Meta Wars
Rules

METAWARS

Units

Type	$	atk	dmg	def	hp	spd	Ran	Description
Peasant	1	1	1-2	1	1	1	1	poor thing, he tries his best
Swordman	5	10	4-5	5	10	10	5	Well, he has a sword.
Spearman	5	7	4-5	3	10	10	10	Well, he has a spear.
Archer	8	10	2-7	1	3	10	200	He fires arrows. Sometimes the arrows will hit their targets, sometimes they won't.
Defender	10	1	1-2	15	20	1	1	A protector that takes hits. This guy loves the bdsm
Horseman	10	10	3-6	5	10	30	20	Well, he has a sword and a horse.
Sniper	20	30	0-20	1	1	1	800	Unfortunately he does not have a rifle, but the bow with peephole will do the trick.
Knight	20	15	5-10	10	15	30	20	Well, he has a sword, a horse and a badass full-plate.
Elefant	40	20	10-20	20	35	20	30	A big animal with a trunk.

Weapons

You can buy one of three types of weapon for every unit:

1. wood → Multiply attack by 1.2

2. steel → Multiply attack by 1.6

3. diamond → Multiply attack by 2.0

The cost for each unit is as follows:

Type	wood	steel	diamond
Peasant	1	2	3
Swordman	5	10	15
Spearman	5	10	15
Archer	10	15	20
Defender	1	2	3
Horseman	15	20	25
Sniper	20	40	60
Knight	20	40	60
Elefant	40	80	120

Armour

You can buy one of three types of armor for every unit:

1. wood $\rightarrow$ Multiply defense by 1.2

2. steel $\rightarrow$ Multiply defense by 1.6

3. diamond $\rightarrow$ Multiply defense by 2.0

The cost for each unit is as follows:

| Type	wood	steel	diamond
Peasant	1	2	3
Swordman	2	6	9
Spearman	2	6	9
Archer	1	2	3
Defender	20	40	60
Horseman	8	12	20
Sniper	1	2	3
Knight	20	40	60
Elefant	40	80	120

Level

Every unit comes with a level. The price in the units table is for LV1 units. You can indefinitely cuadratic re-pay the cost of each unit (plus the cost of respective weapons and armours) to give him one level for each cuadratic re-pay. For example, a LV10 swordsman with armour and weapon made of diamond will cost $\$5 + 15 + 9 * \$10^2 = \$2900$. All the stats (this stacks with weapons and armours bonuses), except for the range, of a unit will be multiply by 1.2 one time for each level obtained. So, a Lv10 swordsman with sword of diamond and

armour of diamond will have the following stats:

Type	$	atk	dmg	def	hp	spd	Ran
Swordman	2900	122	24-30	60	61	61	2

How does the battle work?

The armies are organized like two arrays facing each other:
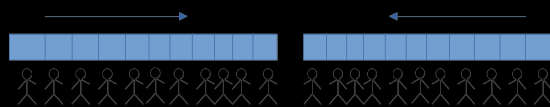
A turn is an instance of time in wich all the living troops make one attack. The attacks are ardered by the troops speed, haigh speed implies faster attacks. The attacks are made in sequence until all the living troops made one, and then, if both armies have living troops, the simulation proceeds to the next turn. A soldier will attack a random enemy within his attack range. For example:
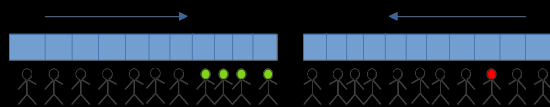
In this case, the red unit is an archer with range of 12. In his turn, he will randomly attack any of the green troops in the enemy army.

An attack has two fases. The hit calculation and the damage calculation.

In the hit calculation a 20 faces dice is thrown. The result, added to the attacking unit's attack stat must be superior to the defending troop defense for the attack to be a hit, otherwise is a miss. There are two exceptions: A 20 result in the dice is a critical hit that will always be a success and has a big bonification of damage, A 1 result in the dice is a critical miss that will always be a fail.

Only the landing attacks will continue to the damage calculation fase. In this fase, a random value within the attacking unit's damage stat will be reduced to the defending unit's remaining life.

If a unit dies before his attack oportunity, then will not attack (because is dead, duh). After a unit's dead, all the troops in his army that are behind him, will move forward one step to fill his place. This way, the living troops in the armies will always be the closest to each other.