

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 engineer or battle tank) it appears in attack list multiple times

CD is cooldown

How neutrality works:

-neutral country will not attack unless a unit crossed into their border (country borders are the red borders)

-if a unit enters than the country will invade the country who did it

How provinces work:

-cities have a regional influence radius (influence radius are the light blue borders)

-if someone has control of a city (by capturing the city hall), they can see any tile within the city influence zone without needing a unit directly seeing there.

How capturing works:

-units with capture perk can capture buildings once adjacent to them

-it costs that unit's movement turn to capture

-captured unit is now under control of the general who captured it

STILL WIP

Infantry stats table	HP	DEF	Mobility	Sight	Perks
Grunts	100	10	2	2	-Capture -Radio (2 range, 1 use) -multiattack (1) (only if grenades are not on cooldown)
Machine gunner	66	15	1	2	-ambush -capture -no turret
Sniper	33	0	2	3	-radio (3

					range, 1 use) -sniper -capture -camouflage
Rocketeer	66	5	2	2	-ambush -capture
Mortar Team	66	5	2	2	-capture
Engineer	33	7	2	2	-capture -minesweeper
Commander	33	0	2	2	-capture -Strict orders (2 range) -radio (1 range, 2 use)
Commando [spawned from commander]	100	15	3	2	-capture -radio (2 range, 2 use) -heal (15%) -ambush -multiattack (1) (only if grenades are not on cooldown)

Vehicle stats table	HP	DEF	Mobility	Sight	Perks
Supply Truck	60	7	4	1	-transport (1 space)
Battle tank	100	25	3	1	-fuel (5)
Infantry Fighting Vehicle	80	10	4	2	-fuel (10) -radio (1 range, 1 use) -transport (3 space)
Scout Car	80	15	6	2	-fuel (12) -radio (2 range, 1 use) -multi move (1 extra move)

					-scouting (2 extra sight)
Howitzer	30	10	0	1	-destruction -no turret

Building stats table	HP	DEF	Mobility	Sight	Perks
Capitol	300	0	0	1	-multiattack (2)
City Hall	200	0	0	1	-multiattack (1)
Hospital	200	0	0	1	-transport (6) -medic
Turret Bunker	150	10	0	2	-multiattack (1) -ambush

Attack values table	CD	ammo	Range	1-5	6-10	11-15	16-19	20
Grunts (assault rifle)	0	4	1	28 No ap No pin	42 No ap 10% pin	45 2 ap 25% pin	48 3 ap 25% pin	64 5 ap 50% pin
Grunts (grenades)	2	2	1	15 No ap 10% pin	20 No ap 10% pin	25 No ap 15% pin	25 5 ap 25% pin	50 5 ap 25% pin
Machine gunner	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
sniper	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
Rocketeer	0	3	2	25	30	45	45	100

				5 ap 25% pin	5 ap 25% pin	10 ap 35% pin	15 ap 50% pin	15 ap 50% pin
Mortar team	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
engineer (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
engineer (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
engineer (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
engineer (bridge building)	0	4 (shared with other building moves) [uses 4]	1	Doesnt build a bridge	Builds 1 tile	Builds 2 tiles	Builds 3 tiles	Builds as long as needed
Engineer (trench digging) [cannot be on a river tile]	1	infinite	1	Doesnt dig a trench	Digs 1 tile	Digs 2 tiles	Digs 2 tiles	Digs 3 tiles
commander (commando airdrop)	5	infinite	10	Doesnt spawn	1 spawn	1 spawn	1 spawn	3 spawn
commander	3	infinite	10	30	30	45	45	100

(airstrike)			(needs radio)	5 ap 10% pin	10 ap 10% pin	10 ap 10% pin	10 ap 10% pin	15 ap 10% pin
commander (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
commando	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
Commando (Grenades)	2	4	1	15 No ap 10% pin	20 No ap 10% pin	25 No ap 15% pin	25 5 ap 25% pin	50 5 ap 25% pin
Supply 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
battle tank (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
battle tank (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
infantry fighting vehicle (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
infantry fighting vehicle (missile)	1	2	4 (1 tile deadzone) (-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
infantry fighting vehicle (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

scout car (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
scout car (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
howitzer	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
capitol (supply) (refills ammo)	0	infinite	1	40 0 ap No pin	50 5 ap No pin	60 5 ap No pin	60 5 ap No pin	80 5 ap No pin
City hall	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
turret bunker (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
turret bunker (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 table	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	Turns defensive tiles into plains 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.

terrain	Effect on movement	Effect on sight	Effect on damage
plains	none	none	none
road/bridge	+2 for infantry following the road +3 for vehicle following the road  Roads and bridges stack if on same tile  Negates all other movement debuffs  Bridges can replace ocean, river, and trench tiles.	none	10% more

mountain	-1 for infantry Vehicles cannot enter	+1 when in Cannot see in unless adjacent	30% less
forest	-2 for vehicles	-1	10% less
urban	-1 for vehicles	Cannot see in unless adjacent urban tile	20% less from attacks not on adjacent urban.
River	Cannot cross unless bridged over or road over	none	none
trench	-2 for vehicles -1 for infantry	none	25% less damage
wasteland	All movement is 1	-1 sight	50% more damage