OVERALL
- Tabletop / computer tactical skirmish game
- Square grid based
- Preliminary theme is corporate warfare between robots customized by nanomachines (to allow basically "magical" effects)
-- aka updating the theme from that old "Fallen City" ruleset of mine
- Focus is creating abilities/skills for robots
- Can "build" each ability using a big list of options
- Result is an EU cost. Most options are additive, some are multiplicative. For example doing Ranged or Burst over Melee is multiplicative
- Provide a default list of common abilities, like say Fireball or Heal that can be chosen from instead
-- For example (assume "etcs" on each of these points):
--- Name: every ability has a name (in a MMO computer game of this the first person to win with a created ability would name it)
--- Category: Offensive, Defensive, Buff (or "Effect" or "Modifier" since it could be negative on an enemy, like a debuff?)
---- Ideally all are equally attractive
--- Type: Self, Ranged, Line, Melee(?), Burst
--- Duration: X turns
--- Element: Fire, Acid, Lightning
---- Could have to choose 2 strong/2 weak elements per unit, to make this relevant? Makes drafting units a bit swingy
--- Damage: flat (say 3), variable (say 1-6)
--- Condition: Crippled, Penetrated, Stunned (all of these last 1 turn for simplicity?)
--- Graphic (computer game only): tile image to use

GAME SETUP
- So first a match type is chosen, specifically Number of Units and Abilities per Unit
-- Most common would be 6 units with 4 abilities each? Need maximums on both (20 units / 10 abilities for craziness?)
-- Could also choose ability "slots", so each unit must have 2 Offensive, 1 Defensive, 1 Buff, or X of each
- Each unit has a few baseline stats, such as Move Speed, Hitpoints
-- Try to keep this at 3-4 only (as the focus is the abilities)
- Perhaps have an alternating "draft" stage where unit/abilities are chosen
-- First person to draft goes second in game?
-- This way players can respond to what the enemy chooses, much like Dota
-- Could even have a "random ability" mode
-- Could have a "mirror match" mode, either one player chooses roster, or players alternate building the same roster
- Default objective is to kill all enemies, could also have the usual capture/rescue/etc.
- Need a way to "procedurally generate" a map even in the tabletop version, which means set terrain types
- Start all units off the table, deployment is taking turns doing a full move (no attacks) for each unit, alternating like a normal turn

TURN STRUCTURE
- For turn structure one of the stats each unit has is Initiative?
- Otherwise alternate order unit-by-unit? Or roll off at activation start like DC? (remember uneven numbers)
- Each team also has a set number of Interrupts PER TURN, that can be used to perform a set number of actions after an enemy
- Basically action point based, called "Energy Units" (or something else related to the robots)
-- Moving has a set EU cost per square (modified by terrain?)

- Each ability has an EU cost based on how it was built, so something with Range 4 would cost less than Range 5
- Can spend all EU for a unit, then it is done and next unit goes
- Interrupts give +10 EU (or whatever) to the unit that was interrupted, and cost 10 EU from the interrupting unit
-- The interrupting unit performs their EU cycle, then it's back to the original unit
-- Can subsequent interrupt at a scaling cost, like +20 EU/-20 EU, etc.
--- Interrupts inside interrupts!
- As usual will probably need some motivation to move and not just spam-spend EU on abilities
-- Flanking will help a bit
-- Maybe "EU pumps" or "EU panels" scattered randomly around the field, give +EU when nearby?
--- Also change at the end of each turn? To prevent camping

COMBAT
- General combat is Attack - Defense = Damage, with Hitpoints - Damage as normal
- All attacks hit all the time, unless target has a Buff with some kind of Miss Chance?
-- Or maybe Chance to Hit is one of the ability options?
-- Either way all to-hit / to-miss is percent based
- Direction facing is very important, units have Defense from all 4 sides, some abilities do more from side/back
-- Takes some EU to change facing
- Elevation with terrain could also be important, gives a +Attack on everything?
-- Or maybe a -EU cost (robots are closer to the sun, solar powered? lol)

ROSTER
- Have a simple record card for each unit
- Name, Faction, 3-4 stats, then a row of abilities (much like a weapon chart), maybe checkboxes for Conditions/Buffs applied?
- Idea is to fit 6 to a page, similar to DC

MAYBES
- Maybe have some other resource cost beside EU? Then you could have high EU / low mana or low EU / high mana abilities?
-- Probably way too complex and record keeping intense
- It'd be nice if damage vs healing was a big factor, like GW 1
- It'd be neat to make an online game version of this
-- Track a bunch of stats on abilities used, showcase most winning abilities, introduce new modifiers over time, let people name abilities, etc.
- Maybe have buffs not be turn/timed, but instead be dispellable. Maybe get a hand of 2-10 (plus Ace as 1) standard playing cards, both play one each, whoever has higher dispels?

- Rulebook needs diagram of Orthoganal vs Diagonal movement, also how to count squares (no such thing as 0 Distance, since adjacent is 1)
- Rulebook needs diagrams of spell attack patterns (Blast, Line, etc.)
- Player army/roster sheet should have enough space for 10 units + 8 spells, without needing to flip back and forth
-- Statline per unit should technically be 1 line? Especially if graphic images are used instead of text for fields
- Actual representations on the board can be simple numbered chits, or usual figures, etc.
- Maybe don't remove dead from the game, so spells can res them? Might drag on then?
- Need the usual slew of alternate deployments and objectives

- Example spell powers:
-- Push (away), Pull (towards), Slide (across), +Attack, +Defense, +Hitpoints (heal), +Hitpoints max?, change Orthoganal and Diagonal movement, add flying movement?, teleport?, ignore line of sight (called "Global" keyword, such as "Global Dispel"), +range
--- Basically look at D&D 4th, Guild Wars, Diablo 2/3, etc. for inspiration and ideas

- Do an Overload if granted Power is double normal (ie: 20) such as Push into an unplanned Well?
- Push spells should be same Power as similar orthogonal movement, or target enemy only, otherwise can Push self for cheaper
- Caster Helpers need minimum 0 or you can technically infinitely buff yourself
-- Or don't allow Distance 0 (Self) spells while on a Well?
- Have version numbers of some programs, for higher offense versions?