

Scenario:

- Team 1's Knight is attacking Team 2's Base.
- The Knight is already adjacent to the enemy base and has +1 attack modifier.
- The Base has 6/12 HP remaining before the attack.

Step 1: Selecting the Attack Action:

- The attacking player (Team 1) declares an attack with their Knight.
- The Knight must be adjacent to the Team 2 Base to attack.

The player proceeds to roll the dice.

Step 2: Rolling the Dice for Attack Damage:

- The attacking player rolls a six-sided die (D6).
- The dice result is 4.

The total attack damage is now calculated.

Step 3: Applying Attack Modifiers:

- The Knight has a +1 attack modifier.
- The total attack damage = Dice roll (4) + Knight's Attack Modifier (+1) = 5 Damage.

The damage is now applied to the enemy base.

Step 4: Reducing the Base's Health:

- The Team 1 Base currently has 6 HP.
- The attack deals 5 damage, so the new HP of the base = $6 - 5 = 1$ HP remaining.

The base survives the attack, but is critically low on health.

Step 5: Ending the Attack Phase:

- Since the base still has HP remaining, it is not captured yet.
- On the next turn, if Team 1 attacks again and deals at least 1 damage, the base will be destroyed and captured.

The turn ends, and play continues with the next player.

Special Cases in Combat:

1. If the base had 0 HP after the attack:
 - The attacking team captures the base, and it now belongs to the Red Team.
 - A captured base cannot attack but provides a new respawn point.
2. If the Blue Team has a Defense Shield resource card active:
 - The Defense Shield reduces incoming damage by 2.
 - If the attack was 5 damage, only 3 damage is applied instead of 5.
3. If the attacking piece is a Cannon:
 - Since the Cannon has a +2 attack modifier, the attack would have dealt 4 (Dice) + 2 = 6 Damage, enough to destroy the base in one hit.

Key Takeaways from This Combat Example:

Attacking requires adjacency to the enemy piece or base.

Dice rolls determine the base attack damage.

Unit attack modifiers apply to the total damage calculation.

Health is reduced based on the attack result.

A base is captured only when its HP reaches 0.

Flowchart:

