

Example: On the PlayerTurn, the player selects Steve, looks through his list of abilities, selects Sick Riff, and selects Ash as the target. Once the selection is completed, Sick Riff's execute() function, instead of applying damage, raises Ash's CurrAttack. Now, the player selects Ash, selects Wide Swipe, and the two spaces to its right. Wide Swipe ability's Targets array fills with the selected space and the two spaces to its right. Wide Swipe ability's execute() function is called. Wide Swipe inherits the default Ability override, and the execute() function is called. Wide Swipe inherits the default Ability override, so it applies damage to all Creatures in the spaces in the Targets array. The damage is calculated with some function that takes into account the attacker's CurrAttack, the Ability's BasePower, the target's CurrentDefense, and any modifiers (topMod, middleMod, bottomMod) that may nullify or reduce damage from certain directions. After any creature uses an ability, their Actions document is subtracted from the creature's AP_Cost and the Ability's AP_Cost is subtracted from the creature's Actions document.

default Ability. execute() Σ
for each space in Targets
if space contains a creature
calculate Damage and
subtract that damage
from creature's HP.

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3