WAR ⧗ TIME

QUICK-START GUIDE

WAR⏳TIME

The humans of the Valyance Vale and the Firebrand Goblin Tribe have lived with an uneasy truce for years. But things are about to change…

GAME OVERVIEW

Each player has units (represented as stacks of tokens) and sand timers. Both the tokens and the timers will have a color (red or yellow) designating which army they belong to.

There are no turns in WarTime, and players take actions simultaneously, moving their units on the board and attacking enemy units. After a unit either moves or attacks, the player must set a sand timer next to the acting unit to start its sand draining. That unit may take no more actions until the sand has completely drained.

RULES OF PLAY

UNIT

A unit is a single stack of Unit Tokens of the same type, i.e. 5 Man-at-Arms Tokens. Each token has the name of the army which it belongs to at the top of the token. In addition, the outer edge of each token is color-coded to indicate its army affiliation.

Each token represents one point of health. For each unit, stack a number of Unit Tokens of the same type

on a unit stand equal to the Health number on the token. These tokens are removed as damage during attacks. When no tokens remain (i.e., when the whole stack is gone and only the stand remains), the unit has been eliminated. The stats and abilities of a unit are printed on each token.
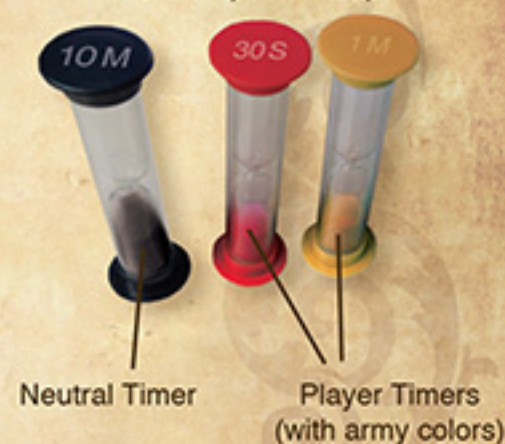
ACTIONS

A unit may take an action at any point in time if:

- The player has an available timer, i.e. the sand is not currently draining, AND

- The unit that will take the action is available, i.e. does not have an active timer next to it from a previous action.

NOTE: A unit that has just taken an action cannot take another action until its sand timer has finished draining!

Two Basic actions in Wartime are available to every unit in the game: **Move** and **Attack**. A unit may take one action or the other at any point in time but not both.

BASIC MOVE: A player may move an available unit at any time, provided the player has an available timer to assign to the unit. A unit may move through a number of empty spaces up to its Speed stat.

SAND TIMERS

Time Stamped on Cap

Neutral Timer

Player Timers (with army colors)

VALYANCE ARMY TOKEN

Army Name

Special Ability

Damage (Range 1)

Health

Damage (Range 4)

FIREBRAND ARMY TOKEN

Unit Name

Speed

Unit Type

Damage (Range 2)

Damage (Range 3)

To perform a Move Action, a player must follow these steps in order:

1. Announce which of their units is moving and the number of spaces it will move.
   For example, "Archer moves 3 spaces."

2. Lift the moving unit off the board and promptly place it on the board in its new position. The unit is considered "active" at this point.

3. Place an available timer on the board next to the moving unit and activate it by flipping it to start its sand draining. The timer is considered "active" at this point.

BASIC ATTACK: A player may attack with an available unit at any time, provided the player has an available timer to assign to the unit. To perform an Attack Action, a player must follow these steps in order:

1. Determine the range to the target by counting the range to the target through empty spaces, i.e. spaces without terrain or units.

2. Determine the amount of damage the attacking unit deals at that range.

3. Announce which of their units is attacking, which enemy unit will be targeted and the amount of damage that will be dealt to the defending unit.
   For example, "Man-at-Arms attacks Orc for 4 damage."

4. Remove the appropriate amount of damage for that range from the targeted unit, i.e. 1 token per point of damage. The attacking unit is considered "active" at this point.

5. Place an available timer on the board next to the attacking unit and activate it by flipping it to start its sand draining. The timer is considered "active" at this point.

The Man-At-Arms and Orc units have a Special Ability, "Charge," which is a specific combo action that combines a move (at normal speed) with an attack (at reduced damage), all for just one timer. The other units in this initial scenario do not have this special ability.

In this example, the Goblin decides which unit to attack and counts the range to all 3. The Pikeman is at Range 2 and the Archer is at Range 3. The Man-at-Arms is also at Range 3, because the Goblin has to count around the Woods tile. So, the Goblin could deal 2 damage to the Pikeman at Range 2 or 1 damage to either the Archer or the Man-at-Arms at Range 3.

The Pikeman could attack the Goblin at Range 2 for 2 damage and the Archer could attack the Goblin at Range 3 for 1 damage. The Man-at-Arms, however, cannot attack the Goblin because he is 3 spaces away.

CHARGE: A player may Charge with an available unit that has the Charge Special Ability at any time, provided the player has an available timer to assign to the charging unit. When performing a Charge Action, a player must follow these steps in order:

1. Announce which of their units is charging, which enemy unit will be targeted by the charge attack and the amount of damage that will be dealt to the defending unit.
   For example, "Man-at-Arms charges Goblin for 1 damage."

2. Lift the charging unit off the board and promptly place it on the board in its new position adjacent to the defending unit. The charging unit is considered "active" at this point.

3. Remove the appropriate amount of damage for the charge from the targeted unit, i.e. 1 token per point of damage. The damage done by this attack is the value listed in the brown circle on the Unit Token and not the damage listed for the Range 1 melee attack.

4. Place an available timer on the board next to the charging unit and activate it by flipping it to start its sand draining. The timer is considered "active" at this point.

In this example, the Man-at-Arms has a choice of units to attack. The Man-at-Arms can: 1) Attack the Orc at range 1 for 4 damage OR 2) Charge either of the Goblins by moving along the arrows and then dealing 1 damage.

SET UP

At the start of the game, the players place the board directly in the center of the table, so that it is easily within reach of both players. This scenario will list; 1) the units that each player will receive, 2) which timers the player will use, and 3) the Terrain Tiles that will be used to create the scenario.

• The players gather all of the Units and Terrain Tiles for that scenario, as well as the 10-minute timer, and place them on the board according to the scenario's diagram (see below).

• The players then gather their timers and place them beside the board.

Once the board and the armies are set up, the players should agree on a signal to start play (typically a handshake). Once the signal is given, the game begins immediately.

QUICK-START SET UP

PLAYER 1

PLAYER 2

10-Minute Timer

Units

Terrain Tiles

Timers

Timers
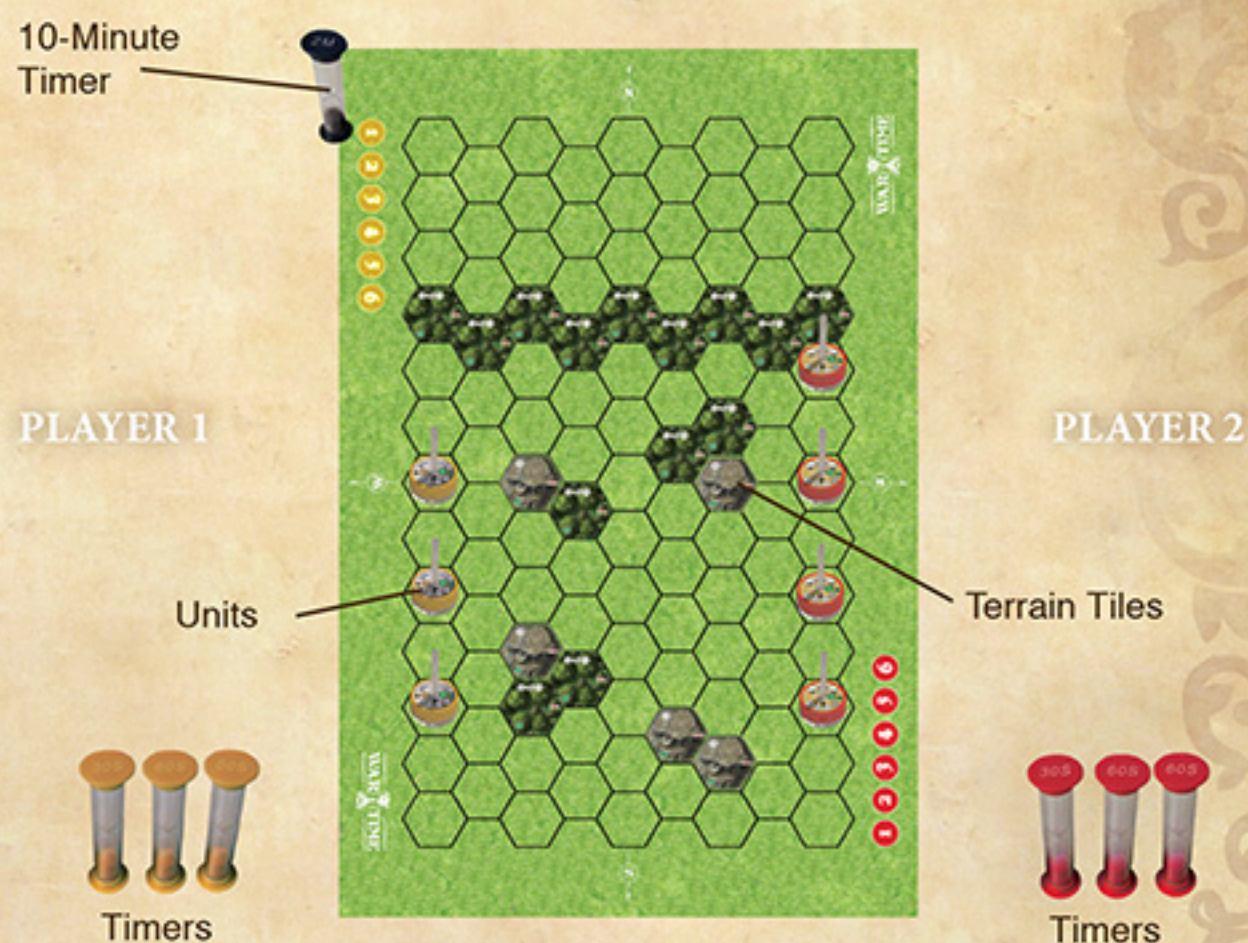
QUICK-START BATTLE

While on a routine patrol of the northern woods, a squad of Valyance warriors stumbles across a wandering band of Firebrand goblins. On the field of battle, they must destroy each other, quickly and utterly.

VALYANCE ARMY

Number	Unit Type	Icon
1	Archer	A
1	Man-at-Arms	M
1	Pikeman	P

Timers: 1 30-second
2 60-second
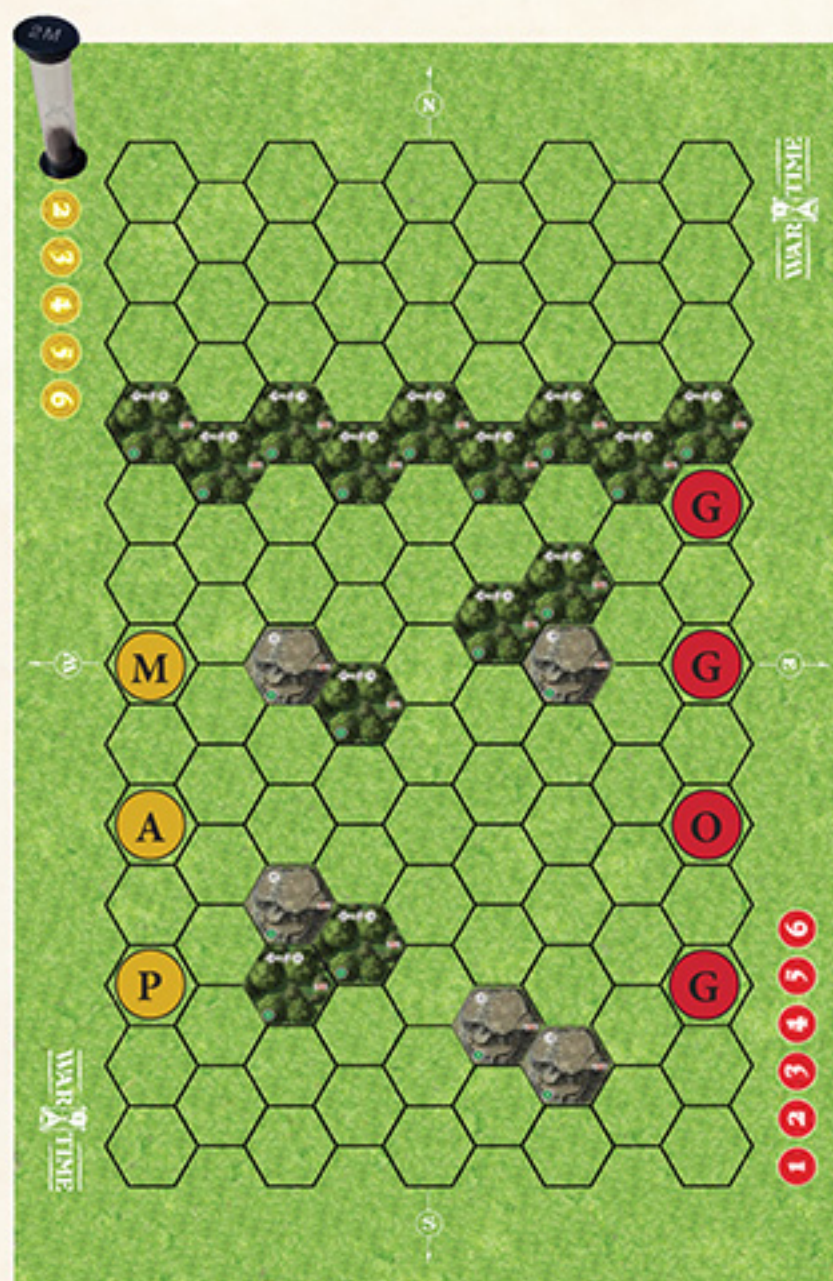
FIREBRAND ARMY

Number	Unit Type	Icon
3	Goblin	G
1	Orc	O

Timers: 1 30-second
2 60-second

TERRAIN TILES

5	Hills	
14	Woods	

SPECIAL RULES

All terrain is impassible in this scenario.

Units cannot enter any space with a Terrain Tile.

Units cannot shoot through any space with a Terrain Tile.

BATTLE TIMER
At the start of the game, one of the players flips the 10-minute timer. When the time expires, the battle is over.

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if you eliminate all of the Firebrand units.

FIREBRAND VICTORY:
You win if you eliminate all of the Valyance units.

If neither army is eliminated when the timer expires, the player with the most units left wins (or the player with the most Unit Tokens left if both players have the same number of units).

IMPORTANT NOTES

TO COMPLETE AN ACTION, you must set an "**available**" (i.e., drained) timer next to the unit that took the action and flip the timer to start its sand draining. When completing an action, the timer is always placed after the action has been completed and must be set on the board immediately adjacent to the unit that took the action. <u>Do not set the timer on top of the unit!</u>

Remember: "Action first, timer second!"

WHEN MOVING, you must move through empty spaces. You cannot move through a space containing a terrain tile or another unit (friend or enemy).

WHEN ATTACKING, you must count range through empty spaces, and you cannot shoot through a space containing a terrain tile or another unit (friend or enemy). <u>Counting range doesn't have to be in a straight line.</u>

Remember: "Move through empty spaces, shoot through empty spaces."

When a unit has been eliminated, if its timer is still draining, you must let the timer finish draining before you can use it anywhere else. Simply move it off the board until it has drained and becomes available again.

CREDITS

Wartime System: designed by Josh Tempkin and Brad Lackey

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WIZK!DS

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