* UI
  + Cursor hovers over vase
    - click5
  + Cursor clicks vase
    - click7
  + Cursor clicks END TURN
    - click2
  + Cursor clicks space to move to
    - click
  + Cursor clicks enemy to attack
    - click3
* Combat
  + Unit attacks with bow
    - Bow
  + Unit attacks with melee spear
    - swish\_2
  + Unit attacks with ranged spear
    - swish\_3
  + Unit attacks with sword
    - Swish\_4
  + Unit is hit by attack while they have guard remaining
    - sword-hit-7160
  + Unit is hit by attack while they have no guard remaining
    - very-loud-splat-88998
  + Unit dies
    - death pain grunts 1, 2, or 3 (randomize)