

Notices:

WE NOW HAVE A WEBSITE:

<http://mew.decisive-media.net>

NOTE: This document is open for public editing. Please, for the love of ponies don't spam it.

IRC Channel over on www.canternet.org <irc://luna.canternet.org/>

[#Mock Equestrian Wars](#)

You can use the IRC Chat Link in the menu bar on the site

<http://mew.decisive-media.net/chat/>

or, if you use the irc client embed on EqD just type “/join

[#MockEquestrianWars](#)”

Also note there is a built-in chat feature if you click the arrow next to other viewers.

Help is needed for coming up with skills. There is a skill suggestion section below.

Message from Ryex (Project Leader):

Don't call me "Boss", I'm not your boss and it feels wrong. Call me "Ryex" or "Ry" if you want to be friendly. or "Ryexander Rixe" if you're crazy and want to be formal and type all that But feel free to do so if you're annoyed with him.

On another note: you ponies are awesome. I honestly did not expect this much game definition in so little time. And most of it without the need for my input. I put up the idea and you refined it to something I think is beautiful so far. keep it up and it might become a reality!

And another note. from time to time I might strike down an idea for programming reasons. this is because I'm actively thinking about how this game will be implemented incorporating the ideas here on the fly and I'm also taking into account server resources. if the two don't match up something has to go, sorry to say the server will almost always win out :(

Don't feel bad if I shoot your idea down because if this. In all likelihood the idea was awesome. TOO awesome for the server to handle.

~Ryex out

NOTE: Nothing here is final until marked otherwise and even then it is up for debate. The ideas listed in the Confirmed Ideas Doc have been discussed and confirmed on the IRC

Confirmed Ideas Doc link: <http://tinyurl.com/7a2kuyz> <- outdated

HOW THIS WORKS: Please edit and add suggestions but try not to delete anything. Please do your best to keep everything organised.

Please take the time to read the full document if you are going to suggest something. it's really not that big (YET!)

If you would like to sign up for a position and help with development, please leave your name and email in the sign-ups section (I'll then contact you directly about ways you can help) ALTERNATIVELY you can leave your name in the sign up section and email me AT Ryexander@gmail.com to give me your contact info, and then leave a note by your name in the doc saying to did as such

AT THIS POINT DO NOT REMOVE THE IDEAS OF OTHERS! We are trying to get a large group of ideas that could possible define this game. The list will be narrowed down eventually but for now just leave everything there, no matter how stupid it may be.

Table Of Contents

[Notices:](#)

[Premise:](#)

[The Big Questions:\(outdated\)](#)

[Concise & Confirmed Points](#)

[Game Specifics:](#)

[Non Lethal Pony Weapons:](#)

[Map 'Special Powers' abilities:](#)

[Possible Classes:](#)

[Pony classes:](#)

[Griffin classes:](#)

[Neutral creatures \(various beasts\) that are hostile to both sides?](#)

[Perhaps there could be some recruitable or mercenary creatures to aid one side?](#)

[Would Hero units be a possibility?](#)

[How will we count time?:](#)

[Current Battle System Idea:](#)

[Logo and Banner Discussion:](#)

[*](#)

[-](#)

[^ This is all I could cook up for now \(Topsy\)](#)

[Official Team:](#)

[Programing:](#)

[Webdesign:](#)

[Art:](#)

[Design:](#)

[Sign-ups:](#)

[Suggestions:](#)

[IRC DISCUSSION IDEAS \(so far\):](#)

[What is done at the end of a turn. \(OBSOLETE\)](#)

[2\) Leader/Soldier relationship](#)

[3\) Battle mechanics](#)

[4\) Squads](#)

[5\) On grid/map character fighting](#)

[7\) Chain of Command](#)

[8\) Current battle conventions:](#)

[9\) Communications \(OBSOLETE\)](#)

[10\) Classes](#)

[11\) Distribution of Forces](#)

[12\) Structure for highest tier](#)

[13\) Slogans and crests for platoons \(second tiered players\)](#)

[14\) Cutie Marks](#)

- [15\) Winning Battles](#)
- [16\) Getting Knocked Out \(Dying/Losing\)](#)
- [17\) Terrain View](#)
- [18\) Movement](#)
- [19\) Grid size](#)
- [20\) Race specific abilities](#)
- [21\) Squad Development](#)
- [22\) Buildings](#)
- [23\) Winning the War](#)
- [24\) Turn Lengths](#)
- [25\) Squad Skill Tree](#)
- [26\) Possible Skills](#)
- [27\) Communications Thoughts](#)
- [28\) Commander Defence](#)
- [29\) Captains' Deaths & Defences](#)
- [30\) Powers of Generals](#)
- [31\) Resources](#)
- [32\) Coordinates](#)
- [33\) Base skill tree structure](#)
- [34\) Researching and Development](#)
- [35\) Resources/Funds](#)
- [36\) Going Offline](#)
- [37\) Skills \(squad\) NO PREREQS >:\(\(cept base skill\)](#)
[Not a skill tree, but a list of buildings available to build](#)

[IRC To Do List](#)

[Interface Examples and Ideas:](#)

[Questions:](#)

[Glossary of Terms:](#)

Premise:

A mock war is being staged and ponies from all over Equestria are coming to participate!

This is a project to create a real-time strategy browser game that endeavors to create a mock war scenario that will be won not only by force, but by tact and wit!

Here are a few points that will help to define gameplay:

- **Choose your side.** Players will pick a side (either ponies vs griffins like the post or ponies vs ponies so we have a better chance of keeping the sides even).
- **Create your character.** Players will create a character, pick a class, and do a limited form of stat distribution to customise what they are good at.
- **Select your leadership.** The players on each side will hold open elections to elect various battle leaders, and sub leaders that will direct the movements of troops on the field.
- The field will be a pre-made grid map where each grid square will hold one group of the force. *(Combine with point below?)*
- **Battle for control of the [grid's name]!** When two groups come into the same grid square, a battle is started; the battle result will be determined by the total stats of all the characters in the group, some random number aid, and an extra margin determined by some sort of 'rock paper scissors game' (determined by classes and possibly weapons characters are carrying (such and such class balance beats such and such class balance, this weapons beats that weapon but is beaten by that weapon etc.)).
- **Requirements to win the fight for a territory.** Being a defending/attacking side should influence the chance to gain control over the territory. This way keeping control will be relatively easy, while actually winning will be harder (you need "tact and wit" to see through your enemies' strategy).
- **Complete objectives to achieve victory (Be victorious)!** Each side has a chance to win the game by the completion of one or more objectives to be determined on a game by game basis ranging in type from flag capture, area control, to elimination of the opposing force.
- "Casualties" will be non permanent and will be something to the effect of "this character was deemed a casualty of the last battle it will not count towards that stats of any battles for the next X turns"

- **Think of other games while developing this one!** I suppose the best way I can explain the type of game I want to make is to describe it as one very large battle from a game like the Fire Emblem series taking place over a larger space of time. with a lot more than one player playing at a time. Other examples people may be familiar with would be Warhammer(Fantasy and 40K), Final Fantasy Tactics, and many other turn based strategy RPGs.

The Big Questions:(outdated)

these are the big questions that need to be answered before we move forward

Question 1: What will the major conflict be?

- **Question:** Pony vs Pony? Griffin vs Pony? a combination of both? get all the races on all the sides including dragons and manticores and zebra ect.? This is the big one as it will define the project and its game play. Please have a discussion in the IRC and add the arguments for any solution below
- **Answer 1:** Pony vs Pony
- **Answer 2:** Griffin vs Pony
- **Answer 3:** Non-discriminatory division (how do I put it? Mixed species?)
- **Answer 4:** Subtractions of both sides? New Lunar Republic/Royal Equestrian Army etc.
- **Answer 5:** Larger creatures (dragons, manticores etc.) will be special units for certain factions instead of having their own factions.
- **Answer 6:** Why just one? Have varying wars week to week, or month to month.

Question 2: What will the roles of the leaders be?

- **Question:** What will the roles of the leaders be? I originally saw them as major player who, after being elected by the other players on their side, would control the movement of battle groups on the field. I feel that this was an important game play mechanic. What other duties should they have? balancing the number of characters of each class in each group? obviously deploying map powers. what else should they have control of?
- **Answer 1: P**
- **Answer 2:** Perhaps they should be able to bestow some sort of passive leadership or morale bonus on nearby friendly units.
- Maybe they could take control of a special type of Hero unit, different for each faction, and unlockable only after a certain condition has been met on the field (like maybe you lose so many troops at once, Celestia flies out to help on the field).
- They could tell people what type of unit they should be (scout, artillery, infantry) then tell them where to go and who to attack.

Concise & Confirmed Points

(For the wiki)

1) Leader/Soldier Relationship

- Commander playstyle: RTS. Issue orders only
- Captain playstyle: Command squads (defend, attack, flee). If MIA, replaced by AI
- Soldier/Squad playstyle: Assigned task, but can decide how to complete. Work with other squads.

2) Battle Mechanics

- TBS style
- Rotating command (among players) of squads on small map
- Skirmishes occur on small map
- Skirmish size varies on number of involved squads

3) Squads

- Individuals control 1 squad (as opposed to 1 character)
- Squad size/strength varies on experience collected
- Collect experience through fighting battles or completing objectives.
 - Objectives include:
 - Clearing 'Fog of War'
 - Winning skirmishes
 - Discovering enemies/fortifications
 - Finding intel (capture the flag?)
- Objectives vary based on squad's role
- Squad's role is determined by _____(who?)
- Squad's racial composition determined by the individual. If diverse, enables 'special attribute' sharing within squad.

4) Passive Race Effects

- Determined by the individual's pony's race.
 - Earth: (+)Health, (+)Defense, (-)Base Buffs, (0)Debuffs
Units have higher health and defense but less powerful base buffs than Pegasus or Unicorn units. No debuffs. "Meat shields."
 - Pegasus: (+)Speed, (0)Terrain Interference, (-)Attack
Units move quickly across map. Pegasus let squads serve as strike teams and scouts.
 - Unicorn: (+)Range, (-)Attack, (-)Defense, (--)Speed
Units lack in stats but compensate with magic. Serve a supporting or artillery

role. Best as part of team.

5) Chain of Command

- Lvl 1: Squad Leader.
 - Individual players
 - Control 1 squad of 8 ponies
 - Receive objectives from higher players
 - Work with other squads to complete objective

- Lvl 2: Captain.
 - Send orders to squad leaders under their command

- Lvl 3: General.
 - In charge of game strategy.
 - Distribute supplies
 - Issues objectives

15) Terrain

- Impassible: No passage. Includes high mountains, magic barriers, everfree forest.
- Flight-only: Accessible to flying creatures only. Includes ravines, violent rivers.
- Hindrance: Results in decrease in speed. Exception: Flight. Includes calm rivers, swamps, forest.
- No obstruction: Normal speed

16) Grid Size

- Visible portion of grid differs upon chain-of-command level of player.
 - Lvl 1: Squad Leader
 - 20x20
 - 1 pony per square
 - Map centered on squad (How? If ponies aren't standing together...)
 - All terrain visible

 - Lvl 2: Captain
 - 400x400, represented by a 20x20
 - 1 squad per square
 - Only general terrain visible
 - Unable to see individual unit movement

 - Lvl 3: Commander
 - 1500x1500 (entire grid)
 - 1 squad per square
 - Only general terrain visible

17) Race Specific Abilities

- Use Energy.
- Energy regained by resting
 - Earth: Sprint --> (+)Speed
 - Pegasus: Fly
 - Unicorn: Magic

Game Specifics:

Squad Skill Proposal:

Basic

Conscription: Increased units, available once every 3-5 levels

Skirmish Oriented Squad Skills

Power

Advanced Training: Melee damage increase

Crippling Strikes: Melee critical chance increase

Stunning Blows: All stun chances increased

Weapon Mastery: Melee weapons break chance is decreased

Range

Ranged Mastery: Ranged damage increase

Bullseye: Accuracy of ranged attack increase

Eagle Eyes: Range of attack increase

Ammo Conservation: Increased ammo capacity

Constitution

Heavy armor: Increased melee defense

Thick Skin: Increased ranged defense

Enhanced Reflexes: Increased dodge%

Resilience: Increased resistance to debuffs

Battle Oriented Squad Skills

Reinforcement

Revive: Revives one knocked out unit of a squad

Motivation: All units of a squad receive a buff of all stats for a period of time

Barrier: Creates a temporary barrier (Stone for earth pony, Wind for Pegasi, Magic for Unicorns)

Empower: Energy Increase

Construction

Better Tools: Construction/Demolition speed increase

Baggage: Larger inventory to hold items

Masonry: Higher level buildings are unlocked(captain buildings)

Toughness: Health Increase

Perception

Eagle Eyes: Increased range of vision, can venture farther from captain without penalties

Invisibility: Squad becomes invisible for a few turns

Forecast: Ability to forecast weather, find resources easily, and detect invisible enemies

Haste: Speed Increase

Tally:

Generic

Generic Damage: 1

Melee Damage: 2

Ranged Damage: 0

AoE: 0

Stun: 1

Heal: 1

Generic Defense: 0

Melee Defense: 1

Ranged Defense: 1

Speed: 1

Enemy Movement: 0

Invisibility/Invincibility: 0

Energy Drain: 1

Earth Pony

Generic Damage: 1

Melee Damage: 5

Ranged Damage: 4

AoE: 2

Stun: 0

Heal: 0

Generic Defense: 1

Melee Defense: 0

Ranged Defense: 0

Speed: 0

Enemy Movement: 1

Invisibility/Invincibility: 2

Energy Drain: 1

Unicorn

Generic Damage: 1

Melee Damage: 0

Ranged Damage: 1

AoE: 1

Stun: 2

Heal: 2

Generic Defense: 3

Melee Defense: 0

Ranged Defense: 1
Speed: 1
Enemy Movement: 3
Invisibility/Invincibility: 1
Energy Drain: 1

Pegasi

Generic Damage: 1
Melee Damage: 3
Ranged Damage: 4
AoE: 2
Stun: 1
Heal: 1
Generic Defense: 2
Melee Defense: 0
Ranged Defense: 0
Speed: 1
Enemy Movement: 0
Invisibility/Invincibility: 2
Energy Drain: 1

Skills (unit)

*=not specifically coming from the show.

Generic Unit Attacks (Cannot be leveled up)

- Buck
- Blitz

Generic Unit Skills

- Heal
- Hoof punch: 2 hit ½ damage buck. ←---seems quite pointless
- Hop, skip, and a jump: If opponent uses melee attack, jump over it to avoid damage.
- Ninja Pony: Speed increase.
- Bunker Down: Increase ranged defense

Earth Pony Unit Skills

1. Charge: Increased Blitz damage
2. Sprout: Tree pops out, AoE attack. (Barrier?)
3. Lasso: Low damage, bring enemy closer
4. Tie: Restrict enemy movement, DoT
5. Dig: Go underground for one turn.
6. Baked Bads: Change ranged pastries to inflict DoT

7. Flour Spray: Reduces enemy accuracy
8. Power Buck: Increased buck damage
9. Mud Bath: Invisibility ← Kind of hard to be invisible when you're completely covered in brown mud standing in a green field
10. Ammo Buck: Increased ammo damage, possibility of failed attack(ammo smashed) ← nice
11. Bucky McGillygoody and Kicks McGee: Almighty damage attack
12. Tree sap: Drains enemy's energy, possibility of reduced movement.
13. Cupcake to the Eye: Use ammo to blind enemy. ← What will blinding do?
14. Buzzer Handshake: Low damage stun attack. ← Hmm seems like should be a generic skill rather than Earth Pony unique
15. Pinkie Sense: Increase miss %. ← Isn't this only for pinkie?
16. Hot Sauce: Damage, DoT
17. Spittin' Snakes: Almighty ranged damage.
18. Slip on some cake: Enemy will overshoot(movement) if they miss.
19. Geronimo!: Almighty melee damage, jump on opponent, possibility they cannot hit you. ← Hmm should have recoil damage if misses
20. Pitchfork: Almighty melee damage, need melee weapon. ← Name needs to be changed
21. Hammer, Hammer: Damage/construction boost aura. ← Should be a generic Captain skill
22. Mace Tail: Almighty Melee damage.

Unicorn Unit Skills

1. Rapidash Eruption: AoE DoT(around you)
2. Failsafe spell: Cure statuses/ailments
3. Medicate*: Increase heal amount
4. Sunrise*: AoE damage, cures statuses ← Sun only controlled by Celestia
5. Lightning strike: Stun+ damage skill
6. Telekinesis: Move enemy a few steps
7. Smartypants: % chance of stopping the enemy from attacking for one turn.
8. Magic Rope: Restrict enemy movement.
9. Osmosis*: Drains enemy energy.
10. Magical Shield: Barrier AoE, defense increase
11. Maelstrom of Darkness: AoE damage, nerfs opponent
12. Power Stomp: AoE damage, breaks things.
13. Blindfold: Melee, enemy cannot see/high miss %
14. Candlelit horn: Increased range of attack, decrease fog of war.
15. Rainbow spin: Ranged, makes opponent dizzy/higher miss%
16. Reedtail music: AoE, % chance of stopping enemy from attacking
17. Disappearing act: Quick retreat from an opponent

18. Ammo Catch: Possibility of deflecting ammo back at the opponent.
19. Bee Hive(possibly other race): Ranged AoE DoT. ← Should be generic
20. Syrup: Possibility of opponents getting stuck.
21. Rubber Chicken: Creates a decoy pony for enemy to attack.
22. Necklace, Necklace, Necklace: Aura to buff defense, ranged, or AoE attacks.

Pegasus Unit Skills

1. Rain-blow-dry: Remove ailments
2. Spring Shower: AoE debuff
3. Fly High: Fly out of reach for a turn
4. Wind Draft*: Drains enemy energy.
5. Rainnuke: Almighty AoE attack. ← Maybe too much for a unit, too advanced for average pegasi, Captain's instead?
6. Snowstorm: Low damage AoE, change terrain to snow, slow enemy movement
7. Chocolate Rain: AoE DoT, slows enemy movement
8. Dodge: Increase miss %.
9. Spicy Rainbow: DoT attack.
10. Twister: Damage, throw enemy back.
11. Hide in a Cloud: Invisibility for a turn. <--- Totally rename it to "Cloud Peek"
12. Shroud: AoE decrease enemy hit%
13. Buckaneer Blaze: AoE damage, blast of light
14. Filly Flash: Increased movement for a lower damage attack
15. Thundercloud: damage, hiccups: 25% chance stun over 4 turns
16. Hose(possibly earth pony): Ranged damage, remove nerf.
17. Rainbow Ball: Almighty ranged damage.
18. Rainbowcrash: High almighty melee damage, but do damage to yourself.
19. Tussle: Stop opponent and you from moving, automatic damage until either is knocked out. ← ???
20. Tailbite: Stop and damage escaping opponent. <--Should be generic
21. Wing Spear: Almighty melee damage.
22. Rainbow Blaze: Leaves a trail of flames, damage if enemy unit crosses it.

Skills (unit)

Got a skill that you're begging for it to be in the game? Suggest it below and it may appear!

Earth Pony

- Dig- go "underground" for a turn

- Baked bads- change pastries into poison-inflicting ranged weapons
- Flour-spray- reduces enemy accuracy
- Persistence- increases weapon damage
- Power buck- increase buck damage
- Unicorn
 - Fireball- damage over time+ damage skill
 - Wendigo Freeze- freeze+ damage skill <<should not be available to units. Only if server crashing
 - Study- increases range/other stat
 - Magically enhanced ammo- increased ammo damage, accuracy
 - Magically enhanced armor- increased armor values
 - Cure- cures statuses
 - Heal- increase medicated damage.
 - Magic Rope, Dumb Fabric
- Pegasus (possibility: weaker, but affect terrain more)
 - Whirlwind - grants AoE high accuracy for allies
 - Cloud whirl- AoE: reduces enemy accuracy
 - Taunt- angers a squad to direct attacks at this unit only<-generic?
 -

Skills (captains)(Skirmish)

Generic

- Medicate - Heal
- The stare - stuns units for a period of time
- Party Cannon - Almighty ranged damage
- Royal Canterlot Voice - Damage+Push back enemies X squares
- Here Comes Tom!- AoE attack
- Karate- Almighty melee damage
- Lion Tame- Silence Opponents
- Cage- Trap opponents in a certain area.
- Tussle-
- Explode Twice- Massive AoE self destruct

Earth Pony

- Celestia Buck - Does Almighty damage in one straight line of X squares
- Haymaker - Allied units in same skirmish map do more melee damage for X turns

Pegasi

- Tornado - creates a tornado to do Almighty AoE damage, may blow away

flying pegasi

- Wonderbolt Buzz- Damage, speed across the map.
- Buckaneer Blaze- Flash of light AoE Attack
- Sonic Rainnuke- AoE attack

Unicorn

- Magical fortifications - fortifications have higher defence for X turns
- Snowplow - makes a giant snowball for Almighty ranged damage+stun chance

Skills (Captains) (Battle)

- Flutter-rage: Decrease Enemy Defenses
- Afraid to get Dirty?: Increase Squad Attack
- Piano Bomb: Battle AoE
- See-Saw: Send Enemy squad flying.
- Forward March - Allied units in same skirmish map can move further
- Parasprite Swarm- Eat Ammo+Break weapons
- Roller Skates- increased speed
- Diagnosis- all healing is increased
- Binoculars- see invisible enemies, increased vision of squads
- Pony Crane- all squads can build faster
- Big Dumb Meanie- Increased stats when squads are at low hp
- Maelstrom of Darkness: AoE damage, nerfs opponent
- Necklace, Necklace, Necklace: Buff
- Hammer, Hammer: Increased weapon supply or attack
- Dumb Fabric: Armor effect increase
- .
- Something for increased Speed
- Something for increased Faster delivery
- Something for increased Squad range
- Something for "forecasting"
- A Bunch of buffs
-
-

Skills (Commanders) (Ultra long reload/one-time use only)

- Orbital Friendship Cannon ← Heavy Almighty AoE damage

- Moon Cannon ← Send enemies near hq flying.
- Elements of Harmony ← cures all allies of status ailments, temporary immunity of all negative effects
- Sonic Rainboom ← Almighty AoE damage
- Every Day I'm Discordin' ← removes race advantages
- Eternal Night ← temporary affects all enemies with random ailments, creates more fog of war
- Winter Wrap Up ← changes terrain, slows enemy
- Avalanche! ← Damage AoE, terrain change

Weather Ideas (Try to stick to show plz?)

- Clear Sky - no effect (high chance to appear)
- Calm - all units take 90% damage ← too much damage I think he means the deal 90% damage
- Hail - small damage to every unit on each turn
- Scorching Sun - lower defense for every unit, buildings take damage
- Heavy Mist - visibility down, reduced chance of detecting hidden units
- Draft - Depending on flight direction, pegasi movement is increased/decreased by X squares All units, not just pegasi dammit
- Blue Sky - all skills use less energy
- Snow - reduced mobility, some tiles turn to snow tiles?
- Thunderstorm - all airborne units take damage <--- random units, not just airborne.
- And some more, which should have a small chance, depending on balancing
- Dark Wind - all race-specific abilities are prohibited <-- random name
- Chocolate Rain - impossible to escape skirmishes, edges wrap around.
- More can be added with time, and defining gameplay further.

Mareathon ideas:

Hot sauce, rapidash twilight

Magical explosion ← twilight

ponies can swim..

Maelstrom of darkness

lightning strike

shroud ← put clouds in the way

stomp ← break stuff, NMM

rainbowdash tackle. DFA? ← tickets

Thundercloud ← leave cloudy area

Buckaneer Blaze ← AoE, weird light thingg

super-speed strut <-- pegasi sprint?

Butterfly wings ← unicorn fly? <--- may be pointless, unicorns can teleport already <-- not if it's over a longer range than basic teleport and they move very slowly

Filly Flash ← something...better name for RD tackle?

Pin the tail on the pony ← squad skill, track enemy unit <---Range of vision should decrease

seesaw/faceplant

Everypony in this town is crazy!: ponies go crazy

Zzz: Too tired to walk straight <---maybe poison joke effect

Baked bads- DoT

bunny stampede

pinkie pie's flying contraption <--- To let earth ponies fly? Good idea, actually.

Thundercloud<--RD, hiccups<-- 25% stun over 4 turns

Squirt with water<--?...

Hoofshake buzzer<--stun damage

Spittin' snakes<-- ranged damage... EP?

Relighting birthday candles???<-- burn, DoT?

Spin around and around ← dizzy, % stun?

Blindfold ← can't see, move around funnily

Slip on some cake ← Slide across map, damage

Magical rope

Trixie rainbow spin ← dizzy

Candlelit horn<--snails, lights up, less FoW

Thunderbolt <--trixie

Reedtail music ← make ponnies sleepy

Disappearing act ← trixie, quick retreat

Rainbow ball<-- ranged damage

Rubber chicken<-- decoy!!!

Hose<-- wash off those muddy hooves! ranged damage, remove nerf

pillow fight ← pillows are best ammo xP

Ammo Catch ← unicorns can magically catch ammo x% if the time and send it back.

Geronimo! ← AJ bed cannon ball: jump attack

Pinkie Pie Hypnotize ← stun

Rainbow Crash ← Reckless hit, almighty damage, hurts everyone <--- Hmm maybe the aftermath on the off chance that a sonic rainboom fails<-- ehh, not AoE, more bezerk-like

Headbutt ← stop opponent from moving, automatic damage until knock out

pitchfork ← almighty melee damage, need melee wep

flyswatter ← not sure about this one, but lulz

snowplow ← giant ball of snow= big boom. captain skill

smarty pants ← force all nearby units to move towards certain point for x turns

hoof punch ← 2 hit ½ damage buck

tree branch← hit enemy with a tree branch

bee hive ← AoE DoT?

Syrup ← tree sap

tussle ← see headbutt

Tailbite ← slow down escaping enemy

scissors ← o_O

Hide in bush

explode twice... lol that's actually real

hop skip and a jump

Drill.. on clouds...

wonderbolt fireworks

sonic randerp

hammer, hammer → aura, damage boost(or construction)

fishing pole.... → trap?

spike lance....

Kick em up, kick em out: rodeo pony.... idk

cupcake in the eye -> blind

Wing spear → pegasi almighty melee

Scalpel → dangerous stuff

Giant cage → trap pony... captain skill?

Spit out some punch--> ranged damage.

Plot-butt → send your opponent flying

Sit-> ow.

Your face → duhhhh

slippery soap → slip all day

necklace, necklace → aura of some sort

bubble shield

deconstruction kick

Bunker down/ cover:increased range def.

Mace-tail → almighty melee damage

Ninja-pony → no idea, speed increase?

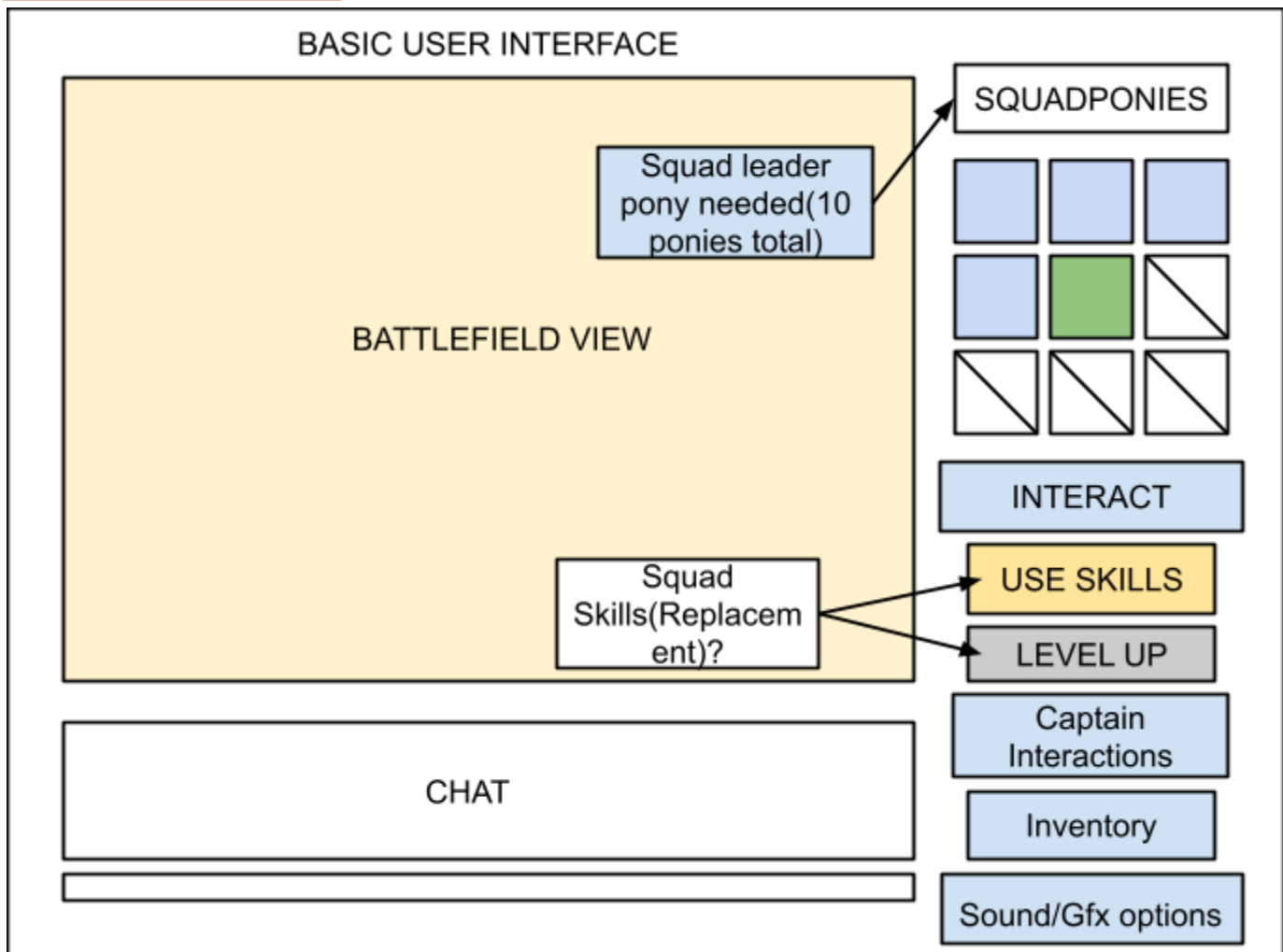
Rainbow Blaze → leave a trail of fire as you fly... damage if ponies pass through

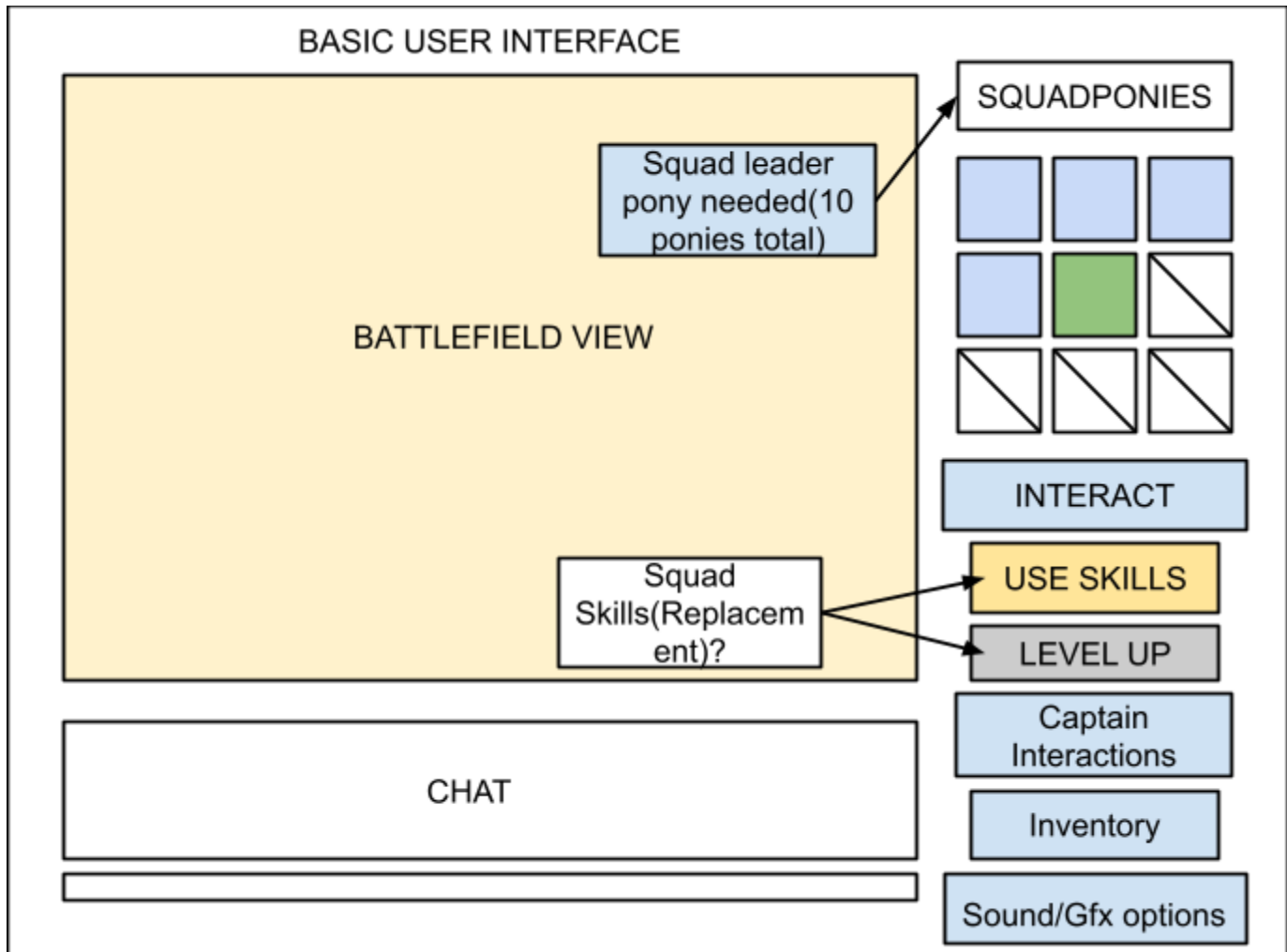
I'm done!

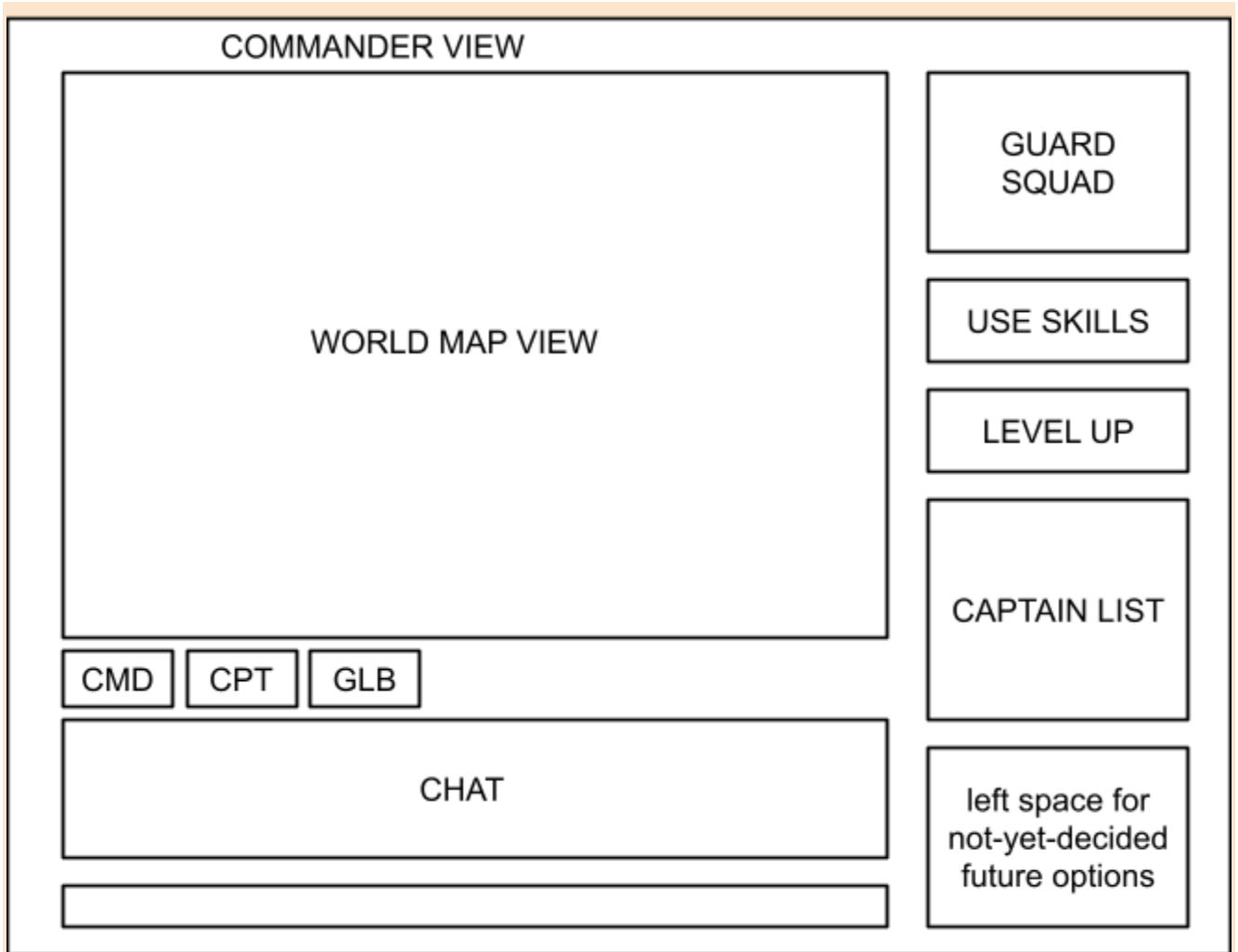
Healing items: pill, potions, soup, bandages

I'm including everything i can come up with as i watch, so 100% show accurate. Try not to delete everything, only if its already been included

Quick basic interface idea







Non Lethal Pony Weapons:

- Bananas! (as land mines or banana in your ear knives?)
- Pie
- Cake
- Muffins
- Baked Bads (Work like land mine, scatter it on the ground. Anypony landed on one of the “special muffin” will take damage and poison) maybe better as a spy sabotage weapon.
- Cupcakes
- Water Balloons
- Magic (Telekinesis, teleportation, TG&P Trixie tiny tazer cloud, other powers depending on the ponies’ Special Talents?)

- Apples
 - Pillows
 - Hay bales with anvils behind them (?) < May be too violent. Hay bales hurt enough. :\
< nay, if Twilight being smashed by falling pianos and anvils was aired, then I'm sure this is fine.
 - Snowball clouds?
 -
 - Nerf guns? (more hasbro) < nerf guns dont deal any sort of inconvenience to ponies unlike cupcake-based projectile weaponry.
 - Guitar? Lyre? Cello? all kind of music instruments? I think this suggestion turned into Squidward's Orchestra. Or one could swing a banjo around while swinging from a rope.
 - Salad Shooter!
 - Marshmallows (no! I love Rarity!)lololol.
 - Poison Joke tipped arrows :P It's all fun and games until somepony takes an arrow to the DON'T SAY IT.... kidney haha
 - A bucket full of water (the user required to yell "YOUR FACE!" after he/she use it)
 - Bowling Balls.
 - Transforms! (more hasbro) - If we incorporate more Hasbro stuff, we might as well have GI Joes with Nerf guns riding on a Optimus Prime in order to fight in Celestia's Army... actually, that's a pretty badass idea. Hold that thought... or maybe drop it. In no reality are giant robots and G.I. joes non-lethal. Except the GI Joes have nerf guns and maybe the robots are pillows or something?
 - Assorted blunt objects. Like sticks.
 - this list seems to be getting progressively more violent lol
 - The Cutie Mark Crusaders- they cause a lot of damage already, they would be perfect for a battle. < I dont think making ponies bleed out of their ears is non-violent.
 - Pony version of oil slicks? Like an upgrade to banana peels (wider range and greater effectiveness)?
 - Speaking of the CMC: Tree Sap - sticky trap.
 - Foam swords/spears/warhammers/etc.
 - Scooters! Carts! Any kind of vehicles for faster movement! (and run over enemies!)
- (no, think of the broken bones! =(

Map 'Special Powers' abilities:

Once per battle use items that inflict some sort of bonus or debuffs on groups in their range on the map:

- Party Cannon Barrage
- Wonderbolt/Shadowbolt Buzz
- Sonic Rainboom (rainnuke?)
- Orbital Friendship Cannon

- Parasprite Swarm (Parasprites serve as -personal- shields against food attacks?)
- Chocolate Rain
- Parasprite Polka (Summons Parasprites or counters the Swarm?) - Counters the swarm
- The Elements of Harmony (single abilities that get stronger the more of them are active at the same time?)
- (the everfree forest would have a lot of map specific abilities)
- A Surprise Party
- Big ol' storm of Chaos
- Pinkie Pie Launchers
- Summon Dragon/Alicorn
- Flutter rage (The Stare) < Seems more like a unique hero ability rather than an ability that effects the entire map.
- Summon Alicorn Lauren Faust (aka Nuclear Weapon, everyone dead or reset) (It's funny, because Faust is german for Fist.)(similarly, you could name it the 'Faust von Lauren')
- Summon Derpy Hooves (inflict confusion to all active combatants)
- Bunny Stampede. Normal bunnies I'd think. Discord'll already have an arsenal of powers.
- Pinkie Sense, defensive buff. < Also an ability for an individual squad member/hero.
- Sour Apples: Seed a region with rancid fruit, troop effectiveness in the region drops.
- Rainstorm (requires pegasi)
- Air raid (twilight's balloon) drop pies and cupcakes and whatever -Twilight's balloon seems too small. Maybe one of those whale-shaped airships they had in Sweet and Elite? sure.
- Dragon Greed: A roving dragon steals all the equipment from the troops in a location.
- Pinkie Pie's Gotta Share song - What's a point of ability with 100% failure rate? This NEVER worked...<--(lol that's the point) - But it distracted the Appaloosans and the Buffalo for a while. ←(actually that's the point) Perhaps it could be a combat negation buff, where the region it's placed on cannot attack or be attacked for a turn.
- TG&P Trixie. Performs a show and disables nearby units for a period of time(bit surprised no one put this in earlier)
- Snips and Snails you foals! (Everfree Forest map only) Snips and Snails will appear and run around the map chased by an Ursa Minor causing damage to combatants.(potential combo: If TG&P Trixie is active somewhere on the map, they run towards her.) ← lol it's a great idea! -That idea is genius. Bravo.
- ROYAL CANTERLOT VOICE!!! -Negated by, "Fluttershy's Voice Lessons", amirite? ehhhh... voice lessons as a counter?
- Enchanted Smarty Pants Doll. Causing chaos all around the battlefield for a couple turns. If BigMac is in the battlefield, he will go berserk, no exception. - Perhaps it could be used to force troops in a region to move into another, and be incapacitated for a turn as they fight over the doll? - ah, that's a good idea. -Was just thinking over movement buffs. It was your idea to begin with, mate. - no prob, this is a collaborative

work anyway :)

- Breaking the 4th Wall: Allows one group of troops to be teleported anywhere along the edges of the map. -This should only be able to work if Pinkie is on the battlefield-
- Dancing Buffalos wearing Tutus. No effect whatsoever, some combatants may be weirded out and say "what?"
- Windigos: I'm thinking they cause some sort of speed impediment/any other stat drop. Caused by dissent in your squad (I.E, insufficient rations [if this thing is even going that direction]) -What if the Wendigos were in effect over an area of the map for x turns after use and based on the number of combatants involved in battles in that part of the map, the effects would be more severe (Slow is a good one, base-stat debuffs could work as well)
- Summon William Shatner and Rarity to the battlefield, this will reveal all hidden burrowing Diamond Dogs.
- Summon Leeroy Wingkins. I'm not sure about the effect, he could cause enemies to attack prematurely or if Scootaloo unit is on the battlefield she will
- 'do you think? YES. DO IT!
- Winter Wrap-Up: If weather is going to be a factor that affects gameplay, Winter Wrap-Up buff would cause all regions with troops in them to negate the weather penalties.
- HERE COMES TOM!!!
- Earthquake, affects all teams in concentrated area, deals damage and shatters defenses for a turn or two, spreads to nearby locations in lighter effect.
- Cuteness Overload: heals all allies and damages all enemies. - lol diabeeeetus attack!
- Sent to the moon: princess Celestia sends half of the enemies (randomly) to the moon for 3 turns. When enemies come back they lose half of what HP they had
EXAMPLE: 25HP into 12HP. (Maybe the Moon can be another grid?) < There is no air on the moon, therefore this could be dangerous to the affectee's life expectancy.
- Touched by Discord: A single squad randomly becomes 'discorded'. Perhaps a debuff? Or maybe we can turn the squad or unit to our side?
- Cutie Mark Failure Insanity Syndrome: One pony suffers CMFIS and goes berserk.
- Blizzard or Avalanche: Slows down and/or freezes all teams in the affected region. Lasts a certain number of turns relative to positioning inside of the affected area.
- Explode twice. Only target a single enemy, and then he/she will explode..... and then he/she explode again! (Large amount of damage).
- Piano bombing: Drop a piano from an airship!

Possible Classes:

feel free to elaborate on the powers each class could have

(What is conflict were to be between factions rather than races? I.E. Nightmare Moon vs. Celestia vs. Discord?) ← How about conflict between Neo Lunar Republic and Kingdom of equestria?

Pony classes:

- Unicorn - Mage
- Unicorn - Illusionists (think Trixie) - they could provide buffs/debuffs or use magic to hide the platoon (like the subs in the advance wars games)(Kind of like a support class?)
- Unicorn - Medics - use magic to heal other units
- Unicorns - Pyromancer - mastery of fire would increase vision in fog of war, or they could alter the terrain by burning down forests and buildings. Counter point: this is supposed to be Non-Lethal warfare. Burning down forests is definitely out.
- Earth - Warrior/Foot Soldier - main bread and butter for the earth ponies. They are the attack force, and focus more on attack than defense.
- Earth - Defender/Shield Soldier - They are the defense force, shield fellow ponies from damage, and have more defense than their fellow warriors. Moreover, they focus more on defense rather than attack. < Moving walls are kinda of useless.
- Pegasus - scout/air force/assassin type thing
- Pegasus - Weather brigade: flies around on a cloud, creating a buff/debuff
- Sea Ponies - naval units? (sea ponies are scary, man) ((Earth Ponies to direct them?))
- Appleloosa Cavalry (light shock troop)
- Savanna Thunder (Heavy Cavalry, charging and trampling)(Ouch?)(very ouch)
- Trottingham Hooligans (Pony Berserker)
- Neighpon Ronins (Mercenary from far east)
- Stalliongrad Steels (Ponies riding steam powered early tank)
- The Red Colts (this is supposed to be a parody of the Red Coats aka the classic British soldiers)
- Mareseilles Blue Rose Knights (Knights from Prance)
- Hoofington Pirates (is that you pip?)
- Zebra? - shaman? (healer?) (Bare hoofed Monk?)
- Alicorn? - hybrid? (possibly too OP) [I could see Alicorns being a type of "hero," players pick at the beginning but, have some limits invovled] It could be limited to Leaders only. (each team only gets one alicorn/superUnit per match?)
- Celestia and Luna's Royal/Elite Guard?
- Nightkin. Luna's version of royal guards.
- The Bronyhoo of Steel (Paladin-Warrior-Monk thing or just another baddass preist worshipping

Griffin classes:

- Hunter - griffin equivalent of ranger
- Berserker - warrior

- Griffin Bomber (big griffins, slow but able to drop heavy stuff)
- The Screamin' Eagles - Griffon airborne fast attack units
- Diamond Dog = Like Pegasi, but they can dig underground instead of fly (but slower)
- Diamond Dog Sapper (Diamond Dogs specializing in taking down defenses)
- Dragon? = Alicorn (same problem as allicorns, OP) (possibly limit 1 per team probably the leaders or something) Again, we need non-lethal warfare. Dragons are `a deadly. Just a little bit. (Instead of breathing fire it breathes breath mints? I dunno) < Instead of fire or breathmints, how about snow? Frost dragons? ><--- Have them breath smoke like in Dragonshy, he didn't incinerate the Mane 6, just hurt them with some high-pressure smoke. That also adds the possibility of an AoE DoT smoke cloud, or fog of war.
- Giant armoured turtle (I like turtle)
- Manticore?
- Hydra? (Maybe a little too OP on this side considering there's Dragons) definitely outside the boundaries of non-lethal
- Alternatively, Zebras on this side = Mages
- Sheep revolutionaries - rising up against their farm-pony overlords.
- Buffalo - tank class

Neutral creatures (various beasts) that are hostile to both sides?

(a bit like the jungle mobs from League of legends? when defeated, it drops extra resources?)

Sleeping Ursa Minor perhaps? if a combatant accidentally wake him/her up then it will cause damage for quite some time. (Everfree Forest map only) - Ursa Major too, much more destructive. < Waaaaaaay to dangerous :/

Hibernating Dragons, but unlike Ursa Minor they won't give a chase. But they will cause large amount of damage. - They'd also force players to maneuver their forces around caves, which can be a logistical nightmare that takes up movement time. < Violent and dangerous as buck. Hydras!! < Violent and dangerous

Cockatrice: units in a region affected by a Cockatrice cannot move out of the region until the creature is defeated.

Sea Serpents (Steven Magnet): Making crossing the river even more difficult!

Quarry Eels: Pop out of their holes whenever units come near enough, potentially damaging squads further away because of their size. < violent

Parasprites: causes debuff/lower defence(?) to any unit that they comes into contact with. They could destroy consumable items(such as apples, pies, etc.)

Timberwolves < Violent

Perhaps there could be some recruitable or mercenary creatures to aid one side?

- Zebras, Mules, and Diamond Dogs are the first three species that come to my mind that are sentient enough to be combative while still being recruitable. They may also have class

analogues similar to the pony class structure (Zebras - Unicorns, Dogs - Pegasi, Mules - Earth Ponies). ← How about Buffalos then? -Buffalo work as well.

Would Hero units be a possibility?

Between all the mentions of Alicorns and Dragons, hero units seem to be popular. - Tom should be a hero unit. - Mare Do Well too. -Nightmare Moon? ← but what if Princess Luna is on the battlefield? Nyx. - Cutie Mark Crusader Special Forces Operators! -Perhaps Hero units can only be summoned if a specific point is captured (Like the tier 4 Units in Dawn of War that can only be made if you hold a Relic)

Leadership theory: Leaders would be granted Alicorn status. That way a Leader could see the entire battlefield, and could relay necessary information and commands to troops via Royal Canterlot Voice. That way the Alicorn's inherent over-poweredness is kept under control, because even if that one unit can take out an entire squad, doing so would mean the rest of the army is effectively blinded while their commander is absent. - As an alternative to the Royal Canterlot Voice for giving commands, what if there was a communications system similar to Spike's mailing function? If nothing else, it makes sense for being a more secure method of communicating.

At this point, the suggestions lean towards making a Massively Multiplayer RPG/Strategy. This makes this game gigantic (with hundreds of people playing at the same time). The basic premise of Ryex's plan is to make a browser game. 750x750 bronny fights in real time-ish mode with graphics are at least a tier higher.

How will we count time?:

This will be a real time game, as in, players around the world will all be playing at the same time in the same battle. As such, it will move slowly. But how should we keep track of time? By turns that last X number of hours? That sounds like a good idea to me, but feel free to have a discussion here in this section.

With the current(5 Jan 2012) estimate of a game lasting one or two weeks, turns by X hours would likely be the best option. Though as to what X should be, perhaps 3, 6, 12, or 24 hours would be a good starting point. Turns spanning less than 6 would make most players inactive for at least one turn per day (sleep), and that is not accounting for people that have work or other real life obligations. As need to consider how much a side having really active commanders vs not as active should impact the game. (Ryex: [a very valid point, something that will likely need to be determined via beta testing.](#))

(So long as it doesn't end up being one of those games where you only get like 3 things to do a day and then can't do anything else for like 12 hours, those suck. Also, couldn't get the colour to change, sorry)

That brings up an interesting point, Time it takes for a player to do a turn vs timing of turn updates. Say it takes 3 minutes for a person to do everything they can for their turn, which would feel fine for very short overall turn lengths such as 1 hour or less, but rather boring for turns that take 12 hours. This game concept would work best with a longer turn update system, but how much stuff will a player need to do on a turn? Could see a system where individual players do a mix of determining their actions and a handful of mini-games of some sort to either gain a temporary bonus, or affect the chances of special abilities kicking in. Would allow for a player to have plenty to do on their turn, but also allow for the longer game turns allowing for more people to continuously participate.

Current Battle System Idea:

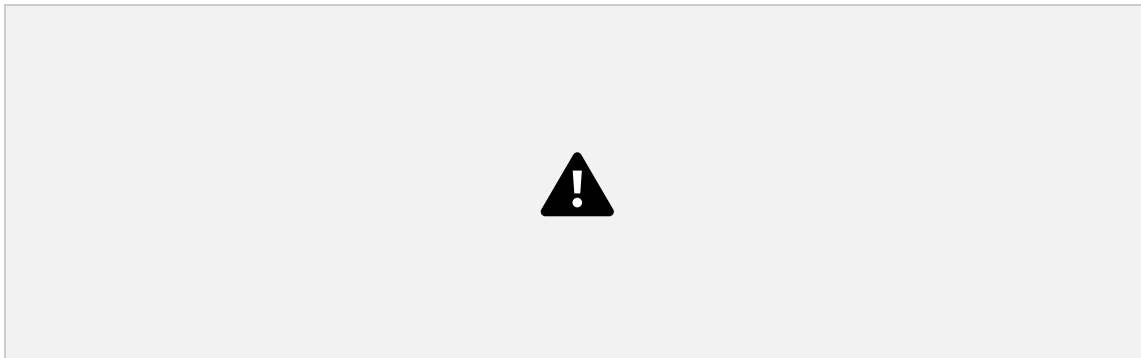
NOTE: THE BATTLE SYSTEM HAS BEEN DISCUSSED AND REFINED IN DETAIL IN THE IRC SUGGESTIONS SECTION [LINK](#)

There isn't a really defined idea for it right now. My current idea goes something like this. a battle starts when two opposing groups are in the same part of the map. and the battle is set to last a certain number of turns. Over those turns more groups could join the battle with the % of time that group was in the battle having an effect. At the end of the battle total stats for those involved are calculated taking into account troop class balance, weapons used, buffs and debuffs, and some random number magic is thrown in. Which ever side has the highest Total score is the victor. The ratios of the scores for either side and their magnitude would determine the number of casualties on each side and then more random number magic is used to determine who those casualties are.

Maybe add a Sengoku Gensokyo/Sengoku Rance battle style?

Logo and Banner Discussion:

It's a I'll be setting up a top level domain soonish



^Teamwork is magic. Made by igfod13, modulus, and Souful100. Result: Utter awesome



Adam's thoughts; This is looking excellent and would work perfectly, except It just looks a bit odd with so much going on behind the text of 'Equestrian'. Anyone else agree? <-Mr. ShinyObject here, I agree. Maybe use modulus's shield concept instead

^Souful100: Hmmm in that case we could use the design with out the double rainbows. See below for that design.

^I could do that now

^I would recommend more emphasis on value and less on color. I prefer the double-rainbowless dark blue, personally

NOTE: Due to server circumstances as Ryex states below, a few (possibly significant) changes may have to be made. Check the IRC discussion below. -igfod13

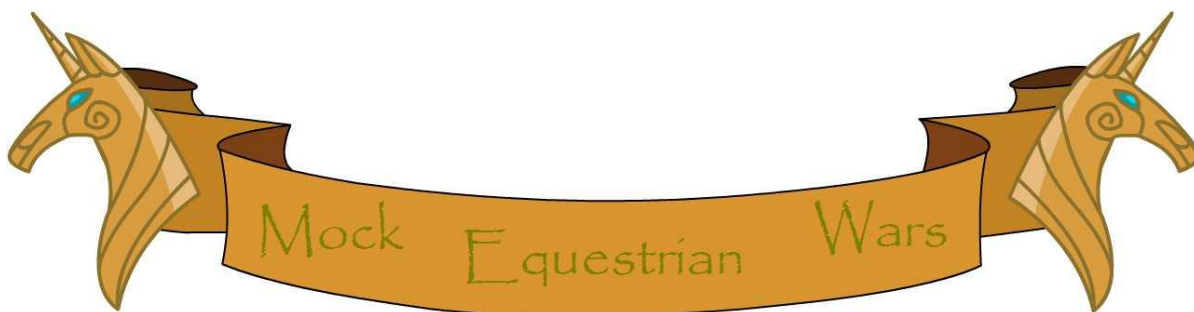


Footnote; AdamEnvelope here. This is something I cobbled together. It's only temporary, and will be tweaked, but I just thought I might as well get down to doing something. So here it is (above)

And it's also available on deviantart as a 1305x300 Vector.

<http://adamenvelope.deviantart.com/art/Mock-Equestrian-Wars-Logo-V1-0-278800668>

EDIT; Damn, I was going by the title's name, so I put 'Mock Equestria Wars'. I've edited it so that it says 'Mock Equestrian Wars' instead+updated the link. <-sorry abt that xP

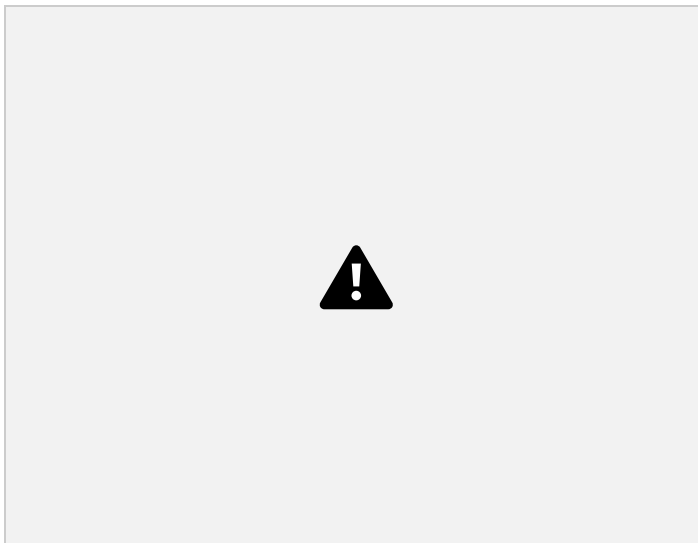


^Yo. Created by Soulful100

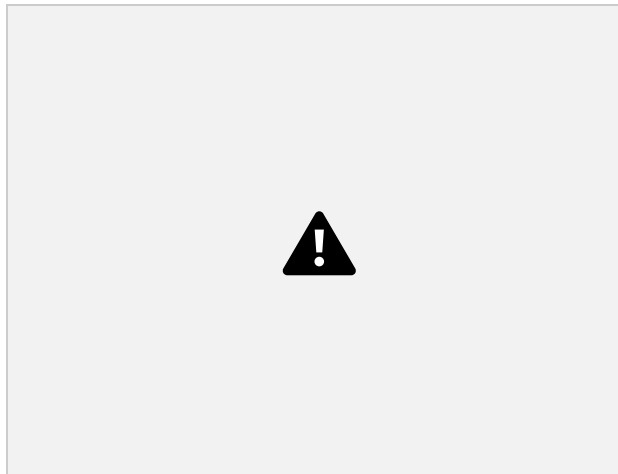
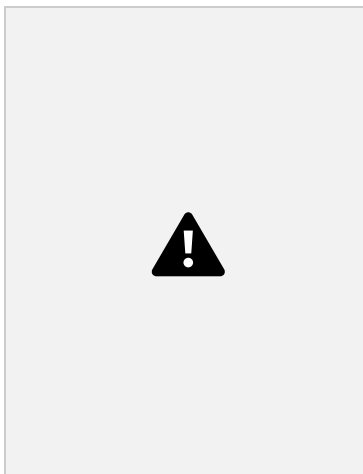


^By **Modulus**. Behold my first drafts. Leave a comment. I have the vector files, I can change the colours etc. Do you see the alicorn that it truly is? **REALISM or PONYFIED? <ponified <this**

I'll work on using a guard pony instead of Twilight sparklez for the silhouette, as soon as I can find one in a suitable pose.



^By Mr. ShinyObject





By igfod13 (background by Modulus) **Serious or lighthearted?** (or in-between?)



^ This is all I could cook up for now (Topsy)

Official Team:

Programing:

- Ryex ~ Ryexander@gmail.com (Project leader) (php, mild javascript. extensive experience cordaiting large scale programing projects) (outside of the scope of this project but I know Ruby, Python, C++, C#, C, Visual Basic, and Actionscript and have done development in all of them)

Webdesign:

-

Art:

-

Design:

-

Sign-ups:

see this thread: <http://mew.decisive-media.net/forums/index.php?topic=5.0>

Suggestions:

Please list suggestions below

- Aesthetically different sides, Buffalo/Bison = Earth ponies; Griffons = Pegasi; Zebras = Unicorns; Dragons = Alicorns
- Make some kind of wiki/tracker so all this can be more organized, this seems like Discord's Birthday. Also if you people are willing to do this Open Source, maybe <http://sourceforge.net> would be a good place to host everything. *Organized chaos FTW!*
- Possible NPC/Neutral races? Diamond Dogs
- Take a look to CakePHP, it saves a lot of work... (Ryex: I'm looking at it now, looks like it could save me a lot of time, thanks for the hint)
- Special power. "Storm Front: Summon a squadron of Weather pegasi to bring you a storm to slow down other ponies" Reduces enemy stats and range by 10% (possibly stops the use of flying units for the duration)
- Royal Equestrian Airforce: Global ability reduces production time of winged units by 5%
- What if we pulled the story out of hearth's warming and make it earth-pony vs. pegasi vs unicorns? EqD poll right now seems pretty even between pegasi and unicorns, with earth ponies considerably behind (poor earth ponies). *Earth Ponies FTW.*
- To balance the earth ponies we could consider them to be good miners/diggers since they plant crops and therefore able to make more weapons and be faster with a sort of bonus movement speed, also we could consider earth ponies more able for spy work, bridge repair, tunnel making (We could also give them Pinkie Pie inventions like party cannons and baked goods for ranged weapons instead of magic and strange flying machines)
- The pegasi could be considered ranged and zebras be buff type with potions and such
- I also feel that alicorns should be in the game but probably limited to a commander with army wide buffs that would disappear should they be taken down. Allowing for group take downs of dragons (Ryex: Possibly, such a game mechanic would likely fall under map abilities)
- To be a little more balanced we could have the dragons followed by some kind of lesser dragons or manticores that would each lead a platoon and give smaller buffs, since leaders always give a certain motivation to troupes.
- A way to re-elect leaders, as in-active leaders have the potential to significantly hurt a side. (Ryex, Votes of no confidence? sound like a good idea) That would work, and takes care of more than in-active ones as well. [This is a good idea, but I can see some possible elitism going on, with newer players never getting to be leaders, if they so wish.]

- I feel like an election process may take up too much time and breed conflict among players. maybe if we had points that could be put towards new positions when older players drop out. such as i have 50 battle required to be a squad leader, so i apply. either the server allows for more leaders or another leader is bumped down due to inactivity or choice.
 - There are a couple of ways that this could be handled, such as pre-game discussions by the sides(think forums/chat) during a sign-up period so to speak. This also hinges a bit on how long each turn takes. Longer turns would make it easier for re-votes to take place, which should only really happen in cases of in-activity or obvious trolling . There are ups and downs to both vote and point based systems for leadership, though need a better foundation before can really determine which would be better.
 - **Option 1: Vote.** Pre-game discussions within the two sides, leader is selected. Possibly required to submit some brief paragraph on their suitability for the job. Leader selected through some vote-based system. If a leader is deemed inactive or malicious, a voting system will be used to select a new leader.
 - Pros: Good representation of the desires of active members, command is always had by someone who wants it (highest scoring player is not forced to assume command).
 - Cons: Slow system, could breed conflict within groups, difficult to remove/replace an inadequate leader.
 - **Option 2: Purely Points.** Point based leadership structure which hinges on an individual's performance. Inactive leaders will consequently fall out of their leadership position.
 - Pros: Leadership granted to the "most qualified" of the team, virtually no complications from inactive leaders, easy (read: automatic) leadership replacement.
 - Cons: Rapidly altering command structure could harm coherence of group, high scoring players may or may not be the most qualified individual to lead the team, tremendous time dedication just to have a shot at a leadership position may discourage aspiring individuals.
 - **Option 3: Apply with Experience Points.** Positions require a certain number of completed battles, for each the player receives a credit. These credits are then used to 'apply' for leadership positions, whose application fee is set at a level of appropriate experience. Inactive or less accomplished leaders can be bumped out of their position if a more qualified individual applies.
 - Pros: Guarantees that candidate will have significant experience, reasonably easy to remove inactive leader, aspiring player doesn't have to be "the best" but it helps, automatic and thus very fast process.

- Cons: No leadership in the beginning due to the lack of battle experience, potential for a good leader to be kicked out by one that is not as talented (despite the computer seeing overall higher skill level), really freaking complex to setup...I think. Could be more exploitable.
- **Fog of War:** Something discussed on the IRC: leaders can see whatever their soldiers can, but the individual soldiers can only see their own little fog of war bubble. I think this is a great way of making leaders stronger but not OP but they still get an obvious tactical advantage to better inform and command the troops.
- Troops should be able to reelect leaders and leaders should be able to somehow punish subordinates that get unruly (tough to make it so it doesn't get abusive).
- There may also come a time when a leader is needed but not there. We may need a kinda 2nd in command or some kind of override. Like messaging an online squad leader to control the squad. Squad 4 request leadership from squad 2 commander. This same system can be used to, well if a leader becomes inactive or goes crazy.
- Touching on the local control thing... squads have individual leaders to receive orders from high command. In certain situations they can take full control of their squad outside the jurisdiction of high command.
- If turns are hourly or so, there will definitely be "down time" for a lot of players where they will be inactive. I think this might actually be a good thing, because it forces players to watch their opponents and be strategic about their position when they leave.
- The earth ponies should be able to build buildings. Such as farms, walls (to impair movement) traps, roads (to improve movement), hospitals, fortresses, and seaports.
- Since earth ponies are the more hardier of the 3 pony types they should be able to pull siege engines! like a catapult (or in this case a pie-apult)
- If it ends up being pony vs pony, sides could be REA vs NLR
- Have some sort of "leveling system" for each unit being analogous to battle experience. Maybe have the levels reset per round, or carry on some of them, or even carry on some accolades for achieving certain levels.
- An achievement point system. One way to track for players to track progress between the many possible rounds is to show how well they have done (or feats accomplished) over their many games. Maybe even grant some bonuses to gameplay in certain rounds?
- How about this, Skirmishes update every minute, units move, weapons are fired, things get patched up. Battles update every 5 minutes, orders are sent, reports come back, spies are discovered, minor objectives are set and completed. The entire War updates every 20 minutes, territories are claimed, orders are sent, major objectives are completed, entire cities get taken over. ← from IRC discussion by Topsy
- Let's consider this: Every battle (turn?) will go according to this scenario:
 - Preparation phase - Leaders choose the forces that will take part in battle, and from where they enter the battlefield.
 - Pre-battle phase - Leader choose another, small troops that then take action.

Their main objective is to shift the balance of battlefield to their benefit. Their possible actions can be for example: Espionage action that can show approximate sizes of enemy forces and their spawning point as well as the battlefield layout; Constructing fortifications that can slow enemy forces (they can slow down enemy forces, while yours can go unimpeded; give protection from archers; maybe whole "garrisonable" buildings?); Laying traps (this doesn't need explanation); Covert action in enemy forces etc. Some elements like traps/ fortifications can be present on battlefield already.

- Battle phase - Main forces show up, the battle takes part.
- After-battle statistics - who won, how many units were defeated/ other info.

This is only my rough sketch of battle, remember that it might be possible to attack two territories at the same time, but leaders will have to divide their forces, and the unused units can contribute to side income. This however, can make a game VERY BIG, with players taking control as units, and may make it impossible to work out in browser.

- Cash as a whole system wasn't discussed anywhere here.
- 3-4 turn "weeks" with random effects, akin to Heroes III. "The astrologists predict a week of Life. All medic units +5% to efficiency". This can cause small variations in battle system, adding more to strategy. Bigger, but much less probable events can also happen, like "Week of Benevolence. All non-heroic neutral units side with first seen troop" (added by chaos8r8k)
- A "Weather Factory" Captain-class building needs to be created. Certain pegasi squads can play a support role by creating fog of war for the enemy and debuffing the enemy with other weather, for a cost. Allows pegasi support to remove weather that may be harming their team, for a cost. Everything costs. DX
- Have Discord show up occasionally in neutral territory and wreak havoc with random debuffs. Preferably during medium sized skirmishes, since it would be nothing but annoying if the teams got debuffed and then don't go into battle. Only occurs in the middle ground, as it would be unfair for him to only debuff one team.
- Have spies sabotage the enemy by replacing some of their supplies with Baked Bads.
- I understand we're nowhere near the point to be really thinking about something like this, but when the game is up and running fluidly, it'd be fun to add various game modes. My ideas:
 - Teams fight to capture the Elements of Harmony. Each side would constantly steal the Elements from each other while searching for them all. When one side assembles them all and returns them to the HQ, they can use the Orbital Friendship Cannon (or something like that), effectively ending the game.
 - Problems: 1. Could end up taking a REALLY long time. May or may not be of consequence. 2. May just be hard to create a system for it in general
 - Maybe just do a domination/king of the hill type mode?

IRC DISCUSSION IDEAS (so far):

(People who contributed: igfod13, MrShinyObject,Earth_Pony, Soulful100, Slag, Chromamonster, MetalGearSamus, MostlyHarmless, TopsyKretts, chaos8r8k, Sarys)

1. What is done at the end of a turn. (OBSOLETE)

A) Players get a status effect dependent on how successful/catastrophic their ability to carry out their task given to them. The more successful the better the bonus. Vice Versa the more catastrophic the worse the detriment. Also different bonuses are applied when tasks are completed/screwed up. (Note: There must be a set range for the bonuses and detriments)

B) Individual players have limited direct impact on the outcome of the battle sequence, but instead contribute to the success of their regiment through their performance in various skill-based tasks.. During ,the turn's end they get to play minigames while a small window in a corner shows how the battle is going on.

. (Random luck, made better with equips and perks?)

2) Leader/Soldier relationship

- Leaders are more of Real Time Strategy like players. Deciding where groups should go and what tasks they should perform. Difference is that they can only issue orders and cannot directly control units to do what they want.

- Squads of soldiers will be given tasks in each turn to perform. However the way that they complete each tasks is up to them. Squads must work together in order to determine how the tasks will be done. (Renamed platoons?)

-Captains can set a squad to defend, attack, or flee. If the Sergeant never logs on / takes actions during their allotted time, the squad is controlled by AI, doing the same thing, if not as effectively as a real player.

3) Battle mechanics

Should two or more units from opposing sides be on the same plot of land once the turn ends. A battle between the two sides will take place. Upon which, one of two battle styles could be used for the battle. (As in which style to use in the end, not interchangeable for players)

-1) Action-based style (i.e Kingdom Hearts/MMORPGs) Players controlling their own characters are able to move throughout the battle field at their own will. Players can attack/use spells wherever they want. More freedom for players, but much higher server

burden.

-2) TBS based style (i.e. Fire Emblem / Advanced Wars) Players take turns controlling their platoons on the smaller map, for a limited number of turns. Varying numbers of players would occupy these smaller skirmishes, dependant on how many platoons get involved.

(Ryex: this is what we are leaning towards)

4) Squads

-Individual players would control entire squads, not just one character. The size and strength of their squad would be based on the amount of experience they've earned, either through fighting in battles or following objectives. Different squads would have different objectives, like scouts who would get more exp for finding intel than for fighting. The leaders would decide which squad has which role before the game, so players can form their squad according to what the leader wants them to be. Players still create characters and pick from the main 3 races, but their squad can have whatever race they want (a pegasus leader could have a squad of Earth ponies). The benefits of being certain races fall down to the soldiers in the squad (the pegasus leader's Earth ponies would have a speed bonus, for example). **The choice of squad leader will play a pivotal role in deciding the role of the squad.**

-ways of squad leaders gaining xp

- clearing fog of war (for the leader)
- winning skirmishes/battle/wars
- finding enemies/fortifications
- finding intel

5) On grid/map character fighting

This is a different option from platoons. IMO, having individual characters would promote more teamwork and give more of a pony feel to the game (controlling your own character, whatnot). This option would have players set certain number of attacks/moves they would do on the map during their turn, so its a mixture of strategy and mind-reading. Leaders would be able to see only the character's positions on the map and general features, and not the specific terrain/objects around the character itself (Unless said character is in intel). Leaders would help coordinate attacks, using their map and information from the players(which would require good communication).

6) Passive Race Effects (based on squad Leaders' races)

Earth ponies: Players who chose this race will have units that have relatively less powerful base buffs compared to Unicorns and Pegasi, however they will have no debuffs on them either. Earth ponies will have higher health and defence, but are otherwise the base race. They may be considered as the foot soldiers and the "meat shields" of their army.

Unicorns: They will improve the range of their units greatly, and will not sacrifice much power. However, their speed is much slower than even the Earth Ponies, and their defence is

a little low as well. However, unicorns will have an advantage in the form of spells, ranging from wards to auras and such. They may be considered the support and artillery units of their army.

Pegasi: Players who chose this race will have units with much higher speed, moving across maps quickly and ignoring terrain obstacles. However their attack power will be considerably decreased. Pegasi led squads may be considered the strike teams and scouts of their army.

7) Chain of Command

There will be three tiers of leadership that a player can undertake. Each tier of leadership requires different play styles.

First Tier (Squad Leader): Most players will fall under this tier, directly controlling a squad of 8 ponies. Squad leaders will receive orders from higher tiered players, upon which they will use the ponies under their command to carry out said orders in anyway they want.

Second Tier (Captains/Middle Management) : Players who fall under this tier will have to decide which orders to send to the squad leaders under their command.

Third Tier (Generals/Overall Command) : Players who have been chosen for this task will be in charge of the overall strategy of the game/war. They will be in charge of supply lines and giving out objectives that need to be done.

8) Current battle conventions:

Generals control armies (made of platoons) to fight wars that win the game. Captains control platoons (made of squads) and fight battles to win land. Sergeants control squads (made of units) that fight in skirmishes to defeat enemies.

9) Communications (OBSOLETE)

During turns, players will be able to chat with each other freely as long as they are in the SAME TIER. Chat windows for localized regions should also be available. Should two players be in different tiers, then they will not be able to communicate freely, instead, the higher tiered character will gain knowledge through 'reports' delivered to them at the end of the turn, and higher-tiered players will deliver orders.

10) Classes

A)Intelligence gathering. Players in this class will mainly be concerned over finding out what the opposing side is doing

i) Scouts: This class will mainly be concerned about clearing the fog of war for generals, observing the terrain of the battlefield and deducing enemy movements. They are

essential for higher tier players to efficiently decide on the best strategy to carry out.

ii) Spies: This class will be concerned about what is going on WITHIN enemy lines. They will have the ability to spy on the opposing side's communications within a set radius. Also they will be tasked with learning what tasks the opposing side is/are carrying out by infiltrating communication towers.

11) Distribution of Forces

A squad controlled by a first tiered(squad leader) player will initially have 4 ponies under his/her command. Once they have fought and have become more experienced, they will be able to control more and more ponies up until the maximum of 9.

A platoon controlled by a second tiered(captain) player will automatically have 10 squads within his realm of influence and responsibility. Platoons will start off with 50 ponies and as the game progresses can reach a maximum limit of 100 ponies.

12) Structure for highest tier

Two options for this to work. Either one commander maximum throughout the game or a consul of three commanders. Below are two arguments put forward by Soulful100 and TopsyKretts.

1) Consul of three generals.

With three third tiered generals instead of one, it allows more players to have the opportunity to lead their teams as the highest command while sharing the burden that is the responsibility of a general. Also, it ensures a high probability that there will at least be one commander on each side, preventing intelligence (i.e. cleared fog of war, positions of enemy troops) gathered by lower from going stale. Three generals also prevents imbalance. Since this is player versus player, it prevents more experienced players from overly dominating game play, something that could happen in a one general per side game.

2) Single commander control

Honestly, I find it hard to see any bad things about having 3 generals, but really, surprise attacks and emergencies happening at wrong time happen all the time in every browser based MMOTBS, and act as a tactical element and promotes teamwork, planning and dedication. If we kill the whole thing about attacking when the commander is offline, we kill a tactical element. And plus, commanders don't need to stay online everytime, orders issued by the commander should be long term ones, like capturing an entire territory, holding of an enemy attack or maybe recall many platoons to one location. I'd say commanders need to be online every 6 hours at an absolute max, but of course he/she will miss around a lot during sleep, but really, this is a normal happening in every game.

My point is, I want to keep a tactical element, promote dedication, and try to make sure that a commander will always have something to do when online, we can't have him or her already

bored the instant he/she logs in. Furthermore having 1 commander promotes dedication, and increases his/her reliability, having other helping hands is for lazy, undedicated and unreliable commanders.

13) Slogans and crests for platoons (second tiered players)

-possibly as an update after the main game is done

14) Cutie Marks

Cutie marks could act as bonuses to the squads. The cutie mark of the player's character leading the squad would give bonuses at certain types of tasks. Cutie marks of the other characters could either be random, chosen by the player, or a mixture of both. Another possibility would be that the characters could start off blank, and gain their cutie marks as they level up.

(Modulus: I think cutie marks should be some aesthetic feature... to let squads customize their logo or something.. let them identify themselves..)

15) Winning Battles

Battles will be won by either capturing the opposing side's base camp OR by winning the control bar, which is controlled by skirmish wins and territory occupied. Only the captains can see the control bar, but information can be relayed using communications.

16) Getting Knocked Out (Dying/Losing)

After a squad gets knocked out(i.e all ponies unconscious), they will have a penalty of inactivity(a day or a few hours), and will respawn at the base camp or a hospital.

17) Terrain View

With each different tier of leadership, each player will experience a unique Point of View and map when they play

First Tiered (Squad Leaders): These players will have to most detailed view on their mini-map, showing all the details in the terrain and the locations of any enemies nearby.

Second Tiered (Captains): Captains will see a generalized tile of the terrain within that area.

Third Tiered (Commanders/Generals): These players will get the best view of the whole map, able to see where each unit is on their mini-map, however unless there is a scout

in the area, commanders will not be able to determine the specific terrain details

18) Movement

The number of steps a unit can move will be determined by the squad's speed stat. Each unit in the squad will be able to move the same number of steps, to ensure that the squad stays together. The number of steps can alternate from turn to turn, if the speed stat is in between two whole number steps (for example, if a speed stat of 0 would have you move 10 steps, while a speed stat of 10 would have you move 11 steps, a speed stat of 5 would have you alternate between 10 and 11 steps). Different squads will have different movement speeds, for example scouts will have a higher movement speed.

Trains can be used and train tracks could be built for faster travel. Commanders would send a map to squads, and individual units would lay down the train tracks. Multiple units would be required to build things like train stations.

Also, the base move speed for all ponies is 6 squares per turn. However Earth Ponies have 7 squares per turn when sprinting and Pegasi can move the fastest at 8 squares per turn when flying, 6 squares when not (see point 20). This can be increased by the speed stat. Movement speed will also be affected by the terrain.

_____Terrain:

- Impassable: No pony gets through (very high mountains, magic barriers, everfree forest)
- Flight-only: Impassable except by flying creatures (ravines, violent rivers)
- Hindrance: Slowed speed except by flight (calm rivers, swamps, forest)
- normal speed
- Energy Draining: These areas would slowly drain energy from units (deserts)

_____There will be two modes of movement, which can be toggled: Travel and Attack.

Travel mode will have all the units in the squad have a base move speed be the same as the player's main character's move speed. Attacking is not allowed in travel mode. In Attack mode, every unit will have different move speed's depending on the unit's build and race.

Base movement is now 5 for all ponies due to the 5 minute turn lengths.

19) Grid size

_____Each different tier will get different sized mini-maps when they play

First-tier (Squad Leaders) : These players will have a 20x20 square grid displayed on their map. Each individual pony controlled by the squad leaders will occupy exactly one square. Maps will be centered on the squad and terrain will be completely visible

Second-tier (Captains) These players will also have a 20x20 square grid

displayed on their mini-map. However unlike first-tiered players one square contains one whole squad. They will be able to see the general terrain but not the individual movement of the units

Third-Tier (Commanders/Generals): These players unlike lower tiered players will have the whole map available to them at all times on a 1500x1500 square grid. Like first-tiered players each square contains one unit, however commanders will not be able to see the terrain unless there is a scout

20) Race specific abilities

Each race of ponies would have their own unique ability at the very beginning. Earth ponies will be able to sprint, allowing them to move faster. Unicorns have the ability to perform magic. Pegasi can fly. While using said abilities, ponies will use up energy, which is represented in a bar. As more energy is used the level in the bar decreases. Energy can be regained by resting/not using the ability in the next turn.

21) Squad Development

Upon entering the game, players will have the opportunity to spend skill points in skill trees to develop and enhance the units under their control. There will be two skill trees in total.

First skill tree (Squad based) : This tree is for the entire squad. Any ability gained here will have a 100% probability of affecting the whole squad. This is mainly used to determine a player's general role in the war/battle, and will determine the overall style of fighting for the squad in a skirmish.

Second skill tree (Unit based) This skill tree is for individual units under the player's command. Skills spent here will only affect the unit selected. This is used for a player's skirmish tactics and specialization of units.

The total experience of squads will be the sum of all the experience that has been gained by the units in the squad. As for units, in the case of one pony killing another unit or a task that gives exp, he will gain 100% worth of exp while the rest gain 75% of exp. This is to prevent individual units from becoming too imbalanced in terms of level.

22) Buildings

There will be different buildings that require time and ponies to build onto the map.

Trains/Train stations: Trains will provide for fast movement across an area of land, but will require train tracks to be laid down and train stations to be built. Destroying train tracks could become one of the objectives for certain squads.

Hospitals: Hospitals could act as a respawn area for squads after they have all been knocked out.

Airships: Like trains, they would provide for fast movement across an area of land, but would not require tracks. To compensate for this, they could either be slower than trains, take longer or more resources to build, or be easier to destroy. (Airships are not structures.)

Fortifications: Small units of fortifications could be built to slow down enemy advancement. For example, hay bails and wooden fences could be laid down to provide protection for an area. Their properties might vary in how long they take to build and how long they take to destroy.

Bridges: These could be built over pegasi only-terrain for earth ponies and unicorns to cross certain areas.

Temporary camps: These will be used by captains for protection. As stated by their name, they will be temporary.

Bakeries: These produce baked goods such as pies and cupcakes. An army can needs a steady supply of baked goods to eat and fight with!

23) Winning the War

One possibility for winning the war would to control 80%(could change in beta testing) of all land. Another possibility is eliminating all enemy commanders.

24) Turn Lengths

Skirmishes: (Squad leaders)

Considering the fact that skirmishes don't last forever, pies to throw will eventually run out, and the players wouldn't want to wait 20 minutes after issuing a few orders to 9 soldiers in around 2 minutes, we need to keep skirmishes short, fun and engaging to allow players to deal with IRL happenings.

5 IRL minutes_for each skirmish turn sounds good, it's an acceptable amount of time to issue order to only 9 ponies, and can hopefully keep the player online throughout the length of the skirmish (5 minutes is a bit short imo. Boost that up to 10 minutes maybe?)

Battles: (Captains)

Captains deal with many skirmishes at once, and is gonna be issuing a lot of orders, he or she will also be doing a bit of planning ahead, but we still would want to keep him or her engaged and keep them on the keyboard for the period of a battle.

20 IRL minutes for every turn in battle is good, 5 minutes is too fast, and the Captain probably won't finish issuing orders in that time, and since some planning ahead is almost a requirement, 20 minutes can probably squeeze a bit of that also.

Also during the captains turn, he will be receiving reports from squad leaders every 5 minutes should he be close to them. He will be able to use skill/powers (e.g. buffs that last one squad's turn) to assist squads should they need them, however they can only use them X number of times per turn.

War: (Commanders)

Commanders will have hour-long turns, however they will receive reports from Captains every 20 minutes.

25) Squad Skill Tree

The squad skill tree will be split into three sections: intelligence, support, and combat. Squad skills should affect the squad as a whole. If a squad skill makes sense to be a unit skill or a squad stat, it is NOT a good squad skill.

Intelligence will house the classes of spies and scouts.

Scout skills: Increased range of vision

Spy skills: Invisibility

Combat, the main branch, will house the classes of rangers, warrior, and defenders.

Ranger skills:

Warrior skills:

Defender skills:

Support, the last branch, will house the classes of healers and constructors.

Healer skills: Revive

Constructor skills: Decreased building speeds and energy costs.

26) Possible Skills

Emergency message (basic) : Lower-tiered players send a quick preset message describing what they need (e.g. "send back up!" in a case of a losing skirmish)
Number of messages that can be sent is dependent on skill level

Dragon Mail (Intel) :Players send a scroll detailing the intelligence they have gathered. Players will be able to type/write out the messages themselves. Number of mail available to be sent will be dependent on skill level.

27) Communications Thoughts

For Captains: Basic (IRC style) communications will be limited to a certain radius from your squad.

For inter rank communications, basic comm will work if they are in the set radius, but if the squad is outside, they must report to their captain via preset reports, such as # of enemies, with a small space for custom message. Captains can issue orders in much the

same way. Reports would be available every 5(?) minutes/at the end of a squad's turn.

Note: Squads will be able to chat freely with other squads in the area.

FLAWED!

People can simply chat outside the game!

If we are to maintain this system since there are few other options, all we can do for then is simply enforce rules that support sportsmanship, and hope that we can trust the players. (TopsyKretts)

28) Commander Defence

The Generals will be guarded by a small squad of Royal Guard Ponies. Should the commanders be attacked, they will go into skirmish mode to defend themselves, taking direct control of the guard ponies. Commanders movement speed will be inversely proportional to the number of guard ponies left, when all guard ponies are alive they are immobile. When all guards are they move speed reverts to racial base. Movement during skirmishes is unaffected (normal). Also, due to the power of the guards (most powerful unit in the game) when they 'die' they are permanently removed from the mock war(AKA they cannot be revived by healers/hospitals).

29) Captains' Deaths & Defences

Captains do not have guards like the Generals, but instead rely on the squads under their control. If a captain feels they are in trouble, they would call on one or several squads to fall back and defend them. Hopefully, their squad still likes them enough to fall back and help. Another way for a captain to protect himself would be by using specials, such as tactical rainnukes to prevent enemy squads from reaching him. (On a cool-down, of course)

If a Captain dies, communication will rely on word of mouth of the squads talking to their fellow squads. Also, the squads would receive a debuff (i.e. receive less exp) until they return to the radius within their captain's control. Captains respawn like squads at hospitals. This would encourage squads to retreat back to the hospitals.

30) Powers of Generals

- View a full map of the War (as of last report)
 - simplified terrain
 - platoon locations
 - enemy locations
 - buildings (hospital, command, railroads, etc)

- Send Scout platoons on scouting missions
- Direct general areas for forward bases to be built
- Set areas to be cleared of enemies
- IDEA: generals can command the above simply by highlighting an area as “advance,” “fortify,” or “scout,” instead of issuing specific commands

31) Resources

Resources like ammunition can be stored in ammo dumps/ temporary camps.
Resources like food/potions for healing can be made on farms.

^ I have no idea what to write

32) Coordinates

Every squad will be able to see their exact coordinates on the 1500x1500 world map.
This would help players remember the locations of buildings or coordinate places to meet up.

33) Base skill tree structure

Squad skill trees will have 5 skills per branch (i.e 5 skills per scout, 5 skills per healing). Every time a player levels up they will receive skill point(s) which they can then spend in the skill tree. To give the players more customization options there will be no pre-requisites on any skills (ie a flat tree). However to balance this out no skill will be any more valuable/powerful than the rest, only differing in terms of value in the player's eyes.

34) Researching and Development

Each side will start with the same amount of technology. To progress, commanders must what research to approve at their base (i.e better weapons, how effective weapons are etc.). {To help research, spies can sneak over to enemy's sides and steal research notes. Depending on the notes stolen, it could either help or hinder research. } ← pending

35) Resources/Funds

The main method of money/resource collection will be from building self-mining buildings on top of resource patches (terrain object, rare). There will also be a smaller volume of funds generated continuously from units gaining exp, but the resource patches will provide much more and therefore be of great tactical interest.

36) Going Offline

When a player goes offline, his/her captain can take control of that squad and issue VERY basic orders (i.e. move here, stay there) with VERY limited AI controlling individual units. Also, before a player goes offline they can stack future orders that will be carried out when they are not online.

37) Skills (squad) **NO PREREQS >:((cept base skill)**

- Conscription
- Combat (base skill: Health) WE NEED MORE!!!!
 - Power
 - i. Damage increase
 - ii. Stun chance increase(for unit skills)
 - iii. Debuffs<-meh <- maybe units for specific debuffs, but this is strength
 - iv. Crit%
 - v. Probability of multiple attacks
 - vi. RAGE(increased dmg by X% for X amount of turns, but take X% more dmg)
 - Range
 - i. Range of attack increase
 - ii. Damage/Effect percentage of ranged attack increase
 - iii. Rate of ranged attack increase
 - iv. Ammo conservation (increased ammo accuracy/capacity) +1
 - v. Probability of multiple ranged attacks
 - Constitution
 - i. Damage resistance
 - ii. Magic resistance <good
 - iii. Resistance to debuffs
 - iv. Resistance to Range
 - v. Block/Dodge%
- Support (base skill: Energy)
 - Buffing
 - i. Revive <- large cost, long cooldown or will be OP
 - ii. Temp Attack bonus
 - iii. Temp defense bonus
 - iv. Auras (Health regen, energy regen, speed,
 - v. Wards against ranged
 - Construction
 - i. Construction speed increase
 - ii. Higher Damage to buildings
 - iii. INVISIBLE Mines/traps. <last a certain number of turns. Normal mines

will be seen, can be done by anyone <high pre req, unbalanced < how so? if its invisible for a turn, it's not unbalanced. AND NO PREREQS

- iv. High level building construction unlocked
- v. Less resources used
- Intelligence (base skill: Speed)
 - Perception (scout)
 - i. Increased range of vision
 - ii. increased range of hearing <- meh
 - iii. Better resource detection
 - iv. Dragon Mail (Intel) :Players send a scroll detailing the intelligence they have gathered. Players will be able to type/write out the messages themselves. Number of mail available to be sent will be dependent on skill level.
 - v. Mix of dragon mail and intel quality.
 - vi. Detect invisibility
 - Sneak (spy)
 - i. Temp invisibility or other form of camouflage (trees, etc?)
 - ii. Lessen visibility/chance to be detected
 - iii. Increase available spying distance to target unit
 - iv. Ability to break contact between enemy units (between sq.leaders and their captains)
 - v. Ability to pose as enemy units (see above for interesting combination)\
 - vi. Sabotage enemy buildings

- **Not a skill tree, but a list of buildings available to build**

Note, that most buildings can be made capturable, but it has to have downsides. The way I see it, to capture enemy or neutral building you should have a building squad/pony enter it, and pay some cash depending on building type. This way you have 2 options: just destroy enemy building (this can be done by everyone), or to take a risk and make building squad enter “dangerous” zone and give some cash, but gain a building close to enemy.

- Impossible to build
 - Headquarters (every side has one)
- Commander issued (expensive, take long time and multiple ponies to build, but can greatly affect the battle)
 - Hospital (respawn point, healing nearby units)
 - Train station & rails (quick movement)
 - Docks (Unlocks movement on water tiles)
 - Armory (adds hp/def to all units, some restrictions not to be OP, maybe increasing building cost?)
 - Mines (steady income)

- Captain issued (relatively cheaper, can be built by smaller squads affect a smaller area)
 - Ranger tower (clears fog of war an area around it)
 - Provision magazine (all units in an area slowly regain health)
 - Something to create fog of war.
 - Fortifications (slow down enemy progress)
 - Bridges (movement over small impossible-to-cross terrains)
 - Traps, etc. (?)
- Capturable buildings (can't be built, begin neutral and possible to capture (building squad+cash), help the current side)
 - /whatever resource/ mine (adds some cash on first capture, and gives small but steady income)
 - Ranger tower
 - Provision magazine
 - Airship station (quick movement over terrain)

38) Retreating from Skirmishes

Because skirmishes are started only when enemy squads are in close enough proximity, it is only natural that in order to retreat you must simply move your squad outside of skirmish range / radius. (Not sure what this number is).

39) The Wendigo Effect

Should a battle (i.e many skirmishes between many many squads) get too large or last for far too long, the Wendigo Effect will come into play. This will inflict progressively detrimental debuffs on both sides. This will only be implemented should the server burden that said battle generates causes it to start breaking.

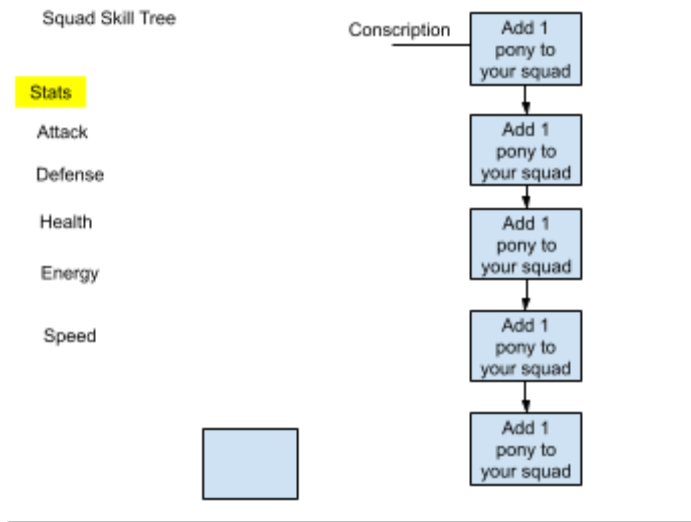
UPDATES ON MOVEMENT AND ENTERING BATTLES

Squad leaders (first-tiered players) will now share captains view (i.e. generalised terrain) when travelling/outside of battle. This is to reduce server burden(old way too much workload, server is not that powerful). Squad leaders will now also move together (i.e. cannot control individual units) outside of battle. When two squad leaders for opposing sides meet, they will enter a generated skirmish map (aka original squad view). Squad leaders can freely join a skirmish if it is still on going.

Soulful, the terrain won't be generalized. It WILL be the terrain. It's just that skirmishes will be forced to be played on separate mini maps.

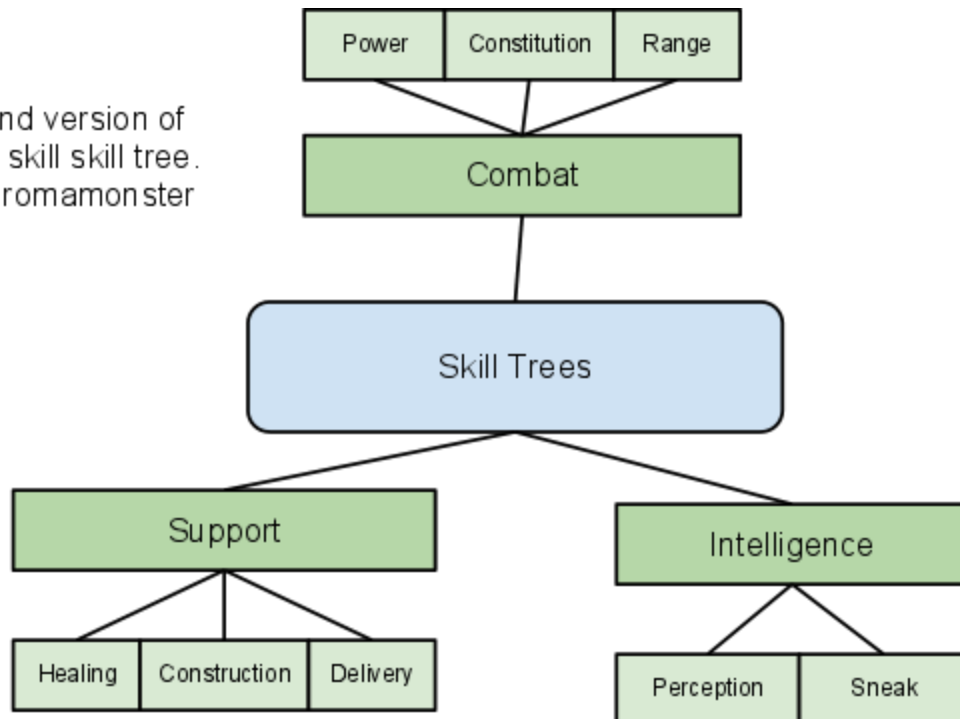
IRC To Do List

- Skill tree layout(squad, unit,captains)
- Race-based skills/perks

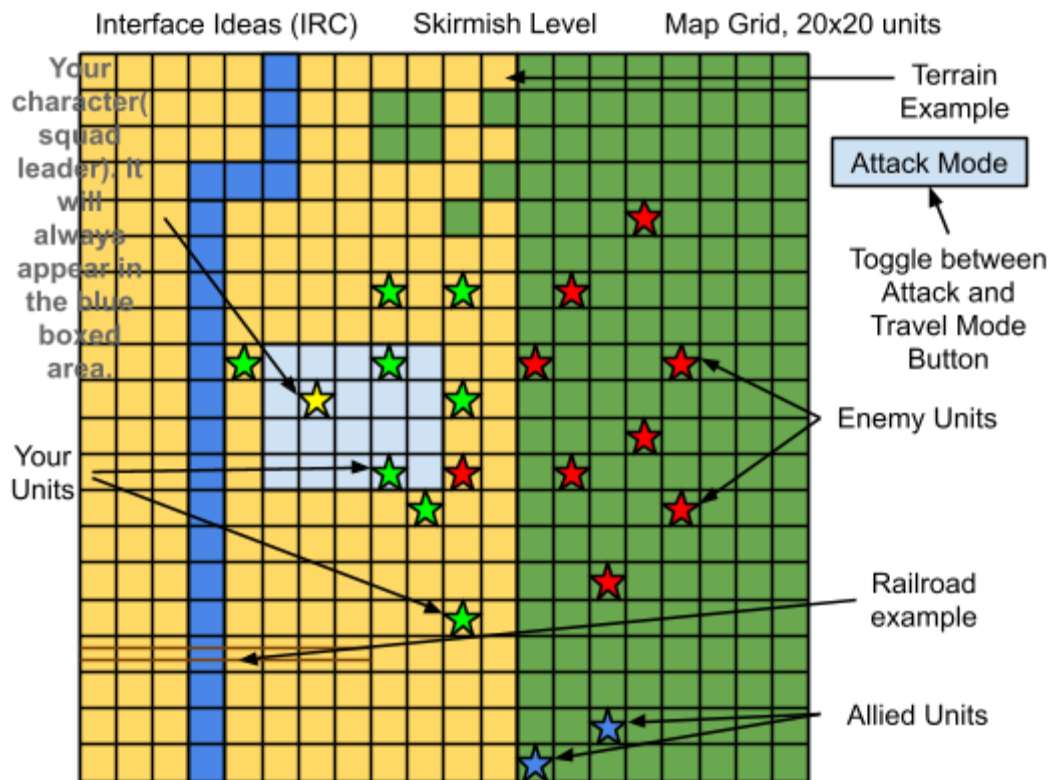
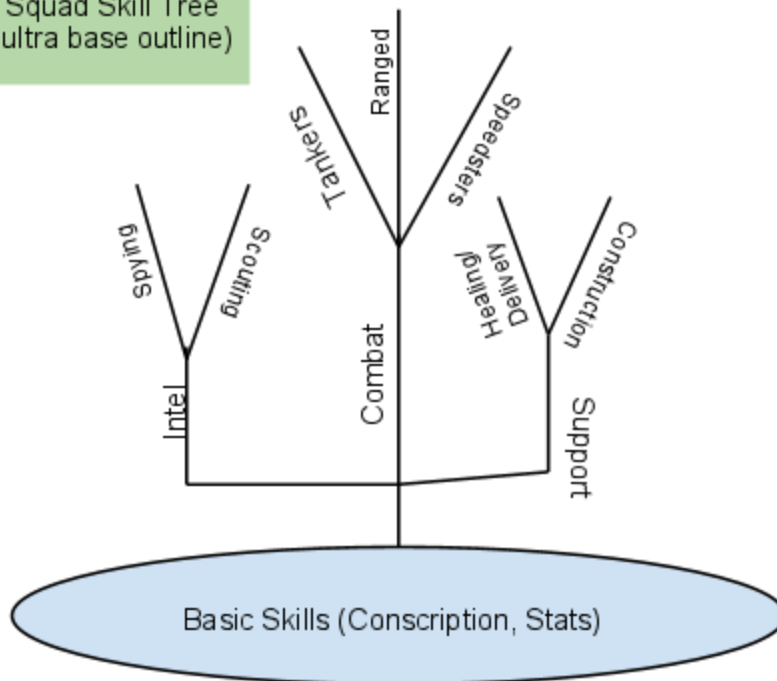


Interface Examples and Ideas:

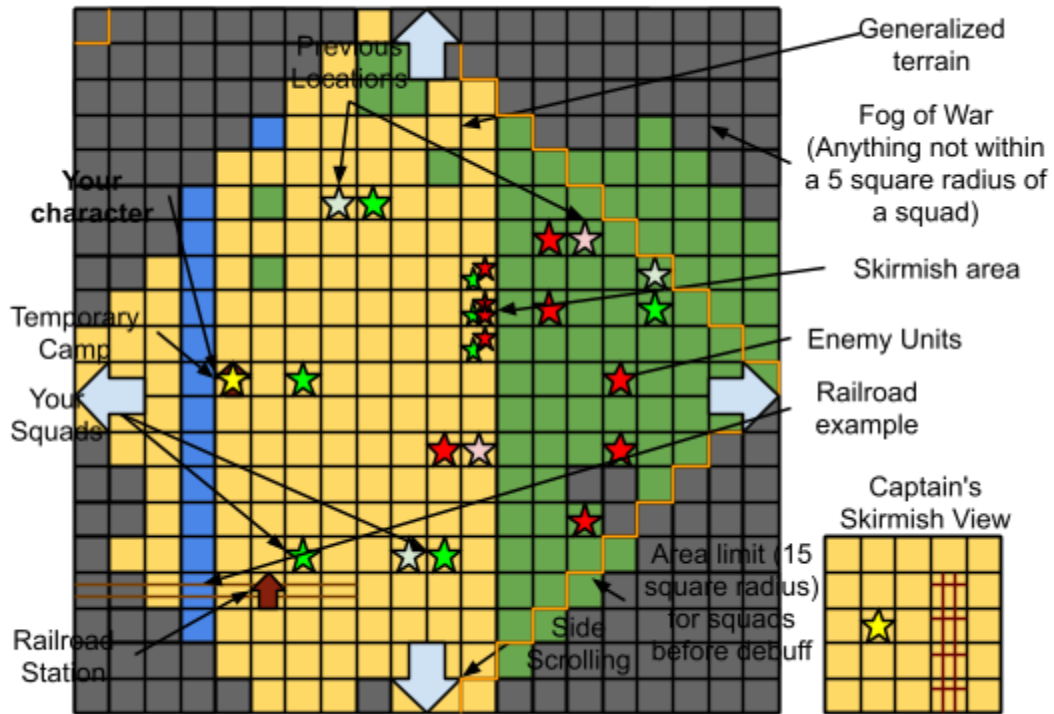
Second version of
squad skill skill tree.
By Chromamonster



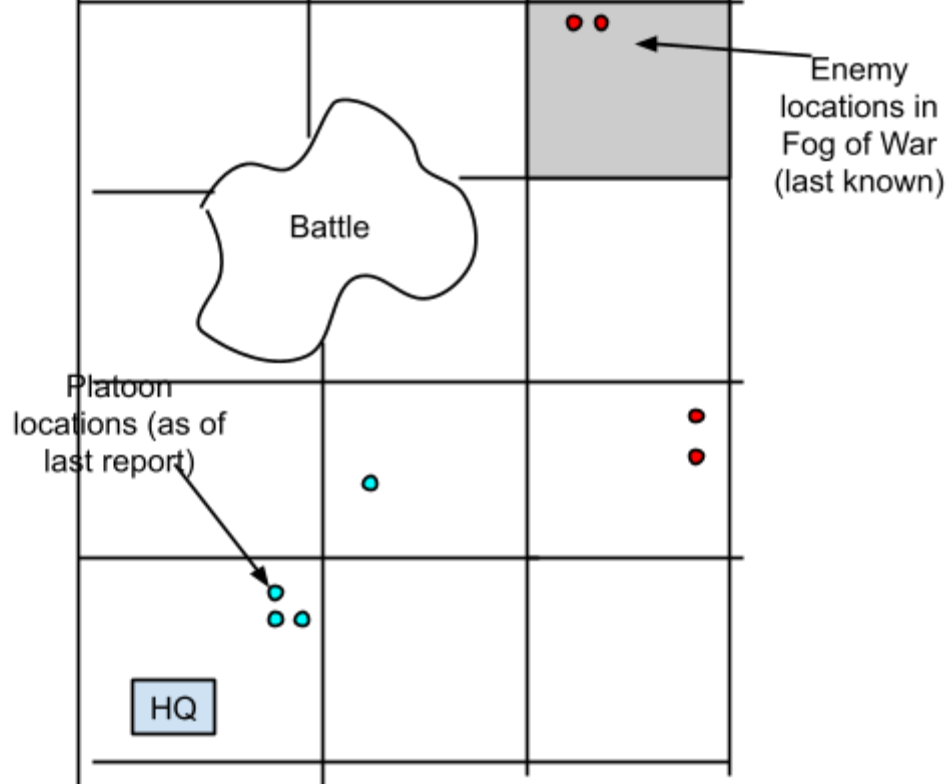
Squad Skill Tree
(ultra base outline)



Interface Ideas (IRC) Captain Level Map Grid, 20x20 squares(400x400 units)

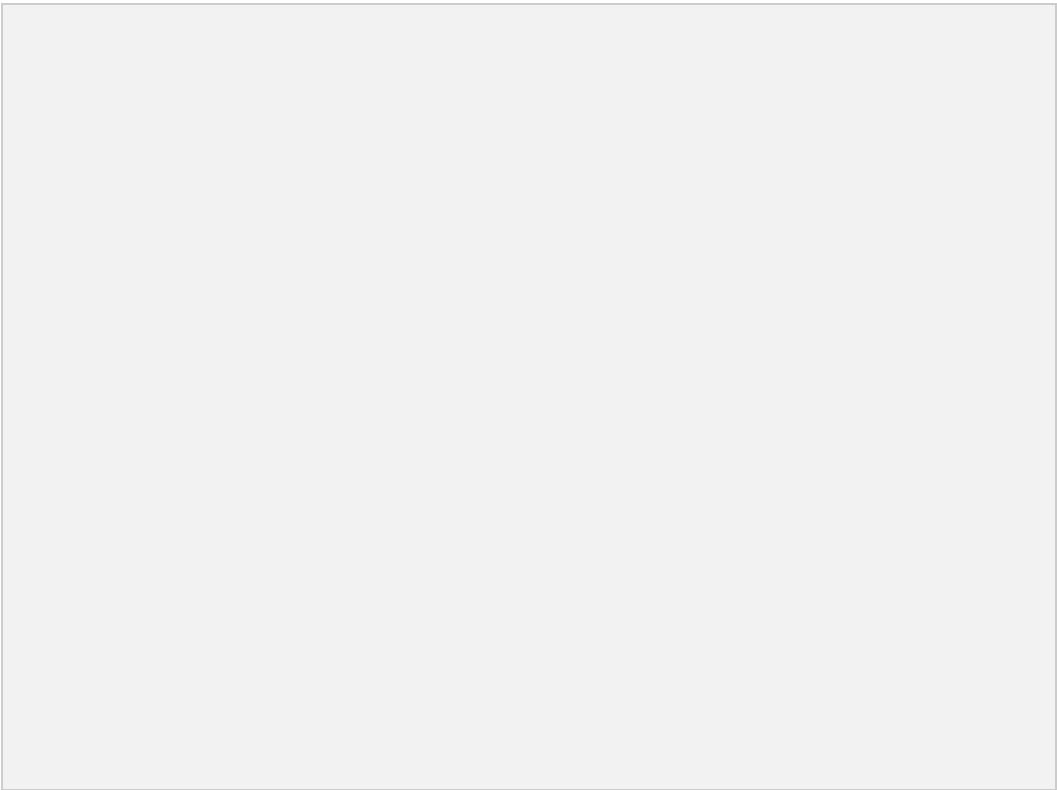
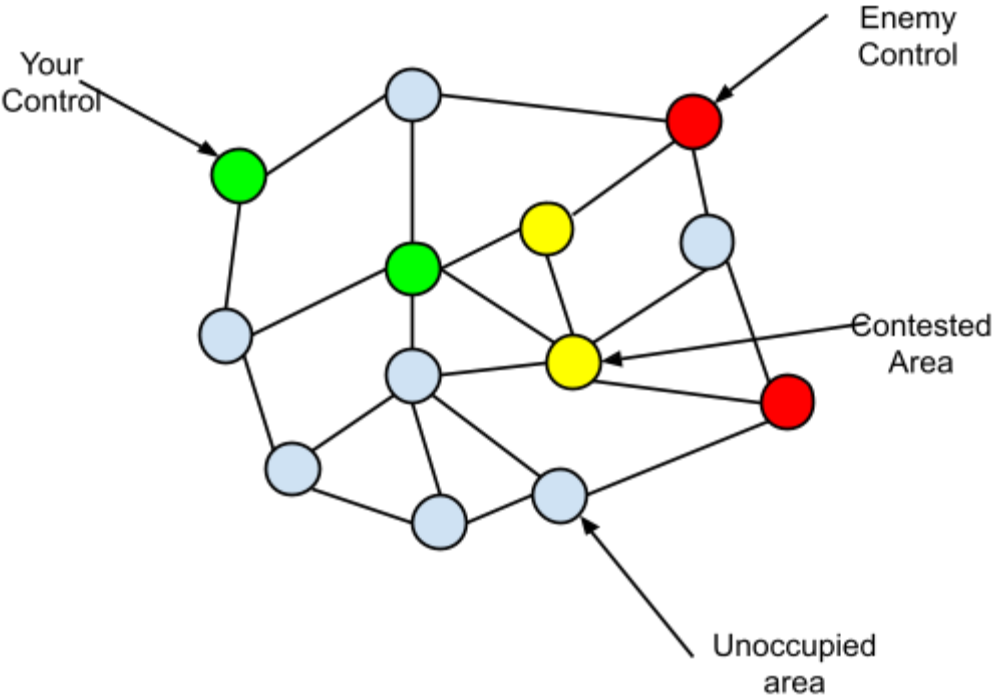


Interface Ideas (IRC) World Map Idea (Mostly Harmless, Option 1)



Interface Ideas (IRC)

War Level (Alternate Option)



The diagram illustrates a proposed interface for a Battle Level map. It features a large grid representing the map. At the top, a green bar is labeled "Battle Level" and a blue bar is labeled "Control Bar". The grid is divided into several areas: a "Base Camp" (light blue squares) on the left, a "Generalized terrain" (grey and green squares) at the bottom left, and a "Fogged Area" (black squares) on the right. A "Map Grid" label points to the grid itself. A "Multiple Squad Skirmish" label points to a cluster of red squares. An "Individual Squad" label points to a single green square. The "Area of Skirmish" label points to the overall map area.

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Questions:

Questions about how this will work can go here, I'll do my best to answer them

- What kind of field will this be played on? (Answer (Ryex): some sort of terrain map that has a grid) Risk style grid? Hex grid? Square grid? (Ryex: Not sure yet, likely square)
- Programming wise, you said java, what can we expect, and what time of experience are you looking for? (Ryex: I'm looking for at least moderate experience with php and javascript (javascript is not java))
- Will be raw PHP used, or some kind of framework will be choose/chosen *my english sucks much*? (Ryex: right now I'm thinking of developing it from scratch with php, I've written large frameworks from scratch before so not much of a problem for me)
- how is a server for this game going to be paid for? (Ryex: Frankly I'm not sure, I have a friend who I'm fairly sure would LOVE to help host it but I'm yet to get him online)
- Art wise, are you looking for vector art, or just anything? (Ryex: initially there will be no set style simply to give artists a chance to find something that works. But I'm leaning towards vectors)
- Do the special abilities need to be rooted in the Pony world, No orbital friendship cannons for example? (assuming Celestia doesn't have a secret space program running) (Ryex: Not necessarily, at the moment we are trying to gather as many ideas as possible and frankly anything meme worthy in the fandom may make it in.) PINKIE PIE LAUNCHERS! (Ryex: ... YES!)
- How long would a game be expected to last? (Ryex: yet another design question that can't be answered yet. possibly one or two weeks depending on the activity and what the community can support)
- How many games would be running at a time? Also number of players per game? (Ryex: as I do not know how many players there will be or the logistics of the game play yet, the game will expand with the activity from the community. I can say that we will start off with only one game in motion at a time)
- Is there a time limit, Draw at 20 minutes for example? (Ryex: straight out draws will likely be near impossible, there equivalent with both sides losing almost equally is however a possibility) What about stalemates? ie. neither side can make a move without losing so no one moves . (Ryex: if this happens staff will step in and call the game. It's a fringe case so no definite plan can be made)
- Because this is a Pony fanbase, and I assume that most people would like to be on the pony side, would there be a forced balancing of sides or something like that to ensure fairness? Maybe just make it pony vs. pony? (Ryex: This was pointed out to me earlier in the #EquestrianStudy IRC I couldn't actually think of a solution other than making it pony vs pony and going slightly off the original premise of the EqD post.)
- How much individual vs group control? With the elected leaders, do they control the

movements of the individuals under them, or do they mark an area for their forces to work towards. If more individual control, will there be distance limits from assigned/chosen group?(more design questions I know, but good to get them now rather than later)

- on what basis will we elect people? will there be a pregame of some sort? (Ryex: yes, I for see a pregame where players will be able to bid for a leadership position by writing out a paragraph that explains how they will play the game etc. the paragraph will be displayed next to their name in a poll of sorts where all players on that side will vote for the leaders)
- After the leaders have been elected what will the normal player do, can they grind levels to help the army as a whole? (Ryex: something like that, they will have control of what weapons the character carries, what powers they have active that sort of thing, how their stats points are distributed (i'm thinking of some sort of level up from battle survival thing))leaders have control over their platoon, and in the case of stubborn players, or people who don't want to wear armour will they have a lock team sort of thing? (Ryex: perhaps, This is a game mechanic that is up for discussion and development)

Rephrase: If a player is absent, does the leader have control over the missing player's platoon?

Rephrase: Also, in the event that a player becomes belligerent (refuse to equip protective gear, fail to follow orders

- In the absence of players will leaders have control over their platoon, and in the case of stubborn players, or people who don't want to wear armour will they have a lock team sort of thing? (Ryex: perhaps, This is a game mechanic that is up for discussion and development)
 - Rephrase: If a player is absent, does the leader have control over the missing player's platoon?
 - Rephrase: Also, in the event that a player becomes belligerent (refuse to equip protective gear, fail to follow orders, etc.) will a leader be able to exercise control over said individual?
- So you are suggesting as command structure? That is a great idea! No matter who is on, someone will be in command then, right? I'd drop that in the suggestion category. Good work 4883. (Ryex: Yes a major game play point is that there will be a command structure)
- Would the Equestrian military have a similar structure to the Griffin military or would their command systems be different? (Ryex: for game play balance the structure would have to be the same on both sides)
- How would maps and terrain be generated? Is there going to be a set template map that will always be used, or is it possible to create something along the lines of procedurally-generated locations? (Ryex: it is certainly a possibility to do procedurally generated locations but is more likely that maps will be pre-made to ensure a balance in terrain advantage)

- Sometimes a terrain imbalance can be fun in these style of games. Think along the lines of laying siege to a town.
- Related to the above question, are there any thoughts about special terrain types that have special characteristics (e.g. forests gain a defensive boost to troops inside, towns offer additional protection, mountains that hinder non-aerial movement, etc.)? (Ryex: Yes, these types of terrain advantages would be involved)
- ^Would it be possible to lay siege to towns? And would a controlled area need a functioning economy? (Ryex: this is a pretty advanced game play feature, I'm going to say no as it doesn't really makes sense with the goal of the game play)
- Would the Elements of Harmony somehow apply ingame? I ask this, because the Elements seem to be purely a Pony thing, so I'm not sure what equal analogue the Griffins would posses (or perhaps it could affect them too in the same way). One idea I had was that the Elements would be strewn across the map in predestined locations, all of which are equally spaced away from both sides. Each side would have to capture the the region(s) that are in in order to posses the Element. By possessing an element, buffs and modifiers are applied to the side that has it (Magic: Mages gain a damage boost, Loyalty: hired troops do additional damage, Generosity: resource boost, Caring: hostile monsters only do half damage, Honesty: Earth ponies gain a damage boost, Laughter: Gain access to a number of different region buffs). However, the opposing team can take possession of an element by capturing the region as well, ensuring that the six locations would be hotbeds for conflict. If all six locations are taken by a single side, that side may summon a powerful unit, after a charge-up time to give the opposing team a chance to stop it (I'm thinking Princess Celestia for the Ponies, and Discord for the Griffons). This unit is free to devastate the battlefield, but can be defeated either in a combat normally by a mass of hostile units, or if that side looses possession of any of the elements. After that occurs, any number of things can occur, such as the locations of the elements being shuffled and relocated or the elements remaining in their location but having a cool-down period of several turns. Just an idea I had. I figured that since the game is about FiM, the Elements of Harmony should be integral to the gameplay. (Ryex: This sort of things needs to be thought out very carefully in terms of game balance, your idea should remain here but I can't really offer any thoughts at the moment)
- Will you be E-mailing those who signed up to confirm places and give mission statements? (Objectives E.T.C.) (Ryex: Yes)
- Is the whole point of the game design to put emphasis on teamwork amongst each side? *Teamwork and cooperation are pretty much a bonus to the whole 'pony game thing'.* (Ryex: actually yes, it's a strategy and team work oriented game, I'm not sure soloing should even be possible)
- So will the perspective be of the entire field(god view) or just your squad, or is it based on position? (Ryex: There will be some sort of fog of war in place)
- Will there be ways to get into the same squad as friends? Or would that make balancing squads too difficult? (Ryex: Not sure, it's a mechanic related to game balance so it's a tough call with out any truly defined system in place)

- Would it be possible to incorporate a first person shooter sort of system to incorporate more people. Right now it sounds like a large Real Time Strategy that fewer people would be involved in besides the leaders. Individuals may have tasks, but it may be interesting with a FPS portion, interest more people? I know adding a whole FPS portion to the game would be hard, but it might be interesting. Perhaps when you need to get off the computer, you must “retreat” from the fight while your team/squad fights on? Sorry if this is more of a suggestion rather than question. (Ryex: a FPS is completely out of the question, but that does not mean that there will be no fun involved for the individual player. It is still being worked out but there will be some sort of control that the individual player will have.)
- How communication during a game will work? Chatbox or forum only available for each faction/squad? MP will be good too but not as practical if you want to contact your whole squad.
- Could we meet randomly the mane 6 and fanbase characters as npc who could give boost and stuff, like Pinkie giving ingredients to make her party canon for example. I am also very interested about construction with the earth pony : it means we will have to collect resources to build stuff? How about making armors and weapons, the unicorns could use some ingredients or books findable on the map to make powerful spells. Oh and you really should make something with the pegasi controlling the clouds, like modifying the map bonuses or even enlarging the vision by clearing the sky for example.
- What about VA’s doing minor work? Casting a varied voice cast that could give generic voices to different user-created ponies based on gender, race, class...sorta like how people are thinking it’ll work on Equestria Online?
- What about the creation of accounts used solely to spy on the other team’s operations?

Glossary of Terms:

- Buff (bəf) - A term used to describe any positive perk bonus that is bestowed upon a unit or more than one unit by another member of that team. These usually include...
 - - a buff is a positive bonus granted to another unit.
- Debuff (debəf) - A term used to describe any negative perk detriment that is bestowed upon a unit or more than one unit by usually an enemy unit, or some cases, by another member of that team. These usually include...
 - - a debuff is a negative bonus granted to another unit.
- Perk (pərk) - Any bonus to an individual's base stats or additional ability.
- IRC (I R C) - Internet Relay Chat, a system used to have instant message communication between several people at once
- Skirmish- the individual or group battle between squads; fought in an TBS/Fire Emblem style
- Battle - group of Skirmishes for a single world map square
- War - the overall "Risk" style strategy that the **army leaders** deal with.
- General/Captain/Sergeant- current names of the leaders, sub leaders, and normal players, respectively. Generals control armies, Captains control platoons, and Sergeants control squads. Some people call generals commanders.

Add more please! If you don't know a term, find it in the document and if it isn't already defined above, add it to the list below!

Words to define:

- Equip
- REA (Royal Equestrian Army/Airforce/Armor?)
- NLR (New Luna/Lunar Republic)
- RTS (Real time strat)
- TBS (Tactical Battle System / Turn Based Strat)
- NPC's (Non Player Characters)
- Classes
-
-

Aforementioned table

	Mobility (base)	Health	Attack	Defense	Energy level	Race Specific Ability
Units	Move x # of steps per turn	Take x points of damage before KO'd	Do x points of damage	Resist x units of attack	Measured in turns	One per race.
Earth Pony	Least affected by terrain					Sprinting (+1 mobility) ^most likely going to be scaled, for balance purposes.
Unicorn	Affected by terrain the most					Magic (teleportation) (high energy use)
Pegasus						Flying (Ignore terrain)

^careful there, things gotta be balanced.

I would say try to have 25 skills (like everything else)
Although less could be fine

Captains' Skills

Remember, skills don't have to sound too "cool". We're going for lighthearted stuff :P

Is "Flesh to Ice" good enough? :P, also there seem to be many names quoted from the show.

I think we should make our own rather than shamelessly stealing. It sounds a bit unoriginal...

I think the point of the whole game is to be based off the show...

But it still sounds a bit weird to me.

hmm? I think players would enjoy it more if things were related to the show....

The upper list is OK, but some from the lower one would be better with changed names.

Go ahead and rename them ;) (or put suggestions)

SKIRMISH

Generic

1. Meditate - Heal + recover energy
2. The stare - Stuns units for X amount of turns
3. Karate- Almighty melee damage
4. Platoon Identity - Aura: Raises your platoon's unique flag. All stats are increased by a minor %.
5. The Art of befriending - Aura: Squads are extra motivated and do X% more damage
6. Party Cannon - Bombardment. Almighty ranged damage
7. Here Comes Tom! - Almighty AoE
8. Explode Twice- Causes an enemy unit(self/ally- enemy too OP?) to self-destruct, Almighty AoE Damage.
9. Voice Projection - Pony equivalent of FUS-ROH-DAH, uses sound energy to push back enemies by X squares, (stun?).
10. Reinforced barriers - Creates a powerful barrier to protect an area. Type of barrier is dependent on race (i.e, magic, wind or earth)
11. Parasprite Swarm - Performs the ANCIENT ROYAL WAR DANCE, summons parasprites that Eat Ammo and Break weapons.
12. Binoculars - Aura: sees invisible enemies, Squads have increased vision
13. Perseverance - Aura: Squads stats are increased by X% when hp is low/critical
14. Banishing Fear Giggles at the ghosties?- Aura: Increases Squads' Attack
15. Banishing Cage - Trap enemies within a certain area.
16. Pillow Barrage - ranged attack, makes barrier in front of enemy.
17. Terrifying Roar (Lion tame?)- Temp Debuff: Decreases enemy squads' defences Too much like voice projection<---not really, VP push back, TR debuff

Earth Ponies

1. Celestia Buck - Almighty damage in a straight line of X squares
2. Battle Presence - Aura: Allied Units in same skirmish tile as Captains have increased attack and defence.
3. Its time to go to bed, Sleepyhead - Stuns enemies within X squares, very low % of

“death”

4. Hay-maker : Almighty damage to one target, small AoE, High critical %
5. Indomitable Spirit :
6. GIVE ME MOAR IDEAS. I NEED LIKE 3 MOAR I HAVE IRON PONY BTW.

Unicorns

1. Enchanted Fabric (Dumb Fabric?) BATTLE SKILL- Aura: Armor has increased effectivity
2. Uncontrolled Magic - Unleashes a storm of wild magic upon “death”, inflicts damage on ALL units within a set radius, X% chance of inflicting ailments.
3. Quiet now - Silences enemies in the outer radius (i.e 3-4 squares away from center, units 1-2 squares from centre unaffected)
4. White Flash - units in fan-shaped area have lower def.
5. Snowplow - Ranged AoE, Stun chance
6. Magical Siphon - drains energy from enemy unit, reduces speed
7. Magicrod - All ranged attacks that pass near the caster are forced to hit him with 50% dmg <--hmm could attacks gravitate towards said area?

Pegasi

1. Maelstrom of PowerBizzare name (Tornado)?- AoE damage, debuffs opponents.
2. Sonic Rainboom - Almighty AoE damage, X% chance of inflicting silence on enemies.
3. Hush now - Silences all enemies within a radius of X squares
4. Ice Statue - target unit doesn't take action for X turns, lower defense
5. Buckaneer Blaze?
6. Wonderbolt Buzz- Damage, speed across the map.

Skills (Captains) (Battle)

- Flutter-rage: Decrease Enemy Defenses
- Afraid to get Dirty?: Increase Squad Attack
- Piano Bomb: Battle AoE
- See-Saw: Send Enemy squad flying.
- Forward March - Allied units in same skirmish map can move further
- Parasprite Swarm- Eat Ammo+Break weapons
- Roller Skates- increased speed
- Diagnosis- all healing is increased
- Binoculars- see invisible enemies, increased vision of squads
- Pony Crane- all squads can build faster
- Big Dumb Meanie- Increased stats when squads are at low hp
- Maelstrom of Darkness: AoE damage, nerfs opponent

- Necklace, Necklace, Necklace: Buff
- Hammer, Hammer: Increased weapon supply or attack
- Dumb Fabric: Armor effect increase
- You're going to love me!: Increased Squad Attack
- Mail Pony: Faster Delivery
- You gotta share!:
- Something for "forecasting"
-
- A Bunch of buffs
-

Removed/Pending skills

Uncontrolled Magic - Unleashes a storm of wild magic upon "death", inflicts damage on ALL units within a set radius, X% chance of inflicting ailments.

Explode Twice- Causes an enemy unit(self/ally- enemy too OP?) to self-destruct, Almighty AoE Damage.

1. Party Cannon - Bombardment. Almighty ranged damage
2. Here Comes Tom! - Almighty AoE
3. Explode Twice- Causes an enemy unit(self/ally- enemy too OP?) to self-destruct, Almighty AoE Damage.

BATTLE

Generic

1. Platoon Identity - Aura: Raises your platoon's unique flag. All stats are increased by a minor %.
2. The Art of befriending - Aura: Squads are extra motivated and do X% more damage
3. Logistics - Passive ability: Ammo drops come in faster.

4. Voice Projection - Pony equivalent of FUS-ROH-DAH, uses sound energy to push back an entire enemy squad back by X squares.
5. Reinforced barriers - Creates an uncrossable barricade to protect an area. Type of barrier is dependent on race (i.e, magic, wind or earth)
6. Parasprite Swarm - Performs the ANCIENT CANTERLOT WAR DANCE, summons parasprites that Eat Ammo and Break weapons.
7. Binoculars - Aura: Squads have increased vision, ability to detect invisible items added at higher levels
8. Reinforced armor - Aura: Adds a defence bonus to armor
9. Perseverance - Aura: Squads stats are increased by X% when hp is low/critical
10. Banishing Fear - Removes debuffs from allies within Captains RoC.
11. Motivation - Aura: Squads feel your devotion to them and are motivated, granting them a X% increase in energy and health.
12. Painful words - Demotivates enemy squads within a radius, reduces their attack for X turns.
13. Emergency rations - Fully heals one squad (Uses all remaining energy)
14. THE POWER OF YOOOOUTH- Temporary increases regeneration by X% of all allies for X turns.
15. Terrifying Scream - AoE: Silences/Stuns Squads within a radius of X squares.
16. Preparation - Traps a terrain tile, activated when enemy units land on it.
17. Attack of the Pumpkins - Bombards an area with deadly pumpkins, Almighty AoE damage.

Earth Ponies

1. Battle Presence - Aura: Allied Units in same skirmish tile as Captains have increased attack and defence.
2. Hay-maker : Makes X bundles of hay for squads
3. Plow the earth : Resets all terrain with a radius of X squares to their original tile set.
4. Unwavering Will : Squads receive X% more health and hp regeneration.
5. Agriculture - Allows squads within the user's RoC to detect renewable resources easier for X turns
6. Architecture - Aura: Construction speed within RoC is increased by X %.
7. Thunderhooves - Instantly moves X squares to the tile selected. (Tile must be within X squares move distance, cannot bypass uncrossable terrain.)
8. Setting up Camp - Creates a Temporary camp on the user's tile instantly, uses all remaining energy.

Unicorns

1. Uncontrolled Magic - Unleashes a storm of wild magic upon "death", inflicts damage on ALL units within a set radius, X% chance of inflicting ailments.
2. White Flash - Units in fan-shaped area have temporary lowered def.
3. Stealing spoons- Drains energy from an enemy squad, reduces energy regeneration for X turns.

4. Emergency Evacuation - Teleports one entire squad out of a skirmish. Uses all available energy left.
5. Artificial Ley-lines - Aura: Dependent on proximity to Captain, magical regeneration is increased by X %
6. Plusar - Reveals all invisible objects within a radius of X squares for X turns
7. Quality Control - Allows squads within the user's RoC to find exhaustable resources easier for X turns
8. Indomitable Spirit - Aura: Squads receive X% more energy and regeneration.

Pegasi

1. Maelstrom of Power - AoE damage, debuffs opponents. X% chance of changing terrain to desert.
2. Skyline - Flies up high into the sky, reveals everything under the fog of war within the user's RoC for one turn.
3. Sonic Rainboom - Almighty AoE damage, X% chance of inflicting silence on enemies. Uses all remaining energy
4. Weather Management - Aura: Squads skills are more likely to affect/morph the terrain.
5. Clear the Skies - Changes the weather within X squares to Sunny/Calm.
6. Rainbow - Creates a rainbow on the user's current tile. Allies within a radius of the rainbow regenerated their health X% faster.
7. The mailpony is here! - Active skill: Instantly drops ammo crates for squads when used.
8. Unsurpassed Technique - Aura: X% less energy required to use movement abilities.

Captain Skirmish Skills

Generic

1. Medicate: Heals health
2. Meditate: Heal energy
3. The Stare: Stuns units for X amount of turns, attack nerf after.
4. Bucket Smash: What's wet and clueless? YOUR FACE. Almighty Melee Damage
5. Party Cannon: Almighty Ranged Damage
6. Here Comes Tom! : Almighty AoE Damage
7. Explode Twice: Sacrifice Ally for High damage.
8. Pillow Barrage: Ranged attack, makes barrier in front of enemy
9. Terrifying Roar: You're going to LOVE ME! Pushes enemy back and slightly lowers defense.
10. Cage of Banishment: Trap enemies within a certain area.

Earth Ponies

Iron Pony: Temporary melee defense and melee damage increase.

Haybale Hurl: Almighty ranged damage, %chance stun.

Karate Kick: Almighty melee, sends enemy back.

Tussle: Very high almighty melee damage, but little control of movement, enemy cannot

escape

Rapid Hooves: Increases speed at sprint speed.

Unicorns

Enchanted Fabric: Temporarily buffs ally ranged and melee defense. AoE.

Hush now, Quiet now: AoE stun

Snowplow: Ranged attack (straight AoE), stun chance

Magic Siphon: Drains energy from enemy, reduces speed.

Magic Rod: Enemy ranged attacks gravitate towards an area.

Pegasi

Tornado: AoE damage, scatters opponent

Sonic Rainnuke: Almighty AoE damage

Ice Statue: Target enemy is stunned, defense decrease.

Buckaneer Blaze: Almighty AoE, % chance stun.

Wonderbolt Buzz: Almighty Ranged damage, moves up to opponent

Armor Ideas & Sprites

	Power	Range	Constitution	Reinforce- ment	Construct- ion	Perception
Squads tier 1						
Squads tier 2						
Squads tier 3						
Captains tier 1						
Captains tier 2						
Captains tier 3						

Comman ders						