

1. Biomedical Weapon: The players will acquire a biomedical missile on every successful technology upgrade.

- a) Weapons will have different levels, from Level 1 to Level 6 (corresponding to the upgraded technology levels)
- b) The player acquires one missile on every technology upgrade. For example, upgrade from Level 3 to Level 4 will give the player a missile of Level 4
- c) A single weapon can only be launched and executed once
- d) Missile at a certain level is able to kill all units with levels less than or equals to the current missile level in a single territory. For example, missile at Level 5 will kill all units at Level from 1 to 3 (i.e. Soldier, Infantry, Cavalry, Knight and Rook). Please refer to the table below for more detailed information:

| Missile Level | Acquired Technology | Kill Units   |
|---------------|---------------------|--|
| 1             | 1                   | Soldier(I)   |
| 2             | 2                   | Soldier(I), Infantry(II)   |
| 3             | 3                   | Soldier(I), Infantry(II), Cavalry(III)                                 |
| 4             | 4                   | Soldier(I), Infantry(II), Cavalry(III), Knight                         |
| 5             | 5                   | Soldier(I), Infantry(II), Cavalry(III), Knight(IV), Rook(V)            |
| 6             | 6                   | Soldier(I), Infantry(II), Cavalry(III), Knight(IV), Rook(V), Queen(VI) |

- e) Every player initially owns a missile of level 1, which is able to kill all Soldier(I) in a single territory
- f) Units of the highest level (i.e. Master (VII)) cannot be killed by any biomedical weapon
- g) Weapon attack action happens directly after move/upgrade actions, but before the attack actions
- h) The player is able to assign an enemy's territory to conduct biomedical attacks on (does not matter reachable or not)