

## 1 Scripting

- Attached events to units, titles etc.
- Events get passed a `mapinfo` object containing.
  - a hashtable of the players unit and a hashtable of the enemies units..
  - The leader of each side if there is one.
  - The number of turns taken.
- Contains methods such as `Win` and `Lose` to allow custom victory conditions.
- `dialog` method to make unit talk.
  - Either on unit or not.
- Unit events get passed the specified unit. Executed when:
  1. the units finishes it turn.
  2. is affected by magic.
  3. attacked.
- Tiles get passes the specified tile. Executed when:
  - A unit moves onto the tile.