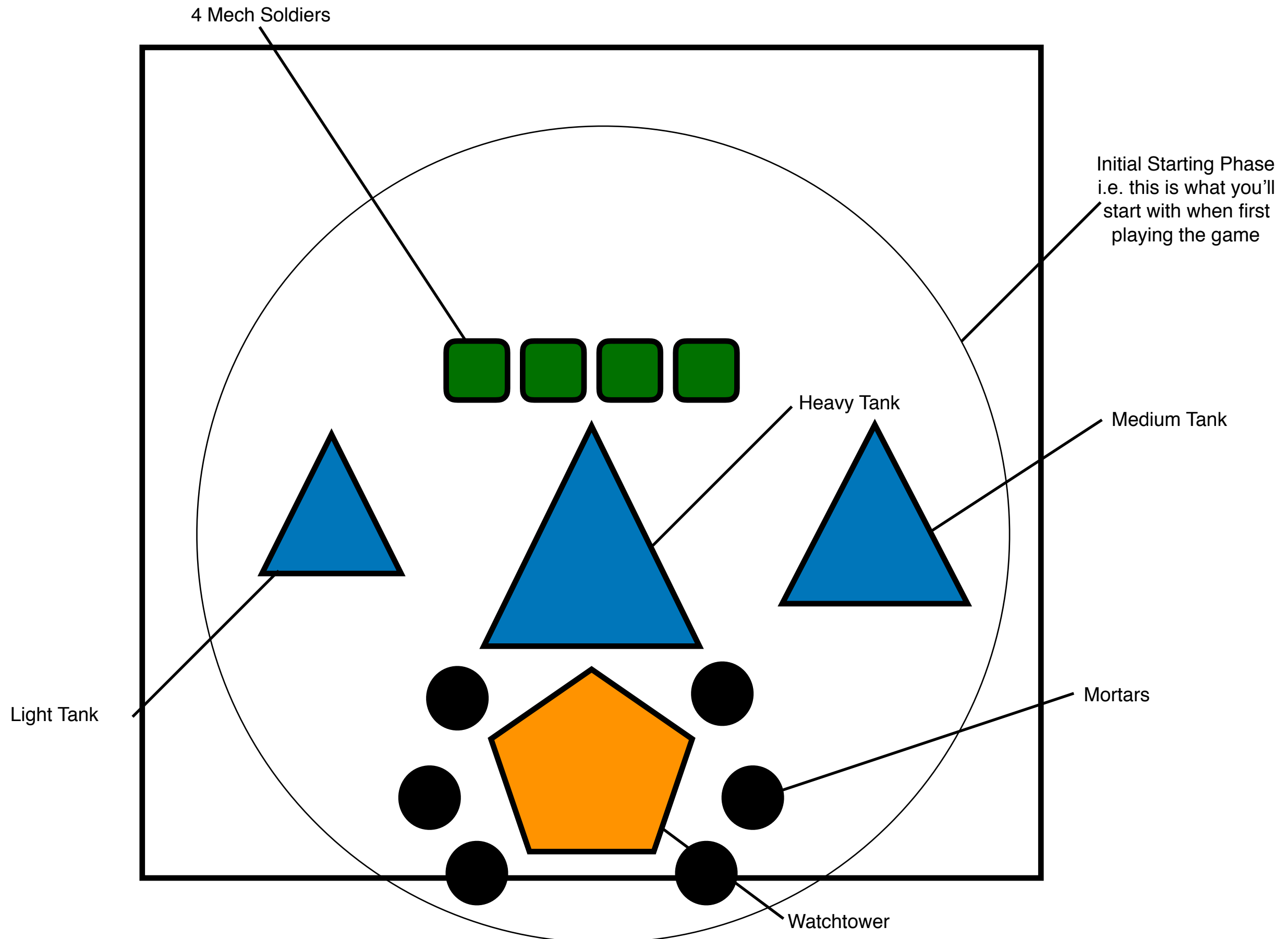


# Map Layout



## Weapons - Range and Strength

4 Mech Soldiers will all be able to move freely with their only weapon being some sort of gun that fires straight ahead, only **CAN BE EASILY DEFEATED - DEALS 5 DAMAGE PER TURN**

**URNS WILL GENERATE RANDOMLY BUT CONTROL WILL BE IMPLEMENTED SO THAT THE PLAYER CAN'T ALWAYS LAND ON A HEAVY TANK NOR THE WATCHTOWER, THUS ELIMINATING THE CHANCE OF AN EASY VICTORY**

Heavy Tank can move freely and is purposed to attack the opposing sides' Watchtower and Heavy Tank. Its canon will fire up and over with a projection showing its area of impact, this too the player can choose where the canon will fire. **CAN'T EASILY BE DEFEATED - DEALS 50 DAMAGE WHICH SPREADS OUT TO AFFECTED PARTIES**

Medium Tank can move freely and is purposed to attack other Tanks and weaken the opposing sides' Watchtower. Its canon will fire up and over with a projection showing its area of impact, this too the player can choose where the canon will fire. **MODERATELY EASY TO DEFEAT - DEALS 25 DAMAGE WHICH SPREADS OUT TO AFFECTED PARTIES**

Light Tank can move freely and is purposed to attack the Soldiers and deal little damage to large Tanks using its canon to fire straight ahead, only **CAN EASILY BE DEFEATED - DEALS 15 DAMAGE**

Watchtower will be static and the most OP when played, will fire an arsenal of missiles from the Mortars sat at its floor. The area where the Missiles are shot can be chosen by the player and a projection will show the area of impact **CAN'T EASILY BE DEFEATED - DEALS 60 DAMAGE WHICH SPREADS OUT EVENLY TO AFFECTED PARTIES**

