

Tactical versus High Concept

by

Benjamin Peltier



Pitch & Basic rules

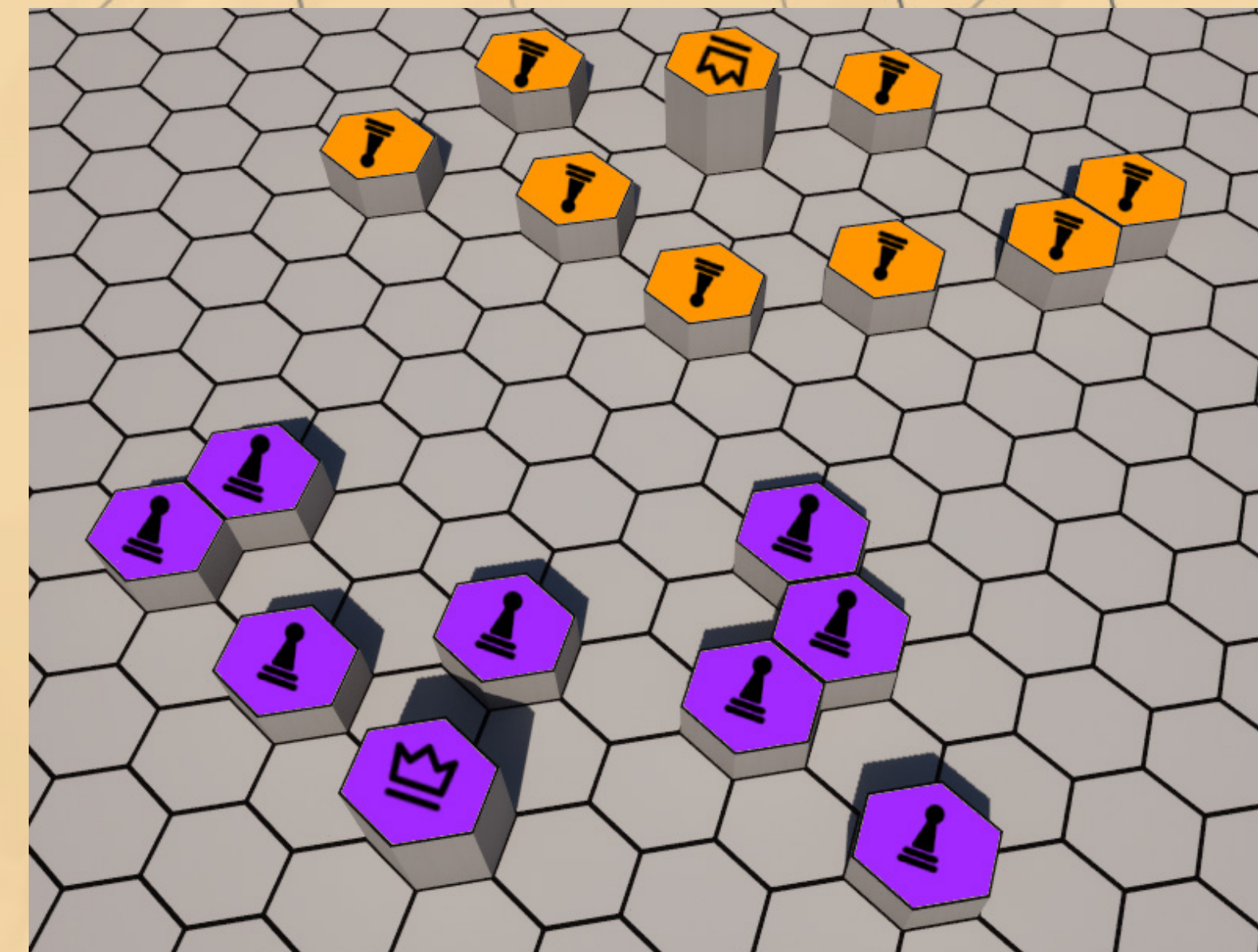
Quick versus game, tactical fight with customisable armies compositions.

Basic rules

- Two player, one versus one
- Hexagonal grid
- Every game is a BO3 (first player to win 2 rounds, win the game)
- Personalizable army composition
- Each turn player move/attack with 1 unit
- Army of 8 units and 2 spells

Pillars

- Versus
- Tactic
- Combo
- Clarity



Objective

Be the first to kill opponent's GQ or all of his units.

Design's key points

- Units are basic, but they can alter opponent's positioning and board state to create strong combo.
- Spells are unpredictable tools and enhanced units capacities.
- Every player has access to all units and spells from the start. Army composition is the key to strategy and replayability.

Benjamin Peltier

Gameplay overview

Army composition

Units

Each unit has unique statistics combinaison (Health Point, Attack, Movement Point, Attack Range) and a type (Melee, Ranged, Swift).

Each unit has a special passive on his attack, from the followings one :

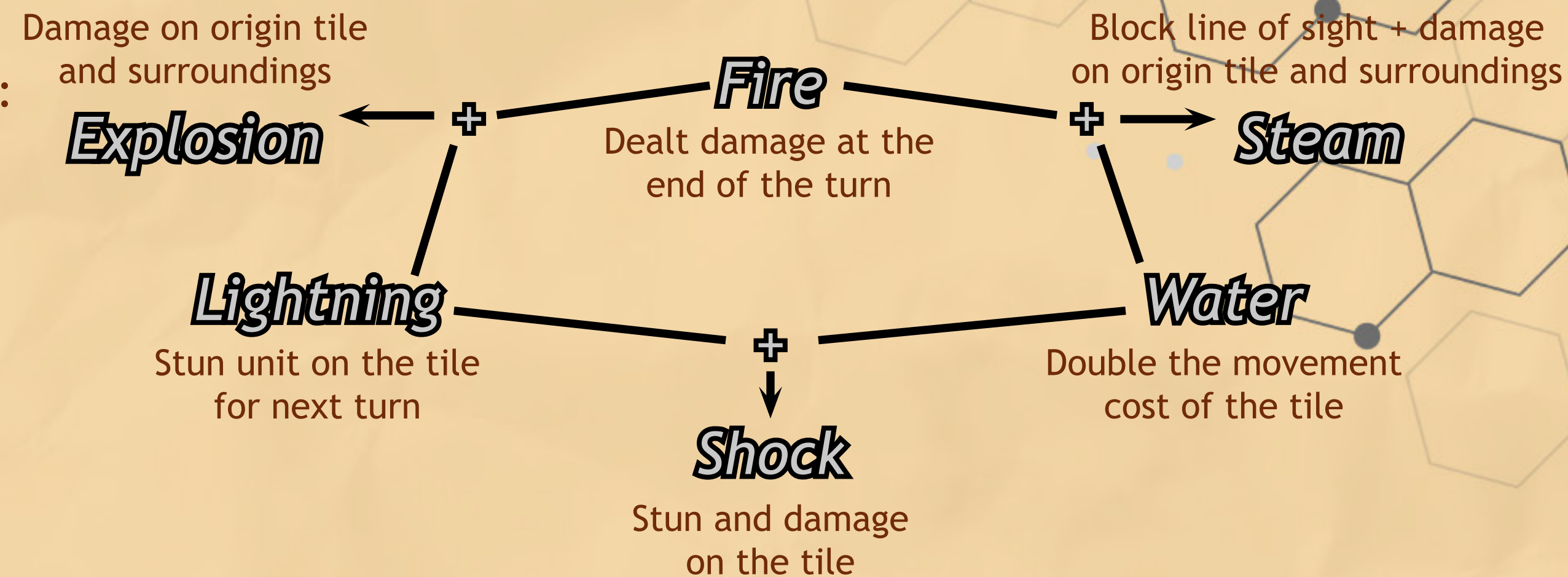
- Engage (lock unit on tile)
- Mitghty (push attacked unit)
- Shield (apply a shield on attacked unit)
- AoE (Area of Effect, cone, line...)
- Mind control (extra turn playing attacked unit)
- Swap (echange place)

Spells

- Each spell can be used several times during a round, and it can be played during opponent's turn.
- Spell charges are recharged each new round.
- Each spell is accompanied by a passive combo, enabled by the army composition.

Elements

In addition of its passive, each unit can have an element on its attack. Elemental attack applies its element in the tile(s) under the target, each element, and element combinaison has an unique effect :



Examples :

Lighting chain
2 charges

Chain damage through adjacent targets.

4 Ranged or more :

Every melee unit has a control area around it, force engaging adjacent ennemy's units.

Heavy rain
5 charges

Apply wet on every tiles in target area.

3 Swift or more :

Double damage of units which didn't move before attacking.

Hurricane
3 charges

Move every ennemy's units in selected direction.

4 Melee or more :

+3 damage if you killed an unit in your previous round.

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