

Starting up the Game

1. Open the game.exe file.
2. Press the start button to queue into the game (you will need another player to do the same from another device).
3. Both players start the game with 6 characters on opposite sides of the map. The player in control of the blue team goes first.
4. In order to win, one player must destroy all 6 characters on the enemy team and have at least one of their own characters standing.

Gameplay Info

- The game switches between two players in a series of **phases**.
- During each phase, the player must issue commands to all 6 characters before it switches to the enemy phase.
- The player starts with 6 characters: 2 assaults, 2 heavies, 1 specialist, and 1 recon. These 4 character classes will be explained more thoroughly below.
- The character classes all have a set number of **turns** per phase to spend on **moving or attacking**. (Ex: The assault class has 2 turns per phase. This means when it is the controlling player's phase, this character may either move twice or attack twice.)
- Each phase lasts until all friendly characters have spent their turns.

Character Class Info

- Each class has its own attributes, such as abilities/health/movement that will change the way you strategize to take down the enemy team. They are as follows:

Assault	Class Description	Ability	Health	Movement Range	Weapon	Weapon Damage	Weapon Range	Turns
	Thrives in close-quarters combat and punishes solo targets.	Close Combat: Deal +2 damage to adjacent enemies.	8	4 tiles/turn	Shotgun	3	3	2
Heavy	Class Description	Ability	Health	Movement Range	Weapon	Weapon Damage	Weapon Range	Turns
	Slow-moving master of open-area denial.	Overkill: Deal +2 damage to targets out of cover.	12	2 tiles/turn	Minigun	2	6	2
Specialist	Class Description	Ability	Health	Movement Range	Weapon	Weapon Damage	Weapon Range	Turns
	Explosive-based unit that can damage multiple enemies.	Grenadier: Attacks explode around the target point and ignores cover damage mitigation.	10	3 tiles/turn	Grenade Launcher	2	5	2
Recon	Class Description	Ability	Health	Movement Range	Weapon	Weapon Damage	Weapon Range	Turns
	Fragile unit that attacks safely from range.	Armor-Piercing: Attacks ignore target's cover damage mitigation.	6	3 tiles/turn	Sniper Rifle	4	10	1

Map Info

- Map is 30 x 20 tiles large.
- Map is populated with dark gray blocks of cover which the player can use to their advantage. Positioning a character beside cover grants +1 weapon damage as well as +2 damage mitigation if the attacking character is on the other side of the piece of cover (character deals more and takes less damage).
- Standing on elevated terrain (lighter gray tiles) grants +2 weapon range to the affected character (character can shoot farther).