```gleam
//check if action is battle
let new_battles = case player.action {
  Battle(btype, _, _, _) -> {
    // create battle
    let game_subject = process.new_subject()
    let battle_erl = fn() { battle.start(btype, game_subject) }
    let assert Ok(battle_subject) = process.receive(game_subject, 1000)
    // get id
    let id = case list.last(state.battles) {
      Ok(b) -> b.0 + 1
      _ -> 0
    }
    // add to supervisor
    let _ =
      sup.new(sup.OneForOne)
      |> sup.add(sup.supervisor_child(
        "battle_is_" <> id |> int.to_string,
        battle_erl,
      ))
      |> sup.start_link
    let new_battle = #(id, battle_subject)
    // setup battle
    process.send(battle_subject, SetupBattle(id, game))
    // add to state
    state.battles |> list.append([new_battle])
  }
```