Combat Narrative Description

\*The descriptions below are focused purely on the player feelings and the visual and audio sensations during combat and do not cover mechanical aspects of the gameplay. For mechanics: check GDD Chapter: 3\_The\_Tactical\_Map´s\_Gameplay. Important audio and visual elements are highlighted in blue and can be found in detail respectively in the Audio\_Itemslist and the particle\_effects\_list documents.

A battle awaits!

You have seen an opponent on the map – a horned lion is standing between your tribesman and a valuable copper resource ***(N001)*** on the footsteps of a bush forest mountain. The beast has to be defeated! You have 3 tribesmen ready to face this fears wild creature in combat – one of them – Eron - is armed with a long stone spear, the second one – Ghudral - with a bow and bone arrows and the last one – Olaf - with a giant stone club. You feel confident that your man will prevail and order them to attack by clicking the move command for the stack ***(N003)*** and choosing the map tile occupied by the beast. On the map you can see a pulsing red trail ***(P004)*** on the tiles between you and the horned lion. You hear an attack shout ***(A013)*** from your units and hear them marching ***(A014)*** towards the enemy. When your forces collide on the tile with the beast, you hear a battle drum ***(A015)*** sounding and slowly fading away in long echo while the view on your screen changes completely from the world map to the combat map in a blurry zoom like effect.

In the next moment you are viewing the combat map from behind the shoulder of your middle unit, facing the dreaded monster in front of your man and the camera moves above and around and centers at a side perspective towering above the battle field and giving you a view of your man on the one side and the enemy on the other side of your screen. The echo of the battle drum has now faded away, melted in the soundtrack ***(A016)*** in the background, very different then the soundtrack you were hearing moments ago while you were still viewing the world map. This music is more intense, faster, and wilder, a strong primeval beat of drums makes your shoulders shrink and your breathing fastens. A savage battle is about to begin.

As the attacker, you have the first move and you want to make the best of this advantage. The first unit you may order is Eron. He is surrounded by a shivering aura ***(P001)*** signalizing you that it is his turn to take action. Your experience and battle intuition tells you to place him in front of Ghudral, your archer, in order to protect him and stop the charge of the beast with his long stone spear. You move him just by pressing on the tile you have chosen him to be and point in the direction ***(P005)*** you want him facing, which is the direction towards the lion. You have perfect awareness of the directions your units are facing not only from the position of the animated models, but also by the outline color of the hexagon the unit is placed at – the 3 hexagon sides in front of your unit are marked in blue ***(P006)***, while the 3 on his back are marked red ***(P007)***. Even subconsciously you know that a unit will be stronger in the direction he is facing and more vulnerable from behind. This knowledge will be of great help for you when you make tactical decisions in combat. You know exactly how far Eron can move, because all tiles within his range are marked with a green outline ***(P008)***. By hitting the spacebar you continue to the move of your second unit – Ghudral is now surrounded by the aura of action. He is already protected by Eron, so you do not wish to move him, but maybe you can shoot an arrow towards the lion? Ghudral has 5 arrows in his inventory and you want to be cautious when using them. From previous battles you know that some of the arrows you use get broken and lost after the combat and replenishing them takes time and resources. By pointing your mouse cursor over the enemy you see a transparent pop up ***(P009)*** above him, which contains information on the possible outcome of your attack. The lion is still quite far and due to a range penalty a shot from Ghudral might cause very small to no damage at all. You decide it is not worth wasting an arrow and instead you use another command for Ghudral. All your options are represented by icons in circle around the active unit: you could move, attack ***(N003) (N004)***, use a special attack ***(N005)***, or use a combat focus, which costs the turn for the unit and is either attack focus ***(N006)*** or defensive focus ***(N007)***. The focus commands will respectively give your unit a one-off bonus to his precision or dodge for the upcoming round. You click on attack focus, so that Ghudral would make the best of his shot in the next turn. The calculated precision bonus appears above the unit and slowly fades away, so you know exactly how much worth your tactical decision was.

Now is time for Olaf. You decide to place him on your flank, slightly behind and sidewise from the other 2 units, but within one move range. Your plan is to trick the beast in attacking Eron the spearman as he is standing the furthest towards the beast, while Ghudral can shoot at the enemy while he is charging towards your man and Olaf can move in from the flank and deliver the final blow, thus hopefully securing you a victory without any loses. The plan is executed, your man are in place. You hit the space bar and it is the time for the beast to act.

The lion rushes in a straight line towards the unit closest to him – your plan seems to be working. Though the beast has impressive range and covers more ground within a turn then your man, it is still not enough to reach and attack Eron, but he is now so close that you know that your man will be within his attack range on the following turn.

It is Eron’s turn – you could move and try to hit the lion with your spear, but unfortunately the lion is out of reach for Eron. You could use double move and you would get to the enemy but this would sacrifice your attack opportunity. No need to deliver your man to the beast, better hold your ground: you click on defense focus. Eron is prepared to face the fierce charge.

Now it is Ghudral the archer. The horned lion is now within range, there would be no penalty for a shot with an arrow and you will now receive the attack bonus from the previous turn. After clicking on the ranged attackcommand ***(N003)*** you move the mouse cursor at the enemy and the previous pop up is visible again promising you a much better result now. You click on the enemy and Ghudral shoots his arrow. You hear the screaming sound of the arrow ***(A019)*** and see it fly through the battlefield and hitting the enemy ***(A020)***. You hear the beast roar ***(A021)*** in pain and see him shrug from the impact, while bloody particle effect ***(P010)*** splashes from him and above him a number in red appears, moves up and slowly fades away. This number tells you the exact damage your attack caused. It is not much, but you know that bone arrows are not very good against big strong opponents. Never the less – you have caused the first injury to your enemy.

Spacebar, then it is Olaf. The lion is beyond his reach as well, so you stick to your plan and click on attack focus. You have already noticed that after clicking the commands for focus, they remain as icons above the unit after their turns are over, thus always giving you the perfect awareness of the battlefield, that you need as a commander.

Now it is the second turn of the lion and he charges straight to Eron, who is now within the attack range of the beast. You hear the horrible roar and see the horned lion lashing at Eron. He is hit and you hear the impact of the deadly claws ***(A023)*** hitting your tribesman while 3 red lines ***(P011)*** appear on him and quickly fade away living above Eron the number of the caused damage. You shrink in primal fear, as the damage marker fades off – the attack of the beast was stronger than you expected and costs almost half the hit points of Eron.

It is time to act – You could try to retreat Eron to safety, but you know that disengaging from an enemy unit on a tile next to your unit will provoke retaliation from the enemy, which in this case might cost Eron’s life. Great deeds are not written with fear, but with decisive actions and bravery. You click on the lion, thus commanding Eron to stab him with his spear. You are hoping for a critical strike, because you know from your previous experience in battle that piercing weapons such as spears or daggers often deliver critical damage compared to blunt or slash weapons. You see the animation of Eron stabbing the lion and hear the beast roar and shrug in pain again. Although unfortunately the attack with the spear didn’t cause critical hit, the damage flying above the horned lion is very impressive – the bonus of the spear against large opponents combined with attack focus of Eron from the previous turn pay off. You are curious to see how much hit points the lion has left and click on him, which opens a small transparent pop up with a short overview of the basic stats of your enemy. You know you can do this with any unit and you are used to use it pretty often during battles, because it gives you an overview of the state of things within a quick glance. The Lion still has most of his HPs.

Ghudral is still behind Eron and can shoot another arrow, though with some penalty as a unit is standing between him and his target. You know that if you move on the side to avoid the penalty you will lose the attack on this turn, because compared to melee attacks, ranged attacks cannot be used in combination with a movement action, but then you remember that you can use the most basic special attack which would cost you an action point, but will allow Ghudral to move and shoot an arrow on the same turn. You move him on the side, facing your opponent and click on the special attack command ***(N005)*** and choose from the revealed possibilities the extra attack ability ***(N003)***. Without thinking twice you click at the lion. The arrow flies and hits the monster causing him a decent damage and at the same time a number indicating the spent action point appears above your archer. After the turn is finished you realize that if you would have placed Ghudral just 2 tiles further you would have shot at the lion from behind, thus benefitting from significant bonus! You feel angry that you didn’t thought of this earlier, but you learn a valuable lesson for future battles.

When it is time for Olaf’s turn, you notice that the soundtrack in the background has changed a bit and it sounds more dramatic and more intense ***(A017)***. The columniation of the battle is near! Olaf is within range from the beast and this time you place him on a tile next to the beast but from his rear – this is the red zone of the enemy, who is facing the opposite direction – you click on attack with the stone club and shiver inside, full of excitement and anticipation for the result of your hit. Olaf swings his club and hits the beast. Beside the blood splash, there is a second particle effect appearing above the lion – you recognize it straight away: this effects stands for the dazed effect ***(N008)*** that blunt weapons sometimes cause. You are very excited because this effect doesn’t appear always and you know that while the effect is active on your opponent he will suffer a penalty on his attack and defense strength! On top of that the attack from behind was very successful and the damage that Olaf caused is much higher than the previous attacks against the lion. You click on him straight away to see how many HPs are left and smile with confidence as you notice that he is below the half of his HPs.

But now you have to end your round and receive the retaliation from the monster. The beast is fierce and angry and to your great surprise he roars louder ***(A022)*** than before, while the camera zooms at him and a light glow ***(P012)*** appears around the enraged monster – he must be using a special attack! You shiver in fear as he lashes twice at Eron with lightning speed *(****A023x2)***. Your breath stops for a moment as you see how Eron falls to the ground after the double attack. The painful shout ***(A024)*** of your man almost causes physical pain to you – is Eron dead? You see an icon ***(N009)*** above him, which you recognize from a previous battle – the damage that the beast caused was terrible, yet not mortal. Eron is knocked off and deeply wounded, but if a friendly unit moves to him there will be a command ***(N010)*** available which will allow this unit to help stabilize the fallen warrior. This option will be available for only one turn, after this it would be too late for Eron. This action will consume the turn of the unit, but you would not accept standing next to one of your man without helping him and just letting him bleed to death in the dust of the battle field. Your tribe doesn’t leave any man behind.

Ghudral is on turn and you don’t even think twice. Fearless in front of the wild beast you rush Ghudral to aid Eron. You choose for him to move on a tile next his wounded fellow and the command to help him appears. You click on it and Eron rises on his feet again! He has only few hit points recovered and will not be of much help in the battle, but his life is saved!

It is Olaf’s turn and time for your champion to finish the job. Still standing on the rear side of the lion you click on attack and point at the beast. You can almost feel the rage and vengeance in his blow! The camera zooms at him in the moment of the hit and you see the beast tremble to the ground with his last breath! The damage was enough to deliver the final blow to the monster.

The camera circles for a moment around the battlefield and you see your man holding their weapons in the air in celebration of their victory while on the background you hear the sound of horn ***(A026)*** which always has been indicating your victories and this sound set you straight away in great mood. You have dominated and the beast is slain.

The view changes again in a blurry zoom like effect with the horn still echoing in the background and you find yourself on the world map with a pop up in front of you, which contains a short overview of the battle and the thing that triggers your favorite feeling after a battle – the overview of the experience points you and your man have earned and the loot from your slain opponent, which in this case is the fur, which you can use for crafting of many things such as weapons and armors. Among the loot you also see a special resource, which you otherwise cannot obtain: the horns of the lion! You have no idea what you can use them for, but you know that if you make a camp and use the crafting command for one of your units you will find yourself in a menu which will showcase you the practical use of this rare resource for items and potions. You are already filled with anticipation to check this out and make use of your reward.

Now you also remember why you entered in this battle, you nearly forgot this in the heat of the combat, but with the lion out of the way, you now have access to the copper resource on the tile. You want to harvest this resource and use it to improve the equipment of your man. You would make a copper spear for Eron and depending on the quantity, maybe some copper arrows for Ghudral. Remembering the fierce strikes of Olaf’s stone club you think with a smile that you might leave him wield his deadly weapon for a while longer.