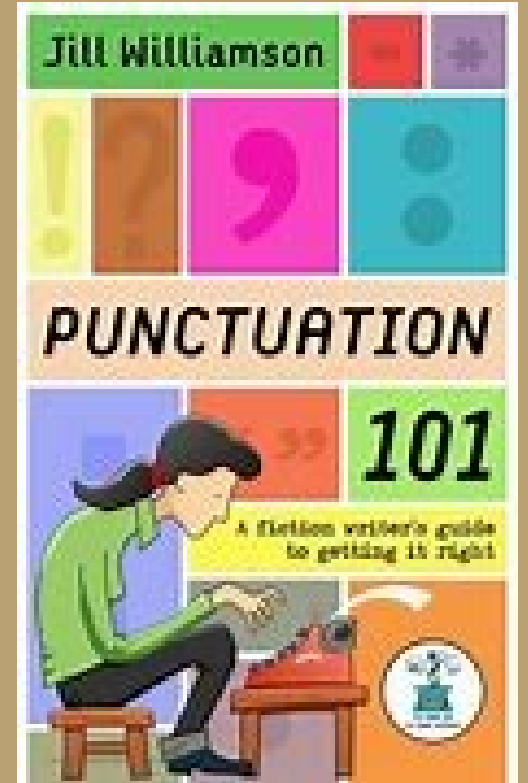
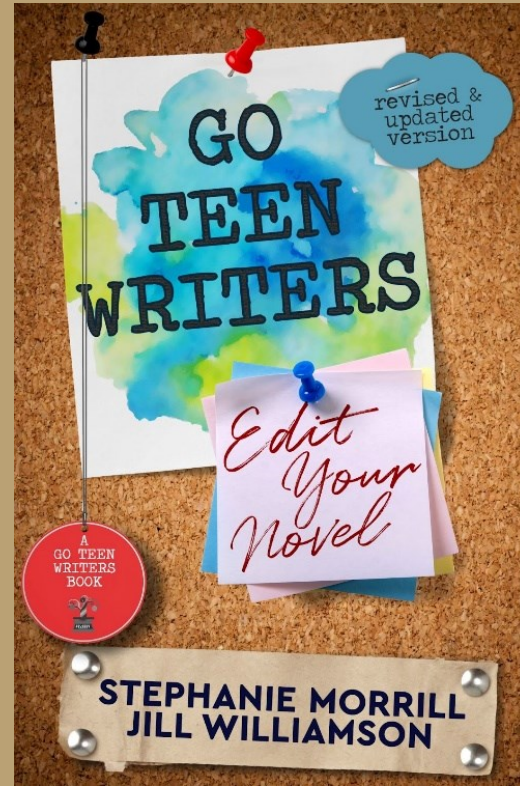


# **Fight Scenes and Epic Battles**



The screenshot shows a web browser window with the address bar displaying "jillwilliamson.com/helps/". The browser's address bar and tabs are visible at the top. Below the browser window, a red arrow points to a yellow box in the navigation menu. The page content includes the author's name "Jill Williamson JOIN THE ADVENTURE" in a red script font. Below this, the title "Brainstorming Worksheets for Writers" is displayed. The main text reads: "For you visual learners, here are some worksheets to help you brainstorm your stories. Many of these were included in the back of my *Go Teen Writers* and *Storyworld First* books." Below the text, there is a list of resources: "ONE YEAR ADVENTURE NOVEL RESOURCES", "Civilization Worksheet", "Weaving in Theme slides", and "How to Edit Your Novel slides (On the GTW Blog)". On the right side of the page, there is a newsletter sign-up form titled "Subscribe to My Newsletter" with fields for "Email" (containing "you@example.com") and "First Name". The Windows taskbar is visible at the bottom of the screenshot, showing the search bar, taskbar icons, and system tray with the date "6/27/2022" and time "11:30 AM".

[www.jillwilliamson.com/helps](http://www.jillwilliamson.com/helps)



[www.JillWilliamson.com](http://www.JillWilliamson.com)  
[www.GoTeenWriters.com](http://www.GoTeenWriters.com)

# FIGHT SCENES



# Why are these people fighting?

What's the motivation for this fight?

- It *must* have a purpose.
- It *must* make sense (have you set it up?)
- It *must* move the story forward.





# Where are they fighting?

- It should be cool, but believable
- Avoid clichés
- Describe the location and use it



# With what are they fighting?

- Fists
- Weapons
- Are they wearing armor?
- Random objects around?
- Be sure to plant, so you can have a payoff!



# What are their fighting skills?

- Plant skills early on
- Let them fail
- Let them get creative



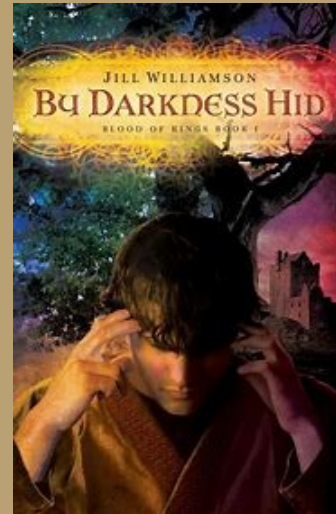
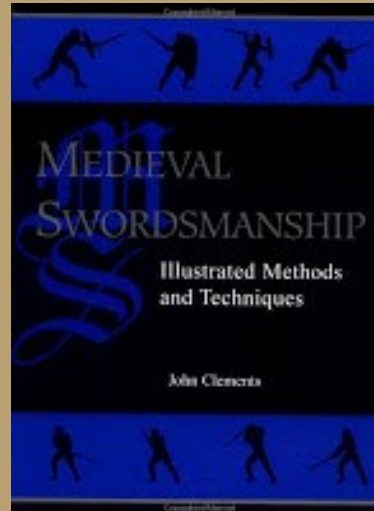
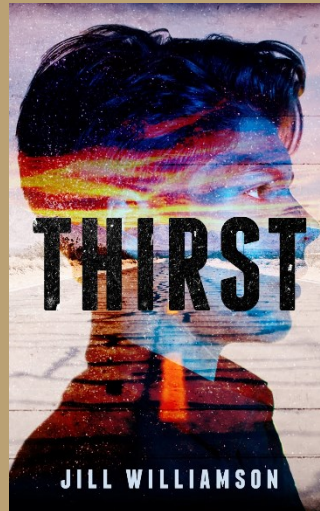


# EDITING FIGHT SCENES



# Believability

- Be on cliché alert
- Keep gender and personality in mind
- Research weapons and fighting styles
  - Act it out
- Include sensory details
- Real people make mistakes



# Tips from a Martial Artist

- Try to relax. You have more control over yourself that way.
- Pros are trained to watch their peripheral vision.
- Pros are trained to watch their opponent's body to anticipate moves.
- This training gives a pro more time to react. Time an untrained fighter doesn't have.



# Characterization

- Tie in their motivation for the fight
  - Tie in their personality
  - Tie in their skills, or lack of skills



# Don't make it easy!

-Make it a challenge

-Let him lose

-Let him get hurt

Your reader will root for him all the more.





# Dialogue

- Keep spoken dialogue to a minimum
- Use internal thoughts
- Avoid monologuing



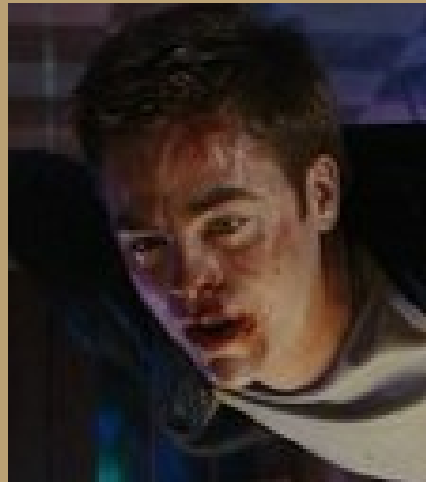
# Pacing

- Cut out anything unnecessary that interrupt the flow of action.
- Use short sentences and strong, active verbs.
- Use simultaneous action words rarely (“as,” “while,” “simultaneously,” and –ing continuing action words).
- Alternate between action and reaction
- Start late and get out early.
- Spread out the fights.
- Give your reader a break.



# What happens after the fight?

- Anger/praise/advice from other characters
- Did he gain or lose someone?
- Wounds (Physical, emotional)



# MAGICAL BATTLES



# To Create Believable Magic...

**Answer the following questions:**

What is the magic?

Where did the magic come from?

What are the rules for how the magic works?

What are the limitations of this power?

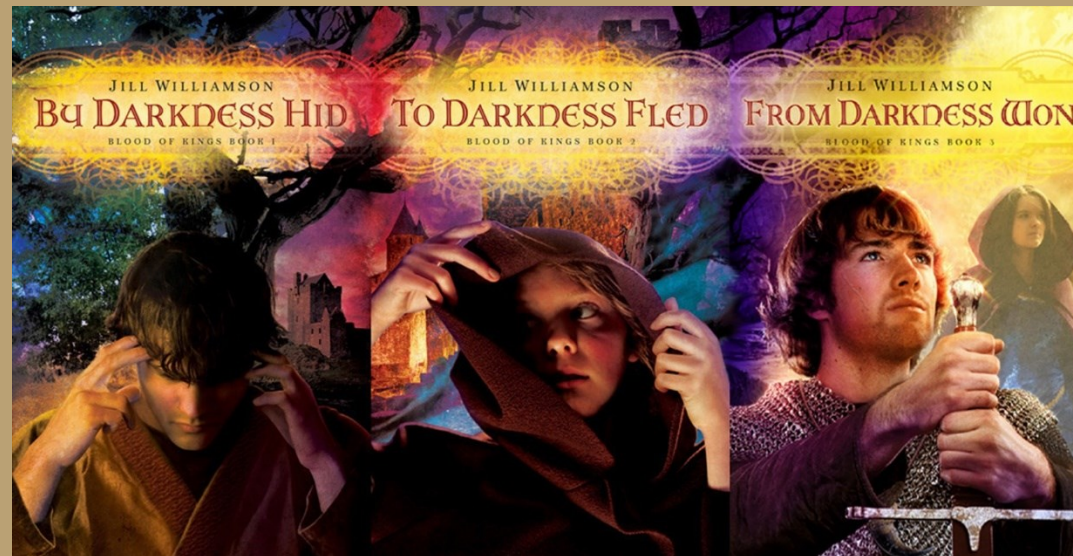




# What is the magic?

## BLOODVOICING

- It is the ability to speak to and hear the minds of other gifted individuals.
- A form of telepathy.



# Where did the magic come from?

Five hundred years ago, the One God gave it to the first kings of Er'Rets so that they could survive against the evil that would seek to destroy them.

So, it first came from God, but now it's genetic.

# What are the rules for how the magic works?

**Messaging-** Communicating thoughts to another person.

**Listening-** Eavesdropping on the thoughts of another person.

**Watching-** Looking through the eyes of another person.

**Knocking-** Letting a gifted person know you want to communicate.

**Blocking-** Closing your mind so no one can send you a message or look through your eyes.

**Sensing-** Recognizing when a bloodvoicer is nearby.

**Influencing-** Forcing someone to do something with or without their knowledge.  
(An immoral use of one's power.)

**Jumping-** Using another bloodvoicer's connection to reach a third individual. This is done in cases when an individual doesn't know their target well enough to make a connection on their own.

**Floating-** Entering the Veil/spiritual realm.

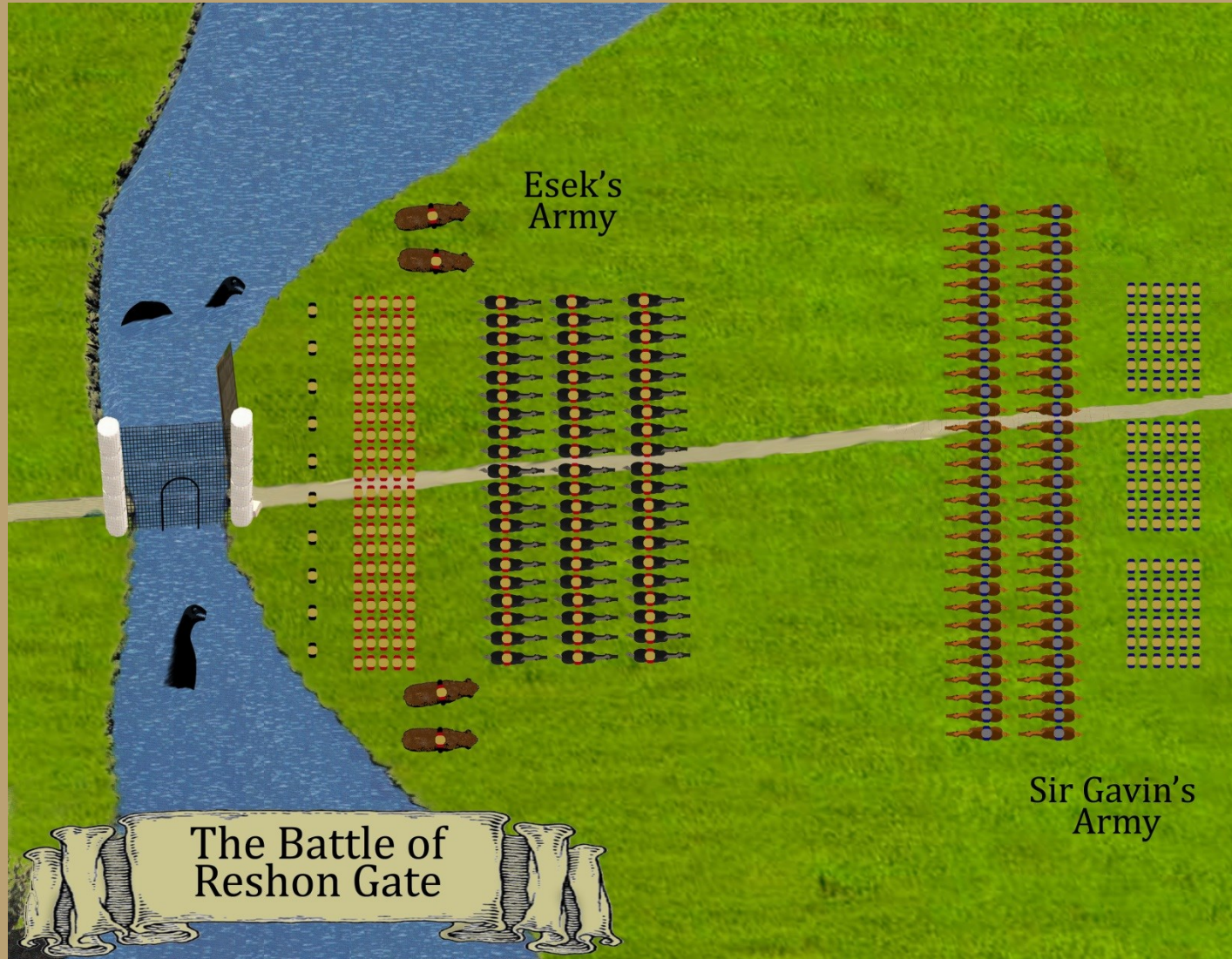
**Storming-** Forcing someone's soul from their body and into the Veil.

# What are the limitations?

- Only those with the gift can do it
- People have different skill levels, and different strengths and weaknesses.
- A skilled bloodvoicer can sense when someone is watching through them.
- A skilled bloodvoicer can learn to shield his mind.
- A skilled bloodvoicer can speak to ungifted minds, but ungifted people can't reach out on their own.
- When you jump, float, or storm, your body is vulnerable to attack.
- When someone is stormed, their soul could be lost in the Veil forever\*



# What Does Magical Fighting Look Like?

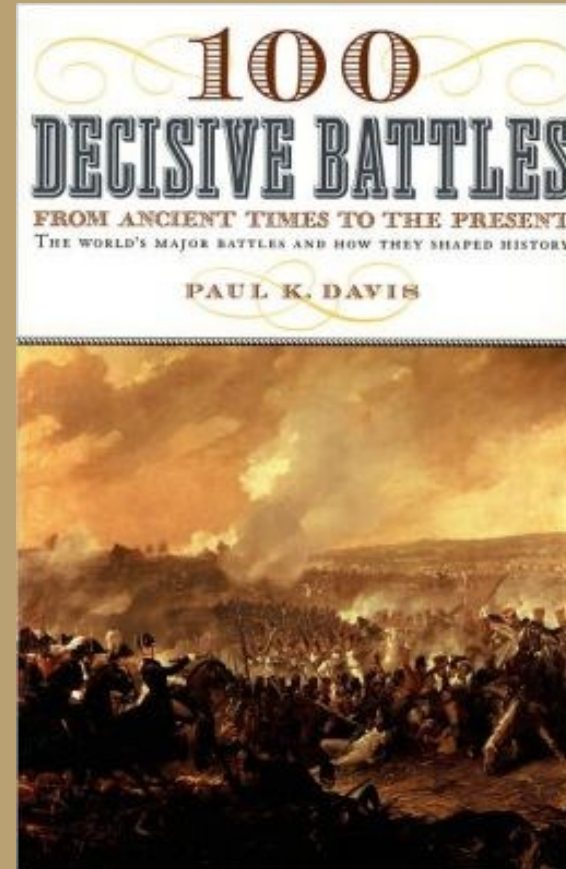
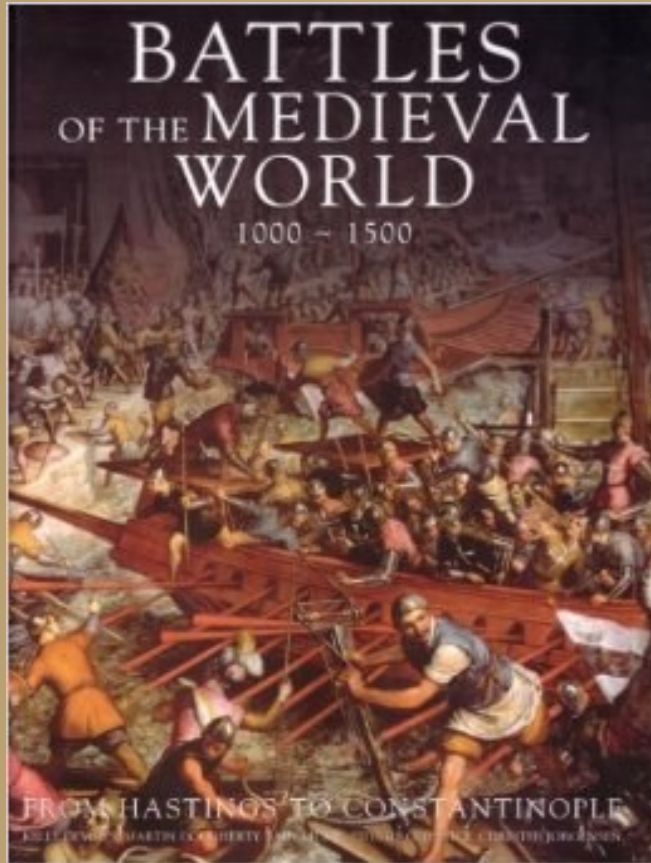




# WRITING AN EPIC BATTLE



# Study Historical Battles

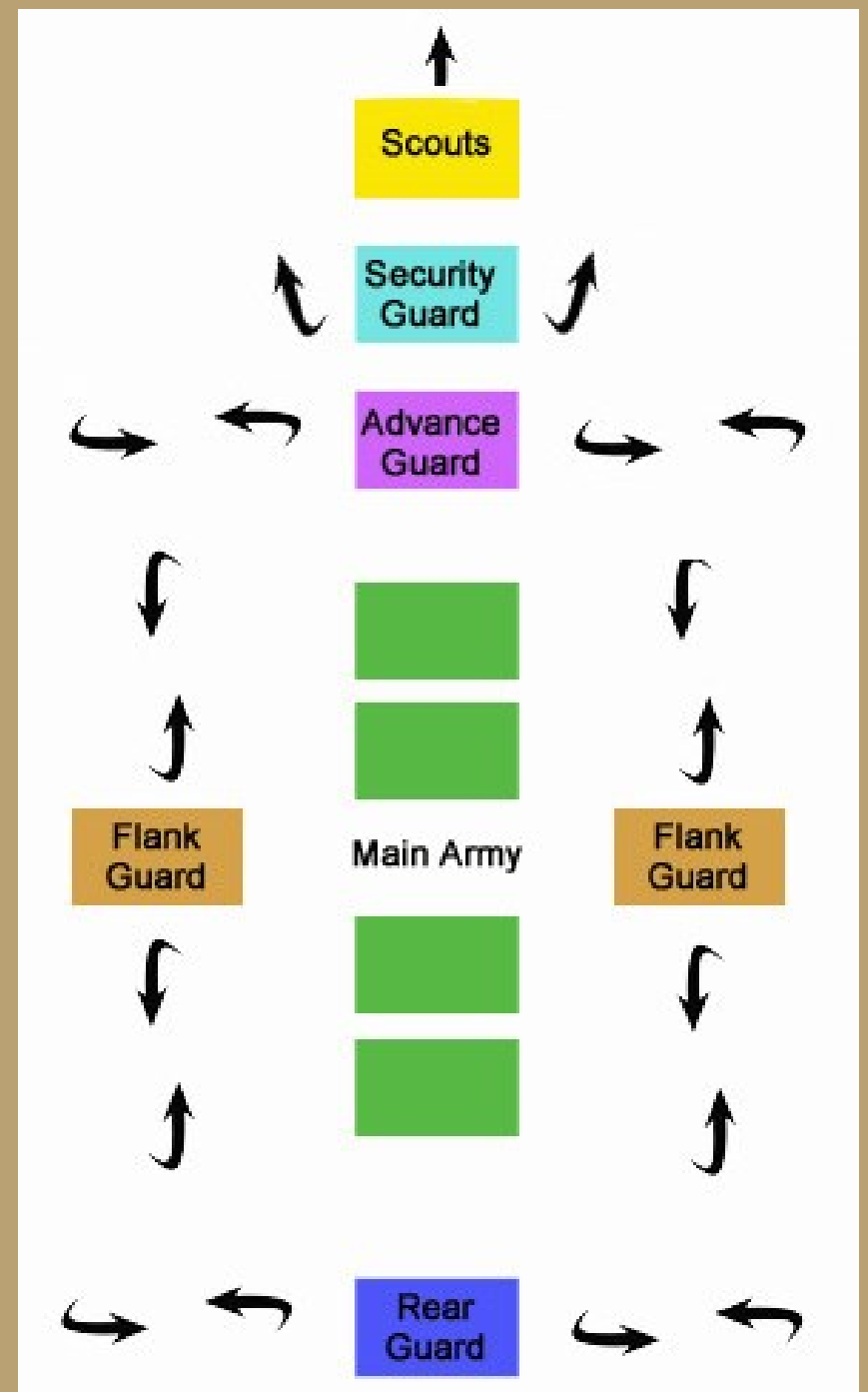


# You Need to Know...

- Where your main characters are
- Roughly how many troops on both sides
  - What weapons each side has
- The overall scheme of what's happening and why
  - What will happen in the end

# Where Are Your Characters?

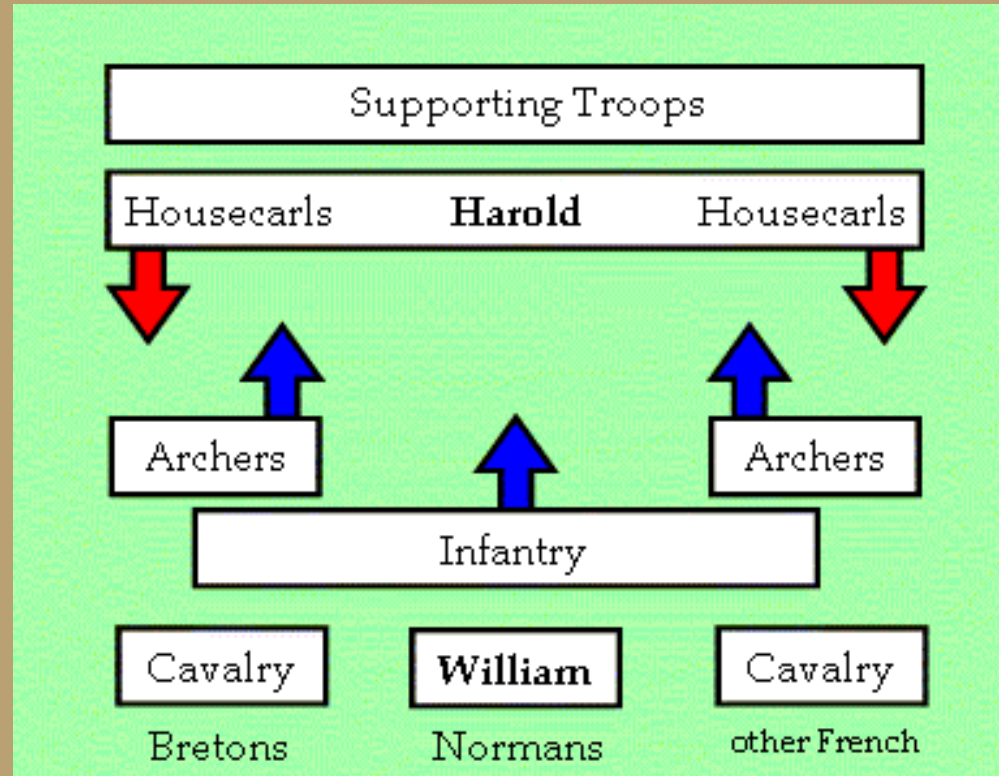
This is a layout I created for a battalion on the move.



# Where Are Your Characters?

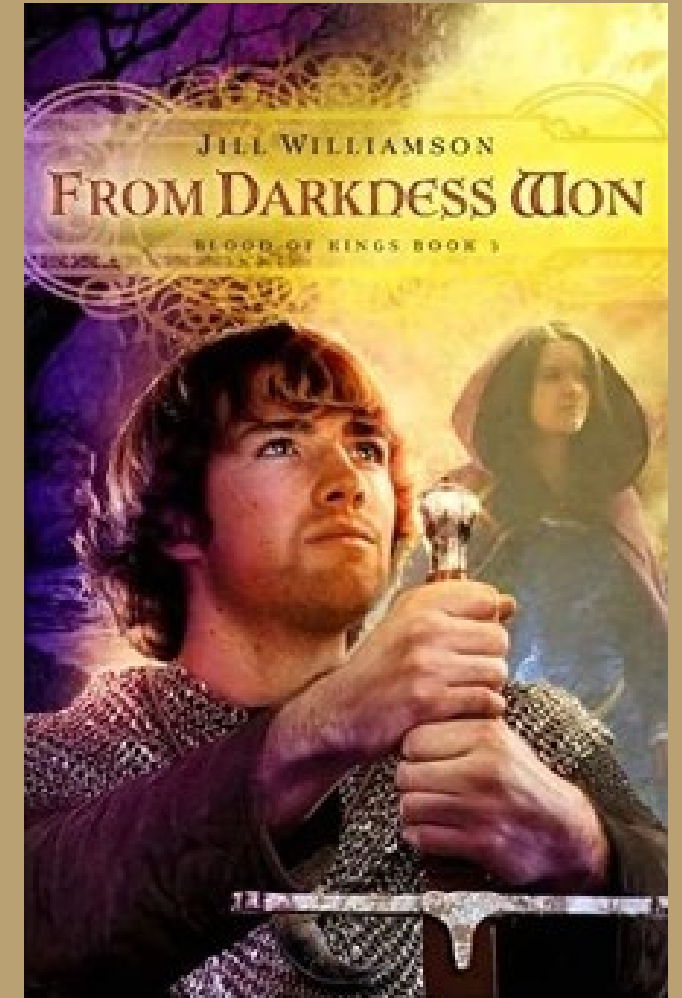
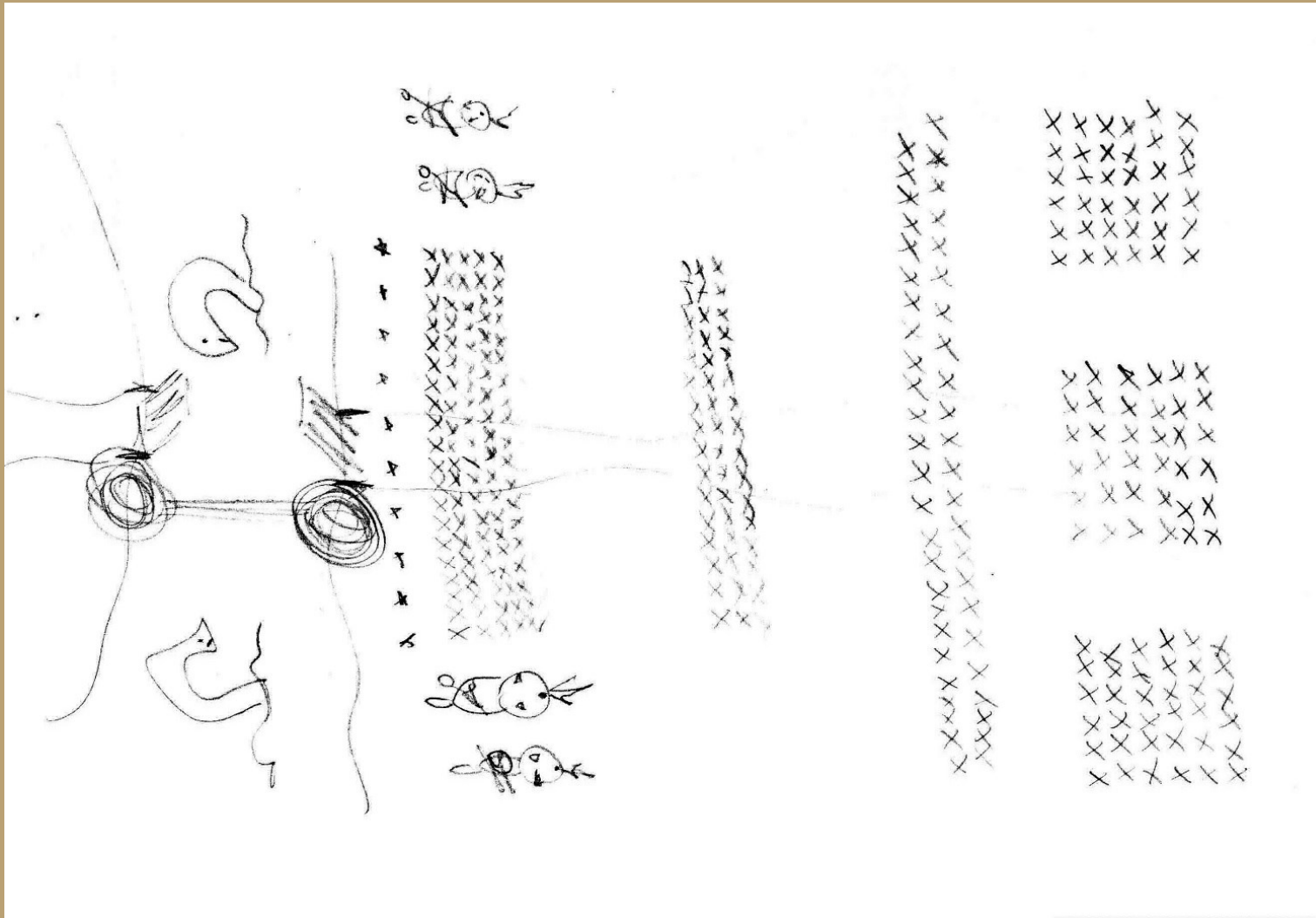
**Saxons**

**Normans**



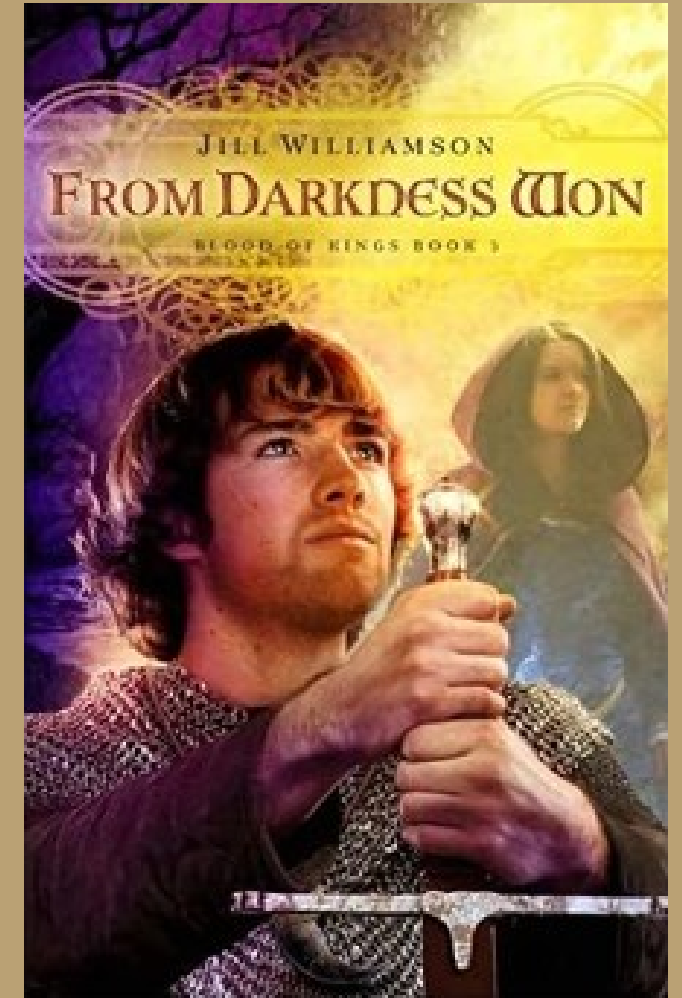
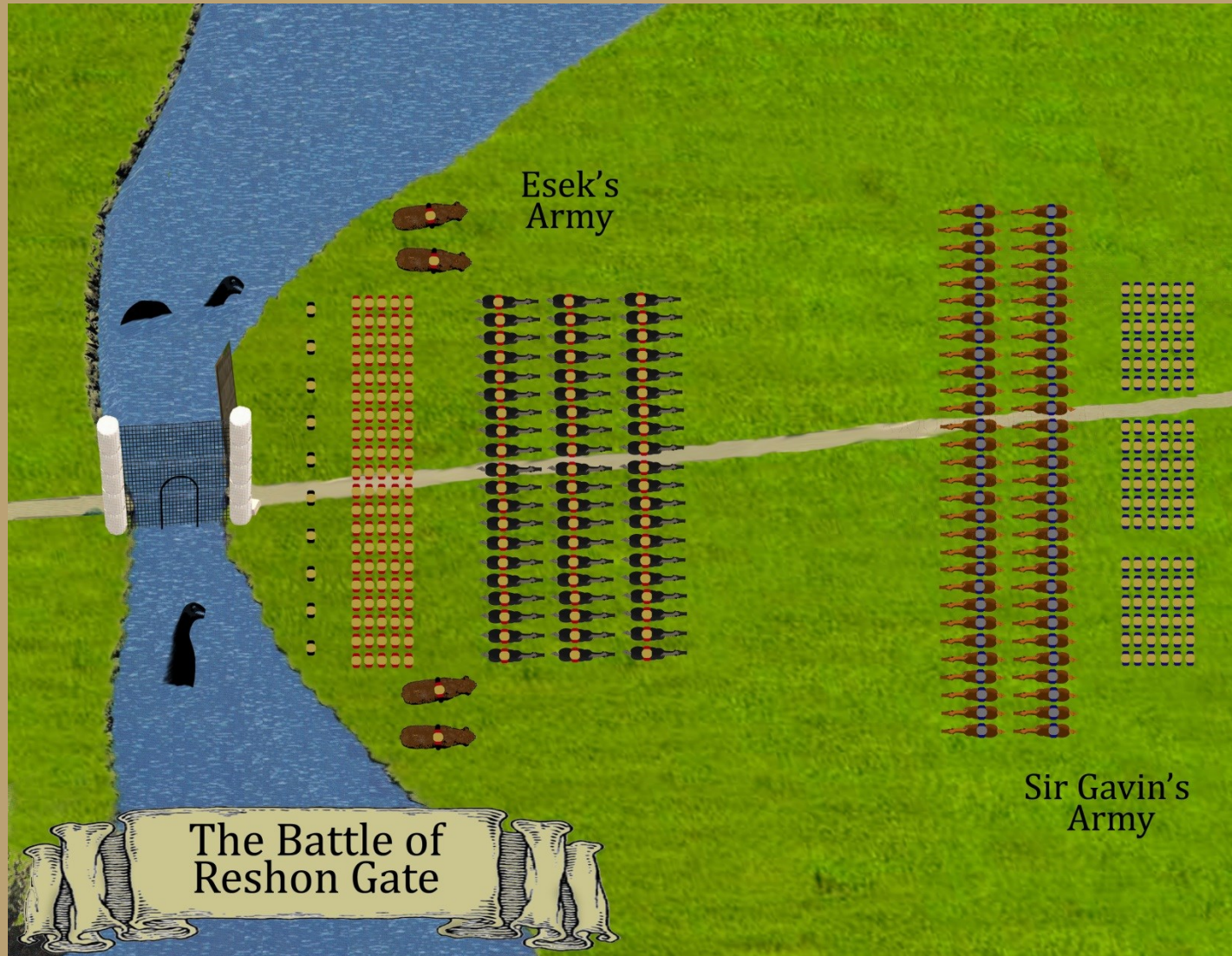
**Layout for the Battle of Hastings**

# Draw Your Own Battle Plan





# Draw Your Own Battle Plan





# What Do You Have?

- Infantry
- Cavalry
- Archers
- Other weapons
- Artillery
- Magic
- Vehicles
- Beasties



# Don't Tell the Reader Everything





# **The Art of Battle: Animated Battle Maps**

<http://www.theartofbattle.com>  
YouTube channel: TheArtofBattle



# Ilipa

## 206 BC

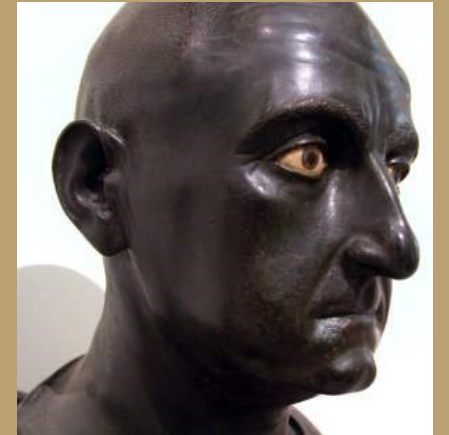
### Strategic Context

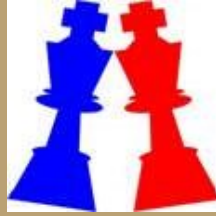
With the decisive defeat of Hasdrubal Barca at the Battle of the Metaurus, Hannibal is virtually cut off from reinforcements in Italy and struggling for survival. Hasdrubal Gisco still fields a large army in Spain which skirmishes with a Roman army led by Scipio Africanus. The opposing sides now meet in a climactic battle at Ilipa.

### Stakes



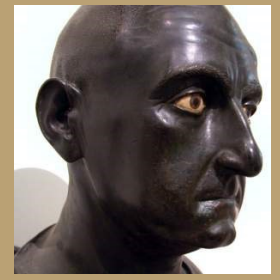
- + A Roman victory would end Carthaginian rule in Iberia and allow Rome to assume control.
- + A Carthaginian victory would keep control of Iberia and maintain hope that Hannibal could be reinforced in Italy.





# Ilipa, 206 BC

## Strength



- Romans
- Led by Scipio Africanus
- 45,000 infantry
- 3,000 cavalry
- Well

- Carthaginians
- Led by Hasdrubal Gisco
- 50,000 infantry
- 4,500 cavalry
- 32 war elephants
- Well

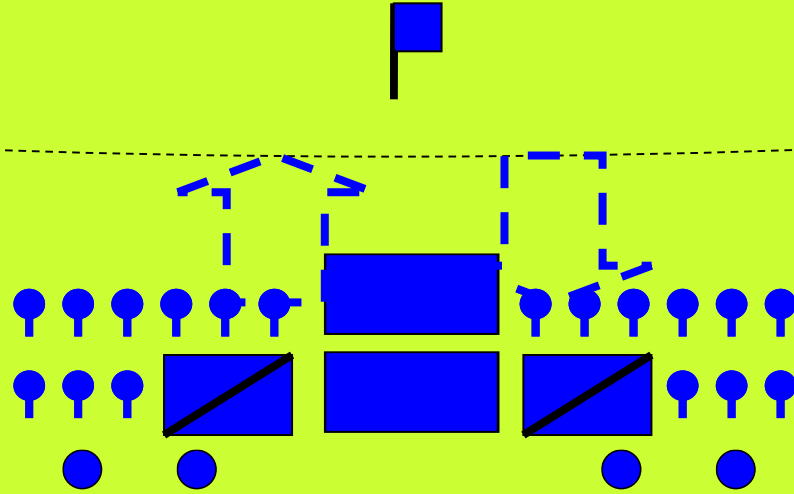




For several days, Hasdrubal and Scipio deploy their forces in the same array each morning only to withdraw each time. Both commanders place their hardened veterans at the center and post their cavalry and less reliable Spanish allies to protect the flanks although Hasdrubal boasts war elephants and numerical superiority. Scipio, however, is always careful to deploy after Hasdrubal.

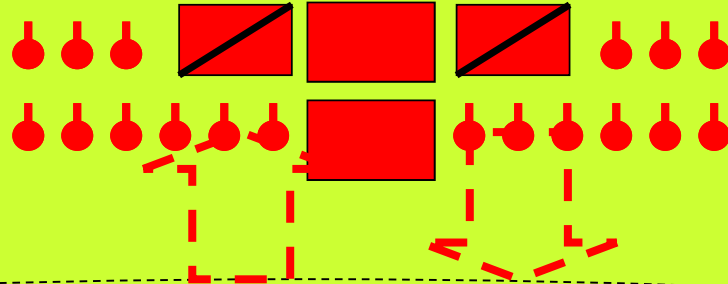
**Carthaginians**  
(Hasdrubal)

N  
↓



**Carthaginians**  
(Hasdrubal Gisco)  
50,000 infantry  
4,500 cavalry  
32 war elephants

**Romans**  
(Scipio Africanus)  
45,000 infantry  
3,000 cavalry



**Romans**  
(Scipio)

For several days, the Carthaginians and Romans fought a series of battles. The Carthaginians were eventually forced to withdraw to the sea. The Romans followed them and fought the Battle of the Great Plains. The Carthaginians were defeated and the Romans captured the city of Carthage. The Carthaginians were then sold into slavery or taken to Rome as captives. The Battle of the Great Plains was a decisive victory for the Romans and marked the end of the Punic Wars.

**Carthaginians**  
(Hasdrubal)



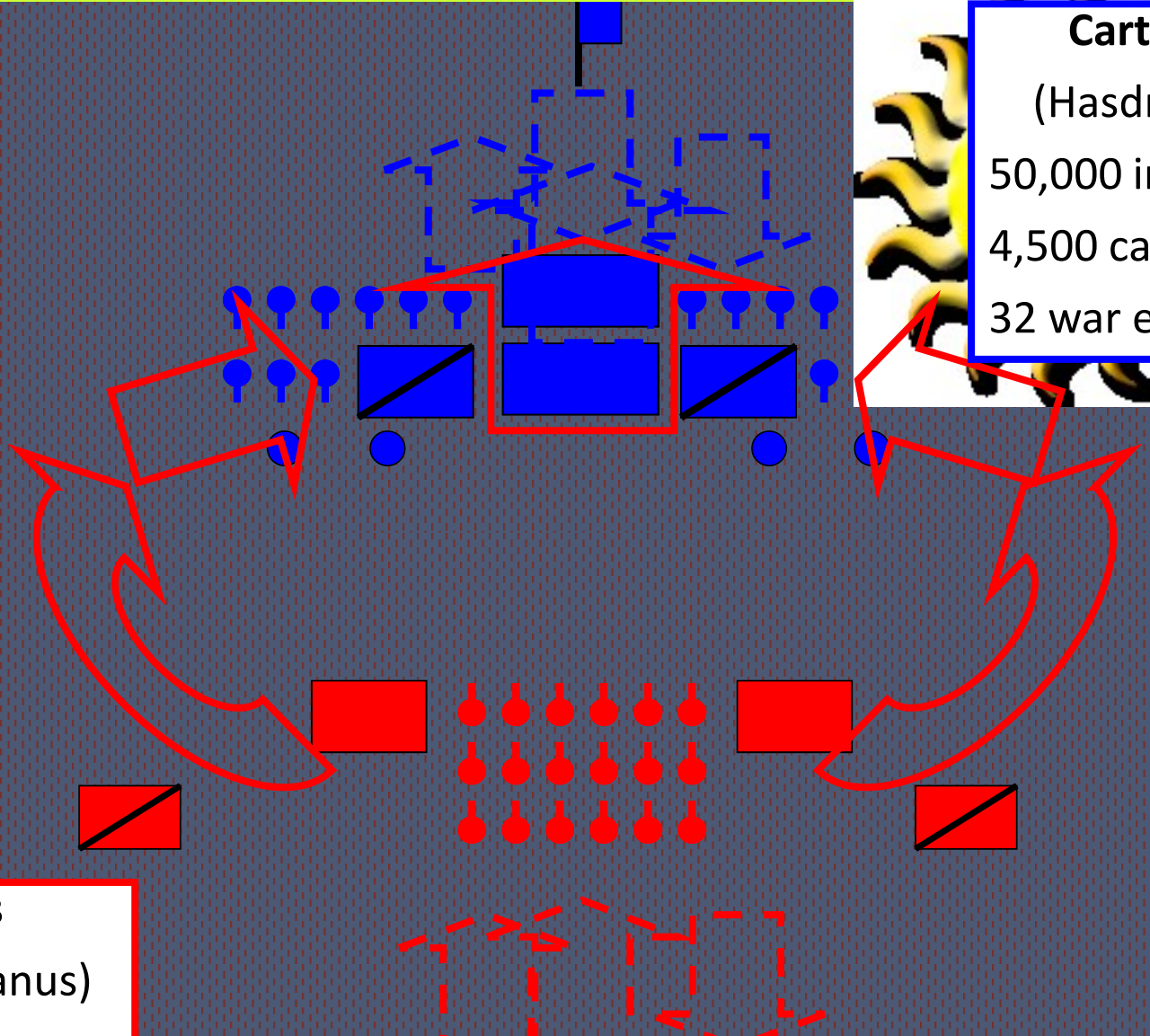
**Carthaginians**  
(Hasdrubal Gisco)

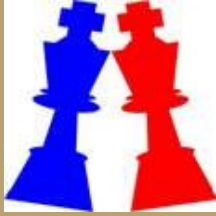
- 50,000 infantry
- 4,500 cavalry
- 32 war elephants

**Romans**  
(Scipio Africanus)

- 45,000 infantry
- 3,000 cavalry

**Romans**  
(Scipio)



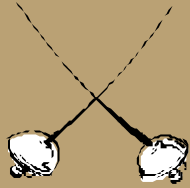


# Ilipa, 206 BC

## Casualties & Aftermath



Romans:



≈2,000

or

4%

Carthaginians:



48,500

or

89%

Carthaginian rule was ended at Ilipa and never returned. Two years later, Scipio landed in Africa to threaten Carthage itself. This forced Hannibal to return to Africa and face Scipio in their own climactic battle; the Battle of Zama, won by Scipio.



# The Art of Battle: Animated Battle Maps

<http://www.theartofbattle.com>

YouTube channel: TheArtofBattle

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Join my newsletter... the latest news! [Learn More](#)

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**Jill Williamson**  
JOIN THE ADVENTURE

## Brainstorming Worksheets for Writers

For you visual learners, here are some worksheets to help you brainstorm your stories. Many of these were included in the back of my *Go Teen Writers* and *Storyworld First* books.

**ONE YEAR ADVENTURE NOVEL RESOURCES**  
Civilization Worksheet  
Weaving in Theme slides  
How to Edit Your Novel slides (On the GTW Blog)

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shining light in the darkness

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you@example.com

First Name \*

[www.jillwilliamson.com/helps](http://www.jillwilliamson.com/helps)



ANY

questions?