

Time Hammer Examples Pages

These pages are meant to support all Time Hammer rules books. Pages are in chronological order.
1-5 Happen in round one.

Page 6 and 7, skips Round 2 and goes directly to Round 3. Page 6 & 7 focus on attacks and their results.

All pages have ledgers to show beginning and ending states of the page they are on.

Leaders are at the start of a round, a turn or a phase.

Start of	Orange	Cards	0	Acts	0	Jams	0	Agents	0
Turn	White	Cards	0	Acts	0	Jams	0	Agents	0

Leaders are at the end of a round, a turn or a phase.

End of	Orange	Cards	1	Acts	0	Jams	0	Agents	3
Phase	White	Cards	1	Acts	0	Jams	0	Agents	2

The ledgers are there to help you and me keep track of Orange and White/ Cards (*in their Hand*)/ Acts (*their available actions*)/ Jams (*their available Jamais'*) / Agents (*they have in play, on decades*).

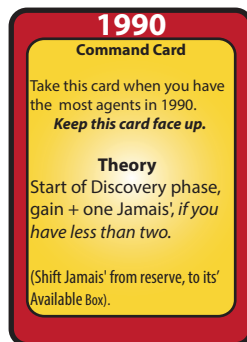
So the ledger on the bottom of page 1 would read for Orange: Cards (5 cards)/ Acts (2 actions)/ Jams (2 Jamais') / Agents (1 Agent in play).

So the ledger on the bottom of page 1 would read for White: Cards (6 cards)/ Acts (0 actions)/ Jams (0 Jamais') / Agents (0 in play).

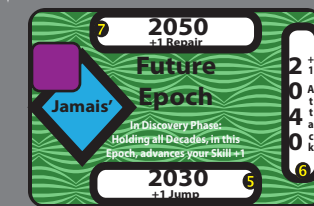
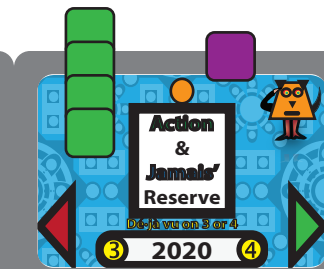
End of	Orange	Cards	5	Acts	2	Jams	2	Agents	1
Phase	White	Cards	6	Acts	0	Jams	0	Agents	0

PG1	Start of	Orange	Cards	6	Acts	0	Jams	1	Agents	0
	Round	White	Cards	6	Acts	0	Jams	1	Agents	0

In Setup 4 Actions & 1 Jamais' are placed in Orange & White 2020 reserve as well as, 1 Jamais' in their future Epochs, to show it is available to them. A 2050 Hammer is in Dé-jà vu. Game is set at four rounds. "Nice!"

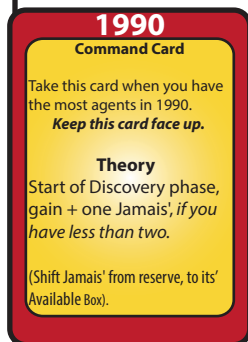


Round 1: **Oranges' Prep Phase**
Orange can set Fido on any decade (due to no Orange agents in play) & sets FIDO on 1990, taking Command. Gain a skill: Shift historian from 1 to 2.

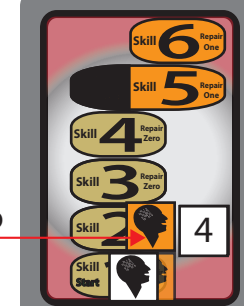
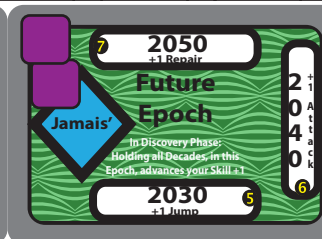
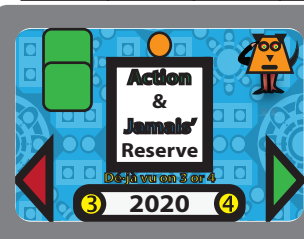


In Oranges' Discovery Phase

Orange gets 2 Actions & 1 Jamais', due to, 1990 command. Next they draw for skill & get a Flux of **zero**, matching the 1990 ID, which they hold. They would get a +1 skill but, White uses Jamais' to force a reboot, which is a Flux of **2**, matching 2010. Instead of using Jamais', Orange saves them by accepting the result. Now Orange must chose any available asset, and picks **Draw Bonus**. Hammer cards drawn for Flux/Stasis, do not cause *Time Hammers*. Once used, always add Hammers to Dé-jà vu.



End of	Orange	Cards	5	Acts	2	Jams	2	Agents	1
Phase	White	Cards	6	Acts	0	Jams	0	Agents	0

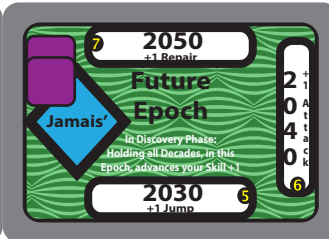
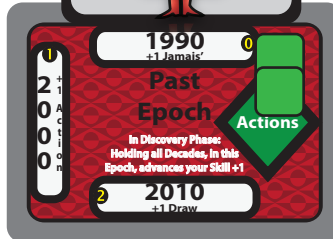
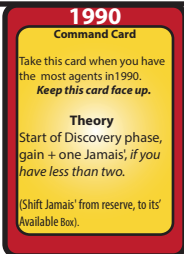
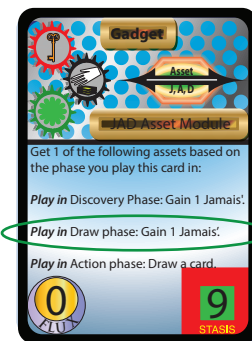


+1 Due to Prep

Start of	Orange	Cards	5	Acts	2	Jams	2	Agents	1
Phase	White	Cards	6	Acts	0	Jams	0	Agents	0

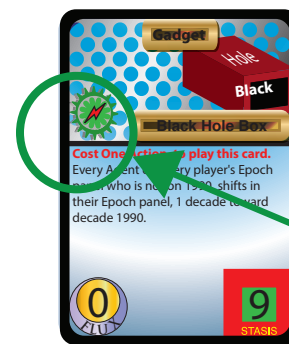
Round 1: *Oranges' Draw Phase*

Orange holds 5 cards & discards one card. Holding 4 cards & 1 Draw Bonus, they will draw 3 more to hold 7. During Oranges' Draw phase White plays "Asset Module" gadget to get one Jamais'. Finally Orange completes their draw phase with a hand of 7.

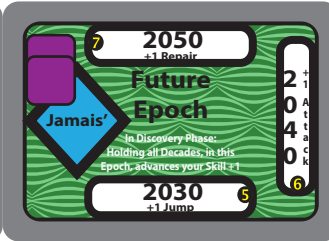
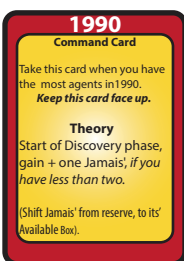


Round 1: *Oranges' Action Phase*

Orange uses 1 action & 1 card to set Buzz on 2010 and taking command. Holding two decades allows Orange to set Flash on 2020 with zero card cost & 1 action. Orange is out of Actions and buys an **action**. They keep their Jamais' & discards 3 cards. Now they can play Black Hole Box shifting Buzz to 2000 and Flash to 2010. Orange commands all past decades. If White had agents in play it could have affected them as well. Orange now passes their turn to White.



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Cost to Play



End of	Orange	Cards	0	Acts	0	Jams	2	Agents	3
Turn	White	Cards	5	Acts	0	Jams	1	Agents	0

Cost to Play

Cost to Play

PG3 2010 and 250 are in Dé-jà vu.



Start of	Orange	Cards	0	Acts	0	Jams	2	Agents	3
Turn	White	Cards	6	Acts	0	Jams	1	Agents	0

Round 1: *Whites' Prep Phase*

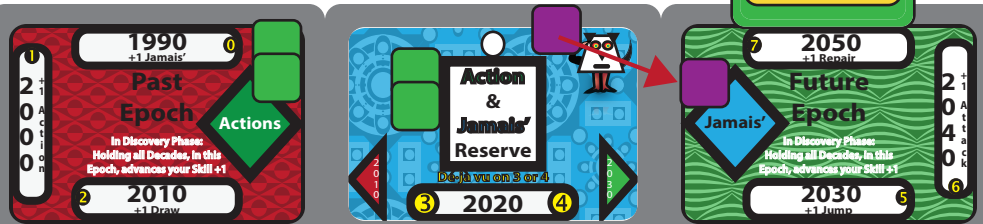
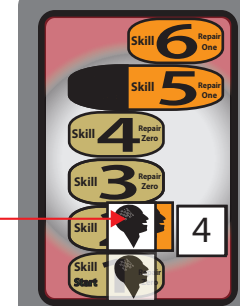
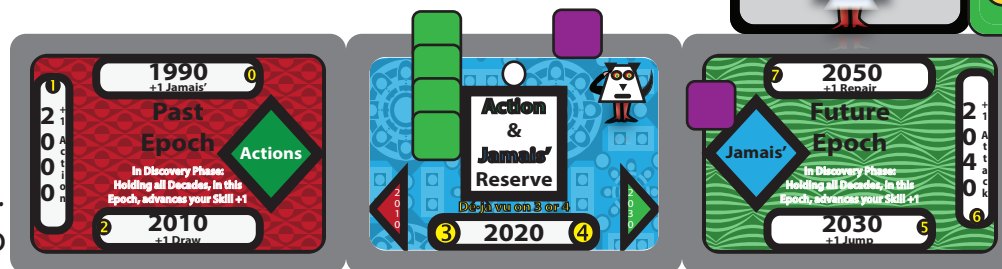
White can set FIDO on any decade (due to no White agents in play) & sets FIDO on 2050, taking command. Gain a skill: Shift historian from 1 to 2.



In Whites' Discovery Phase

White gets 2 Actions. Next they draw for skill & get Flux of **four**, matching a 2020 ID (*no Skill*). They pick the **Jamais' asset**. Flux of **four**, also causes Dé-jà vu to be drawn and it's a 2050 Hammer. Decade 2050 is held by Lady so the Hammer must be repaired. Since only one agent is in 2050 the LV remains 8. Since White has +1 repair due to its Command of 2050 White needs a 7 or more Stasis to get an 8 (7 + 1) to repair it. White draws a Stasis of 7. Just enough to repair, but Orange uses Jamais' for a Reboot. White draws Stasis of "P" (for Paradox), resolving but not repairing (*no +1 skill*) the Hammer. Return Hammer to Dé-jà vu & no Jamais' can be used for the rest of Whites' turn. OUCH!

Compensation: Get Asset



End of	Orange	Cards	0	Acts	1	Jams	1	Agents	3
Phase	White	Cards	5	Acts	2	Jams	2	Agents	1

+1 Due to Prep

Round 1: Whites' Draw Phase

End of Phase	Orange	Cards	0	Acts	0	Jams	1	Agents	3
	White	Cards	5	Acts	2	Jams	2	Agents	1

For sake of example, Ignore on pg 3: this turn is in Paradox. White holds 5 cards & discards one. Holding 4 cards and no Draw Bonus White, will draw until they hold 6. On their 2nd draw White reveals a 1990 Hammer which is held by Rusty (see page 3) so the Hammer must be repaired.

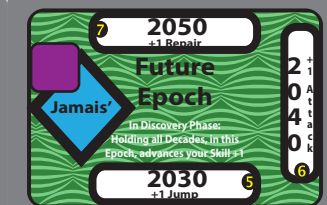
Since only one agent is in 1990 the Hammer LV remains 8. Since Orange has zero repair they need 8 or more Stasis to repair the Hammer & draw a Stasis of 9. That is more than enough to repair it, but White uses a Jamais' to Reboot Stasis and gets 3. Orange now uses a Jamais' to reboot the 3 Stasis and gets a Stasis of 6 (6+0), a fail. With no Jamais' left, Orange must accept the result. Rusty is sent to 2020 (not discarded) and the Hammer shifts to 2000.

Note: Losing Rusty stopped Orange from getting guaranteed +1 skill (in thier Discovery Phase) for holding all 3 past decades. 2000 is held by Buzz so the Hammer must be repaired. Since only one agent is in 2000 the Hammer LV remains 8.

Failure to repair Hammer shifts it towards to 2020.

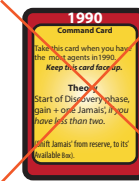


Orange need 8 or more to repair and draws a 9 Stasis. White uses their last Jamais' to Reboot Stasis and gets a 2nd 8. With no Jamais' left, White accepts the result. Only Orange was in 2000, so they alone get +1 skill. Put Hammer in Déjà vu. now completes their Draw to 6.



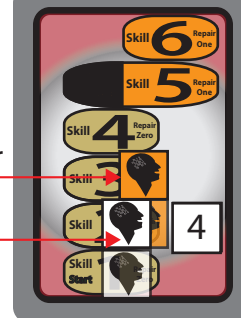
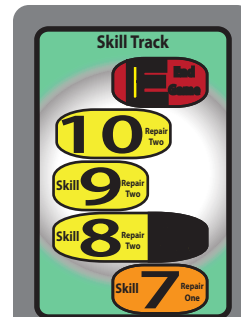
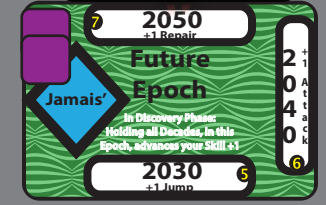
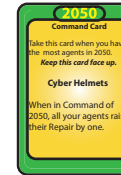
Sent to 2020 & Orange lost command of 1990.

End of Phase	Orange	Cards	1	Acts	0	Jams	0	Agents	3
	White	Cards	6	Acts	0	Jams	0	Agents	1



+1 Due to Repair

+1 Due to Prep



PG5 Round 1: Whites' Action Phase

Start of Phase	Orange	Cards 1	Acts 0	Jams 0	Agents 3
Phase	White	Cards 6	Acts 0	Jams 0	Agents 1

White Recruits Geek on 2020 for one action only. White uses a Jump card and their last action to Jump Geek from 2020 to 1990. The distance is three so Geek needs a result of 3 or more to get to 1990 and draws a Flux of 2 plus their +1 Jump bonus, gives Geek a result of three (that was close). White places Geek on 1990 and takes command. White still has 4 cards left. They chose to buy an Action an use it to put Geek "On Guard".

Whites' turn is over and next round begins with Oranges' Prep Phase and turn die to 3



1990
Command Card

Take this card when you have the most agents in 1990. Keep this card face up.

Theory
Start of Discovery phase, gain + one Jams, if you have less than two.
(Shift Jams from reserve, to its available box)



Human Agent

Must hold 1 or more decades or use 1 card to set this Agent on 2020 in your Epoch panel. Players are limited to five Agents in play. Geek cannot stay out of an electronics store. Geek was killed while leaving one in: 2020 2030 2040 and 2050.

Geek

1 STASIS 8



2050
Command Card

Take this card when you have the most agents in 2050. Keep this card face up.

Cyber Helme

When in Command 2050, all your agents get their Repair by one.



Recruit Bot

Use 1 card, to set on any decade. If lost put in owners hand.

Players are limited to 5 Agents in play. If you have no Agents go to: Prep Phase, Roll Call step.

Lady



1990
+1 Jams

Past Epoch

In Discovery Phase: Holding all Decades, in this Epoch, advances your Skill +1

2010
+1 Draw



Action & Jams Reserve

0-4 vu on 3 or 4

2020
4



2050
+1 Repair

Future Epoch

In Discovery Phase: Holding all Decades, in this Epoch, advances your Skill +1

2030
+1 Jump



Jump

Action Jump: Return Action then use this card to Jump (move) your Agent in your Epoch Panel, to another decade. Escape Jump: If an attack on your Agent is punched you may

+



Human Agent

Must hold 1 or more decades or use 1 card to set this Agent on 2020 in your Epoch panel. Players are limited to five Agents in play. Geek cannot stay out of an electronics store. Geek was killed while leaving one in: 2020 2030 2040 and 2050.

Geek

1 STASIS 8

Cost to Jump



+



Cost to Play Geek



2000
Command Card

Take this card when you have the most agents in 2000. Keep this card face up.

Wealth & Influence
Start of Discovery phase, gain + one Action.
(Shift Action from reserve or "On Guard Agent", to its Available box)



Robot Agent

Use 1 card to set this Agent on any decade. Players are limited to five Agents in play.

Buzz was made from spare parts and a 42cc chain saw.

Buzz

2 STASIS 7



1990
+1 Jams

Past Epoch

In Discovery Phase: Holding all Decades, in this Epoch, advances your Skill +1

2010
+1 Draw



Action & Jams Reserve

0-4 vu on 3 or 4

2020
4



2050
+1 Repair

Future Epoch

In Discovery Phase: Holding all Decades, in this Epoch, advances your Skill +1

2030
+1 Jump



2010
Command Card

Take this card when you have the most agents in 2010. Keep this card face up.

Raw Materials
Start of Discovery phase, gain one Draw Bonus.
In your Draw phase, draw one extra card per Draw Bonus gained, raising your final hand to 10 cards or more.



Human Agent

Must hold 2 or more decades or use 2 cards to set this Agent on 2020 in your Epoch panel. Players are limited to five Agents in play.

Flash has a PhD in Stasis Photography. He joined the temporal struggle for the photo ops.

Flash

5 STASIS 4



Recruit Bot

Use 1 card, to set on any decade. If lost put in owners hand.

Players limited to 5 Agents in play. If you have no Agents go to: Prep Phase, Roll Call step.

Rusty



Skill Track

10 Repair Two

9 Repair Two

8 Repair Two

7 Repair One



Skill 6 Repair One

Skill 5 Repair One

Skill 4 Repair Zero

Skill 3 Repair Zero

Skill 2 Repair Zero

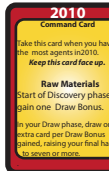
Skill 1 Repair Zero

End of Turn	Orange	Cards 1	Acts 0	Jams 0	Agents 3
Turn	White	Cards 1	Acts 0	Jams 0	Agents 2

PG6



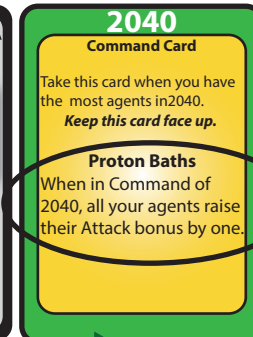
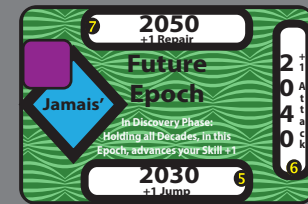
Cost to Play



Start of Phase	Orange	Cards 6	Acts 4	Jams 1	Agents 3
	White	Cards 3	Acts 0	Jams 1	Agents 3

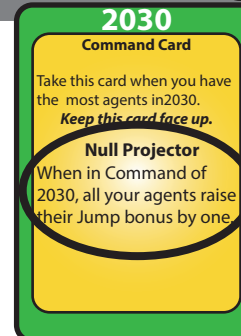
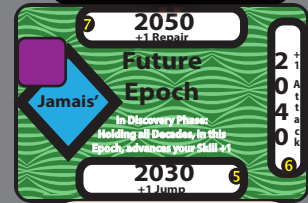
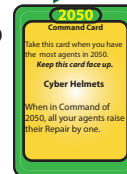
Round 3 (Round 2 Skipped): Orange Action Phase

Orange sets Robby on 1990, using 1 action & 1 card (1990 Command remains White). Using Robby in 1990, Orange readies an attack (one action) on Geek (also in 1990) and draws a 2000 Hammer with a Flux of one.



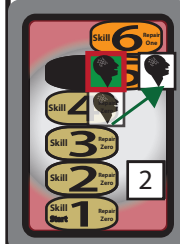
Geek Escape Jumps to 2050 which is also a Long Jump.

On Guard



Orange calls off the Attack because an attack result of 2 (Flux of 1/ +1 "A0"/ +1 for 2040) is weak. Because the **Flux Card** is a Hammer it cannot go in their hand. Orange instead will get a Jamais'. The Hammer is put in Dé-jà vu. Orange readies a 2nd attack (one action) and gets a flux of 5. Orange Launches the Attack (totaling 6) face down. White uses *On Guard cube* to Escape Jump (no Jump Card) to Long Jump to 2050 and gets a flux of 4/ +1/ + 1 for 2030 Jump bonus making a result of six which is the actual distance to 2050 in decades (and a success). Orange reboots (last Jamais') to get a Flux of zero Jump Card (a fail). White now reboots (last Jamais') to get a flux of 7 successfully Jumping to 2050 and gaining a skill (now equal to Orange). White escaped so Orange won & keeps their flux card. Also due to majority, Orange takes command of 1990 and uses 1 action to put Robby *On Guard* and three cards to buy one Jamais'.

End of Phase	Orange	Cards 2	Acts 0	Jams 1	Agents 3
	White	Cards 3	Acts 0	Jams 0	Agents 3



5

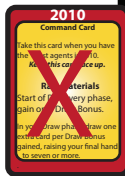
Round 3: **White Action Phase**

Action 1: White Jumps Geek to 2040 (who needs a Flux of zero or more, due to Geeks' J1 bonus and the 2030 bonus).

Action 2: Geek Readies an Attack on Rusty & gets a 5 Flux + A0 = 5. White places it face up to Launch. Orange stands & draws flux of 1, reboots (last Jamais') to get a 5 Flux + A0 + 1 for 2040 = 6, a win for Orange? White plays Flux Module & reboots their 5 Flux to get a 6 Flux + A0 = 6, a tie (attackers win ties) so Orange loses the Attack and returns Rusty to their hand. Since White won the attack they keep their Flux card & take command of 2040. White buys a Crucial Jump for Zeus to jump from 2030 to 2010 and draws a flux of zero/ +J1/ +2030 bonus = 2, just enough to get to 2010.

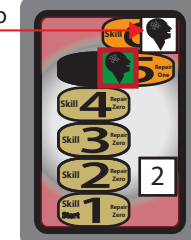
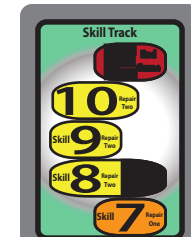
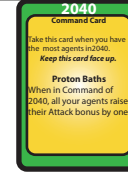
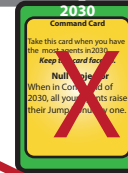
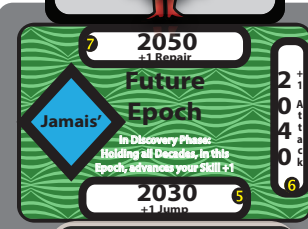
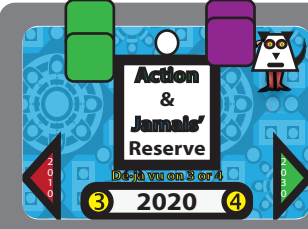


On Guard



White buys an action with 3 cards so Zeus can Attack Flash & draws a Flux of 3/ +J1/ +1 for 2040 bonus, for a result of 5 and launches face up. Orange has a Jump card, but does not Escape Jump and chooses to Stand & draws a flux of 3 + J1 = 4, losing the attack and Command of 2010. White gets their flux card and passes turn. One more round!

Start of Phase	Orange	Cards 2	Acts 0	Jams 1	Agents 3
	White	Cards 6	Acts 2	Jams 0	Agents 3



End of Round	Orange	Cards 2	Acts 0	Jams 0	Agents 2
	White	Cards 1	Acts 0	Jams 0	Agents 3

+1 Due to Prep