Wargames

Simulation:

Winning army is: None

[Start] [Reset/Pause]

Log

InfantryUnit 'Name' attacked RangedUnit 'Archer' for 10 HP
InfantryUnit 'Name' attacked RangedUnit 'Archer' for 10 HP
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Army 1:

Name: Human Army

[Load from file]
/home/nic/human.csv

Total units: 100

Total InfantryUnits: 15

Total RangedUnits: 20

List of units

'Type' - 'Name' - 'Attack' - 'Defense' - 'HP'

RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20

Army 2:

Name: Orcish Horde

[Load from file]
/home/nic/horde.csv

Total units: 100

Total InfantryUnits: 15

Total RangedUnits: 20

List of units

'Type' - 'Name' - 'Attack' - 'Defense' - 'HP'

RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20
RangedUnit - Archer - 10 - 13 - 20