

Rules

Here is the manual of the game just in case the following explanation of the game is missing something, bear in mind that this exercise won't cover everything in the manual:

📄 [WarChest_Manual.pdf](#)

If you want to know how the tabletop game is played you can check this video:

📺 [War Chest - How To Play](#) , note that this implementation of the board game will change some rules.

Preparation of the full game

With a 9 x 9 board, there are 2 players (Crow and Wolf) and 8 unit types available (more information in the units section).

In order to start the game, a random player is chosen with 4 random unit types of the 8 possible, then the other player gets the 4 remaining unit types.

Each player starts controlling 2 of the 6 zones they need to win in their corresponding side of the board, for example:

	0	1	2	3	4	5	6	7	8
a	.	.	C	.	.	.	C	.	.
b
c
d	.	@	.	@	.	.	@	.	.
e
f	.	.	@	.	.	@	.	@	.
g
h
i	.	.	W	.	.	.	W	.	.
===== WOLF (v) =====									

Wolf player has started the game and controls zones (i,2) and (i,6), represented by “**W**” and Crow player controls zones (a,2) and (a,6), represented by “**C**” so there are 6 zones left in the board to control (“@”). Players will fight to control 4 more zones, the first who controls 6 wins, a player can control a neutral zone (“@”) or an opponent zone (“W” or “C”).

Player preparation

Each player has:

- A “bag” where all the units will be randomized. A “bag” is composed of 2 units of each unit type and 1 Royal, meaning a bag will have 9 individual units inside at the start of the

game. If your bag is empty or there aren't enough units to draw from, add the discarded units from the discarded pile back to your bag and then draw as many units you need to meet the minimum of 3 units in your "hand"

- A "hand" which will be filled with 3 random units out of the 9 initial units in the "bag"
- A "recruitment" section where a player can recruit more units into the "bag" in order to have more chances to draw a specific unit from it. A "recruitment" section is composed of the 4 random unit types attributed to the player. You can recruit units as long as there are available units to recruit of that type
- A "discard" pile where a player will discard their units
- 4 "Control tokens" at the start of the game, this can change as they capture zones There are 4 "Control tokens" because each player needs to control 4 new zones

You can picture this as a physical bag where poker chips go into. When a player starts their turn, they will draw 3 random poker chips from the bag, forming their hand.

For example, with the previous photo, the Wolf player has:

```
===== WOLF (v) =====  
Hand: Royal, Mercenary, Crossbowman,  
Recruitment pieces: Berserker = 3, Mercenary = 3, Swordsman = 3, Crossbowman = 3,  
Discard pile:  
  
Control tokens: 4
```

Wolf player has:

- A "bag" filled with Berserker, Mercenary, Swordsman, Crossbowman and Royal poker chips. So, what they have in their bag at the start of the game is:
 - 1 Royal
 - 2 Mercenaries
 - 2 Crossbowman
 - 2 Swordsman
 - 2 Berserkers
- A "hand" composed of a Royal, a Mercenary and a Crossbowman.
- A "recruitment" zone composed of 3 Berserker, 3 Mercenary, 3 Swordsman and 3 Crossbowman, so they would be able to recruit 3 of each. Every unit type has a different total amount of units to recruit
- A "discard" zone that is empty as it's the first turn
- 4 "control tokens"

How to play

Each turn, players draw a hand composed of 3 random units from their bag. They have 3 actions to perform, until their hand is empty:

- **Place:** Take a unit from your hand and place it orthogonally adjacent to one of your control zones. If you don't have any, you can't place a unit until you control one
- **Control:** Having a unit on the board over a control zone (whether it being free or controlled by your opponent), discard a unit from your hand to the discard pile and put one of your control tokens below the unit in the zone

- **Move:** Having a unit on the board and one of the same type in your hand, discard the unit in your hand to move the unit on the board orthogonally
- **Recruit:** Discard a unit from your hand to add to your bag one of the matching units from the “recruitment” zone. For example: discard a Mercenary to add another Mercenary to your bag
- **Attack:** Having a unit in the board and one of the same type in your hand, discard the unit in your hand to attack one unit of the opponent. This attacked unit gets removed from the game.
- **Initiative:** Discard any unit in your hand to gain the initiative for the next round. This means that you will be the first to play. The other player can take the initiative back in their turn if they perform this action

The first player who controls 6 zones in total wins. If your opponent has no units to recruit, no units in their bag nor their hand and no units in the board, you also win.

Annex: Unit types available

The normal game has much more to offer and twice the amount of unit types explained here, but these 8 unit types plus 1 special “unit” are the base ones:

- **Archer:** Archers are versatile units that can attack from a distance.
 - It can attack from 2 spaces, this also means diagonally
 - It can move only one orthogonal space at a time
 - There are 4 Archers units in total
- **Berserker:** Berserkers are units that feel the intense battle, so they can attack up to 2 times with one attack action:
 - It can attack up to 2 times with one attack action
 - It can move only one orthogonal space at a time
 - There are 4 Berserker units in total
- **Cavalry:** Cavalry are mobile units that can move and then attack a unit
 - It can attack from an adjacent space
 - It can move only one orthogonal space at a time, and then they may attack an enemy unit if it's adjacent within the same action
 - There are 4 Cavalry units in total
- **Crossbowman:** Crossbowmans are like archers but they can only attack in straight line
 - It can attack from 2 spaces in straight line
 - It can move only one orthogonal space at a time
 - There are 5 Crossbowman units in total
- **Knight:** Knights are one of the standard units that has no abilities, just to make the game balanced
 - It can attack from an adjacent space
 - It can move only one orthogonal space at a time
 - There are 5 Knights units in total
- **Lancer:** Lancers are ground, high reach units. They can move one or 2 spaces and then attack, but they can only attach IF they move:

- It can attack from an adjacent space **but only** if previously they moved first as an action
- It can move 1 or 2 spaces
- There are only 4 Lancers units in total
- **Mercenary:** Mercenaries are the other unit type that has no abilities
 - It can attack from an adjacent space
 - It can move only one orthogonal space at a time
 - There are 5 Mercenaries units in total
- **Swordsman:** Swordsman are the opposite of Cavalry, after they attack they can move one space
 - It can attack from an adjacent space and then they may move within the same action
 - It can move only one orthogonal space at a time
 - There are 4 Swordsman units in total

And the special "unit":

- **Royal:** The royalty doesn't go into the battlefield, but it can influence your initiative or recruit other units. There is 1 Royal unit per player in their bag at the start of the game, so they never get deleted from the game.
 - They only can be used to recruit or get the initiative
 - There are 2 Royal units in total, 1 per player