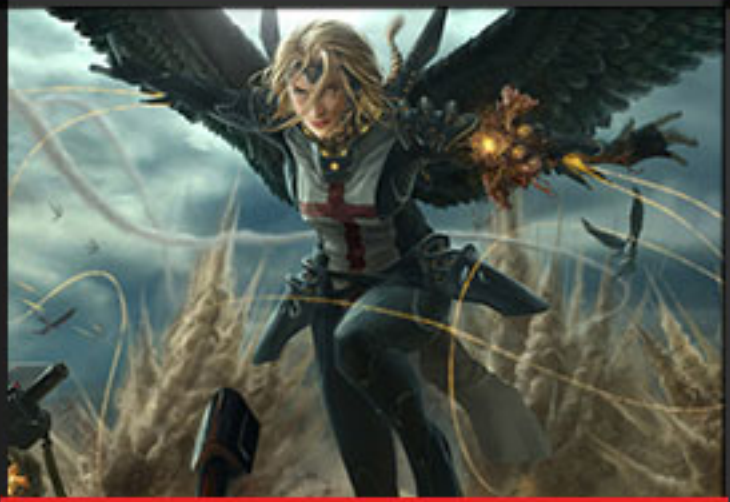
4
HP

Strength	4
Defense	3
Range	4
Movement	5



ATHENA

Flight

Gaze of Gods

Defensive Aura

6
HP

Strength	5
Defense	4
Range	1
Movement	5

CAPTAIN MORGAN

- Musket Attack
- Sneak Attack
- Double Slash

1
HP

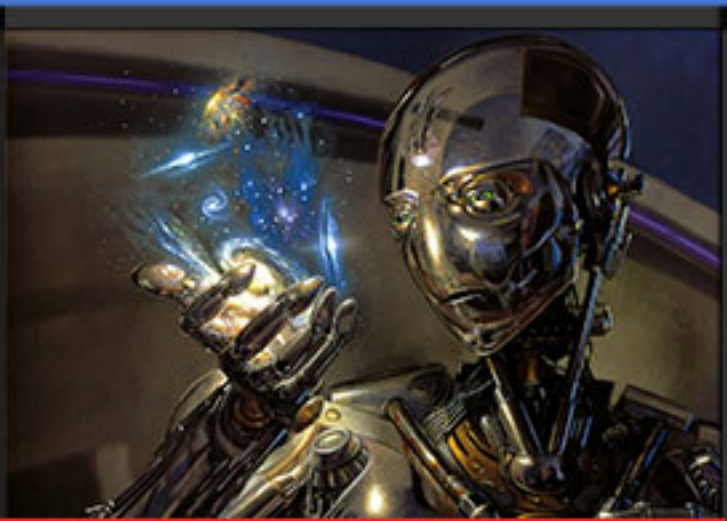
Strength	4
Defense	3
Range	1
Movement	5

FACELESS

- Ghost Walk
- Face of Fear
- Life Drain

5
HP

Strength	3
Defense	3
Range	5
Movement	5



GIZMO

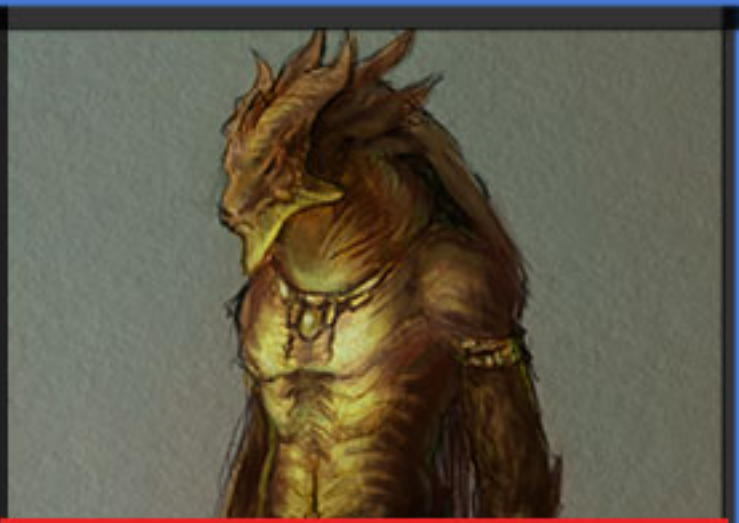
Destroy Humans

Circuit Bending

Reprogram

5
HP

Strength	6
Defense	4
Range	1
Movement	4

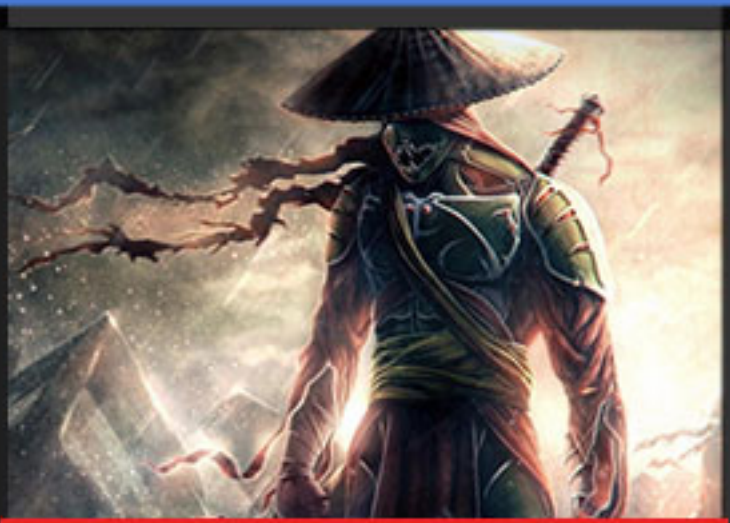


LIZARD MAN

- Double Attack
- Hide
- Lizard Jump

1
HP

Strength	4
Defense	3
Range	1
Movement	5



ROBOTIC SAMURAI

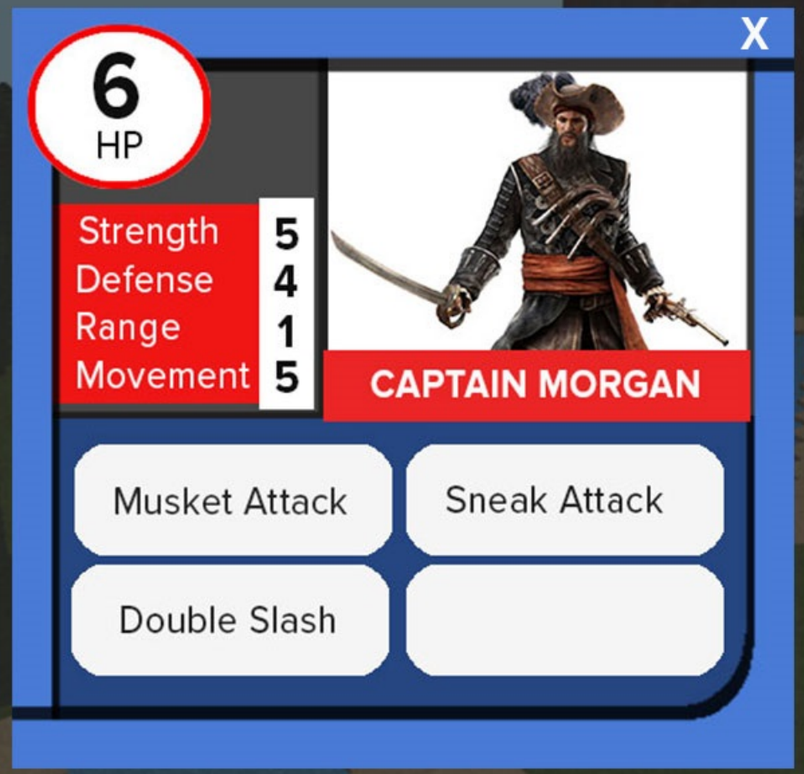
Team Work

From the Dead

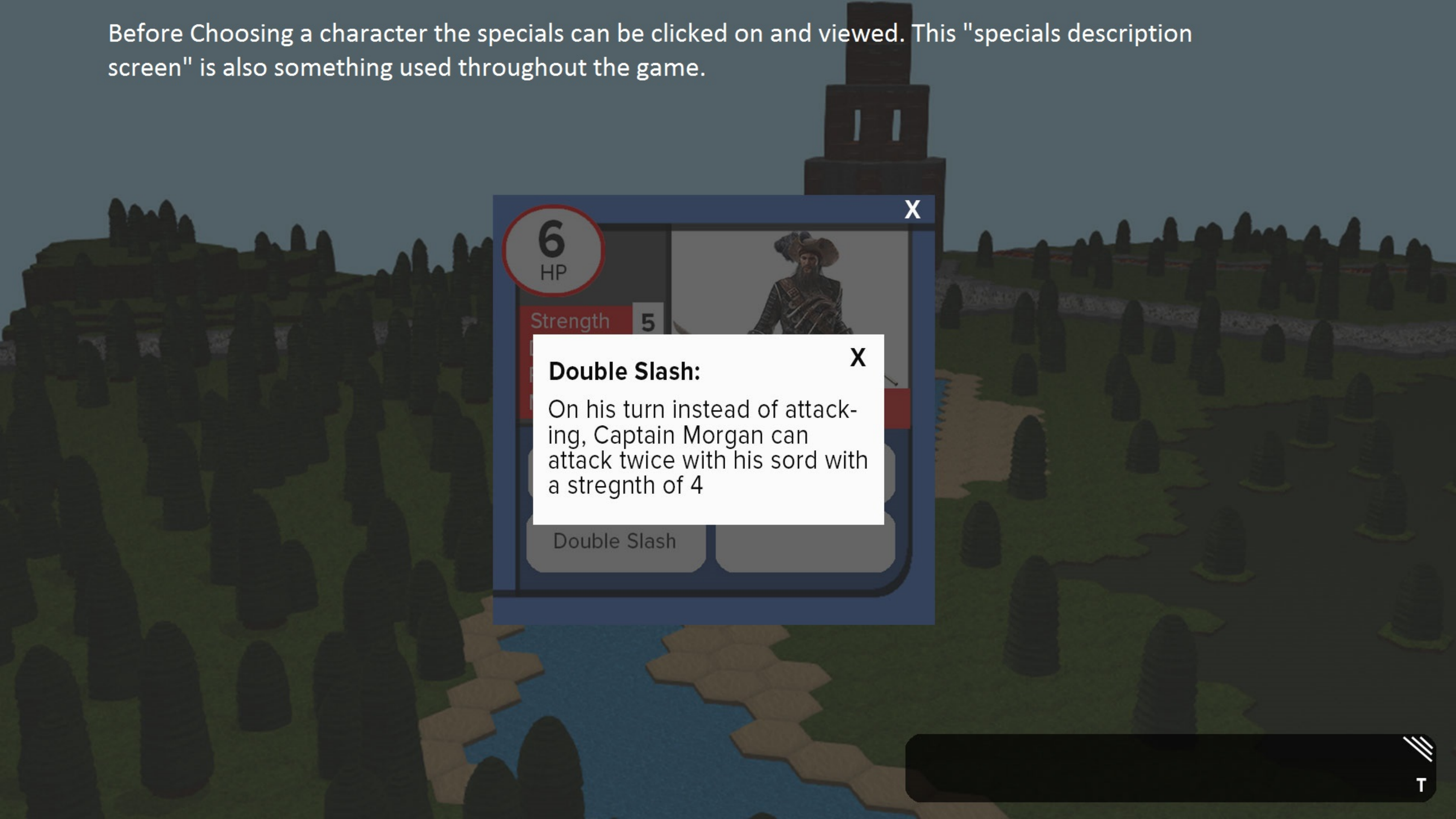
Ninja Jump

Picking players: I should have added a screen before this where it is decided who will pick first. Probably should be decided by a roll. The chat window will prompt a player when it is there turn to pick. The cards should probably be grayed out when the oposing player is picking their character.

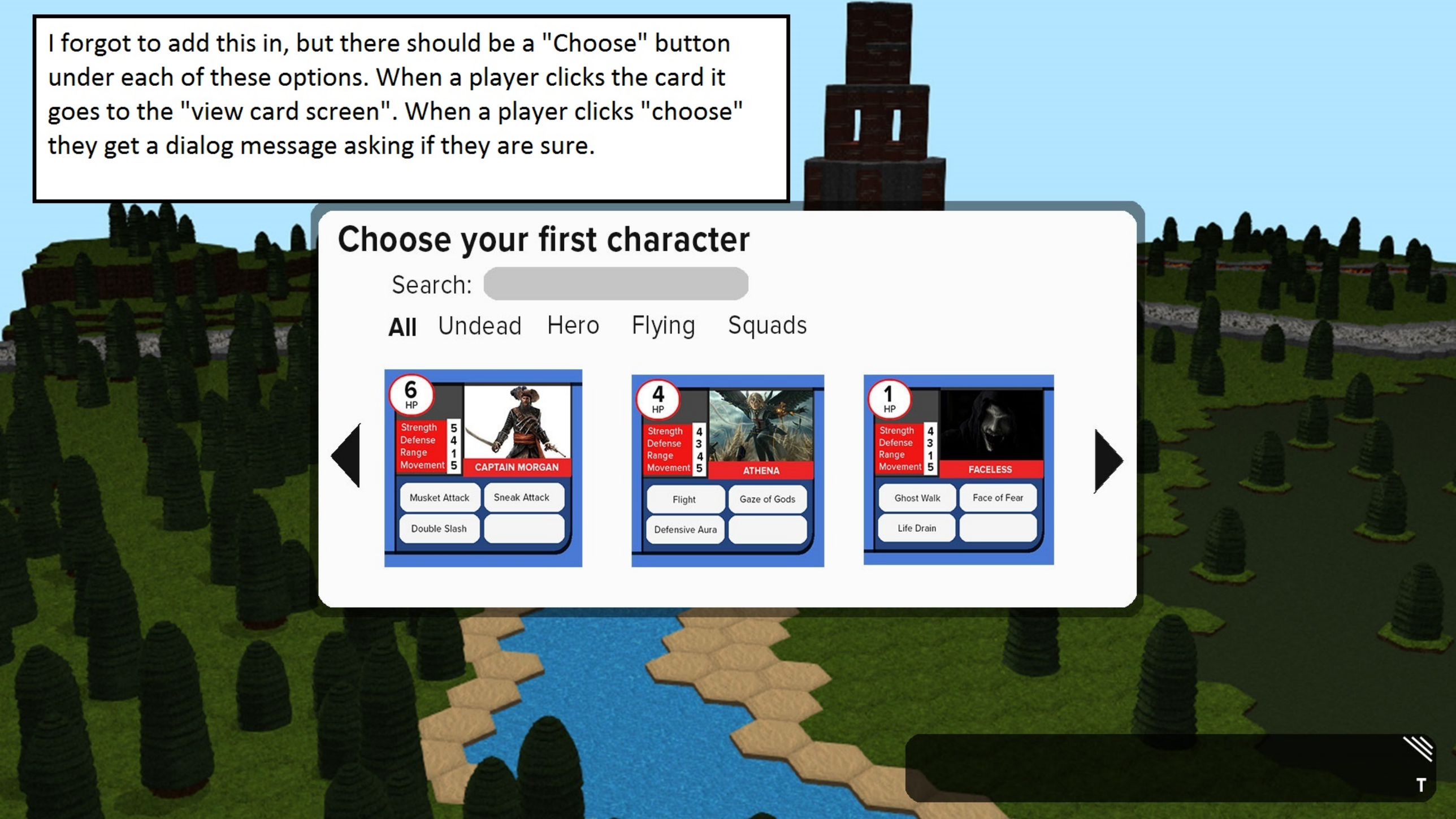
Player is able to click on the availabe characters which will pull the actual character card up. If this character is selected this will be a screen that is accesible throughout the game. The numbers and specials are dynamic and can be clicked on (in the case of the specials) or changed due to in game activity (in the case of the the stats and HP)



Before Choosing a character the specials can be clicked on and viewed. This "specials description screen" is also something used throughout the game.



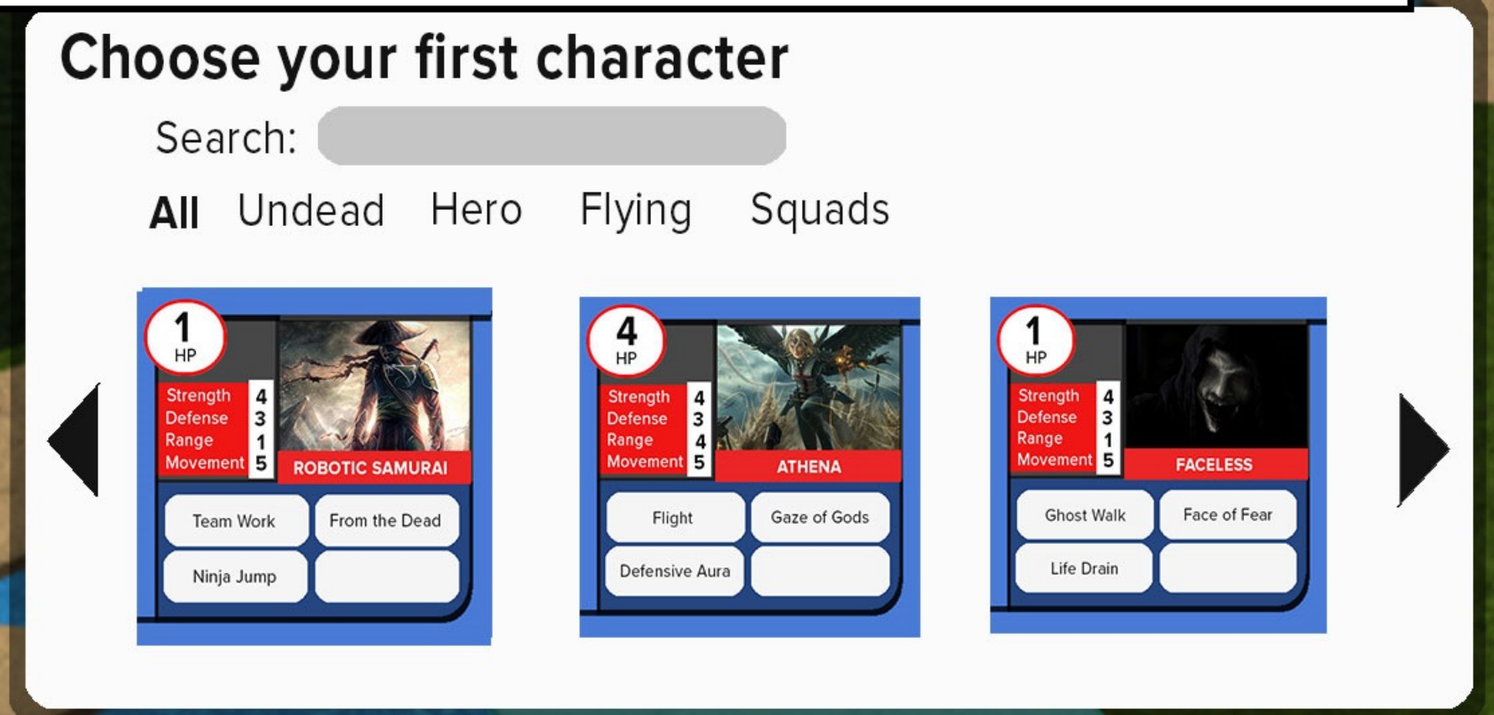
I forgot to add this in, but there should be a "Choose" button under each of these options. When a player clicks the card it goes to the "view card screen". When a player clicks "choose" they get a dialog message asking if they are sure.



Player is given a highlight promp showing available places where they can place their character. There is also chat prompts as the the turn sequece and actions. Green are community prompts while the orange are private messages to the player. After each selection the player must place the choses character before the next character chooses. Draft continues until both player are done.

Please place your Character
Alex has placed Captain Morgan
T

There are some players that can only have 1 instance per game. If one of these characters are drafted they are removed from selection. Others (like most squads) will remain and can be chosen multiple times by either team.



Alex has placed Captain Morgan
Daniels Turn to Pick a Character

T

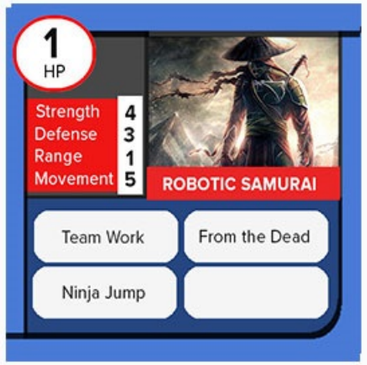
Squads are cards consisting of two or more units. These always act under the same turn. They move seperatly but all under the same movement phase. Likewise with attacks.
Daniels has picked Robot Samurai
Please place your Character 3 of 3
T

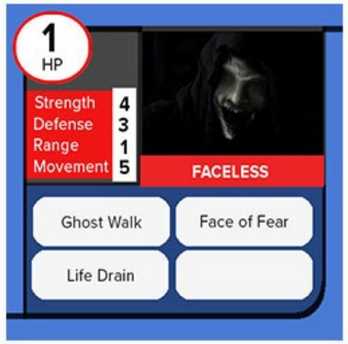
It's the next players turn and the Samaurai are still available for draft.

Choose your first character

Search:

All Undead Hero Flying Squads





Round
1
Team Alex
Team Daniel
Rolling Initiative
Once characters have been placed it's time to roll initiative. This happens at the beginning of every round. Obviously we could make this an automated process, but I think people like pushing the buttons. Each player would need to roll their d20. This shows the results in chat.
You should note that I would like these different options to be editable in the "Game Setup" before starting. Round Limit (if any), turns per round, automatic rolling, etc. .
Roll for initiative:
Attack
Defense
D20
D16
D12
D8
Alex has rolled 1d20 = 12
Daniel has rolled 1d20 = 16
T

Round 1

1 2 3

turns within round

Team Daniel

daniel won inititive and is moved 1st slot

Team Alex

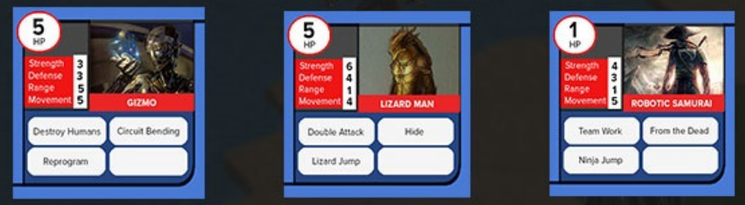
Choosing Team Order

This shows what part of the round or turn sequence we are in.

Before each round there is a roll for initiative and then players must select where they would like their order markers placed. In heroscape this techinically is suppose to happen in sequence depending on who rolled initiative. First player places their first marker, second player places their first marker, etc. They can place any turn marker and there is some strategy with this especially toward the end of the game. I dont' really want to add this plus if players want to play this way they always have the chat window (which should be usable throughout this process) and they can use the honor system or house rules to play that way. The fake out marker is used to fake out an opposing player so they don't know who you are using.

Pick character sequence: 1 2 3 –

Drag and drop (if possible)



Pick Order

Daniel has rolled 1d20 = 16

Please pick your first turn

T

Round 1

Team Daniel

Team Alex

Choosing Team Order

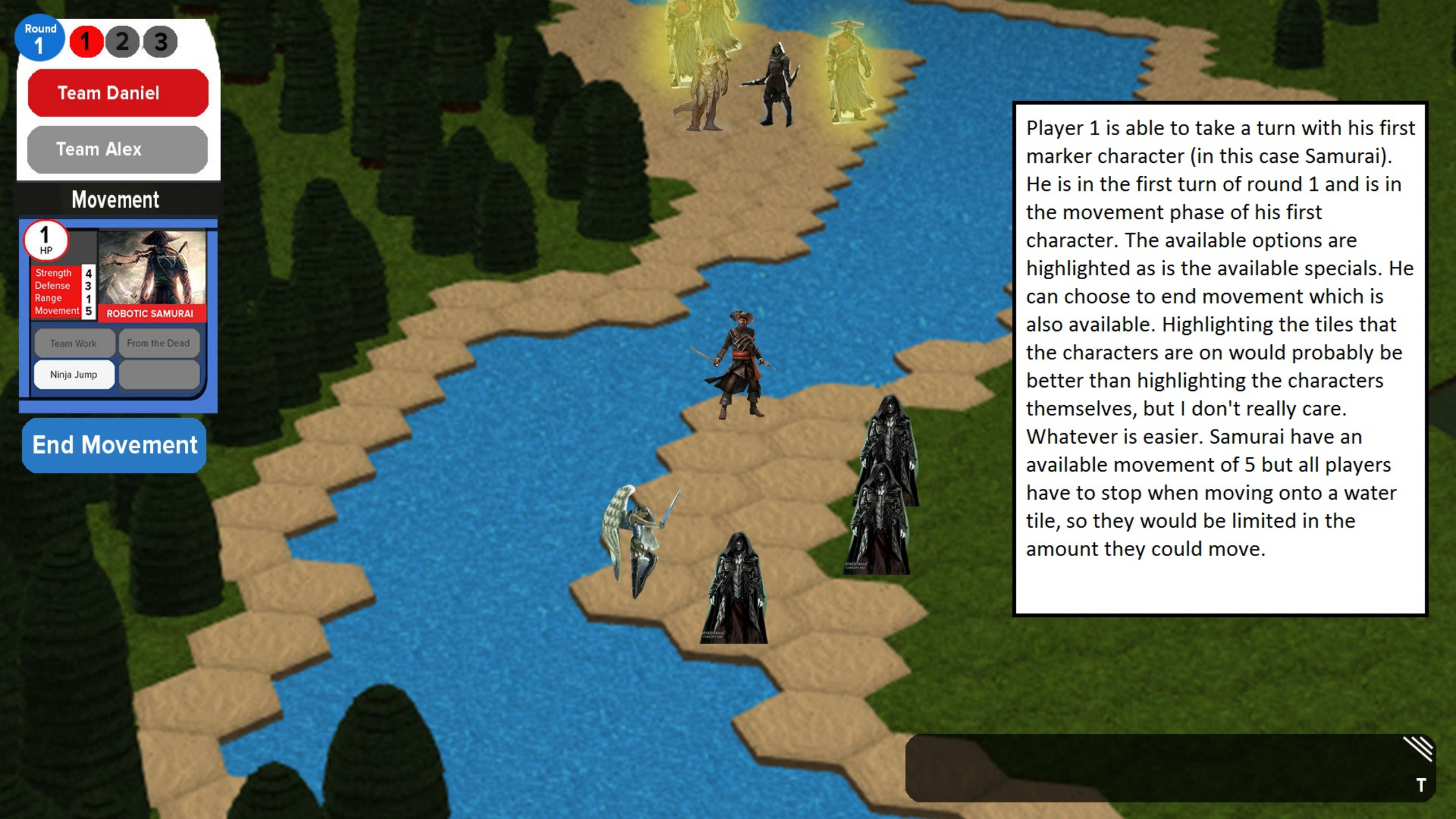
When a player is done they can his ready. If you were to click on the other players name you would see this screen with there cards they had choses. You would be able to click on the cards and specials in the same way you are able to click on your own. The difference would be that you would only see yellow dots where the other player had placed markers, you would not see the numbers.

Pick character sequence:

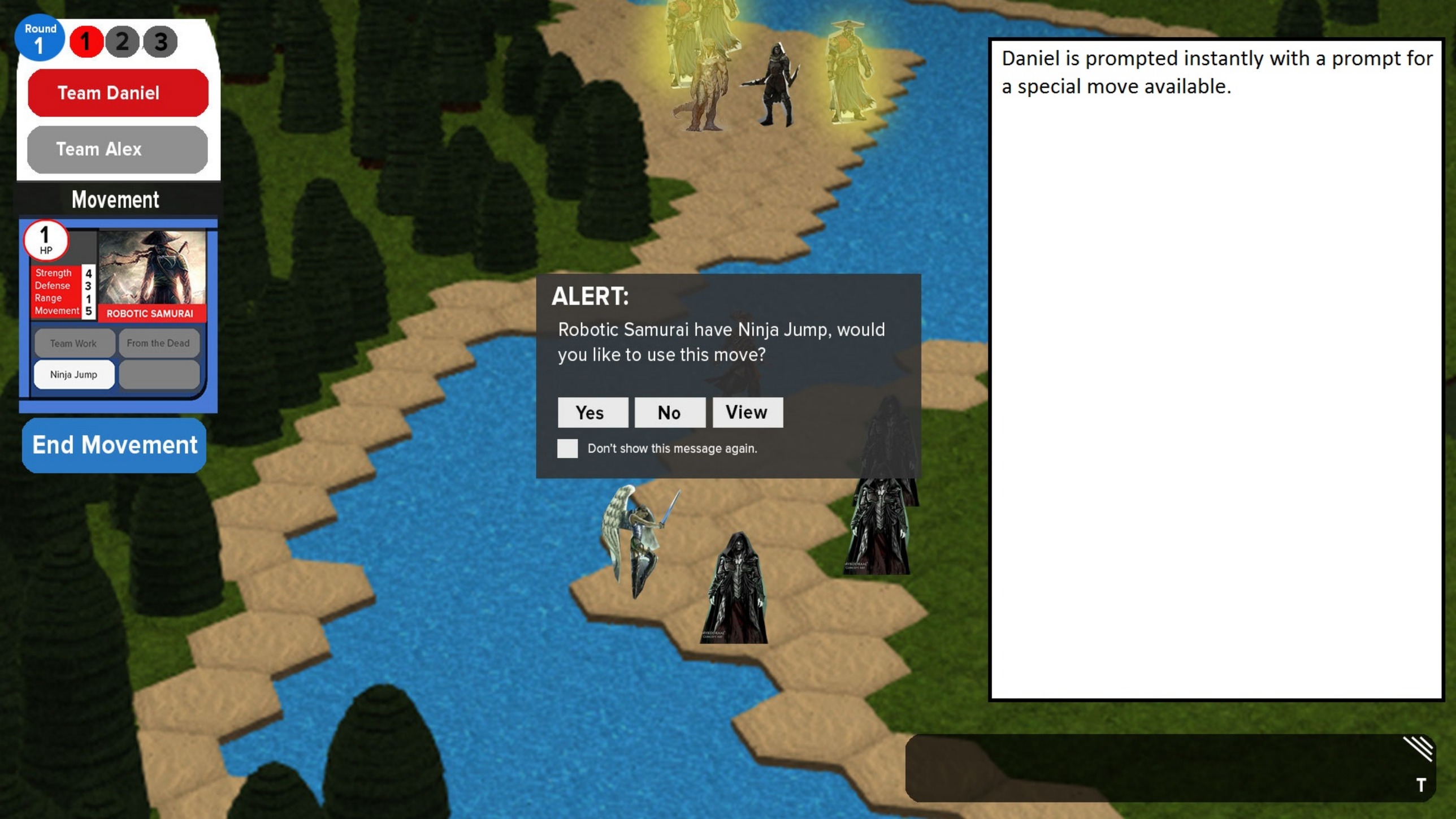
2 – 1 3

Ready

T

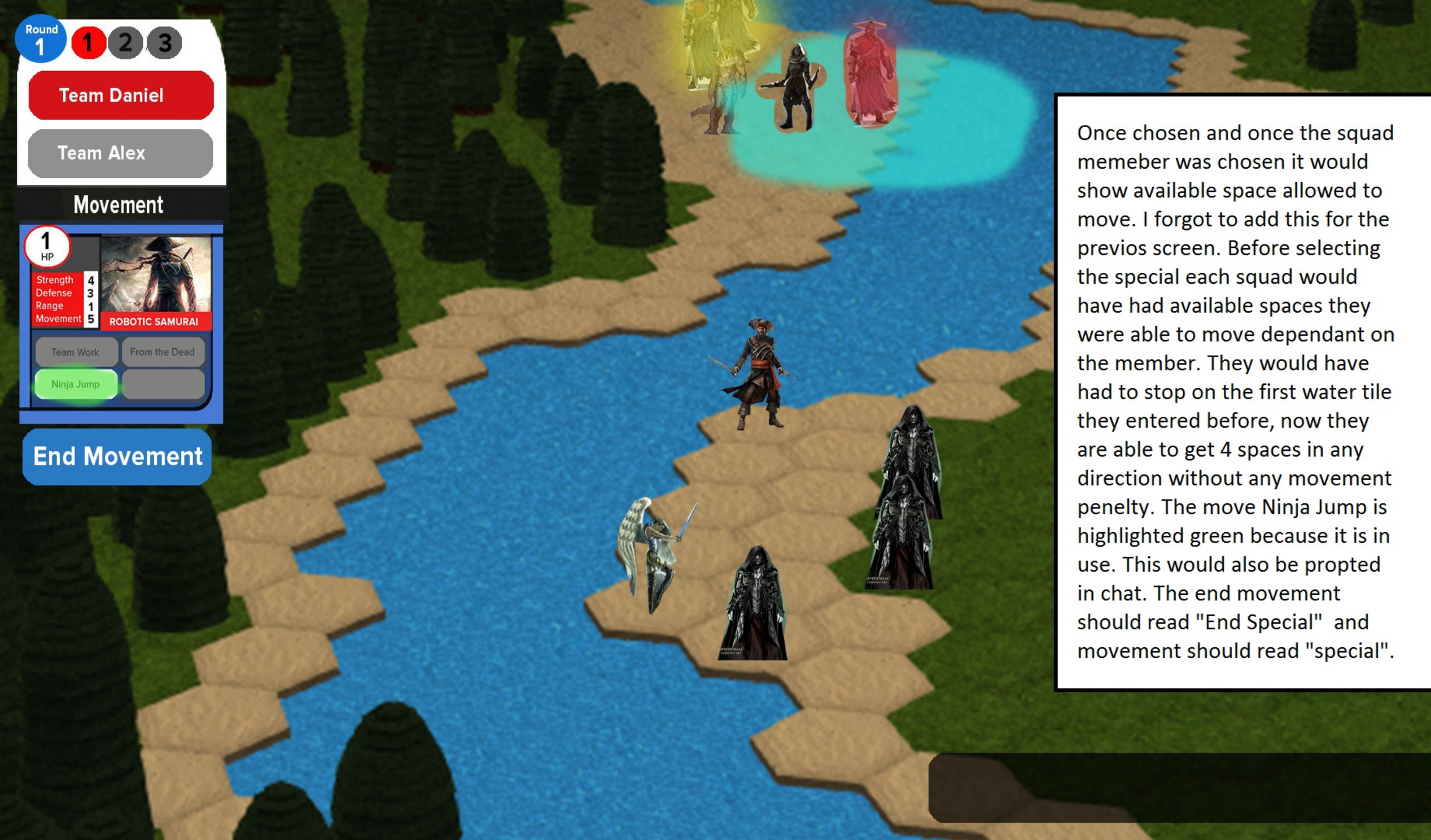


Player 1 is able to take a turn with his first marker character (in this case Samurai). He is in the first turn of round 1 and is in the movement phase of his first character. The available options are highlighted as is the available specials. He can choose to end movement which is also available. Highlighting the tiles that the characters are on would probably be better than highlighting the characters themselves, but I don't really care. Whatever is easier. Samurai have an available movement of 5 but all players have to stop when moving onto a water tile, so they would be limited in the amount they could move.



Daniel is prompted instantly with a prompt for a special move available.

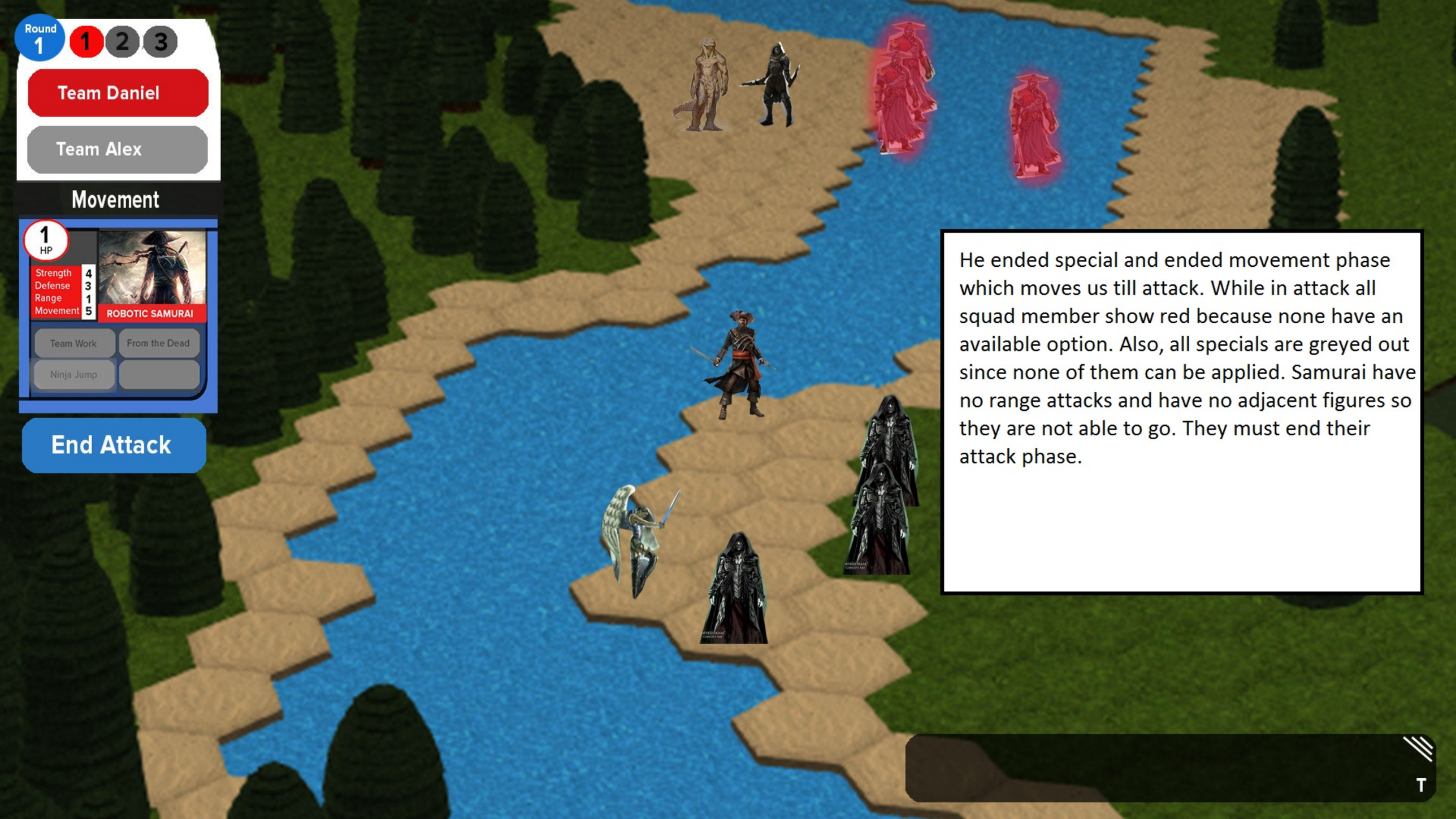
Round
1
1
2
3
Team Daniel
Team Alex
Movement
1
HP
Strength 4
Defense 3
Range 1
Movement 5
ROBOTIC SAMURAI
Team Work
From the Dead
Ninja Jump
End Movement
ALERT:
X
Ninja Jump
Character can jump 4 spaces in any direction ignoring height and engangement rules.
T



Once chosen and once the squad memeber was chosen it would show available space allowed to move. I forgot to add this for the previos screen. Before selecting the special each squad would have had available spaces they were able to move dependant on the member. They would have had to stop on the first water tile they entered before, now they are able to get 4 spaces in any direction without any movement penelty. The move Ninja Jump is highlighted green because it is in use. This would also be propted in chat. The end movement should read "End Special" and movement should read "special".

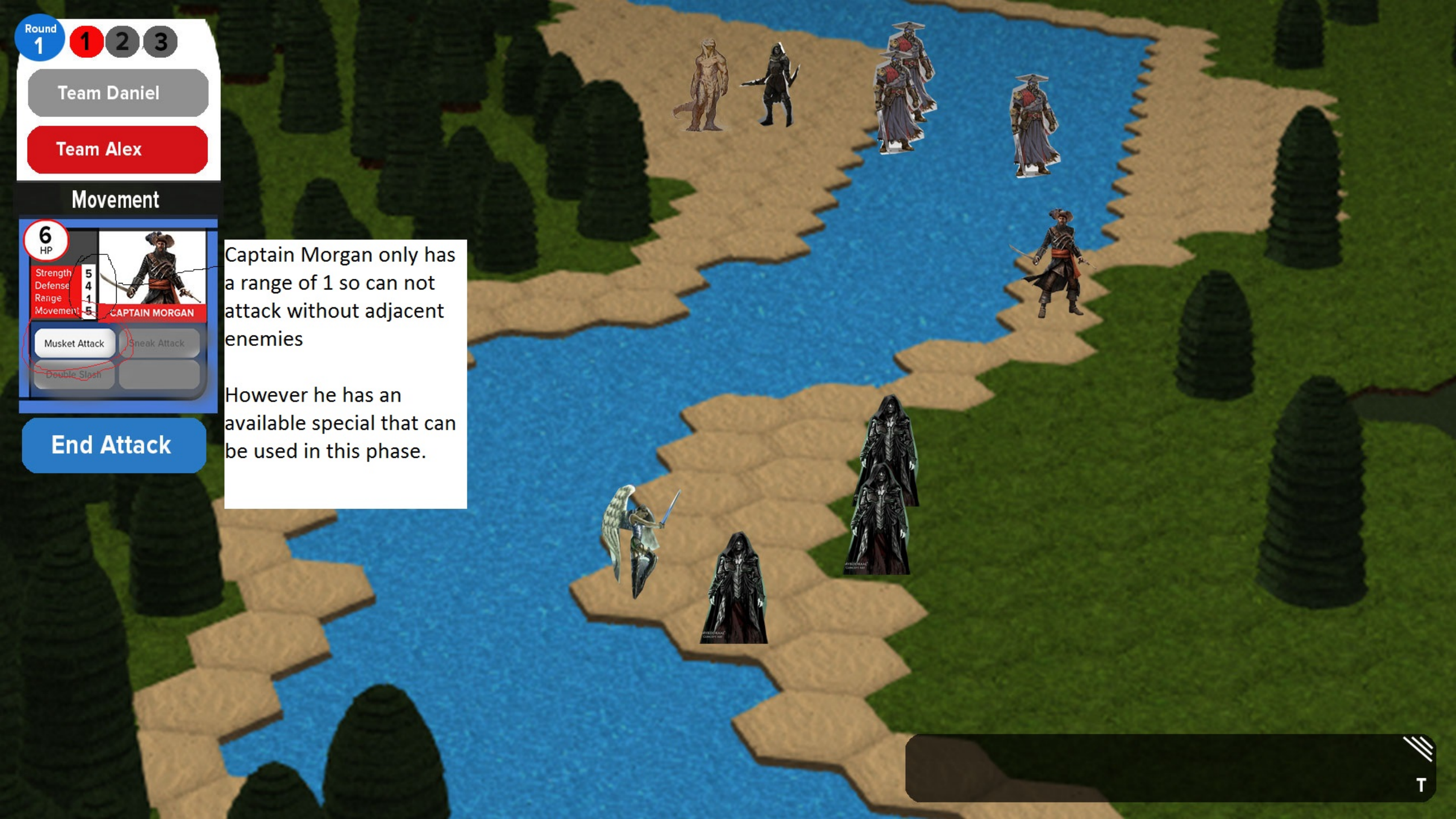
After moving daniel hits what should be "end special" which would then prompt an alert letting the player know that they still have moves left for this special. Same thing would happen for a special attack that allowed two attacks instead of the usualy 1.

Some specials might have manditory attacks where the player must use both actions. In this case the "End Special" Button would not be available till actions was completed. This would give directive in the chat window.

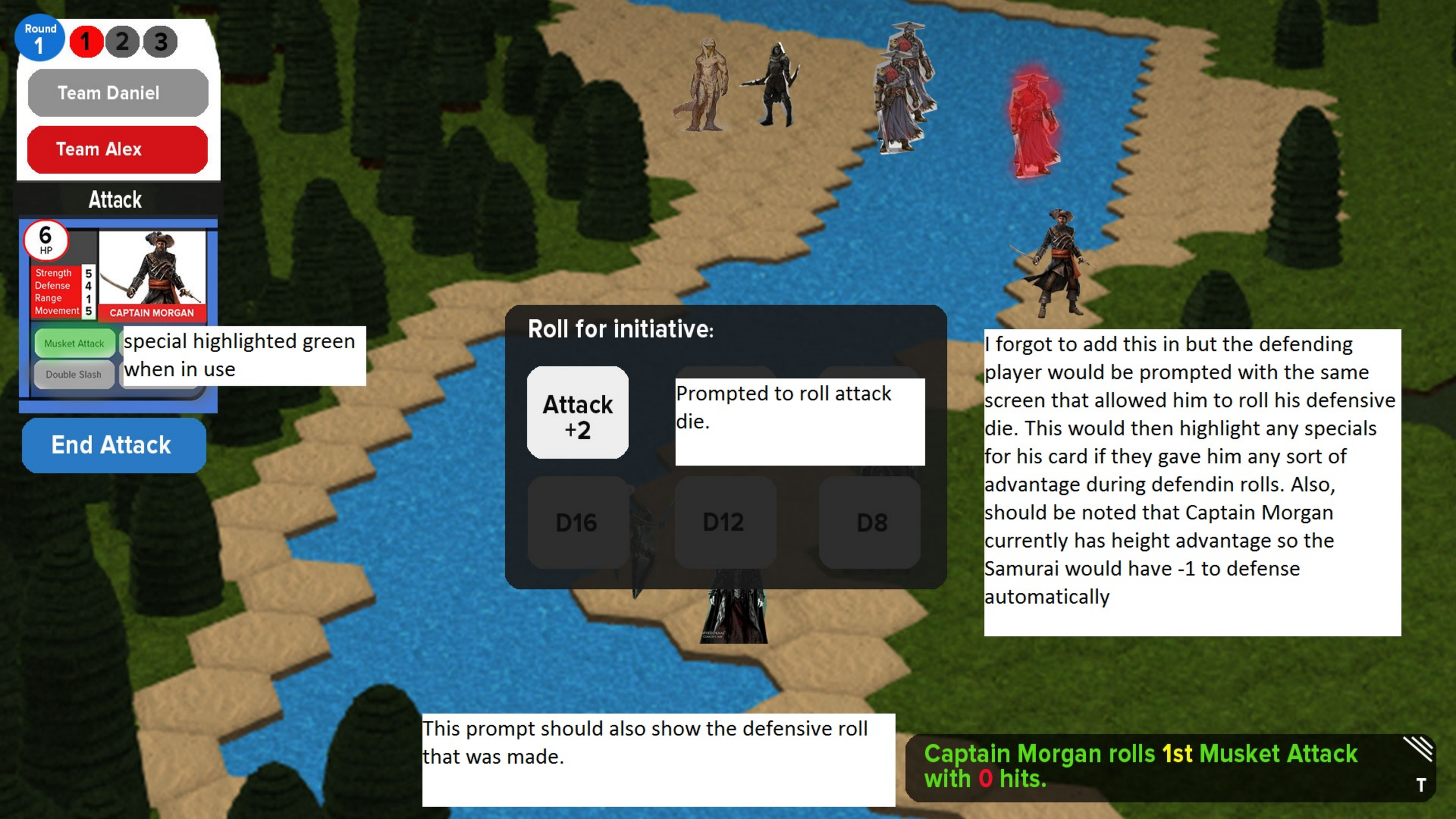


He ended special and ended movement phase which moves us till attack. While in attack all squad member show red because none have an available option. Also, all specials are greyed out since none of them can be applied. Samurai have no range attacks and have no adjacent figures so they are not able to go. They must end their attack phase.

Round 1
1 2 3
Team Daniel
Team Alex
Moved to next player in TURN 1 of ROUND 1
Movement
6 HP
Strength 5
Defense 4
Range 1
Movement 5
CAPTAIN MORGAN
Musket Attack
Sneak Attack
Double Slash
No available specials in movement phase
End Movement
I'm not going to highlight the available movement, but the same sequence would apply. It's move and then attack for each character. The only thing that breaks this up is an available special being used. Captain Morgan moves 5 spaces and ends movement phase.
T


Round
1
1
2
3
Team Daniel
Team Alex
Movement
6
HP
Strength 5
Defense 4
Range 1
Movement 5
CAPTAIN MORGAN
Musket Attack
Sneak Attack
Double Slash
End Attack
Captain Morgan only has a range of 1 so can not attack without adjacent enemies
However he has an available special that can be used in this phase.
T

If the player tries to end the turn before using the special he is prompted with an alert.

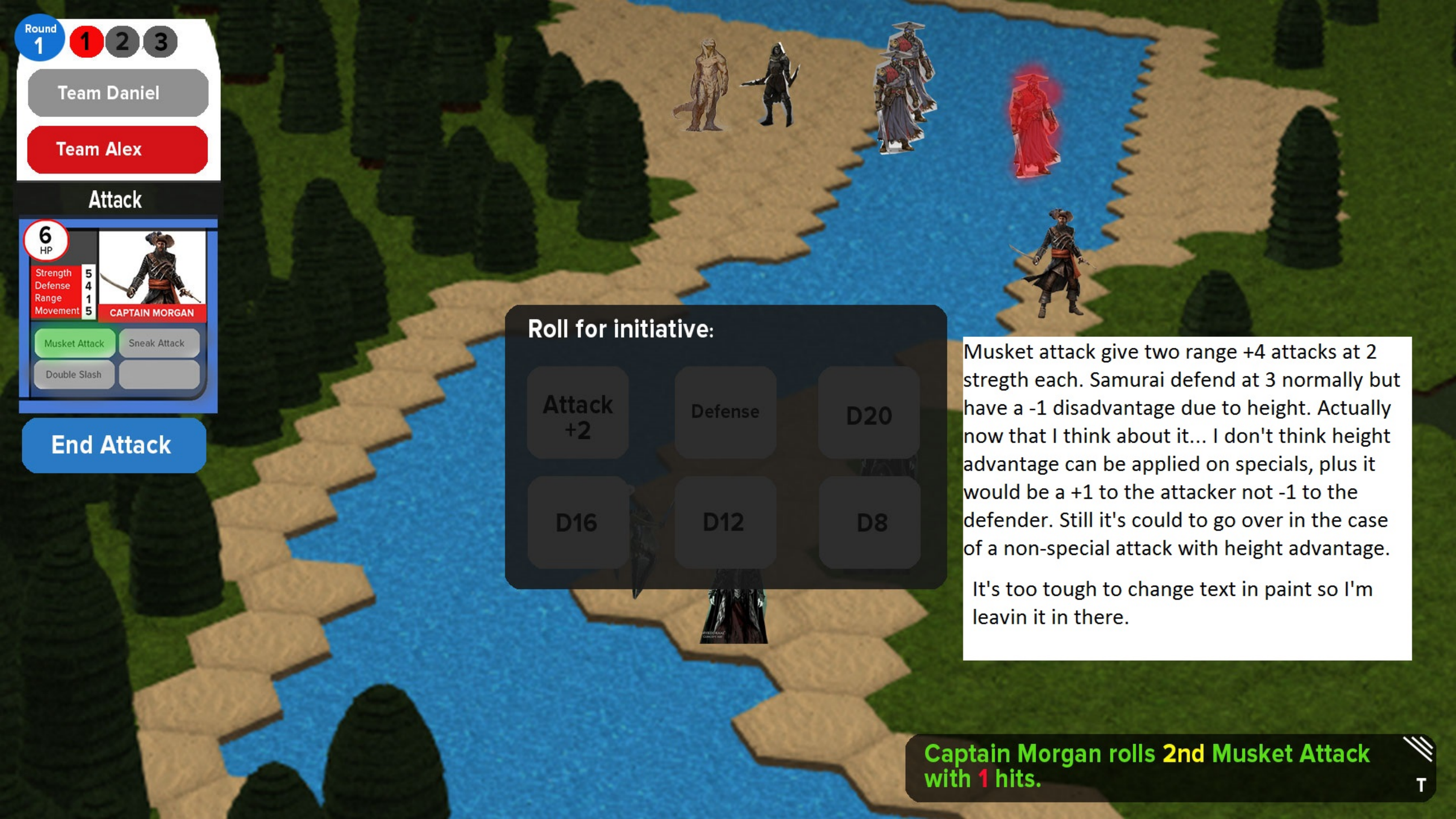


special highlighted green when in use

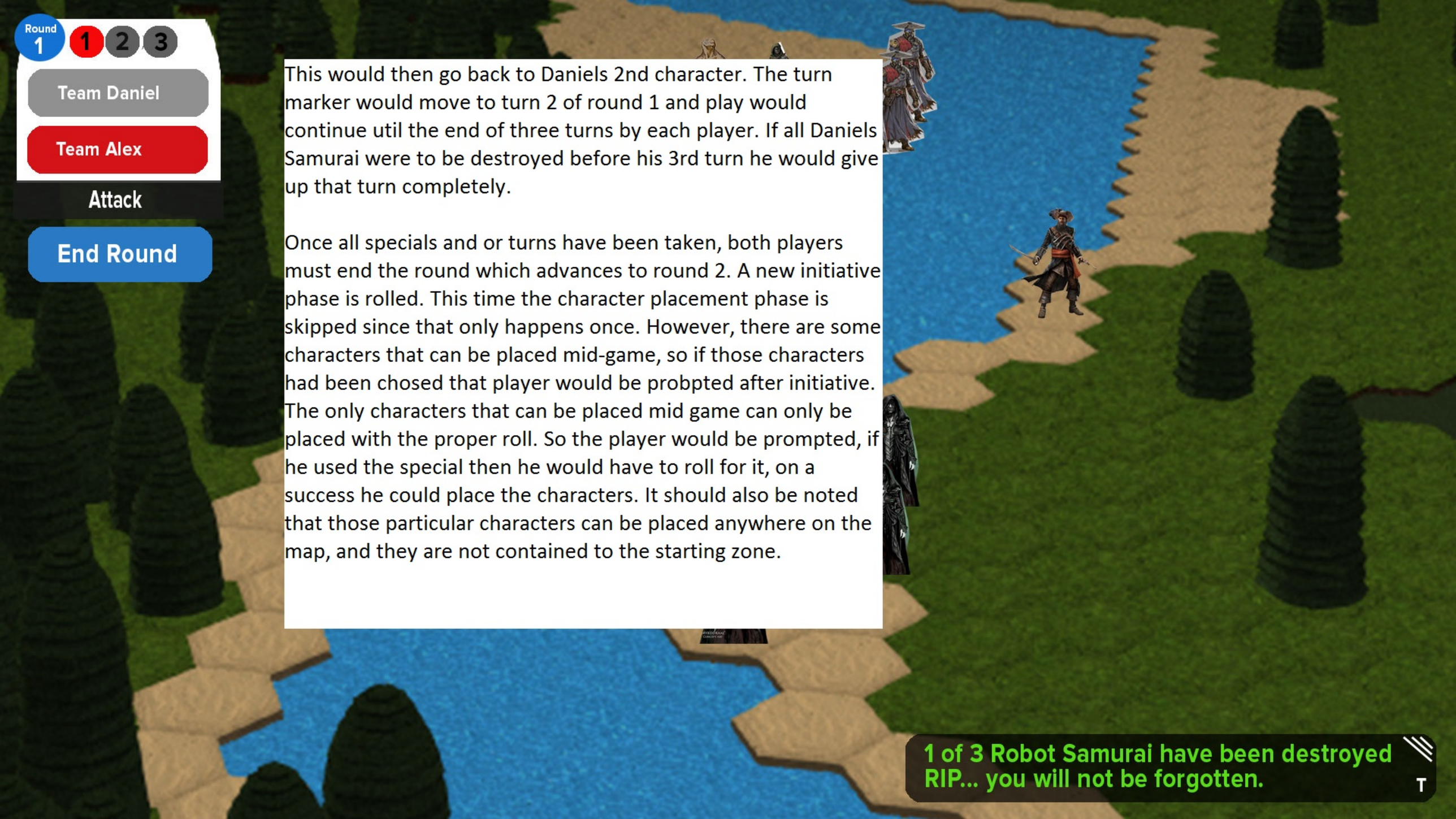
Prompted to roll attack die.

I forgot to add this in but the defending player would be prompted with the same screen that allowed him to roll his defensive die. This would then highlight any specials for his card if they gave him any sort of advantage during defendin rolls. Also, should be noted that Captain Morgan currently has height advantage so the Samurai would have -1 to defense automatically

This prompt should also show the defensive roll that was made.

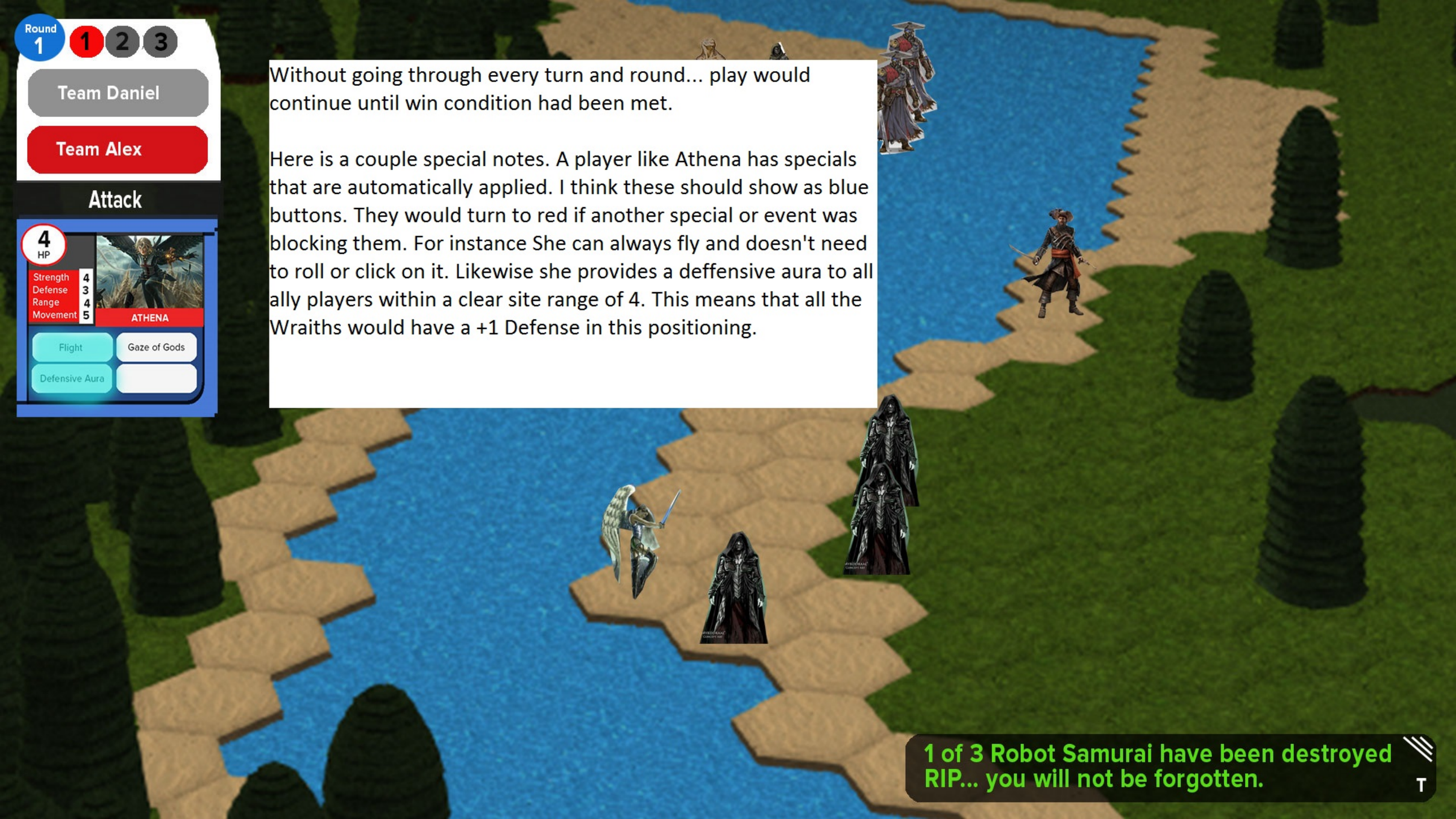

Round 1
1 2 3
Team Daniel
Team Alex
Attack
6 HP
Strength 5
Defense 4
Range 1
Movement 5
CAPTAIN MORGAN
Musket Attack
Sneak Attack
Double Slash
End Attack
Roll for initiative:
Attack +2
Defense
D20
D16
D12
D8
Musket attack give two range +4 attacks at 2 stregth each. Samurai defend at 3 normally but have a -1 disadvantage due to height. Actually now that I think about it... I don't think height advantage can be applied on specials, plus it would be a +1 to the attacker not -1 to the defender. Still it's could to go over in the case of a non-special attack with height advantage.
It's too tough to change text in paint so I'm leavin it in there.
Captain Morgan rolls 2nd Musket Attack with 1 hits.
T

Round 1
1 2 3
Team Daniel
Team Alex
Attack
6 HP
Strength 5
Defense 4
Range 1
Movement 5
CAPTAIN MORGAN
Musket Attack
Sneak Attack
Double Slash
End Attack
Character removed from play once destroyed. This should also be reflected somewhere on the Samurai card.
No available specials
Death shown in message box.
1 of 3 Robot Samurai have been destroyed
RIP... you will not be forgotten.



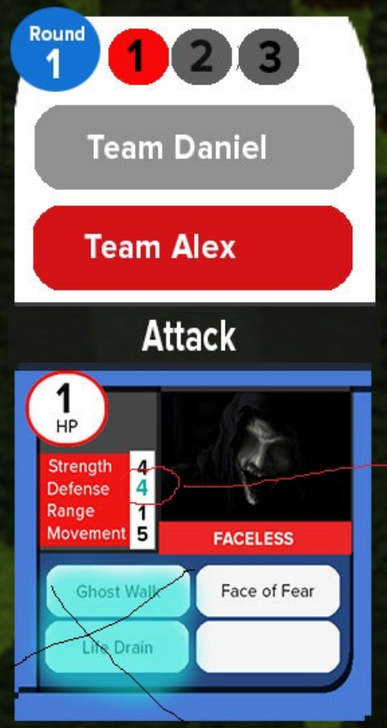
This would then go back to Daniels 2nd character. The turn marker would move to turn 2 of round 1 and play would continue util the end of three turns by each player. If all Daniels Samurai were to be destroyed before his 3rd turn he would give up that turn completely.

Once all specials and or turns have been taken, both players must end the round which advances to round 2. A new initiative phase is rolled. This time the character placement phase is skipped since that only happens once. However, there are some characters that can be placed mid-game, so if those characters had been chosed that player would be probpted after initiative. The only characters that can be placed mid game can only be placed with the proper roll. So the player would be prompted, if he used the special then he would have to roll for it, on a success he could place the characters. It should also be noted that those particular characters can be placed anywhere on the map, and they are not contained to the starting zone.



Without going through every turn and round... play would continue until win condition had been met.

Here is a couple special notes. A player like Athena has specials that are automatically applied. I think these should show as blue buttons. They would turn to red if another special or event was blocking them. For instance She can always fly and doesn't need to roll or click on it. Likewise she provides a deffensive aura to all ally players within a clear site range of 4. This means that all the Wraiths would have a +1 Defense in this positioning.



The blue highlight on the specials was a mistake. The Defense is turned blue and the bonus is added in automatically. Same thing would happen for any automatically added advantage or disadvantage. There would also be markers on the cards to show unique side effects like "poisoned" or "grappled". Those aren't shown currently.

At some point it might be cool to view different effects on the figures themselves. Little floating translucent icons or something. Also should be noted that I would like any character to be clickable. Once clicked the characters card pops up (i think). Or maybe once selected there is a button somewhere to "view card".

1 of 3 Robot Samurai have been destroyed
RIP... you will not be forgotten.

Once a character has used their turn the turn marker will gray out (again no numbers shown if viewing the oposing players marker). If the character is defeted then his card would be grayed out. Turn markes on him for this round would go to waist. In future rounds not turn markers could be played on this character. It should be noted that their are specials that can bring characters back to life so those have to be checked for and propted for throughout the rest of the game.