

The screenshot displays a turn-based strategy game interface. At the top, a unit selection bar shows five units with their respective health bars: 128/128, 128/128, 47/128, 101/159, and 129/138. A sixth unit with 100/100 health is also visible. The main map is a hexagonal grid with various terrain types, including a large stone structure and a river. A unit is currently selected and targeted, with a 'Targeting' tooltip and a 'Launch' button visible. On the right, a detailed unit info panel for 'Caecator' provides the following data:

Caecator	
UNIT (≠ SUPPORT)	
ATTRIBUTES	
♥ LIFE	100/100
↔ SPEED	2
⚔ ATTACK	22
🛡 DEFENSE	30
⚡ INITIATIVE	4
★ DAMAGE	20
CAPACITIES	
📏 RANGE	3
🌿 HEALING HALO	
🩹 HEAL	
🌀 SLOW DOWN	
STATUS EFFECTS	
🌟 LEVEL	1
📊	26/40
📈	+1 XP/🕒

At the bottom left, the 'Attack Success Odds' panel shows the following data:

Attack Success Odds			
🔱 19%	🔱 97%	🛡 0%	🛡 0%
62★	41★	21★	0★

Additional UI elements include a top-left navigation bar with icons for settings, actions, and vision; a left-side panel with 'ED 3', 'ENSE 71', 'MAGE 41', 'VER 1', and 'ENT 2'; and a bottom-right panel with 'TURN 42 Battle Mode' and a '5' icon.