# Mechanic and Feature List

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# Selecting

Double tapping on a unit will select it.

# Movement

Tapping on a tile while you have a unit selected will move the unit as close to the tile as possible.

Dragging your finger from the unit to another tile will move the unit across a path you dragged.

Units can only move to adjacent tiles and cannot move diagonally.

A unit’s MOVEMENT stat determines the number of tiles a unit can move per turn.

Moving one tile removes one MOVEMENT point from your unit.

Units cannot traverse water tiles.

Units cannot traverse tiles with an opposing unit on them.

Units cannot occupy a tile that has a unit already occupying it.

Units can traverse tiles with an allied unit on them, but cannot occupy a tile already occupied by a friendly unit.

Units can move after attacking or using abilities so long as they have not moved their total movement yet.

A unit cannot move after shifting into another class.

Movement can be undone by clicking the back button which will return the unit to its previous position before the move.

# Shifting

A unit may only shift into another class once per turn.

Shifting does not restore health (unless otherwise stated).

When a unit shifts from a class they maintain their current health unless their health is currently higher than the maximum health of their new class in which case their health becomes their new maximum health.

A unit cannot move after shifting into another class.

After a unit has shifted they gain the statistics and ability of the unit they shifted into.

A shift cannot be undone once it has been completed.

# Combat

Units may attack opposing units and destructible objects.

Tap an opposing unit while you have a unit selected to target the unit, if they are within range the combat box will open.

The combat box can be closed by clicking on another unit.

Once you click the attack button on the combat box combat will commence.

Combat cannot be undone once it have been completed.

FRIENDLY ATTACK – ENEMY DEFENCE = DAMAGE

DAMAGE – ENEMY CURRENT HEALTH = ENEMY RESULTING HEALTH

ATTACKING UNIT’S ACCURACY – DEFENDING UNIT’S EVADE = CHANCE TO HIT

When a unit’s health is reduced to 0 they are removed from the match.

The opposing unit you attack will attack you back during the combat assuming they have the appropriate equipment (if you attack from a range and they are a melee class they cannot attack back).