

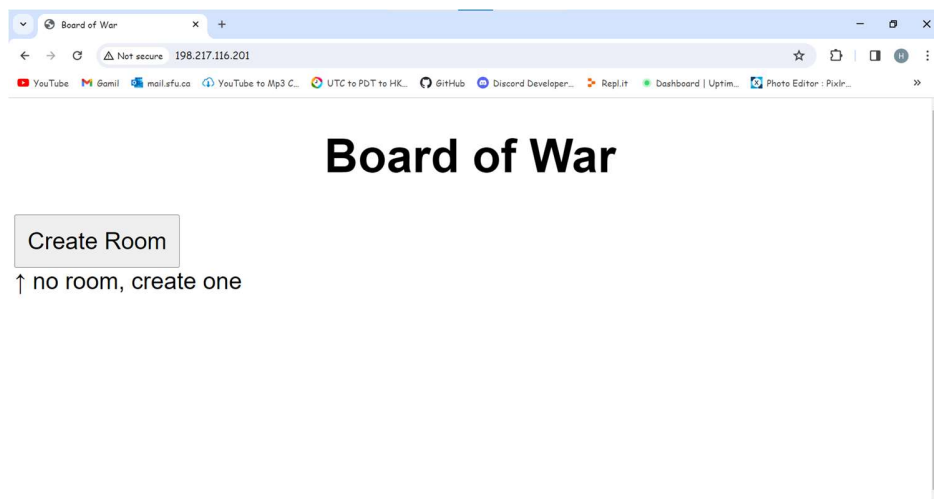
Board of War

IMPORTANT: Please do not refresh the page except for the lobby (before getting into a room)

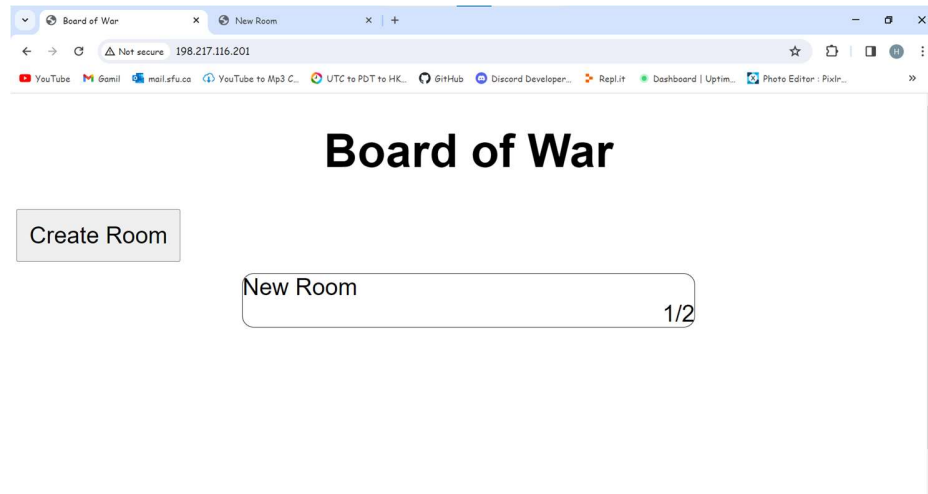
Goal: destroy the base of your opponent.

Preparation:

1. Go to <http://board-of-war.luihin903.com>
2. Either create or join a room
 - a. Click Create Room



- b. Click on existing room



Overall rundown:

1. Prepare Stage
2. Combat Stage

[Prepare Stage:](#)

In this stage, your sources will produce resources, and you can use your resources to buy cards. Click "ready" button when you want to finish your prepare stage.

Notice: Each unit on the board will be charged for 1 food when enter this stage.







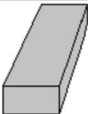





Cards:

Action: buy it to perform action in combat stage

Unit: buy it to place it in combat stage

Resource: trade unwanted resource with wanting resource

Source: buy it to produce more resources in the next prepare stage

Action	Unit	Unit	Unit
			
Move	Fighter	Archer	Cavalry
Action	Resource	Resource	Resource
			
Attack	Food	Metal	Wood
Source	Source	Source	Source
			
Resident	Farm	mine	Forest

Prices:

Card	Money	Food	Metal	Wood
Move	1	1	1	1
Attack	1	1	1	1
Food	1			
Metal	1			
Wood	1			
Resident	1		2	2
Farm	2			1
Mine	2			1
Forest	2			
Fighter	10	10		
Archer	10			10
Cavalry	10		10	

Combat Stage:

Place units and perform actions. Both players pick an action to perform (or click the "no action" button), and happens in the following order:

1. Place units
2. Move units
3. Attack units

Which means, your attack will miss if your opponent moves the target in the same turn. Both players will keep perform actions until both players don't perform any action, and that leads to the next prepare stage. Attacking the base will deal damage with the unit at the base. The first player to reach 0 hp loses.

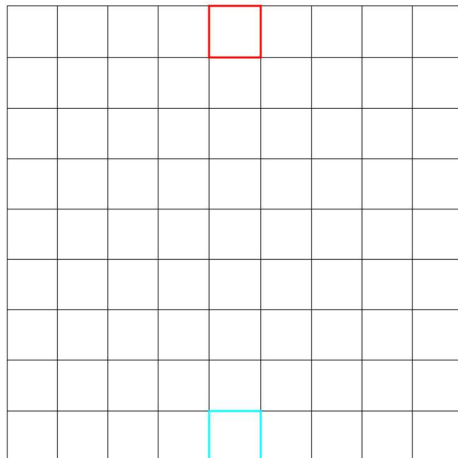
Base = spawn point

HP: Last Action:

Hin	:1000	Hin	:Move Fighter
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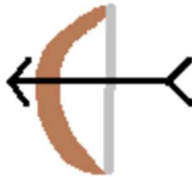

TFH	:1000	TFH	:No Action
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Board:



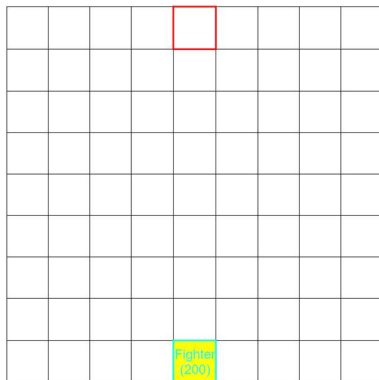
The **cyan** cell is the spawn point of your side, while the **red** cell is the spawn point of your opponent. The units you placed will and only will appear on the spawn point.

Actions to perform and units to place:

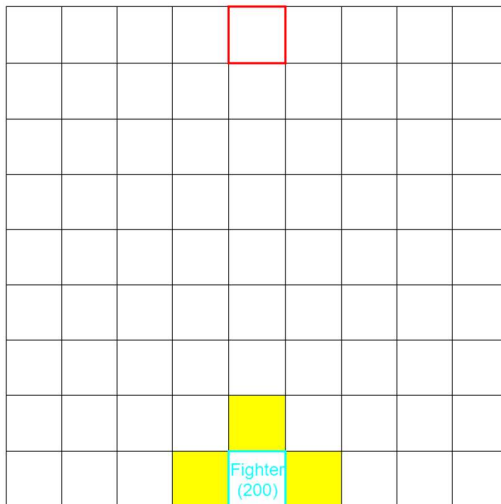
Action	Action	Unit	Unit	Unit
				
Move	Attack	Fighter	Archer	Cavalry

How move and attack work:

1. Click on the action card
2. The units available to perform the action will become yellow



3. Click on the unit you want to perform the action



4. Click on the target of moving or attacking which becomes yellow
5. Notice: if both players want to move their units to the same location, the move event will be cancelled, and the action card will be returned.

Units Stats:

Unit	Hp	Atk	Speed	Range
Fighter	200	50	1	1
Archer	100	50	1	3
Cavalry	100	50	3	1

Speed = movable distance

Range = attackable distance

Notice: unlike majority of the games, diagonal has a distance of 1.414 instead of 2.