

Double Time Wars - Rules

Objective

Destroy the enemy wall using your army units on the other side of the map, while delaying Starfall from happening

During your turn:

- Players receive 10 resource at the start of game.
- Each turn, player gains 1 resource.

Deployment phase:

- During this phase, player should cover their deployment zone as the deploy units.
- Player can deploy a unit on anywhere on the deployment area for 1 resource.
- The deployment area are the two horizontal rows just above the player's wall.
- Players can also deploy units just behind the rows. They will be treated as "on the wall", and will be immune to any damage as long as they are inside.
- Player can deploy a maximum of 4 units per turn.
- After deployment, both players will lift their cover, and reveal their units deployed.

Moving/Attacking phase:

- Resolve movement and attacking, vertical column by vertical column, from one side to the next.
- When moving together, move both your opponent's unit and your own in tandem, one step at a time, until they run out of moves or collide with each other.
- After this phase ends, so does the turn, and the next deployment phase begins.

Units

Unit Triangle:

Cavalry -> Infantry -> Archers -> Cavalry

- All units have 2 health
- After deployment, Units have to move forward, and only stop when faced with another unit.
- All units deal 1 damage when attacking within range
- If the opposite unit is of a weaker type, your unit deals 2 damage
- All attacking and moving are done simultaneously.
 - Players should resolve movement of units column by column from left to right.
 - Players should do their moves in tandem, 1 space at a time.
- When moving, units can move and attack at the same time.
- Units can only attack once per turn.
- All units cost 1 resource to build.

Cavalry

Range: 1

Move: 4

Infantry

Range: 1

Move: 3

Archer

Range: 2

Move: 2

- * During a turn, as long as a unit moves into Archer's range, the archer will shoot the unit.
- * Archer cannot attack one square in front of it, except when that square is occupied by enemy archer.
- * Archers can start attacking the wall when it is within range, but will also receive damage when it attacks.

Hero

Health: 6

Range: 1

Move: 3

*Heroes cannot be built using resource, but must instead be granted through Goddess' Whims

Attacking the Wall

- Walls have 6 hp
- Any unit can deal 1 damage to the wall as long as they are within range.
- Units will suffer 1 damage when they attack the wall, regardless of their position.
- When the wall hp is zero, the attacking force wins.

Starfall (Time Limit)

- The game will end in 5 turns when a huge meteor falls and obliterate the battlefield.
- If this happens, both side will lose, and the game ends.
- Extend time limit by 5 turns by having one of the player spend 2 resource.
- Victory is achieved when a player manages to destroy the opponent's wall before Starfall happens.

Goddess

- At the start of the game, a 1d4 is rolled to determine the number of turns until the goddess appears.
- The 1d4 is used as a countdown, and is subtracted in value after every turn
- Once the countdown reached 0, the Goddess Whim will happen after the deployment phase, but before the movement phase of that turn.

Goddess's Whims:

- 1d10 is rolled to determine what effect is applied to the battlefield:
 - 1 -> +3 resource to the losing side
 - 2 -> +3 resource to the losing side
 - 3 -> Hero unit is deployed on losing side
 - 4 -> Every unit in battlefield becomes Infantry(except hero)
 - 5 -> Gives a copy of every unit the losing side has to the losing side for deployment next turn
 - 6 -> 1 Damage to every unit on the winning side
 - 7 -> Disaster Strikes(*see below*)
 - 8 -> 1 Damage to every unit on the winning side
 - 9 -> Gives a copy of every unit the losing side has to the losing side for deployment next turn
 - 10 -> Hero unit deployed on losing side

Losing Side/Winning Side

- To determine who is winning or losing, count the total points for each side.

total unit hp + total wall hp + no of resources = total points

- Player with the most points is the winning side, and vice versa.

Disaster Strikes

- Divide the map into 6 zones, and number them from 1 - 6.
- Roll a 1d6, the result would cause any unit in that zone to be destroyed.