

Commonly Used Terms

Personnel = Troops, Crew, and Colonists (if applicable).

Mechs = Any Type 1, 2, or 3 Ground Unit.

HGF = High Guard Factor = $(1 - (\text{total combat strength of all HG present} / 1000)) <\text{min } 0.5>$ multiply resulting damage by this factor. Bring enough HG to total 500 pts of combat strength for maximum effect.

EKA = Each Kill an Average of... sometimes used with qualifiers... e.g. (E 100 Attack Troop KA). This is an average. Actual damage may range from 0 to twice the listed amount.

Concerning the "Rush back to defend" message

At the beginning of each combat where one of the participants is not on Peaceful, all units to go on the attack marshal. It is then randomly chosen which side is gains the initiative. The other side will then "rush back" to defend their base and will suffer the following penalties:

All personnel take double damage From Mechs and Fighters and quadruple from Personnel.
All personnel deal half damage to Mechs, Fighters, and Personnel.

These penalties are NOT applied in the formulas below.

Marshalling for the Attack

Before combat takes place, there is a Marshalling phase. It is during this phase that all units that will be attacking enemy bases gather together. Only a certain percentage of units, based upon the Base setting, will gather for the attack. They are as follows:

Peaceful = None

Roaming Defense = 25% of Troops present

Deep Ground Patrol = 25% of Troops, Fighters, and Mechs present

Attack and Run = 90% of Troops, and 100% of Fighters and Mechs present

Kill Kill Kill = 95% of Troops and Crew, and 100% of Fighters and Mechs present

Order of fire in KKK Routine (casualties assessed immediately)

When Fighters and Mechs are listed, all types apply... e.g. (Fighters ---> Base Fighters) implies that each of the three types present fire on all three types that are also present.

Base AAA ---> Fighters

Return Fire

Fighters ---> Base Fighters

Return Fire

Base Mechs ---> Fighters

Return Fire

Base Fighters ---> Mechs

Mechs ---> Laser Cannons

Return Fire

Mechs ---> Base Mechs

Return Fire

Mechs ---> Base Personnel

Return Fire

Base Mechs ---> Personnel

Base Lasers ---> Troops

Return Fire

Base Lasers ---> Crew & Colonists

Crew Return Fire

Troops & Crew ---> Base AAA

Fighters ---> Base Personnel

Return Fire

Base Troops ---> Troops

Return Fire

Troops ---> Base Colonist & Crew

Return Fire

Base Troops ---> Crew & Colonists
Return Fire
Base Crew ---> Crew & Colonists
Return Fire
Crew ---> Base Colonists
Surrender Phase

DAMAGE GIVEN AND RECEIVED BY UNIT TYPE

Base Structures

Laser Cannons

EKA (0.5 HGF) Mechs, 50 Troops, 60 Crew, and 250 Colonists

It takes 800 points worth of Combat Troop and 20,000 points worth of Combat Crew to destroy each one.

Each Mech kills (Attack City/100) laser cannons.

AAA Guns

EKA (0.6-Defense Mech/200) <min 0.05> HGF fighters

It takes 200 points worth of Combat Troop and Combat Crew to destroy each Gun.

E Fighter KA (Attack City/200) <min 0.05> AAA Guns.

Gound Units

attacking Personnel do not shoot Defending Mechs

E 100 Defending Troops KA (0.5-Defense Troop/400) HGF

E 200 Defending Crew KA (0.5-Defense Troop/400) HGF

Damage to Personnel

Ground units get a x500 bonus to damage Vs: Colonists and a x200 bonus Vs: Crew unless shooting Lizards.

This is not 500%, / 200%.... It is a multiplier of x500 / x200.

Attacking

EKA (Attack Troop)x 0.5 Troops, (Attack Troop)x0.75 Crew, and (Attack Troop)x0.8 Colonists HGF

Defending

EKA (Attack Troop)x0.5 Personnel HGF

Damage to Mechs

Attacking or Defending

E 100 Attack Mech KA (0.5-Defense Mech/400) <min 0.05> HGF

Damage to Fighters

attacking Mechs do not shoot Defending Fighters

Defending

E 100 Attack Air KA (0.5-Defense Mech/400) <min 0.05> HGF

Fighters

attacking Personnel do not shoot Defending Fighters

E 20 Combat Troop KA (0.5-Defense Troop/300) HGF

E 20 Combat Crew KA (0.5-Defense Troop/300) HGF

Damage to Personnel

Defending Fighters do not shoot attacking Personnel

Attacking

E Fighter KA (Attack Troop)x0.5 Personnel HGF

Damage to Mechs

Attacking or Defending

E 100 Attack Mech KA (0.5-Defense Air/300) <min 0.05>

Damage to Fighters

Attacking

E 100 Attack Air KA (0.5-Defense Air/400) <min 0.05> HGF

Defending

E 100 Attack Air KA (0.5-Defense Air/500) <min 0.05> HGF

Troop and Crew Combat Strength Chart

Race	Troop Combat Strength	Crew Combat Strength	Dark Powers	Avg Kills per 100 Troops HGF	Avg Kills per 100 Crew HGF
Lizard	60	50	2	930	780
Evil Empire	50	7	420	235	213.5
Draconians	47	6	95	71	50.5
Crystals	5	3	120	62.5	61.5
Stormers	80	35	20	50	27.5
Birdman	65	15	25	45	20
Enforcers	45	20	20	32.5	20
Solorians	55	40	10	32.5	25
Privateers	50	40	10	30	25
Colonies	60	5	0	30	2.5
Coalition	60	25	0	30	12.5
Cyborg	40	40	0	20	20
PEEPS	20	10	20	20	15
University	38	8	0	19	4
Rebels	35	15	0	17.5	7.5
Scavengers	25	6	5	15	5.5
Federation	20	5	0	10	2.5
Robots	20	1	0	10	0.5
Aczanny	15	7	0	7.5	3.5
Centaur	15	8	0	7.5	4

Surrender Phase

$(\# \text{ colonists} * \text{ power} / 10,000) + (\# \text{ crew} * \text{ power} / 100) + (\# \text{ troops} * \text{ power}) + (\# \text{ HG} * \text{ power}) + (\# \text{ assault units} * 100)$

figure this up for both sides and if one is 3:1 over the other... then SURRENDER! If not >3:1 but >1:1 then MASSACRE.