Requirement Identifiers	Req Tested	FR_WATER	FR_AI	FR_PATROL_ATTACK	FR_VIEW_TIMER	FR_PATROL_INCREASE	FR_PATROL_DAMAGE	FR_PATROL_SIGHT	FR_ACCESS_MINIGAME	FR_STATION_DESTROY		
Test Cases		1		1	1	1	1	1	3	1		
MAN_DESTROY_FIRESTATION	2				PASS					PASS		
MAN_MINIGAME_WIN	1								PASS			
MAN_MINIGAME_LOSS_NOENGINES	1								PASS			
MAN_MINIGAME_LOSS_ENGINES	1								PASS			
MAN_FORTRESSIMPROVEMENT	1	PASS										
MAN_PATROL_SPAWN	1					PASS						
MAN_PATROL_FOLLOW	1							PASS				
MAN_PATROL_ATTACK	2			PASS			PASS					