The line

Bob (an NPIC) controls wealth and power in the northern part of the state. The player has wealth and power in the southern part of the state. Wealth is measure in dollars. Power is measured in troops and cities. While cities are not being attacked they generate wealth. Troops can attack troops and cities. In general keeping cities operating is more important than conquest of land. Both parties can build not cities but it costs money. Both parties can send troops into battle (defensive or offensive) but it costs money.

The resolution

When either player’s wealth exceeds some established value that player wins.

When either player’s wealth falls below an established value that player loses.

Notes

Cities are stationary. Troops move. In general troops are flockish with some minimal ‘intelligence’ when released from the flock. Bob has internal characteristics. Bob does not have unlimited sensing. Some troops can be individually controlled by Bob as scouts.

Questions

What is your basic vocabulary for the game?

Move, build, release, attack, and so on

What information must be kept by Bob and the player?

How will Bob make decision?