//Stats of a unit

private int level = 1;

private int experience = 1;

private int health = 1;

private int strenght = 1;

private int skill = 1;

private int speed = 1;

private int luck = 1;

private int defence = 1;

private int resistance = 1;

private int movement = 1;

private int constitution = 1;

private int aid = 1;

private UnitState state = UnitState.*isReady*;

private UnitMovementType movementType = UnitMovementType.*walking*;

private Weapon weapon = new Weapon(Weapon.Type.*Pike*,1,1,2);

private ArrayList<Item> itemList;

private Allegiance allegiance;

Acc = wep base + bonus (skill) +-wep type – enemy speed

crit roll = weapon base + skill – enemy luck

damage = critmult\*(weapon base + strenght +-wep type – enemy defence)

if speed >= enemy speed + 4