The Theme of our game is **progressive-medieval:**

Different kinds of units:

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| UNITS | Type | Counters | Cost |
| Person-at-Arm | infantry | cavalry | 5 gold |
| Bowperson | range | infantry | 7 gold |
| Knight | cavalry | range | 10 gold |
| Trebucheté | siege | city | 15 gold |

* Archers: range / anti-infantry
* Soldiers: infantry / anti-large
* Cavalry: large / anti-range / charge (init comb)
* Trebucheté: 90kg stone over 300m / AoE

Terrain:

* Plains / Roads: Normal movement, large: Attack+
* Mountains: No movement
* Hills: Normal movement, range: Attack+, all: Defense +
* Forest: Slow movement, large: Defense -, inf+range: Defense +
* Shallow river: Slow movement, all: Defense -
* River: No movement
* Ocean: No movement

POI:

* Cities: recruitment/ 3 gold (homebase)
* Villages: recruitment / 2 gold (4 on map, surrounds cities)
* Mines: 4 gold (1 on map, 1 NPC giant)

Income per turn = city + n\*villages + k\*mine