WarchestLite - Game Logic Flowchart

by Frederick Borges

Change player

Player draw 3 coins from bag

Has coins? — No → Change player

Has coins? — Yes → Player choose action

Player choose action

Is deploy? — No → Is claim initiative? — No → Is recruit? — No → Is pass? — No → Is attack? — No → Is move? — No → Is tactic? — No → Is control? — No → Is forfeit? — No → Set error: Invalid action received

Is deploy? — Yes → Deploy unit on board

Is claim initiative? — Yes → Has been taken this turn?

Has been taken this turn? — Yes → Set error: Initiative can't be taken

Has been taken this turn? — No → Is set to current player?

Is set to current player? — Yes → Set error: Initiative can't be taken

Is set to current player? — No → Discard facedown → Take initiative

Is recruit? — Yes → Discard facedown → Select unit from supply

Is pass? — Yes → Discard facedown

Is attack? — Yes → Select attacker unit → Selected unit can attack?

Selected unit can attack? — Yes → Discard face-up → Select unit to attack → Remove attacked unit from game

Selected unit can attack? — No → Set error: Selected unit can't attack

Is move? — Yes → Select unit to move → Selected unit can move?

Selected unit can move? — Yes → Discard face-up → Select where to move the unit

Selected unit can move? — No → Set error: Selected unit can't move

Is tactic? — Yes → Select unit to use its tactic → Selected unit has tactic?

Selected unit has tactic? — Yes → Discard face-up → Use tactic

Selected unit has tactic? — No → Set error: Selected unit doesn't have tactic

Is control? — Yes → Select unit to control a neutral location → Selected unit can control?

Selected unit can control? — Yes → Discard face-up → Control location → Has control markers?

Selected unit can control? — No → Set error: Need to be over a neutral location to control

Has control markers? — Yes → Display game information

Has control markers? — No → Set winner

Is forfeit? — Yes → Set winner → End game

Display game information