

//GAPS//

Knowledge Gap:

- Can counters attack empty squares?
- If the attacking stack wins, what happens to the space where the empty stack was?
Does it stay empty
Do you start another stack where the defeated one was?
- "To conquer a tile the attacking tile must have a greater number of counters than the defending tile" contradicts "Whether the tile is conquered or not". Implied you can attack other tiles regardless of the first rule.
- If a player doesn't have any tiles on the board, as long as they have a counter in "reserve" (that they haven't played yet), can they keep playing?
- If the players play their tokens in a fashion that prevents combat between them, can the game be finished?

Skill Gap:

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Technology Gap:

- Doesn't exist. Unity is fully capable of performing the requirements, and the game is simple enough that running it won't be difficult.