- Every battle starts with an attack and a defense army which (hopefully) contain units

- The battle ends when one army is destroyed or routed

- During the battle attaking and defending units are chosen at random from their respective armies repeatedly

- An attacking unit hits a defensive unit with a *hit* value which is randomly chosen in the range between 1/3 of and full attack value of the unit. For example, the unit with the attack value of 100 will hit any defensive unit with a hit value of 1/3 of units attack (33) rounded down + random number between 0 and 2/3(66) of units attack rounded down. At the same time, the defensive unit will *hit back* with a random hit value from the range from 1/3 to full defense value of that unit(same calculation logic as attacking unit). The hp value of each unit is adjusted with the received hit values

- When the hp of any unit falls below 0 that unit is considered dead and will be removed from army

- Army can route when battle turns significantly in their opponents favour. When this happens to attacking army, battle ends and half of the soldiers chosen at random return to their kingdom, rest of the soldiers are lost. In case of route of defensive army, remaining soldiers are disbaned

- Conditions for routing are: If sum of current HP of defenders' soldiers is equal or bellow 10% of their total HP and attackers soldiers' HP is at least at 70% of their total. Percentages for reversed scenario are 25% for attacker and 70% for defender.

- Theoretically it can happen that the last unit of the attack army and the last unit of the defense army kill each other and both armies end up with zero units. In this case, the result of the attack is defeat