Taktyki: szarza, odwrot, ucieczka, obrona, potyczka, manewry

Manewry daja przewage taktyczna jezeli nie sa zaklocone

Odwrot pomaga uciec w kolejnych fazach

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| Potyczka | = | = | = | v | = | = |
| Obrona | = | = | v | v | > | v |
| Odwrot | = | > | = | = | v | > |
| Ucieczka | > | > | = | = | v | > |
| Szarza | = | v | > | > | = | > |
| Manewry | = | > | v | v | v | = |

Zrobione: Atak gracza po wybraniu danych taktyk przez gracza i wroga:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Gracz >  Wrog v | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| Potyczka | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 |
| Obrona | 1.0 | 1.0 | 1.0 | 1.0 | 0.5 | 1.0 |
| Odwrot | 1.0 | 0.5 | 1.0 | 1.0 | 1.5 | 0.5 |
| Ucieczka | 0.5 | 0.1 | 1.0 | 1.0 | 2.0 | 0.25 |
| Szarza | 1.0 | 1.5 | 0.75 | 0.5 | 1.0 | 0.75 |
| Manewry | 1.0 | 0.5 | 1.0 | 1.0 | 1.25 | 1.0 |

Zrobione: Def gracza po wybraniu danych taktyk przez gracza i wroga:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Gracz >  Wrog v | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| Potyczka | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 |
| Obrona | 1.0 | 1.0 | 1.5 | 1.5 | 0.75 | 1.5 |
| Odwrot | 1.0 | 1.0 | 1.0 | 2.0 | 1.5 | 1.5 |
| Ucieczka | 1.0 | 1.0 | 1.0 | 2.0 | 2.0 | 2.0 |
| Szarza | 1.0 | 1.5 | 0.5 | 0.5 | 0.75 | 0.75 |
| Manewry | 1.0 | 1.0 | 1.5 | 1.5 | 1.0 | 1.0 |

A – jedynie ostrzal, S - starcie

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| Potyczka | S | S | S | S | S | S |
| Obrona | S | S | A | A | S | A |
| Odwrot | S | A | A | A | S | A |
| Ucieczka | S | A | A | 0 | S | A |
| Szarza | S | S | S | S | S | S |
| Manewry | S | A | A | A | S | A |

Zrobione: Rozne jednostki sa lepsze od roznych taktyk (extra atak):

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| Archer | 1.1 | 1.25 | 0.8 | 1.0 | 0.8 | 1.25 |
| Warrior | 1.25 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 |
| Guardian | 1.1 | 1.5 | 1.1 | 1.0 | 0.8 | 1.0 |
| Pikeman | 1.0 | 1.1 | 1.0 | 1.0 | 1.25 | 1.0 |
| Horseman | 1.0 | 0.8 | 0.8 | 1.0 | 1.5 | 1.5 |

Zrobione:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Potyczka | Obrona | Odwrot | Ucieczka | Szarza | Manewry |
| atk | 1 | 0.5 | 0.5 | 0.1 | 1.25 | 0.5 |
| def | 1 | 1.5 | 0.75 | 0.5 | 0.75 | 1 |

Attackpower+= typ jednostki\*multiplier od taktyki

Attackpower \* multiplier od taktyki wroga

Dwie takie same armie stracilyby 50% jednostek w ciagu 5 tur.