, they have no creatures on the board and less than 2 points remaining (meaning they can't revive anything).



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