Environments

Military office

Military complex / forest base

Training

Rec area

Mess hall

Rest area

Outposts – small bases

Characters

Military boss / Rebel boss – part of military

Doctor - heal

Cooks – improve health

Lifelong friend – stays on one side

soldiers

Interaction

Healing – visit doctor, rest, eat, drugs

0 – 100

Heal from 1; 0 is death

Fighting

Opponent

Attack / defend

Training

Currency

Experience

Health

Rank

Weapons