

# Mount and Blade like game

1-D Concept



Player Mechanic



When you stay in the grid  
(by pressing x or z to skip turn, basically)  
you gain attack



This signifies an army stopping to rest  
up and prepare plans for the attack

When you go back a grid, you  
gain defense



This represents an army retreating, but since  
they are retreating into their own territory,  
they gain an advantage in defense