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

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Win Condition:
The game is over once the enemy flag touches your side OR all of one side’s units are slain

Materials:
- 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

Setup:
- 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)
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