

## Battle of 'Two Armies'

Reset

Army 1

Units:

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

20   20  
10   8  
2   2  
15   20

Sum:

47 vs 50

Simulate Battle

Exception message: .....

Army 2

Reset

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

Save

Load

See All Units

Army 2 file path:

src/.....

Army 1 file path:

src/.....

Army view

Home

Army Name: Army 1

Text area with updated toString of the army selected...

Army view

Home

Army Name: Army 2

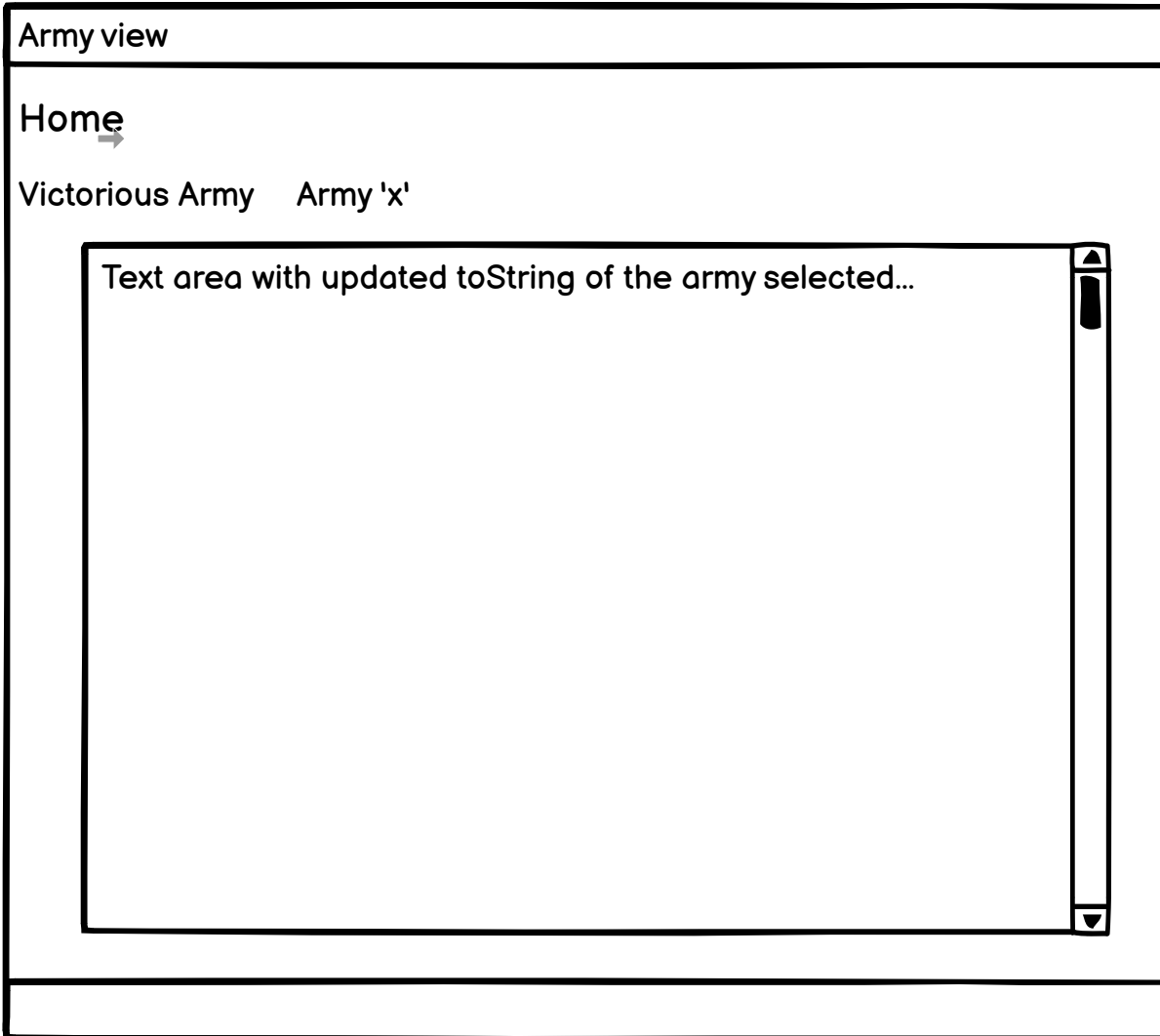
Text area with updated toString of the army selected...

Army view

Home

Army Name: Army 2

Text area with updated toString of the army selected...



[Home](#)

## Battle of 'Two Armies'

### Army

#### Units remaining:

INFANTRY	20
CAVALRY	10
COMMANDER	2
RANGED	15
Sum:	47

### Log

Unit 'x' from Army 1 attacked unit 'y' from Army 2  
Unit 'z' from Army 2 attacked unit 'a' from Army 1

.....  
.....  
.....

### Army 2

#### Units remaining:

INFANTRY	20
CAVALRY	8
COMMANDER	2
RANGED	20
Sum:	50

Army 'x' won the battle with at total of 'y' remaining units

[View Victorious Army](#)

## Battle of 'Two Armies'

Reset

Army 1

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

Save

Load

See /

Army 1 file path:

src/.....

Army 2

Reset

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

Load

See All Units

file path:

.....

Confirm choice

## Battle of 'Two Armies'

Reset

Army 1

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

Save

Load

See All Units

Army 1 file path:

src/.....

Units:

20 20

10 8

Save message

The chosen army was saved to  
the file path:

src/.....

Confirm

Exception message: .....

Army 2

Reset

INFANTRY  
CAVALRY  
COMMANDER  
RANGED

Save

Load

See All Units

Army 2 file path:

src/.....