

0.0, 0.0	1.0, 0.0	2.0, 0.0	3.0, 0.0	4.0, 0.0 <div>Rifl hp: 20.0</div>	5.0, 0.0 <div>Rifl hp: 20.0</div>	6.0, 0.0	7.0, 0.0
0.0, 1.0	1.0, 1.0	2.0, 1.0	3.0, 1.0 <div>Work hp: 10.0 carry: 0.0</div>	4.0, 1.0 <div>Rifl hp: 20.0</div>	5.0, 1.0 <div>Rifl hp: 20.0</div>	6.0, 1.0	7.0, 1.0
0.0, 2.0 <div>Rifl hp: 20.0</div>	1.0, 2.0	2.0, 2.0 <div>Barr hp: 20.0</div>	3.0, 2.0 <div>Barr hp: 20.0</div>	4.0, 2.0 <div>Work hp: 10.0 carry: 0.0</div>	5.0, 2.0 <div>Barr hp: 20.0</div>	6.0, 2.0 <div>Rifl hp: 20.0</div>	7.0, 2.0
0.0, 3.0	1.0, 3.0	2.0, 3.0 <div>Work hp: 10.0 carry: 0.0</div>	3.0, 3.0 <div>Hall hp: 30.0</div>	4.0, 3.0 <div>Hall hp: 30.0</div>	5.0, 3.0	6.0, 3.0	7.0, 3.0
0.0, 4.0	1.0, 4.0 <div>Rifl hp: 20.0</div>	2.0, 4.0 <div>Barr hp: 20.0</div>	3.0, 4.0 <div>Gold hp: 30.0</div>	4.0, 4.0 <div>Gold hp: 30.0</div>	5.0, 4.0	6.0, 4.0 <div>Work hp: 10.0 carry: 0.0</div>	7.0, 4.0
0.0, 5.0	1.0, 5.0	2.0, 5.0 <div>Rifl hp: 20.0</div>	3.0, 5.0	4.0, 5.0	5.0, 5.0 <div>Rifl hp: 20.0</div>	6.0, 5.0	7.0, 5.0
0.0, 6.0	1.0, 6.0	2.0, 6.0	3.0, 6.0	4.0, 6.0	5.0, 6.0	6.0, 6.0	7.0, 6.0
0.0, 7.0	1.0, 7.0	2.0, 7.0	3.0, 7.0	4.0, 7.0	5.0, 7.0	6.0, 7.0	7.0, 7.0

Gold Player +1: 20.0

Gold Player -1: 0.0

Remaining 0.0