

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 **(yet to be made)**, skips Round 2 and goes directly to Round 3.

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	1	Acts	0	Jams	0	Agents	3
Turn	White	Cards	1	Acts	0	Jams	0	Agents	2

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

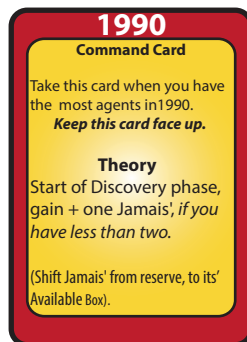
End of	Orange	Cards	1	Acts	0	Jams	0	Agents	3
Phase	White	Cards	1	Acts	0	Jams	0	Agents	2

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*).

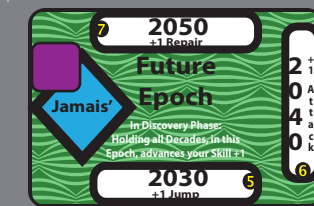
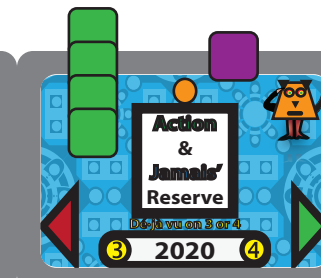
These are still being worked on. The next pages will focus on combat.

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!"

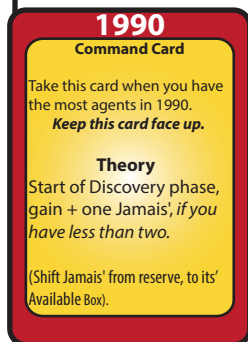


Round 1: **Oranges' Prep Phase**
Orange can set Fido on any decade (due to no Orange agents in play) & sets FIDO on 1990, taking command. Gain a skill: Shift historian from 1 to 2.

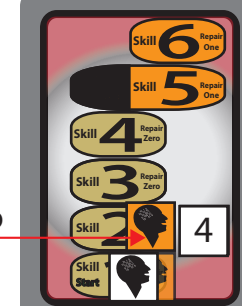
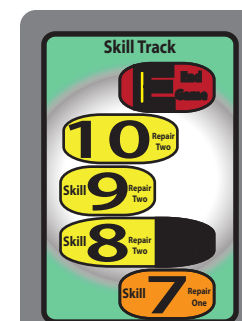
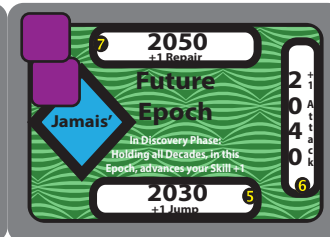
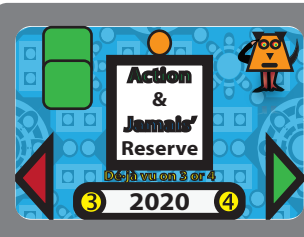


In Oranges' Discovery Phase

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

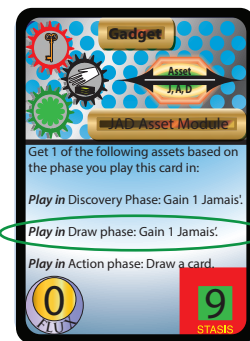


+1 Due to Prep

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 until so they hold 7. During Oranges' Draw phase White plays "Asset Module" gadget to get a 2nd Jamais'. Finally Orange completes their draw phase with a hand of 7.



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 Jamais', if you have less than two.

(Shift Jamais' from reserve, to its' Available Box).

1990
+1 Jamais'

Past Epoch

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

2010
+1 Draw

Actions

Action & Jamais' Reserve

0-4 in vu on 3 or 4

2020

2050
+1 Repair

Future Epoch

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

2030
+1 Jump

Jamais'

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 who now command both decades. If White had agents in play it could have affected their Agents as well. Orange now passes their turn to White.



=
Cost to Play

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.

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 seven or more.

1990
+1 Jamais'

Past Epoch

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

2010
+1 Draw

Actions

Action & Jamais' Reserve

0-4 in vu on 3 or 4

2020

2050
+1 Repair

Future Epoch

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

2030
+1 Jump

Jamais'

+
Cost to Play

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 7 STASIS

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 4 STASIS

Cost to Play

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

PG3 2010 and 250 are in Dé-à vu.



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

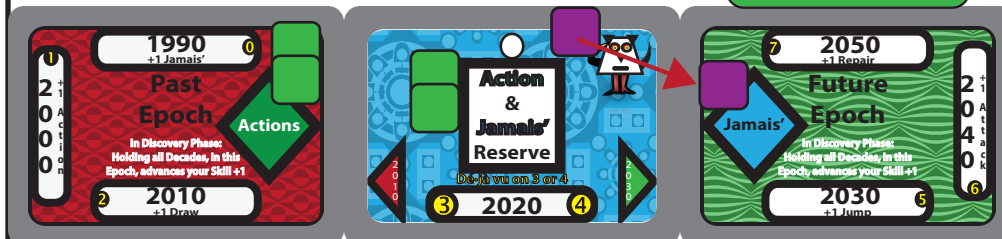
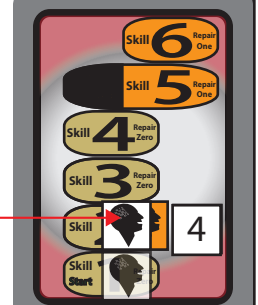
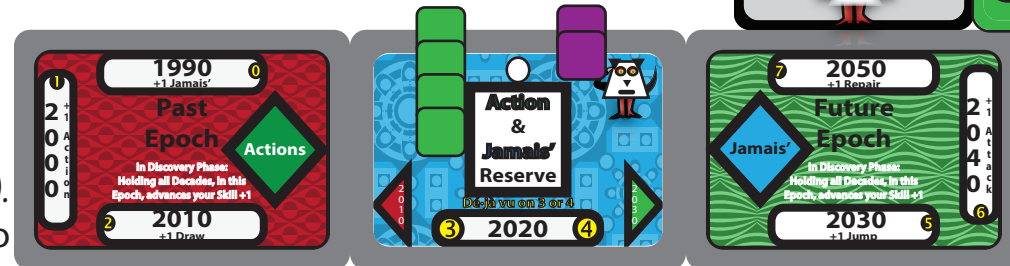
Round 1: *Whites' Prep Phase*

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-à vu to be drawn and it's a 2050 Hammer. 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 Lady Command of 2050 white needs a 7 or more Stasis to get an 8 (7 + 1/ 25%) to repair it. White draws a Stasis of 7. Enough to repair it but Orange uses Jamais', for a Reboot. White draws a Stasis of "P" (for Paradox), resolving but not repairing (no +1 skill) the Hammer. Return card to Dé-à vu & no Jamais' can be used for the rest of Whites' turn. OUCH!



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

+1 Due to Prep

PG4

Round 1: *Whites' Draw Phase*

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

White holds 5 cards and 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.

1990 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 & draws a Stasis of 9. That is more than enough to repair it, but White uses a Jamais' to Reboot Stasis and gets 3. Orange uses a Jamais' to reboots 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. Displacing Rusty stopped Orange from getting a guaranteed +1 skill (*in Discovery Phase*) for holding all three past decades.

Put Hammer in Dé-jà vu. White now completes their Draw to 6. 2000 is held by Buzz so the Hammer must be repaired.

Since only one agent is in 2000 the Hammer LV remains 8. Orange need 8 or more to repair and draws a 9 Stasis. White uses a Jamais' to Reboot Stasis and gets an 8. With no Jamais' left, White must accept the result. Only Orange was in 2000, so they alone get +1 skill. Put Hammer in Dé-jà vu.

White continues to draw until their hand holds six.

Sent to 2020.

End of	Orange	Cards	1	Acts	0	Jams	0	Agents	3
Phase	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
	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 turing 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 it's 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.

On Guard Cost

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
Put it on 3 or 4
2020
+1 Jump

2050
+1 Repair
Future Epoch
In Discovery Phase: Holding all Decades, in this Epoch, advances your Skill +1
2030
+1 Jump

Cost to 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 launched 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.

Cost to Play Geek

Skill Track
Skill 10 Repair Two
Skill 9 Repair Two
Skill 8 Repair Two
Skill 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
	White	Cards	1	Acts	0	Jams	0	Agents	2