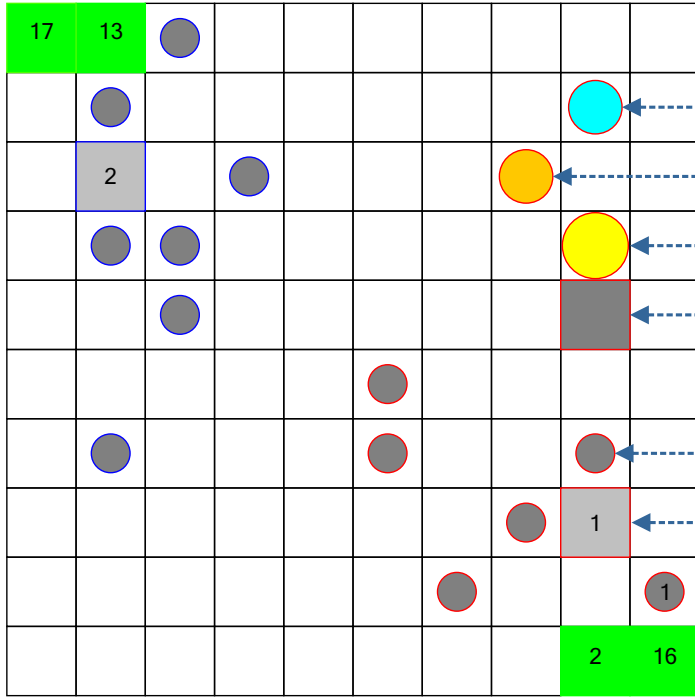


Game
map



Ranged

Light

Heavy

Barracks

Worker unit

Base

Resource deposit

Assault
units