

## D.E.S.Troy (Destination: Exterminate or Save TROY): Trojans vs. Greeks

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**Overview.** The Greeks are attacking and the Trojans are defending the city of Troy. One of the two mortal factions loses the game when their faction has no more warriors alive.

**Players.** Mortals (students/alumni) assume the names of characters in the epic cycle about Troy. Gods (teachers) assume the names of deities in the same tradition. See Appendix 1 for the name and starting power values for players.

**Terms.** For terms used in the game, see Appendix 2.

**Timeline.** The game lasts at most ten “years” (cycles of seasons) plus the Final Battle, but play can be foreshortened if either faction accrues enough Final Battle Items (Torches and Timber) to initiate the Final Battle. Each year entails:

- one questing season (10 minutes) during which mortals go out to meet with gods and complete a quest (or quests);
- and one council season (3 minutes) during which players meet with their faction and discuss strategy.

**Temples.** Gods oversee temples (breakout rooms) where they test mortals and award items of value. The nature of quests and awards depends on the temple and the god overseeing it in any questing season.

Temple of Language (Latin/Greek)  
Temple of the World (history/geography)  
Temple of the Underworld (*Thumos*)  
Temple of Mythology (mythology)  
Temple of Fortune (dice and cards)  
Temple of Art (drawing)

Temple of War (dueling)  
Temple of Sports (dueling)  
Temple of Chance (random games)  
Temples of Healing (*Thumos*)  
Temple of Fate (*Thumos*)

**Powers.** Each mortal player has three combat powers:

- Strike (offense);
- Parry (defense);
- *Thumos* (life force).

**Power Values.** Each power is measured, as follows:

- **Base (Offensive/Defensive):** the low-end value of a player's combat range, used to calculate strike and parry (rolls of the dice)
  - a mortal's base value may be augmented by sparring or dueling;
  - base values are non-transferable
- **Boost (Offensive/Defensive):** marks the ceiling (high-end value) of a player's combat range and is used to calculate strike and parry
  - a mortal's offensive boost value is augmented by gaining improved offensive weaponry (spear shaft, spear head, arrow, sword, dagger);
  - a mortal's defensive boost value is augmented by gaining improved defensive armor (greaves, helm, shield);
  - boost values are transferrable between players at any time they are not in combat.
- **Θυμός (Thumos):** the life force (hit-points) of a mortal, used during combat to calculate the vitality of a mortal
  - during the strike phase of combat, the losing player ordinarily loses some measure of *thumos*;
  - players die when their *thumos* reaches zero during the Final Battle;
  - during a questing season, a mortal's *thumos* may be augmented by visiting deities who have *thumos* to award (Asclepius, Fates, Hades);
  - *thumos* is non-transferable.

**Questing.** During questing seasons, mortals visit gods in their realms who oversee quests in their respective temples.

- questing takes place during questing seasons before the Final Battle;
- each questing season, gods determine, advertise and oversee the nature of quests;
- the type of quest a god offers may change each questing season;
- quests may involve anything from one-on-one duels to grammar quizzes to displaying a certain object which the god has called for [see Appendix 3: Examples of Quests];
- the victors of some quests may add points to the value of their boost or *thumos*, and also win Final Battle Items.

**Final Battle Items:** Once a mortal faction has acquired five torches (Trojans) or timbers (Greeks), it may choose to initiate the Final Battle prior to year ten

- the Trojan faction seeks to burn the Greeks' ships and needs to gain five Torches to set the fleet ablaze;
- the Greek faction seeks to infiltrate Troy's walls and needs five Timbers to construct the Trojan horse;
- these Final Battle Items may be won during any questing season;
- each questing season will offer one Final Battle Item hidden in the items offered by a god;
- in the hands of Trojan, a Final Battle Item automatically becomes a torch, and in the hands of Greek, it becomes a piece of timber;

- if a faction acquires five Final Battle Items and decides to initiate the Final Battle, that faction may choose one warrior from the other faction as a sacrifice and kill him/her
  - the power values of that warrior chosen for sacrifice do not have to be revealed to the faction initiating the Final Battle.

**Types of Combat.** All forms of combat follow the same pattern (see next, Using Offensive and Defensive Powers in Combat)

- **Sparring:** one-on-one combat training session between allies both of whom have *thumos*
  - must take place in a player's home camp;
  - no deity is required to oversee sparring;
  - both players gain one point on their base;
  - the loser loses one point of *thumos*;
  - individual players may spar only once each questing season.
- **Dueling:** one-on-one combat training session between players of different factions
  - duels occur only in the temples of Ares and Artemis;
  - in order to duel, both players must pay the attending god five points of *thumos*
  - duels follow the patterns as skirmishes (see below);
  - the winner of the duel adds four points to either base value, the loser adds two;
- **Skirmish:** see below, the Final Battle (Endgame)

**Using Offensive and Defensive Powers in Combat.** A mortal player enters any form of combat with a set range of offensive and defensive powers.

- each power has:
  - a base value which sets the lowest number (floor) the player can roll during any strike or parry;
  - and a boost value which adds a given amount to that base and sets the highest value (ceiling) for any strike or parry.
- in adding boost, players choose their two highest-value weapons on offense and four highest-value pieces of armor on defense;
- for each blow, the difference between the strike value of the attacker and the parry value of the defender is subtracted from the *thumos* of the loser;
- only offensive players can do damage to a defensive player's *thumos* score;
- players may not leave a duel or skirmish once it has begun.

**The Final Battle (Endgame).** The Final Battle (the Battle for Troy) consists of a series of one-on-one skirmishes. This Final Battle is initiated in one of two ways: (1) when either faction has acquired sufficient Final Battle Items and chooses to initiate the Final Battle; or (2) immediately after the conclusion of ninth questing season.

### **The Action during the Final Game**

- the goal of each faction is to kill all the opposing faction's warriors in a series of skirmishes;
- a player's offensive boost and *thumos* may not change during the Final Battle;
- however, players may gain a defeated opponent's defensive boost;
- for each victory, a player adds four points to their offensive base;

- during skirmishing, each faction rotates through their full roster of warriors before using any warrior a second time, the same holding true for each rotation
  - note that opposing factions will not necessarily start a new rotation at the same time;
- the order of warriors does not have to be determined at the start of a rotation.

### **The Course of Combat during the Final Game**

- the first faction (the initial challenger) presents a warrior and declares his/her offensive and defensive powers
  - if the Final Battle was begun by one faction accumulating enough Final Battle Items and initiating the Final Battle, that faction is automatically the initial challenger;
- the second faction then chooses a defender and declares his/her offensive and defensive powers;
- the combat then proceeds as described in “Using Offensive and Defensive Powers in Combat”, with the loser dying and winner accruing the values cited above (four points of base and all the opponent’s defensive boost);
- the losing faction in a skirmish begins the next skirmish by becoming the initial challenger and presenting a new warrior.

**Exhaustion.** After each skirmish during the Final Battle, a combatant’s *thumos* drops by one point due to exhaustion.

**Example of Combat during the Final Battle:** Hector (O 9+2; D 4+3; Θ 11) vs. Achilles (O 10+3; D 3+1; Θ 10).

- Hector’s offensive range is 9-11 (9 base + 2 boost) and defensive range 4-7 (4 base + 3 boost);
- Achilles’ offensive range is 10-13 (10 base + 3 boost) and his defensive range is 3-4 (3 base + 1 boost);
- Hector challenged Achilles so Hector strikes the first blow.

#### **Round 1:**

- Hector is first to attack.
- Hector rolls a 9 on offense and Achilles rolls a 4 on defense, therefore Hector does 5 points of damage to Achilles’ *thumos*.
- Achilles is next to attack.
- Achilles rolls a 13 on offense and Hector a 6 on defense, thereby dealing 7 points of damage to Hector’s *thumos*.
- Note that, while the offensive and defensive ranges of the players do not change, their *thumos* values have: Hector now has 4 *thumos* points, and Achilles has 5.

## Round 2:

- Hector attacks again.
- He rolls an 11 on offense, and Achilles rolls 4 on defense, therefore Hector deals 7 points of damage to Achilles, bringing Achilles' *thumos* to less than zero (5 - 7 = -2), thus killing Achilles.

## End of Combat.

- Hector is victor and Achilles is dead.
- Hector gains four points on his offensive base (now 13-15) along with Achilles' defensive boost values (now 4-8).
- due to exhaustion, Hector's *thumos* drops by one point to 10.
- thus, when Hector enters his next skirmish in the next rotation, his values will be O 13+2; D 4+4; Θ 10;
- the Greek faction begins the next skirmish by choosing a player who will deliver the first strike.

## Appendix 1: Names and Starting Power Values of Players

**Mortals.** There are two types of mortals: (1) those who have an assigned and immutable affiliation to the Trojans or the Greeks (students), and (2) those who can play for either or both factions (alumni), e.g. Amazons, Lycians, Thracians, Cretans, Ionians, *et al.*

- any mortal can become a fighter, though each begins the game with various martial powers (base, boost, *thumos*);
- mortals may augment these attributes during quests. Some powers are transferable (boost); some are not (base, *thumos*);
- all players begin the game with six points of offensive boost and four points of defensive boost.

[O = offensive base; D = defensive base; Θ = *thumos* (life force)]

### Greeks

Achilles	O 15; D 0; Θ 10	Helenus	O 1; D 11; Θ 13
Aesymnus	O 8; D 10; Θ 7	Hipponous	O 7; D 7; Θ 11
Agamemnon	O 3; D 7; Θ 15	Leocritus	O 9; D 9; Θ 7
Ajax	O 4; D 14; Θ 7	Leonteus	O 7; D 7; Θ 11
Antilochus	O 1; D 11; Θ 13	Leucus	O 8; D 10; Θ 7
Asaeus	O 5; D 10; Θ 10	Lysander	O 7; D 7; Θ 11
Bathycles	O 7; D 7; Θ 11	Meges	O 5; D 10; Θ 10
Cleitus	O 7; D 7; Θ 11	Menelaus	O 8; D 7; Θ 10
Deiphobus	O 7; D 7; Θ 11	Menesthius	O 6; D 6; Θ 13
Diomedes	O 12; D 3; Θ 10	Odysseus	O 6; D 10; Θ 9
Diores	O 5; D 10; Θ 10	Oenomaus	O 8; D 10; Θ 7
Dolops	O 8; D 10; Θ 7	Opites	O 3; D 3; Θ 19
Euryalus	O 7; D 7; Θ 11	Orestes	O 7; D 7; Θ 11
Eurypylus	O 7; D 7; Θ 11	Patroclus	O 3; D 13; Θ 9

Peneleus O 12; D 3; Ⓞ 10  
 Periphas O 12; D 12; Ⓞ 1  
 Periphas O 5; D 10; Ⓞ 10  
 Scedius O 6; D 9; Ⓞ 10

Teucer O 12; D 12; Ⓞ 1  
 Thoas O 1; D 11; Ⓞ 13  
 Thrasymedes O 7; D 9; Ⓞ 9

### Trojans

Abas O 7; D 7; Ⓞ 11  
 Acamas O 8; D 10; Ⓞ 7  
 Adamas O 3; D 13; Ⓞ 9  
 Adrestus O 3; D 3; Ⓞ 19  
 Aeneas O 7; D 7; Ⓞ 11  
 Agelaos O 4; D 14; Ⓞ 7  
 Agenor O 8; D 10; Ⓞ 7  
 Amphion O 12; D 12; Ⓞ 1  
 Amphoterus O 12; D 3; Ⓞ 10  
 Antiphates O 9; D 9; Ⓞ 7  
 Asius O 7; D 9; Ⓞ 9  
 Calesius O 1; D 11; Ⓞ 13  
 Caletor O 7; D 7; Ⓞ 11  
 Cassandra O 5; D 10; Ⓞ 10  
 Chromius O 1; D 11; Ⓞ 13  
 Damasus O 6; D 6; Ⓞ 13  
 Dresus O 5; D 10; Ⓞ 10  
 Elatus O 7; D 7; Ⓞ 11

Epaltes O 5; D 10; Ⓞ 10  
 Halius O 7; D 7; Ⓞ 11  
 Hector O 14; D 1; Ⓞ 10  
 Hecuba O 0; D 0; Ⓞ 25  
 Hypeiron O 8; D 10; Ⓞ 7  
 Ilioneus O 5; D 10; Ⓞ 10  
 Imbrius O 7; D 7; Ⓞ 11  
 Menon O 6; D 9; Ⓞ 10  
 Mydon O 12; D 3; Ⓞ 10  
 Odius O 5; D 10; Ⓞ 10  
 Ormenus O 7; D 7; Ⓞ 11  
 Pandarus O 5; D 10; Ⓞ 10  
 Paris O 5; D 5; Ⓞ 15  
 Pegasus O 8; D 10; Ⓞ 7  
 Periphetes O 12; D 12; Ⓞ 1  
 Phegeus O 7; D 7; Ⓞ 11  
 Priam O 0; D 0; Ⓞ 25  
 Pylon O 7; D 7; Ⓞ 11

### Allies

Amphimachus (Ionia) O 13; D 8; Ⓞ 14  
 Antiphus (Maeonia) O 12; D 11; Ⓞ 12  
 Epistrophus (Alybe) O 22; D 8; Ⓞ 5  
 Euphemus (Thrace) O 19; D 8; Ⓞ 8  
 Glaucus (Lycia) O 11; D 9; Ⓞ 15  
 Hippolyta (Thermodon) O 15; D 15; Ⓞ 5  
 Hippothous (Larisa) O 0; D 20; Ⓞ 15  
 Idomeneus (Crete) O 12; D 8; Ⓞ 15  
 Memnon (Ethiopia) O 20; D 5; Ⓞ 10  
 Meriones (Crete) O 22; D 8; Ⓞ 5  
 Mesthies (Maeonia) O 5; D 10; Ⓞ 15

Nastes (Ionia) O 8; D 8; Ⓞ 19  
 Peirous (Thrace) O 10; D 10; Ⓞ 15  
 Penthesileia (Thermodon) O 20; D 10; Ⓞ 5  
 Pylaemenes (Paphlagonia) O 10; D 15; Ⓞ 10  
 Pylaeus (Larisa) O 17; D 8; Ⓞ 10  
 Pyraechmes (Paeonia) O 13; D 13; Ⓞ 9  
 Rhesus (Thrace) O 30; D 5; Ⓞ 0  
 Sarpedon (Lycia) O 25; D 5; Ⓞ 5  
 Tenes (Tenedos) O 10; D 5; Ⓞ 20  
 Tlepolemus (Rhodes) O 10; D 15; Ⓞ 10

**Gods.** Gods oversee Temples (breakout rooms) where they test mortals and award items of value. The nature of quests and awards depends on the god overseeing it in any questing season.

Zeus  
 Hera  
 Aphrodite  
 Athena (dedicated Greek Deity)

Apollo (dedicated Trojan Deity)  
 Artemis  
 Hephaestus  
 Ares (dueling)

Dionysus  
Asclepius (*Thumos*)  
Fates (*Thumos*)

Poseidon  
Hades (*Thumos*)  
Homer hosts and oversees the game

## Appendix 2: Terms Used in the Game

### Terms

**Base**: a non-transferrable value representing the “floor” (lowest) number a player can roll in any offensive or defensive maneuver; players may augment their base by completing quests

**Blow**: a single maneuver between two combatants in which one player strikes and another simultaneously parries

**Boost**: a transferrable value added to the offensive or defensive power of a player in combat; it forms the high number (ceiling) possible for a player during any roll; players may augment their boost by completing quests

**Combat**: a fight between mortals, consisting of blows; combat refers to sparring, duels, and skirmishes

**Council**: a season for mortals to plan and exchange transferrable items; during council seasons, gods advertise the items they have and the quests mortals must complete to win those items in the questing season to follow

**Duel**: a type of quest; one-on-one combat between players before the Final Battle

**Final Battle**: the culminating combat between the Greeks and Trojans

**Parry**: a defensive maneuver used during combat to lessen the impact of a strike

**Quest**: a feat performed by mortals at the behest of a god during a questing season; may result in the mortal acquiring added powers

**Questing Season**: a time period during which mortals visit gods in temples and complete quests; there is a maximum of nine questing seasons over the course of the game

**Skirmish**: one-on-one combat between players during the Final Battle; a skirmish ends when one of the mortals dies

**Sparring**: one-on-one combat training session between players on the same faction; sparring takes place during questing seasons

**Strike**: an offensive maneuver used during combat; the impact of a strike is reduced by the force of opponent parrying

**Θυμός (Thumos):** a non-transferable attribute representing the life force of a player; players may augment their *thumos* by completing quests; players die when their *thumos* reaches zero in the Final Battle

### Appendix 3: Examples of Quests

**Blackjack:** The deity is the dealer; mortals are players (individuals or teams, depending on numbers). I don't have to tell you how to play blackjack.

**Cards against Divinity:** This is like Cards against Humanity, except the judge is always a god.

**Categories:** The deity names a category (breakfast cereals, musicals, Euripidean tragedies, city-states in the Delian League, characters in the Odyssey, etc.). Players cycle through having to give a new unique response. If they can't think of one or repeat an answer, they are out. The last one standing wins the prize.

**Charades:** The deity acts out stuff; questers guess. Most right answers in a round wins the prizes

**Codenames:** A grid of "clue" cards with words or pictures. The deity/some player/two players have a key to which cards they need their teammates to guess. They can only give one-word clues to try to get their team to guess their clues before the other team.

**Concept:** the deity gives non-verbal, pictorial and abstract clues (using a board or images like those in the game Concept) to get players to guess a word. Winning guessers get a prize.

**Flip & Write:** Cards with polyomino shapes (think Tetris shapes) get flipped by the deity. Questers have to place them on a grid (of some size determined by the deity) by writing them in on paper. The first player to fill in the grid or whoever has the fewest open spots at the end of time wins.

**Greek/Latin Grammar:** For sadists and masochists. Teachers know how to do this.

**High-Low:** Deity has deck of cards (or something similar) – they flip one card (it's a Jack) – quester chooses "higher" or "lower" to guess value of second card. If they're correct, they keep going. If they're wrong, they're out. Three in a row wins?

**Κύβος (O Fortuna, aka *iacta alea est*):** The god rolls a die or draws a top card for each mortal in turn. The mortal with the highest number of points wins the round in case of a tie for first place, the god re-rolls/re-draws for the winning number.

**Match Game:** The deity has cards with "blanks" on them – before, after, or in the middle of a word or phrase ("house \_\_\_\_\_", "\_\_\_\_\_ party", etc.). Questers have to match the deity's response (or each other). Player with the most correct matches.

**One Word (or ἅπαξ λεγόμενον [*hapax legomenon*):** The deity has a word that players need to guess. Each other player sends the deity (by private chat) a one-word clue. All matching clues

are eliminated. The guesser gets the remaining clues. They have to use those remaining clues to guess. Either the people or teams who get the most win.

Palladium Escape Room: There's some kind of thematic escape room (series of connected riddles) that players can attempt to retrieve the Palladium (if they're Greeks) or Hector's body (if they're Trojans).

Pictionary: The deity draws a picture and the first mortal or mortal team to guess correctly wins.

Reverse Pictionary: The deity describes an object with simple-to-draw instructions. The questers have to try to follow those directions by drawing out what they are hearing. When they think they know what it is, they can try to guess. If they are correct, they win the round; otherwise, everyone keeps drawing, attempting to follow the deity's instructions.

Riddles: The deity has a list of riddles prepared and poses them to questers. It could be get one right, earn something; or, you have to outlast all other questers in a riddle-off (which itself could be one of two things): 1: the deity poses a riddle to everyone in the quest. Whoever can solve it (by private chat) moves on to second round. This continues until one person is left (and gets big prize) or time runs out (everyone still alive gets something); 2: questers pose alternating riddles until one can't solve the riddle posed by others (like Bilbo and Gollum in the cave).

Rock-Paper-Scissors: A triad of possible responses, each one beating and being beaten by another in simultaneous face-offs. Perhaps, the selection is physically demonstrated by body position (something that they have to commit to, is very clear, and cannot be faked/changed). Face-off continues until winner gets prize.

Roll & Write / Yahtzee (mini): The deity rolls one or a number of dice. Players have to choose what dice and where to write in them; how to count those dice. We make a simple Yahtzee-type card where players can allocate the dice. Highest score wins.

Scavenger Hunt: The deity declares a concrete noun (spatula, spigot, mass spectrometer) and mortals scour their environment to find the item or something similar and show it to the god.

Scrabble: How many English/Latin words can players/teams make from a given set of letters?

Splatter Gory (cf. Scattergories): Mortals must have pen & paper. The god declares a topic & initial letter. Mortals write as many topical/alliterative words as possible during round (1 minute). Mortals read answers and any duplicate answers are disqualified. Only unique answer count. Highest count wins.

Spontaneous Origami: Mortals must have paper. The god declares a concrete noun (spoon, sparrow hawk, mass spectrometer) and mortals fold their paper into that shape. The god judges which creation is best.

Θέητρον (The Theatron, aka, "I Spy"): The god carefully surveys mortal's screens and secretly chooses an observable object. The god declares the color (or other attribute) of the chosen object and the mortal who first correctly guesses the object wins.

Tic-Tac-Toe: The deity poses a brief question or challenge. The first player or team to solve it gets an X/O to place on the tic-tac-toe grid. The first player or team to get three-in-a-row wins.

Timeline: Players must put events in chronological order.

Trivia: The god asks players a set of trivia question. The player or team who responds correctly most often wins.

20 Questions: The deity writes something down on a piece of paper and players can ask up to twenty questions to try to determine the item. First solver wins.

Two Trojans and an Achaean (cf. Two Truths and a Lie): The deity declares two true facts and one falsehood. The players guess which statement they think is false. The player with the most correct guesses wins.

Wits and Wagers: The deity poses questions with an open-ended, numerical response, e.g. how many Romans were killed at Trasimene, or how many people does Achilles kill in Book 21 of the *Iliad*? Players make a guess and the closest answer wins. Or after hearing all the possible answers, players wager on which they think is closest.