History and Intent

Many of the most popular Real Time Strategy games of the current day, such as the Starcraft, Warcraft, Age of Empires, and Command and Conquer series, are very largely focused on the strategic aspects of battle: large scale affronts, overarching goals, and diplomacy.(1) The tactical side of battle within RTS's, showcased in games such as Final Fantasy Tactics and Fire Emblem, is often given less focus, as some of the most specific aspects of battle, such as precise movement and targeting, are automated, likely due to the games' large scale.(3) As such, the goal of this system is to provide to players a more tactical RTS experience: to allow them to have fine control over which each and every one of their units does. The intent of this system is to attempt to merge large scale strategic gameplay with that of precise tactical combat.

Description

It is important to note that this system would be intended for smaller scale strategy games, as opposed to the size of armies in games such as the Starcraft series.

Initially, unit control under this system would be similar to that of most RTS', where units are able to move and path freely through the environment to reach their destinations. However, once a unit comes within a certain distance of an enemy unit, a grid is placed around the attacking unit, equal in size to the unit's combined attack and movement ranges. While in grid space, units and their abilities are controlled in a manner similar to those of Turn-Based Tactics games–upon taking a movement or active action, units must wait for a short cooldown period, respective to the type of action, to elapse before being able to perform that type of action again. Units move to specific spaces, and target abilities and attacks relative to specific unit or grid spaces. If the distance between a unit and enemy units ever becomes greater than the threshold distance required for grid space, that unit returns to free RTS-style movement and actions.

It is important to note, that only units within grid space operate according to grid space rules, just as only units within free space operate according to free space rules. Additionally, units can freely move between space types. This means that, if a unit moves into grid space against another unit, reinforcements on either side can move according to free space rules, until they enter the distance threshold required for grid space, at which time they begin to operate according to grid space rules.

Bibliography

1. Berlinger, Yehuda. "Puerto Rico Strategy vs Tactics." *Blogspot.com*. Blogspot, 10 Feb. 2005. Web. 9 Oct. 2011.

2. changegames. *Starcraft 2 Battle Tactics - 2v2 Protoss vs Terran (ePic Games & eSports)*. Youtube video. *Youtube.com*. Web. 9 Oct. 2011. < http://www.youtube.com/watch?v=i7QdqVLtu8I>.

3. Gleichman. "Strategy and Tactics in Game Design- Part I: Introduction." *Blogspot.com*. Blogspot, 12 Feb. 2009. Web. 9 Oct. 2011.