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**Reference Guide**

**Artillery**

blue_artillary.pngred_artillery.png

Artillery units are ranged attackers. They can attack from two tiles away, but they have less health and defence than tanks. They cost 1200 money and have a base of 6 offence, 10 defence, and 10 health points.

**City**

blue_city.pngred_city.png

Cities are the most important units for each team. They can create units, and the game is over once one of them have been destroyed. Cities can also be upgraded to unlock more powerful units. They can also attack from two tiles away. They have a base of 10 offence, 30 defence, and 50 health points.

**Forest**

tree.png

Forest tiles are a defensive tile. Units who occupy a forest can take cover in the trees. They offer plus 2 defence and plus 0 offence to any unit occupying them.

**Hill**

hill.png

Hill tiles are extremely advantageous to fight on. The high ground offers great offensive and defensive capabilities to whoever stands on them. They offer plus 3 defence and plus 2 offence to any unit occupying them.

**Infantry**

blue_infantry.pngred_infantry.png

Infantry units are the basic attacking grunts of the game. They do average damage, have average health, and average defence. They cost 500 money and have a base of 13 offence, 18 defence, and 10 health points.

**Medic**

blue_medic.pngred_medic.png

Medics are the healers. They do minimal damage and have poor health and defence, but their ability to heal makes them valuable on any team. They cost 800 money and have a base of 6 offence, 7 defence, and 10 health points.

**Oil Rigs**

neutral_oilRig3.png

Oil Rigs are neutral objectives. A player can capture one by moving a unit onto it. When an Oil Rig is captured it increases the amount of money a player get’s each round. Oil Rig can be abandoned by a worker, or the opposite player can kill the worker that is occupying it to take it for themselves.

**Plain**

plain.png

Plain tiles are even playing grounds. They offer no offensive or defensive bonuses.

**Swamp**

swamp.png

Swamp tiles are extremely disadvantageous to fight on. The wetness and mud drag down any unit who stands on them. They offer minus 1 defence and minus 1 offence to any unit occupying them.

**Tank**

blue_tank.pngred_tank.png

Tanks are the frontliners. They have good offence, defence, and health, but they cost a lot of money. They cost 1000 money and have a base of 15 offence, 30 defence, and 20 health points.

**Worker**

blue_worker.pngred_worker.png

Workers are units based around resources. They are used to capture oil rigs, which in turn increase the amount of resources you can get per turn. They cost 300 money and have a base of 3 offence, 10 defence, and 15 health points.