Materials needed for play:

-> Rulebook (below)

-> Card deck (cards listed below)

-> Game board (picture attached below)

-> Game pieces (picture attached below)

-> Dice (1-4 needed, pictured below)

-> Cheat Sheet (1 per player, attached below)

Battle of Twilight Plains

By: Anfernee Lai and Erica Li

Last revision: 3/16/18

<u>*Win Condition:*</u>

The game is over once the enemy flag touches your side OR all of one side's units are slain

<u>*Materials:*</u>

-> One 11 x 15 tile game board

-> Eleven units with stars on them

-> One star flag

-> Eleven units with moons on them

-> One moon flag

-> One dice

-> Twelve labelled equip tiles (sword, armor, boots, stealth)

-> Deck of 54 game cards (shuffled carefully please, they are delicate!)

-> Cheat sheets, one per player

<u>*Setup:*</u>

-> Eleven units per side, 3 red, 3 green, 3 blue, 2 white arranged however you want behind the thick black lines

-> Flags placed on the respective star and moon symbols

-> Deal 5 cards to each player

-> Roll to determine who goes first

Units:

-> **11 units per side, 3 of each color, 2 white**

-> [Red]

- "Swift Cavalry" (rides on a horse)
- *Can move 3 tiles per turn*

-> [Blue]

- "Foot Soldier"
- Can move 2 tiles per turn
- *Can pass through enemy units*

-> [Green]

- "Armored Knight"
- Can move 1 tile per turn
- *Requires two successful attacks to kill (attacker must roll twice)*

-> [White]

- "Ranged Archer"
- Can move 2 tiles per turn
- *Can attack from two squares away*

Hand:

-> Each player has a hand of cards, starting with 5 cards

- **Draw one card per turn**
- **Draw one card after ally unit dies**
- If, at the end of your turn, you have more than 7 cards, discard until you are back at 7

Cards: (index listed at the bottom of the rulebook)

-> **Play as many cards as you want on your turn**

-> **Cards have an effect on the game state, influencing troops or the board itself**

Card Types

Buff:

-> Give bonuses to all or one of your units for one turn

-> Stealth card has an equip tile (even though it's a buff), make sure to use it

Curse:

-> Harms and negatively affects target enemy unit

Equip:

-> Gives bonuses to one unit until it dies

-> Place corresponding equip tile under unit to keep track of card usage

-> Equips do NOT stack, but effects can add up with buffs

-> Equips on a unit can be discarded if player wishes to give it a new one

Charity:

-> Gives tactical bonuses to the player

-> Bonuses include extra cards and/or intel on the enemy's hands

Field:

-> Affect both players for 1-2 rounds depending on the card

-> **Must be played before any other actions are taken**

-> Only one field card may be in play at once

-> One round lasts until the player of the card takes their next turn

Taking your turn:

    -> **Each turn, all troops may move and attack once (or not at all)**

- Indicate that a troop has finished their action by turning it sideways
- Moving diagonally costs two movement points
- Units cannot attack diagonally (counts as a distance of two tiles)
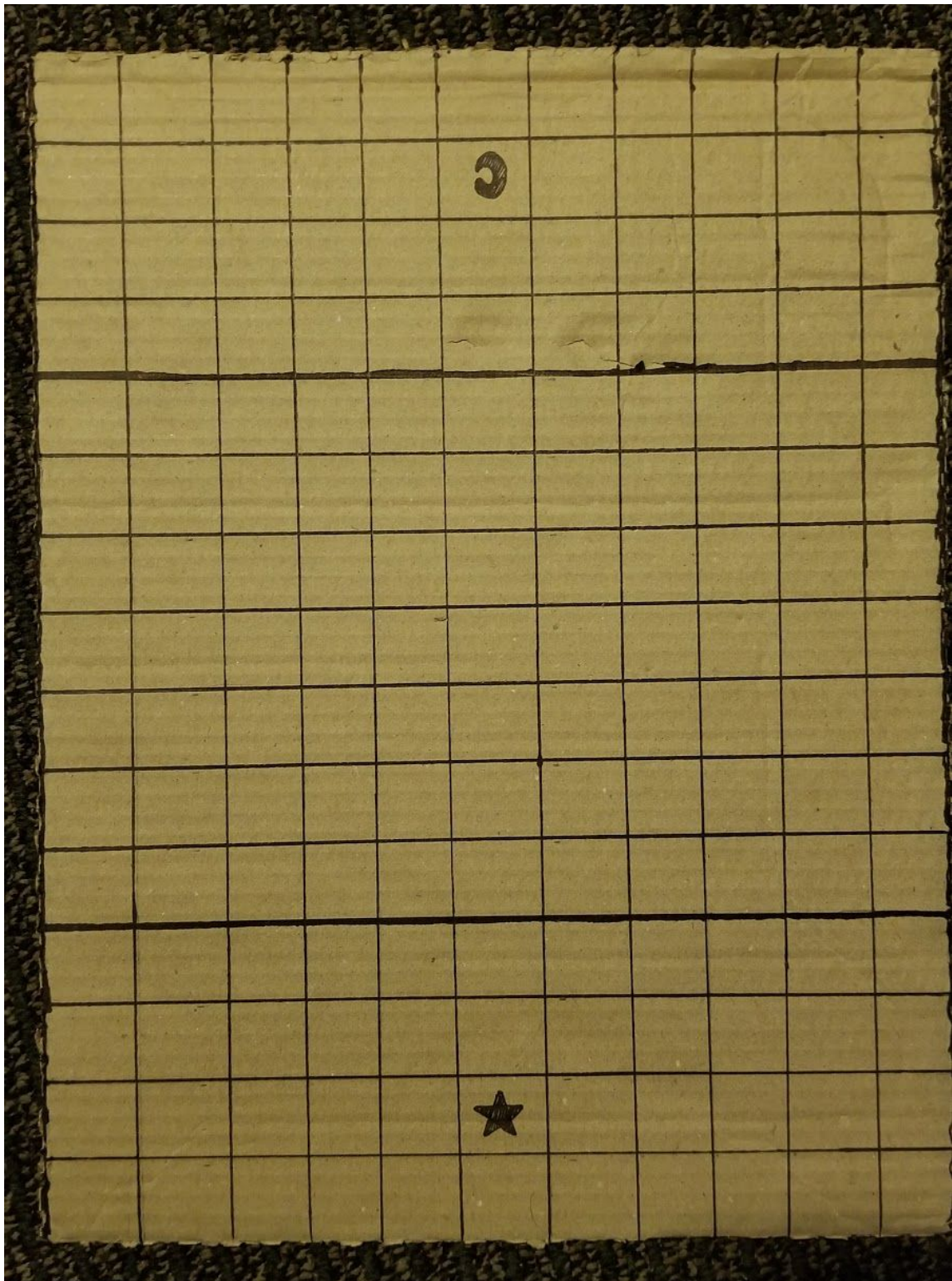   - Archers can attack diagonally if the enemy is close enough

Combat:

    -> Players roll a dice when attacking another unit

- Unless specified (white unit), units must be adjacent to initiate combat

    -> **Red beats Green beats Blue beats Red**

- White unit has a neutral chance to hit versus all other units

- If you have the advantage (Ex: Red hitting green), 66% chance of the attack going through

    [Roll a number above 2] >>>>> **{ 3 , 4 , 5 , 6 }**

- If advantage is neutral (Ex: Red hitting red), 50% of attack going through

    [Roll a number above 3] >>>>> **{ 4 , 5 , 6 }**

- If the fight is at a disadvantage (Ex: Green hitting red), 33% chance of attack going through

    [Roll a number above 4] >>>>> **{ 5 , 6 }**

Cards Index:

- **Haste:** ~buff~ for one turn, all your units move one extra tile (x3)

- **Boots of Swiftness:** ~equip~ target unit moves one extra tile (x3)

- **Shields Up:** ~buff~ for one turn, all your units roll twice when defending (x3)

- **Really Hard Armor:** ~equip~ target unit will roll twice when defending (x3)

- **Enrage:** ~buff~ for one turn, all your units roll twice when attacking (x3)

- **Really Sharp Sword:** ~equip~ target unit will roll twice when attacking (x3)

- **Second Wind:** ~buff~ target unit can move and attack again (x3)

- **Rally:** ~buff~ ally unit teleports to flag (x3)

- **Reinforce:** ~buff~ teleport next to an ally who is two or less squares away (x3)

- **Stealth:** ~buff~ for one turn, target unit is unable to attack/cannot be attacked (x3)

- **Thief:** ~charity~ enables user to randomly steal a card from opponent (x3)

- **Lucky Encounter:** ~charity~ draw two more cards (x3)

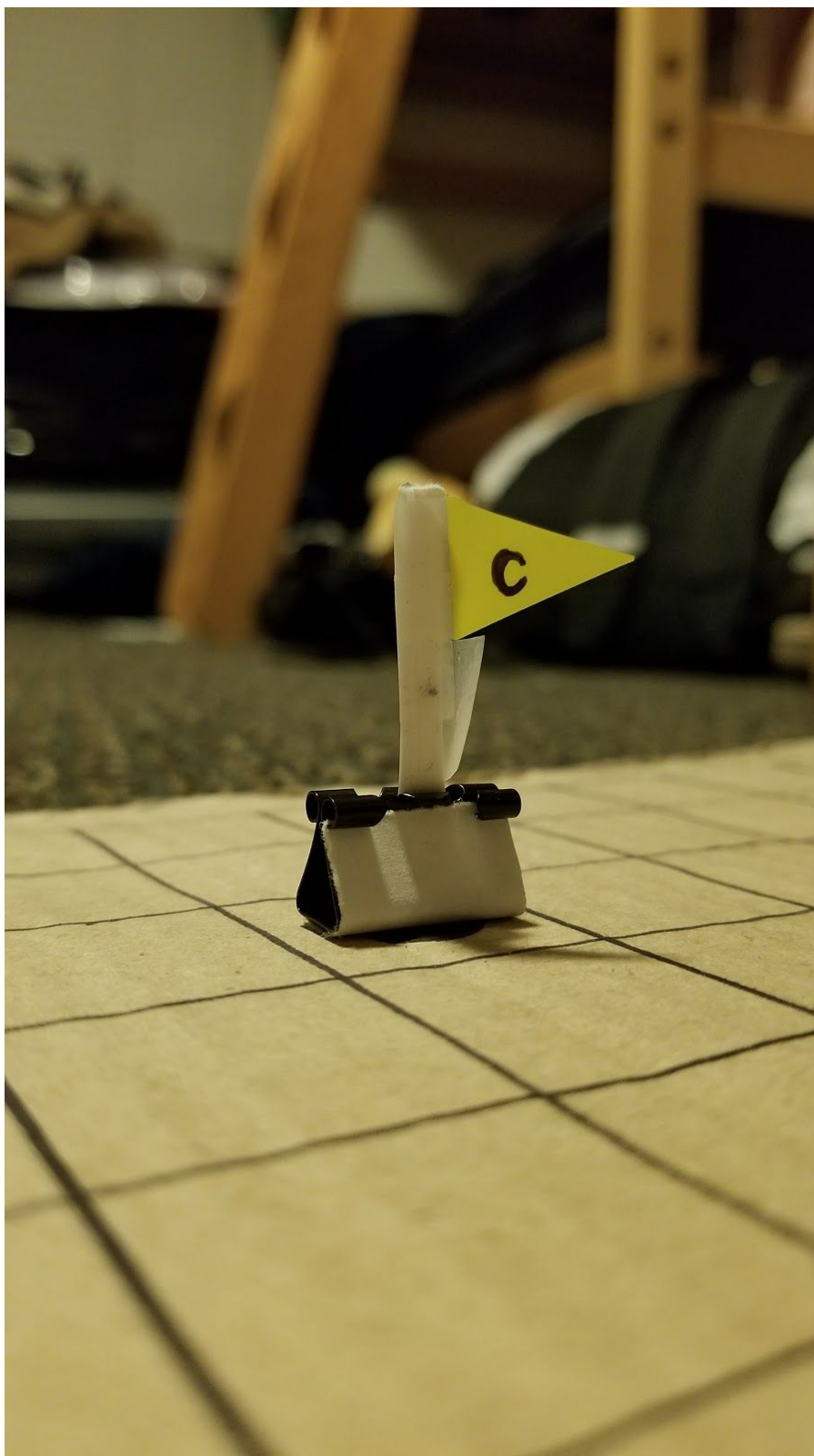- **Swap:** ~charity~ swap all cards with opponent (x3)

- **Report:** ~charity~ see the opponent's hand this turn (x3)

- **Smite:** ~curse~ target enemy unit dies if you roll above 4 (x3)

- **Fatigue:** ~curse~ target enemy unit cannot move for two turns (x3)

- **Heavy Wind:** ~field~ arrow fire is disabled for two rounds (x1)

- **Heavy Rain:** ~field~ knights are unable to move for two rounds (x1)

- **Forest Fire:** ~field~ cavalry reduced to one movement for two rounds (x1)

- **Mudslides:** ~field~ foot soldiers reduced to one movement for two rounds (x1)

- **Cease Fire:** ~field~ all units are unable to attack for one round (x1)

- **Bloodlust:** ~field~ all units add 1 to whatever they roll when attacking or defending (x1)
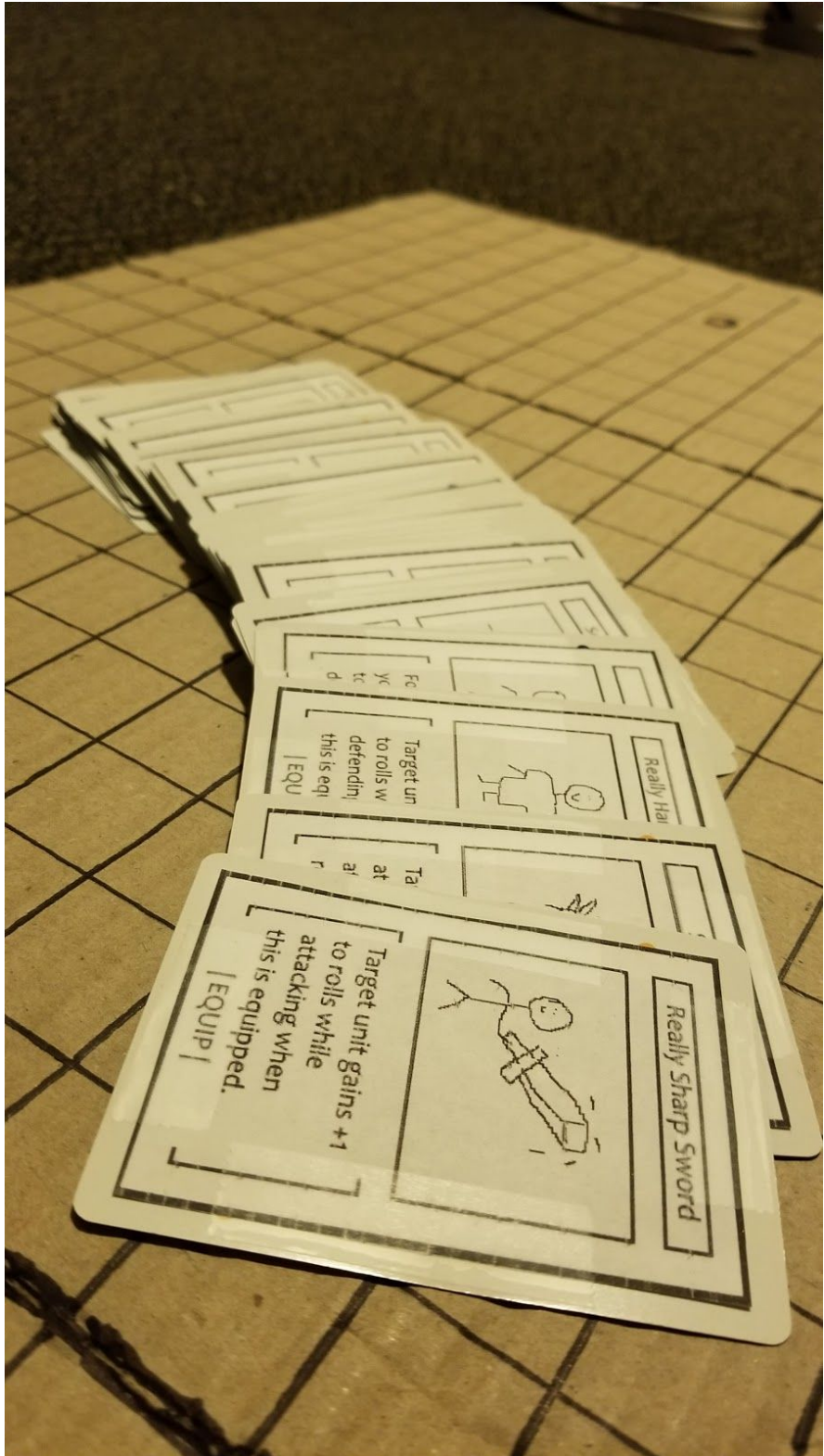
Really Sharp Sword

Target unit gains +1
to rolls while
attacking when
this is equipped.

| EQUIP |

Really Hai...

Target un...
to rolls w...
defending...
this is eq...

| EQU

CHEAT SHEET

Armor Knight: Can move one tile
Specialty: Takes two rolls to defeat

Foot Soldier: Can move two tiles
Specialty: Can move through enemy units

Cavalry: Can move three tiles

Archer: Can move two tiles
Specialty: Can attack from two tiles away

Triangle Advantage:
   Roll higher than 2

Same unit/Archer:
   Roll higher than 3

Triangle Disadvantage:
   Roll higher than 4