

Base mining : 100 / act Steal = 80 / act

Base capacity : 1000

points = ( nb turns + path length ~~×?~~ )  
                ↑ to finish      × focus multiplier

~~Mining~~ =  $\left( \frac{1}{\text{nb turns}} + \frac{1}{\text{length}^2} + \frac{\text{av.capacity}}{\max \text{capacity}} \right) / 3$

~~Steal~~  
~~Combat~~ =  $\left( \frac{\text{attack}}{\max \text{attack}} + \frac{\text{defence}}{\max \text{defence}} + \frac{\text{health}}{\max \text{health}} + \frac{1}{\text{nb turns}} + \frac{1}{\text{length}^2} \right. \\ \left. + \frac{1}{\text{en.health}} + \frac{\text{attack-pot}}{\max \text{attack-pot}} \times 2 + \frac{\text{av.capacity}}{\max \text{capacity}} \right) / 9$   
                  × aggression multiplier

agr. multi =  $\left( \frac{1}{\text{dist. to objective}} + \frac{1}{\text{dist. to enemy}} - \frac{\text{health lost} \times 2}{\text{health}} \right) / 4$

flee =  $\left( \frac{1}{\text{dist. to enemy}} + \frac{\text{health lost}}{\text{health}} \right) / 2$