

Random number generator from 1-20 will be used

AP is how much damage bypasses defence

Whatever you roll is the damage an attack does

Pin chance will be determined with another generator

If a unit is pinned it cannot move

When AP goes over DEF, the difference is added to damage

When a unit has multiple attacks (like soycraftian or placeholder1) it appears in attack list multiple times

STILL WIP

Infantry stats table	HP	DEF	Mobility	Sight	Perks
Soyteen squad (grunts)	100	10	2	2	-Capture -Radio (2 range, 1 use)
Placeholder1 (Machine gunner)	66	15	1	2	-ambush -capture -no turret
Doxfag (Sniper)	33	0	2	3	-radio (3 range, 1 use) -sniper -capture -camouflage
Gorespammer {name tbd} (RPG)	66	5	2	2	-ambush -capture
Countrywars Shitflinger {name tbd} (mortar)	66	5	2	2	-capture
Soycraftian (engineer)	33	7	2	2	-capture -minesweeper
Moderator (Commander)	33	0	2	2	-capture -Strict orders (2 range) -radio (1 range, 2 use)
Janny (commando) [spawned from moderator]	100	15	3	2	-capture -radio (2 range, 2 use) -heal (15%) -ambush

Vehicle stats table	HP	DEF	Mobility	Sight	Perks
Soylent carrier (supply truck)	60	7	4	1	-transport (1 space)
placeholder2 (MBT)	100	25	3	1	-fuel (5)
placeholder3 (IFV)	60	10	4	2	-fuel (10) -radio (1 range, 1 use) -transport (3 space)
placeholder4 (scout car)	80	15	6	2	-fuel (12) -radio (2 range, 1 use) -multi move (1 extra move) -scouting (2 extra sight)
placeholder5 (howitzer)	30	10	0	1	-destruction -no turret

Building stats table	HP	DEF	Mobility	Sight	Perks
Placeholder6 (HQ)	300	0	0	1	
Gem mines (supply depot)	200	0	0	1	-multiattack (1)
Asoylum (hospital)	200	0	0	1	-transport (6) -medic
Placeholder7 (turret bunker)	150	10	0	2	-multiattack (1)

Attack values table	CD	ammo	Range	1-5	6-10	11-15	16-19	20
Soyteen squad	0	4	1	28 No ap	42 No ap	45 2 ap	48 3 ap	64 5 ap

				No pin	10% pin	25% pin	25% pin	50% pin
placeholder1	0	5	2	45 No ap 10% pin	60 2 ap 25% pin	64 2 ap 25% pin	68 5 ap 50% pin	85 10 ap 100% pin
doxfag	0	5	3	60 3 ap 15% pin	80 3 ap 15% pin	90 5 ap 25% pin	90 5 ap 75% pin	120 10 ap 100% pin
gorebomber	0	3	2	25 5 ap 25% pin	30 5 ap 25% pin	45 10 ap 35% pin	45 15 ap 50% pin	100 15 ap 50% pin
Shitflinger	0	3	4 (needs radio) (1 tile deadzone)	15 0 ap No pin	15 0 ap 10% pin	30 0 ap 10% pin	30 5 ap 10% pin	45 5 ap 15% pin
Soycraftian (repair attack) [only works on vehicles and buildings]	0	infinite	1	10 10 ap No pin	20 10 ap No pin	20 15 ap No pin	30 15 ap No pin	50 20 ap No pin
Soycraftian (building ap landmines) [mines have -cloaked]	1	4 (shared with other building moves) [uses 1]	1	45 No ap 10% pin	60 2 ap 25% pin	64 2 ap 25% pin	68 5 ap 50% pin	85 10 ap 100% pin
Soycraftian (building at landmines) [mines have -cloaked]	1	4 (shared with other building moves) [uses 2]	1	25 5 ap 25% pin	30 5 ap 25% pin	45 10 ap 35% pin	45 15 ap 50% pin	90 15 ap 50% pin
Soycraftian (bridge building)	1	4 (shared with other building)	1	Doesnt build a bridge	Builds 1 tile	Builds 2 tiles	Builds 3 tiles	Builds as long as needed

		moves) [uses 4]						
Moderator (Janny airdrop)	5	infinite	10 (needs radio)	Doesnt spawn	1 spawn	1 spawn	1 spawn	3 spawn
Moderator (airstrike)	3	infinite	10 (needs radio)	30 5 ap 10% pin	30 10 ap 10% pin	45 10 ap 10% pin	45 10 ap 10% pin	100 15 ap 10% pin
Moderator (supply airdrop)	3	infinite	10 (needs radio)	20 0 ap No pin	30 5 ap No pin	40 5 ap No pin	40 5 ap No pin	60 5 ap No pin
Janny	0	6	1	30 No ap No pin	45 No ap 10% pin	48 2 ap 25% pin	51 3 ap 25% pin	68 5 ap 50% pin
Soylent carrier (supply) (refills ammo)	0	6	1	20 0 ap No pin	30 5 ap No pin	40 5 ap No pin	40 5 ap No pin	60 5 ap No pin
Placeholder2 (cannon)	0	3	4	25 10 ap No pin	40 10 ap No pin	50 15 ap 25% pin	50 15 ap 50% pin	100 20 ap 100% pin
Placeholder2 (machinegun)	0	4	1	28 3 ap No pin	42 3 ap 10% pin	45 3 ap 25% pin	48 4 ap 25% pin	64 5 ap 50% pin
Placeholder3 (autocannon)	0	4	2	46 8 ap 25% pin	69 8 ap 25% pin	72 10 ap 50% pin	75 10 ap 50% pin	100 15 ap 75% pin
Placeholder3 (missile)	1	2	4 (1 tile deadzon e) (-no turret)	35 0 ap 10% pin	35 0 ap 10% pin	50 20 ap 10% pin	50 20 ap 10% pin	100 30 ap 100% pin
Placeholder3 (machinegun)	0	4	1	28 3 ap	42 3 ap	45 3 ap	48 4 ap	64 5 ap

				No pin	10% pin	25% pin	25% pin	50% pin
Placeholder4 (cannon)	0	3	2	20 10 ap No pin	30 10 ap No pin	40 15 ap 15% pin	40 15 ap 50% pin	80 20 ap 100% pin
Placeholder4 (machinegun)	0	4	1	28 3 ap No pin	42 3 ap 10% pin	45 3 ap 25% pin	48 4 ap 25% pin	64 5 ap 50% pin
Placeholder5	1	2	8 range (2 deadzone)	25 0 ap No pin	45 5 ap 10% pin	45 5 ap 10% pin	45 5 ap 10% pin	55 7 ap 15% pin
Placeholder6 (supply) (refills ammo)	0	infinite	1	20 0 ap No pin	30 5 ap No pin	40 5 ap No pin	40 5 ap No pin	60 5 ap No pin
Gem mine	0	10	1	20 0 ap No pin	30 5 ap No pin	40 5 ap No pin	40 5 ap No pin	60 5 ap No pin
Placeholder7 (cannon)	0	4	2	20 10 ap No pin	30 10 ap No pin	40 15 ap 15% pin	40 15 ap 50% pin	80 20 ap 100% pin
Placeholder7 (machinegun)	0	4	2	28 3 ap No pin	42 3 ap 10% pin	45 3 ap 25% pin	48 4 ap 25% pin	64 5 ap 50% pin

Perks taqble	effect
capture	Can capture buildings
radio	Allow units that need radio to fire in the range of the radio
ambush	Automatically attack enemy units that enter range, even on their turn
No turret	Cannot move and fire on the same turn
sniper	Damage is divided by amount of troops

camouflage	Hidden until adjacent to a unit
minesweeper	Can detonate mines without dying
cloaked	Hidden in all terrain
Strict Orders	Prevents allied units from being pinned and provides 15% damage boost, 10% defense, and 5% higher pin chance on attacks
heal	Heals every turn by a percent
transport	allow other units to board it and be moved around by them. Units that are transported cannot attack, see, or use perks until they get off. All transported units will die if their transportation is destroyed.
fuel	1 unit is used every time a unit with this moves. If there is none left then the unit cannot move.
destruction	Can destroy cover, bridges, and does 2x damage to buildings
multimove	Can move x more times in one turn
scouting	Gets extra sight if not moved or shot at
multiattack	Can attack x more times in one turn
medic	Passively heals units in a radius and also the units transported inside. Does not heal self.