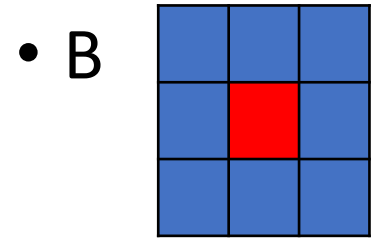|	A	B	C	D	E	F	G	H	I
1									
2	1B (10)			2B (6)			2A (7)		
3							3B (8)	1C (5)	
4			3A (6)	1A (7)					
5							3B(1)		
6			3C (5)						
7	1B(5)		2A(1)						
8			2B(1)	1C(3)	2C(3)		3C(4)	3A(3)	
9				1A(4)					

Dauntless Debate
Round 8

Gameloop: P1 is determined randomly
P1 places their characters
P2 places their characters
For X moves
    P1 moves one char
    P1 chars attack (all of them?)
    P2 moves one char
    P2 chars attack (all of them?)

Rules:
Character has a type (1,2,3) and an attack scheme (ABC)
1 is effective against 2, and ineffective against 3
2 is effective against 3, and ineffective against 1
3 is effective against 1, and ineffective against 2

Effective: 4 Damage
Normal: 2 Damage
Ineffective: 1 Damage
Full HP: 10
Movement per Round: 2

Attack Scheme A : 5 in a row (bigger if a bigger field?
Attack Scheme B : 5 around it
Attack Scheme C : Random shape of 5 tiles
Bigger field:maybe 8 so B is all around?

Each char has a health bar and an attack stat
if health drops to zero, the char changes team and regains
(half of?) their health.

Winner is who has the most chars after X Rounds

At the beginnen each player has:
1A 1B 1C 2A 2B 2C 3A 3B 3C

Blitz-Debate

Attack Schemes

- A

- B

- C