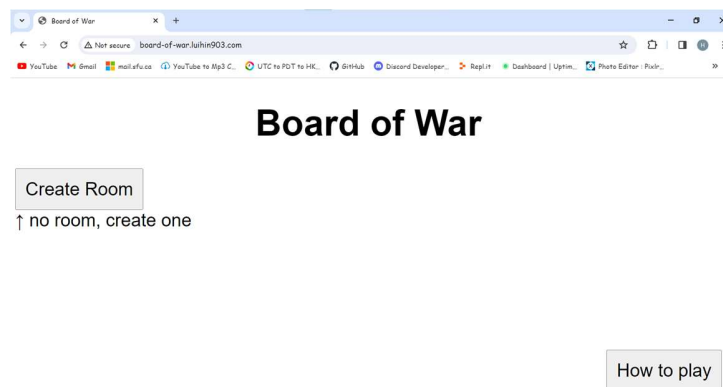# Board of War

IMPORTANT: Please do not refresh the page after getting into a room except for the lobby (before getting into a room)
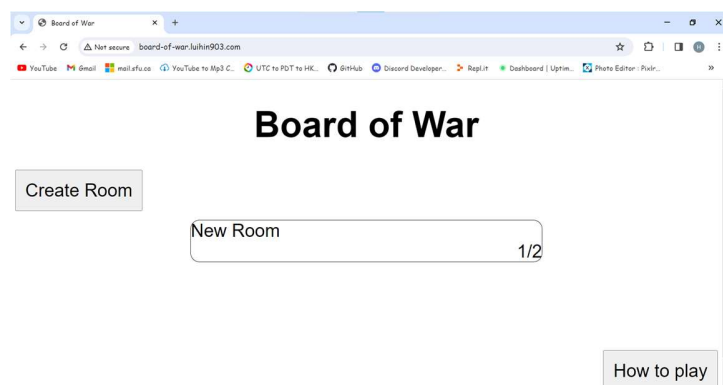
Goal: destroy the base of your opponent.

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
3. Go back to Prepare Stage

Initial setup:

15 Money, 15 Food, 10 Metal, 10 Wood, 1 Resident, 1 Farm

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 entering this stage. Running out of food will borrow from other countries (becomes negative)

Cards:

Action: buy it to perform action in the Combat Stage

Unit: buy it to place it in the Combat Stage

Resource: trade other resources with money

Source: buy it to produce more resources in the next Prepare Stage

Craft: craft a piece of armor to strengthen your unit

Prices:

Card	Money	Food	Metal	Wood
Move	1	1	1	1
Attack	1	1	1	1
Equip	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	
Craft	5		5	

Cards on your left are what you own, and the cards on your right are what you can buy/convert/trade/craft.

Top-left corner shows the status of the game.

Click "Ready" when you finish buying.

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. Equip armor
2. Place units
3. Move units
4. 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

Board:
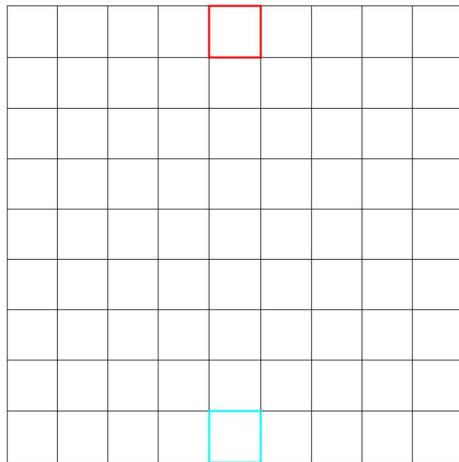
The cyan cell is the spawn point of your side, while the red cell is the spawn point of your opponent. The units you placed will and only will appear on the spawn point.
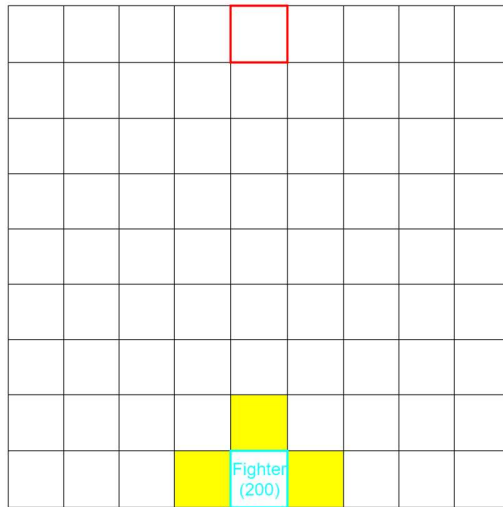
How equip work:

Once the equip action card is used, the unit at the spawn point will +100 hp.

How move and attack work:

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

Fighter
(200)
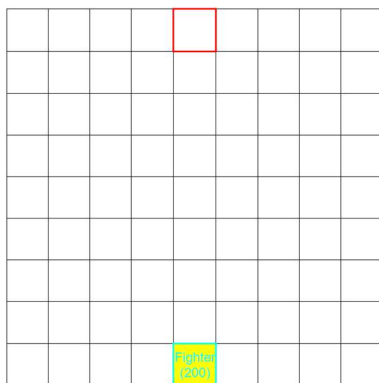
3. Click on the unit you want to perform the action

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.
6. Notice: if both players perform attack, the first person to wait will perform the action first, and dead units will not perform any action.

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.