

Warcraft:Frontline

Video: <https://youtu.be/EP9m9v6hY-E>

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A scratchy table top replica of the game WARCRAFT III.

It is a chess like game. We have cut the combat part of the game, focusing on resource management and the economy system.

There are only two races, with minor differences.

Game procedure:

**Start phase:**

1. It is a 2 player only game.
2. Each player will own half of the map by default.
3. Each player picks a race, and gets 5 workers as default according to their races.
4. Each player starts with 3 Gold and 2 Lumber in their resource repository.
5. Each player starts with a base building right next to the gold mine and forest.

**Playing phase:**

1. One player may start the action first and another player act after that.
2. In the action round, a player is free to do the following things,
  - a. Build buildings
  - b. Destroy buildings
  - c. Reallocate workers
  - d. Train unit ( each building can only do one task at the same time, you can build more than 1 barracks to train multiple units at the same time. )
  - e. Research techs
3. After each player's turn, military force will be calculated. (Please see the combat rules to get the details)
4. When both players finished their turn, the game is counted as +1 bout, and after 15 bouts, the game ends.

Resource collection: At the beginning of player's every action round, player gain resource base on the workers player had in their source area. For each worker in the source

area player gain 1 unit of that resource type. For example, if Player had 3 workers in gold mine and 2 workers in the forest when the action starts, player gets 3 gold and 2 lumber. Player can train more workers from base. Worker cost 1 gold, take 1 population and takes 1 turn to build.

**Producing Unit and Population Capacity:**

When a player wants to produce unit from barracks or produce workers from the base, he/she needs to consider the population capacity sustained by human farms, orc burrows and base. Which farm and burrow produce 5 capacity and base provide 10 capacity. The capacity will be represented as 2 D10 dice which can represent up to 99. Every time a player builds a population capacity building or trains a unit that consumes this capacity, this player need to turn the dice into the correct number that represents the capacity.

**Combat Rules**



The combat systems is based on each player’s military force.

The difference of player’s military force will decide where the frontline will be. The numbers on the grid is the default defense power, indicating how much the difference is needed to push the frontline forward. For example, as figure 1 shown, if Player A has military force 12, and player B has military force 10, A has 2 more than B, so Player A can push the frontline forward towards B. So the frontline now lands at where the red arrow is. If B increased 2 military force then the frontline gets pushed back to the blue area.

The position of frontline should change whenever there is a change on either player’s military force.

Figure 1

**Race:**

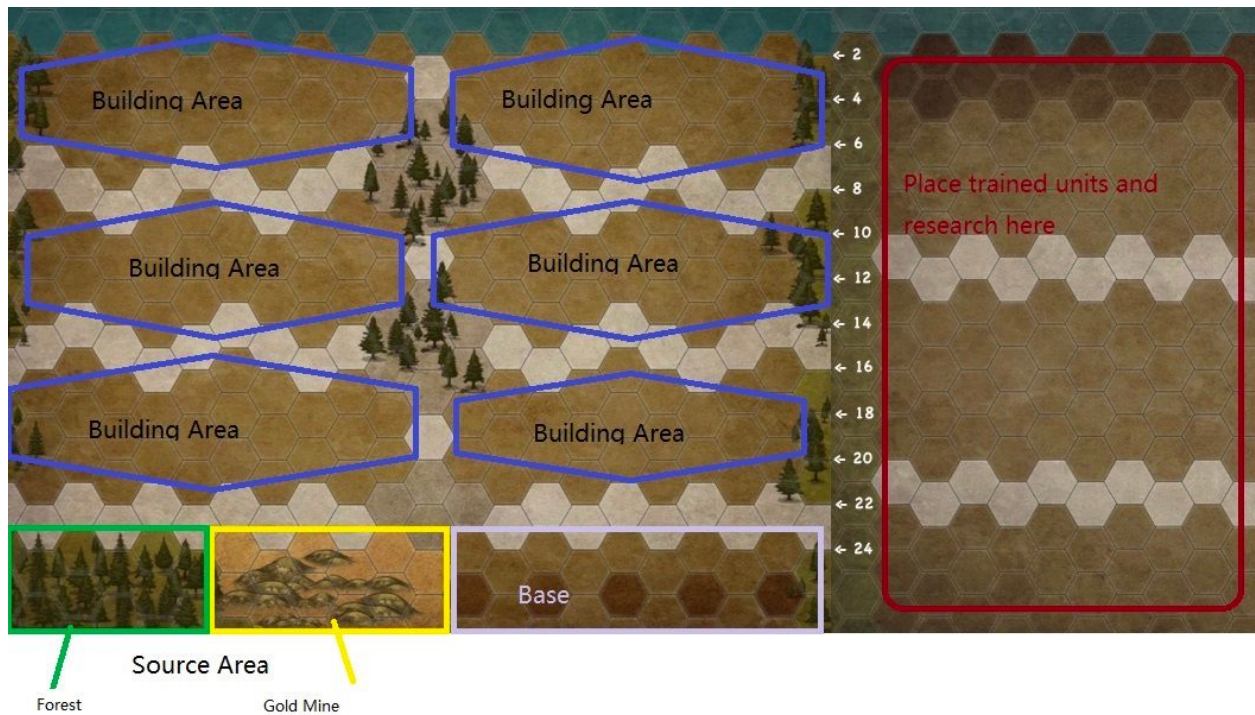
There are only 2 races in the game, Orc and Human.

Orc units: Grunt,HeadHunter,Raider. Orcs’ research cards are in red

Human units: Footman, Rifleman, Knight. Human research cards are in blue.

Grey color research are shared technologies.

Burrows are for orcs and farms are for Human.



Place workers in the source area to collect resource.

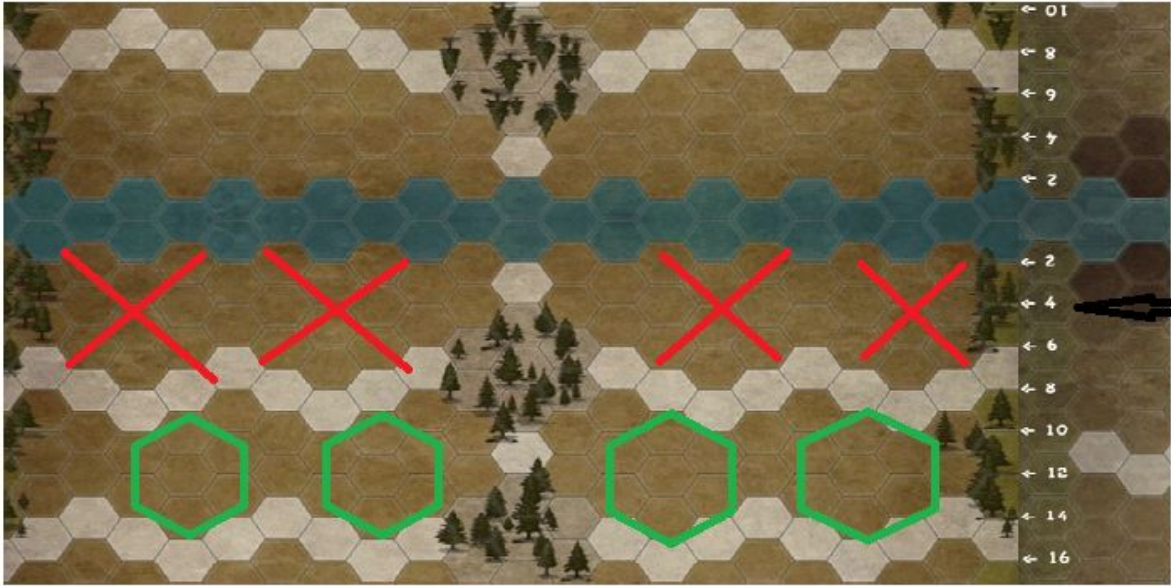
Use cubes in the game box to represent the workers.

**Winning condition:**

1. If one player pushed the front line to the base line(the grid with 24), this player wins.
2. If none of the players had pushed their frontline into the baseline, and the 15th bout is over, the game will end at this moment and calculate the points that the player earned during the game.
3. The winning point is calculated from different parts.
  - a. Researched techs.
  - b. The total frontline pushed. Each grid pushed gives the player 2 points.



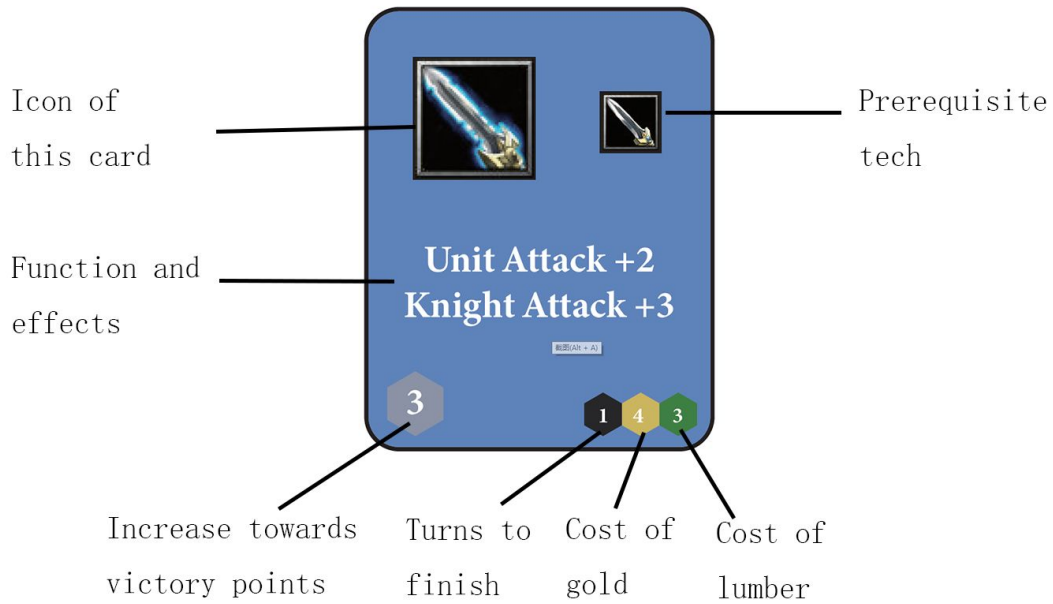
Buildings can only be built in the areas as the red shape marked on the above image. Players may only build behind the front line.



For example, if the black arrow in the above image represents the frontline, then player can not build in the area with the red X mark. Player can build at where the green hexagon area, as they are behind the front line.

# Cards:

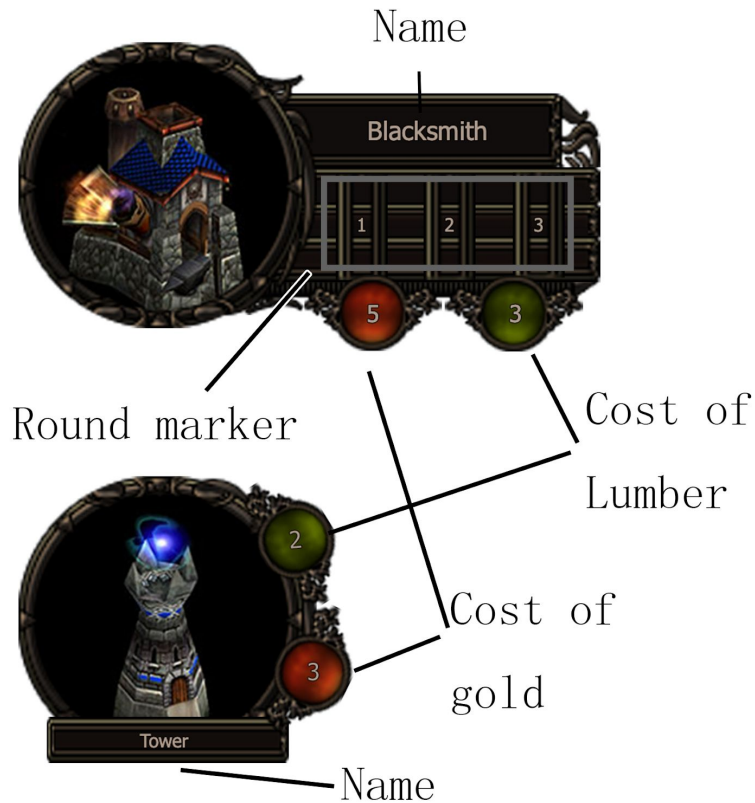
## Research cards:



## Unit Cards:



### Building cards:



The round marker are simply there to keep track of the units that are being trained by the structure.

### Building functions:

Tower provide 3 defense power. Multiple towers adds up.

farms/burrow increase population cap by 5.

Warmill/blacksmith: Research for new technologies. Player can only do research when warmill or blacksmith is built.

Barracks: train combat units

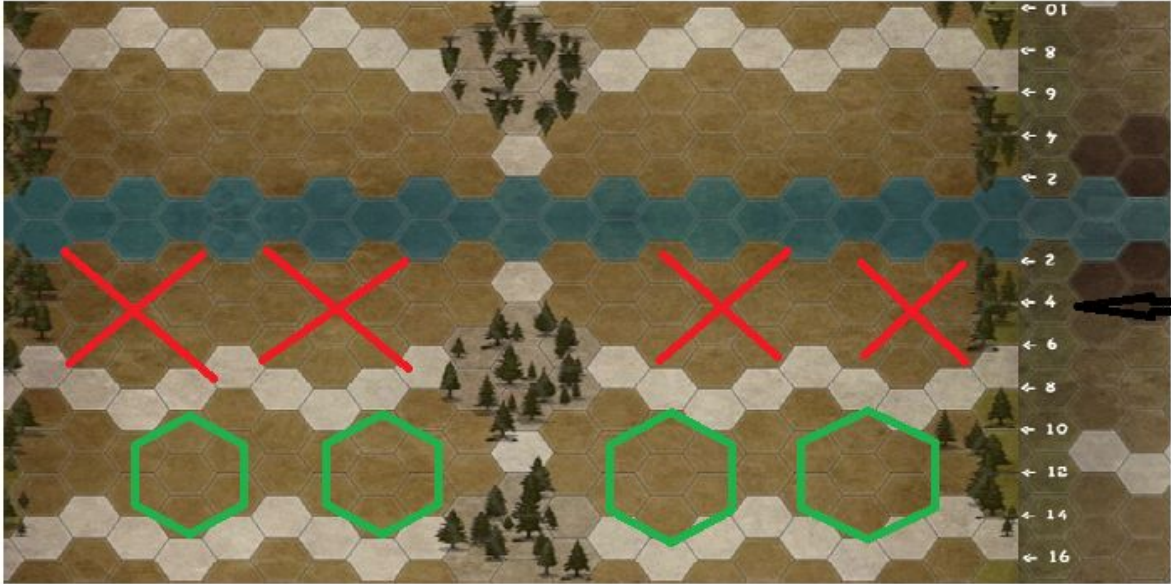
Base: Players start with a base. Can produce more workers. Each worker cost 1 gold, take 1 population and takes 1 round to produce.

Human and Orc both had one unique research. For humans, all workers can turn into militia, each contributes 1 military force, but takes one extra round before going back to work.

For orc, workers can enter burrow, each worker in burrow increase defense power by 1. Can go back to work at anytime but if the burrow is destroyed, workers in the burrow will die with it.



Buildings can only be built in the areas as the red shape marked on the above image. Players may only build behind the front line.



For example, if the black arrow in the above image represents the frontline, then player can not build in the area with the red X mark. Player can build at where the green hexagon area, as they are behind the front line.

## Destroying enemy buildings

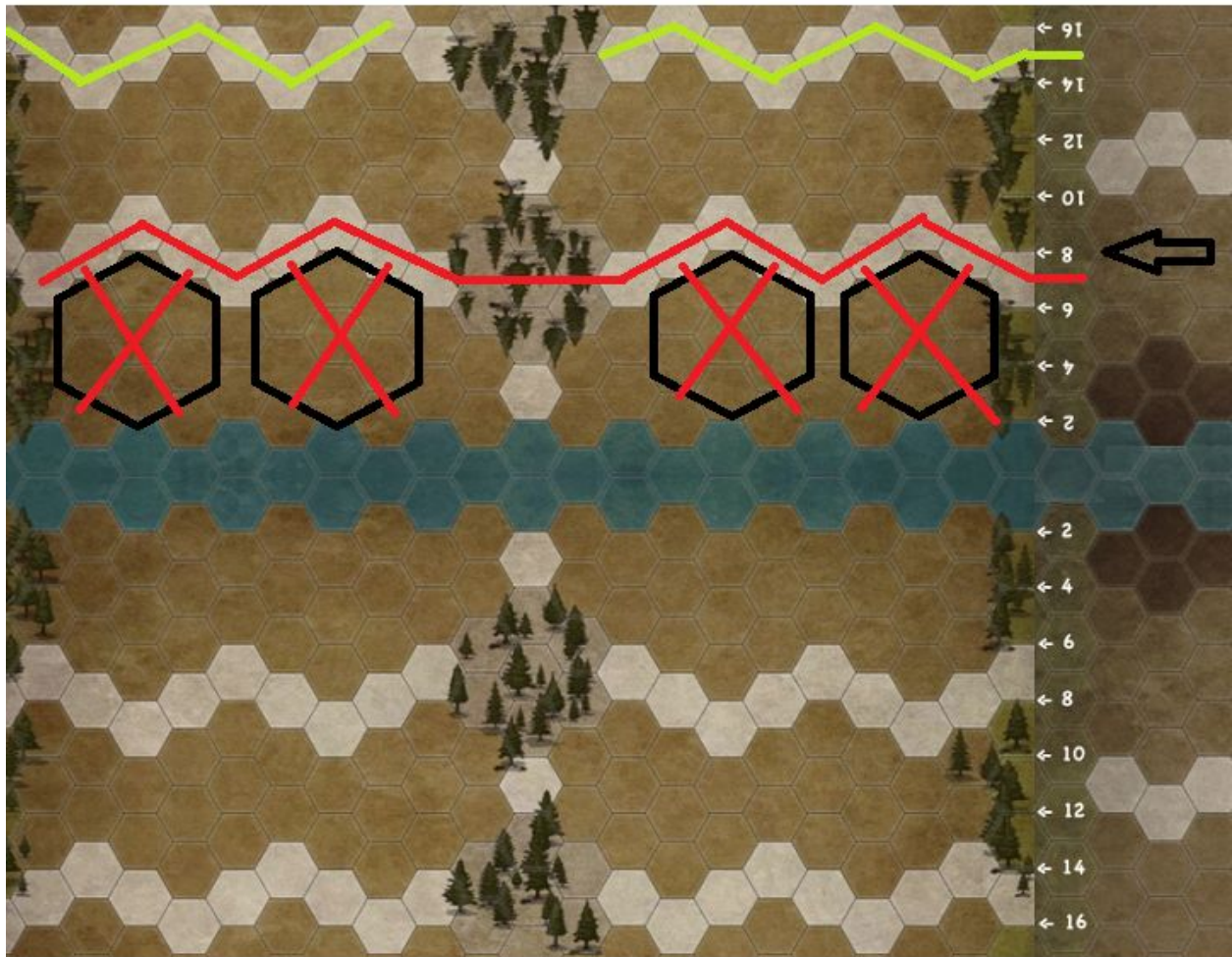


Figure 4



Line formed with white hexagons are the borders of each areas. Once frontline pushes through these lines, builds in front of the lines are destroyed. As Figure 4 shows, if the frontline is pushed to where the black Arrow is, buildings in the black hexagons with red marks are destroyed, and because these area are behind the front line now, we can now build in these areas.



## Defense Power



Figure 5

The numbers on the right indicates default defense power. Can be increased with buildings and research. For example, every watch tower build increase defense power by 3 in that area. There are research that can increase all building's defense power. Defense power provided by buildings only increase the defense power in that area, as figure 5 shows.

There is a tower build in the black hexagon, so the grids in that area gets +3, meaning the enemy have to get 5/7/9 to push the front line towards these areas. All other grids are unchanged.

Note that in the grid where the red arrow is pointing at, it has a number of 8, but the previous grid has a higher defense power. However, enemy player can not skip to that grid without passing through the previous grid. Meaning if enemy player had 18 military power and we had 10, with difference of 8, enemy player can only push the frontline to the grid with the green mark. If the other player had 19, then the frontline is pushed to the grid with red arrow.