



Wartime

A real-time war game!

Valyance and Firebrand have gone to war! Units clash in the skirmishes, but the fight is gritty: you have little time to think and plan as sand timers dictate the activation of your units.

When a unit moves, attacks, cast spells, or uses a special ability, a sand timer is flipped. The unit cannot be used again until the sand timer is drained and then that sand timer, or another sand timer, can be used to activate the unit again. Manage your sand timers, as well as your unit actions, wisely.

Sand timers come in different times – 30 seconds, 60 seconds, 90 seconds. Scenarios use other timers in time-sensitive missions.

Scenario-based play, with branching missions depending on the outcome of the previous mission.

Configure your own units to fight in player designed missions or mix up the unit configurations when playing the game's missions.

Contents: 12 sand timers, 40 unit tokens per side, terrain hexes, board, 20 stands and 50 cards.

Play Time: 10 mins

For additional images visit: https://wizkids.io/wartime_game



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Sellable Unit	Wartime	Item #	72810
UPC	634482728109		
Expected Release	Sep 27, 2017	Orders Due	Mar 14, 2017
Master Carton Pack	6 units per master carton	Inner Carton Pack	0 units per inner carton
Has Hang Tab?	Yes	Case Size (inches)	19.5L x 13W x 13H
Case Gross Wgt (lbs)	39	Country of origin	China

