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| Goal:  Have f50.000,-  (4P) eliminate 2 other players  Gameboard:  Every player has his own land with one of the four climates and a HQ  Every player has 20% discount climate for one of the troops  Forest: - % = f60,- robot  Swamp - % = f200,- boat  Ice Plains - % = f30,- soldiers  Desert - % = f150,- thanks  Tiles:  Own tile = f50,-  Enemy tile = f100,-  Goldmine tile = f150,-  Turns:  4moves per turn:  Place units Move Units  Attack Units Build Barracks | Units  Max 3 for each tile  1 boat per tile  Attacking a unit will be your unit points minus their unit points   * Soldiers = f150,- (1HP) (1Mov) (1Ran) * Robots = f300,- (2HP) (1Mov) (1Ran) * Tanks = f750,- (3HP) (1Mov) (2Ran) * Boat = f1000,- (6HP) (2Mov) Loading or Unloading troops costs only 1 turn, cant attack * Barrack = f500,- (5HP) on enemy terrain f1500,-, cant attack * Base = f0,- (25HP), cant attack   Capturing:  To take over a base by taking down 25 HP until it is 0  Example:  1 soldier vs 1 robot = robot wins  1 robot vs 1 tank = tank wins  2 soldiers vs 1 robot = no one wins |