

Combat

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Combat

Once you have colonised some planets you will need something to do with the resources you generate.

The suggested path is to use your resources to build combat ships and soldiers. Combat ships will enable you to attack other players and defend yourself as well as your allies. Soldiers are best used for invading hostile players before they invade you.

To get started with combat you will need to build some structures. For the basic ships you will require a Colony, a Ship Yard and a Light Weapons Factory. The more advanced ships will require a Metropolis and then a Space Dock, Heavy Weapons Factory or both, depending on what you want to build. See List of Ships Page for more details.

Once you are building ships you might want to think about how to best use them. Below is a brief idea to get you started.


Combat Targeting Matrix


Hulks are targeted first. They act as an armor that prevent any loss of other ships. The enemy must destroy all hulks before being able to destroy other ships. If you have hulks, it's harder for the enemy to destroy all your ships in 1 turn.


	#1	#2	#3	#4	#5	#6	#7
 Fighter	Bomber	Fighter	Frigate	Destroyer	Cruiser	Battleship	Civilian
 Bomber	Frigate	Destroyer	Cruiser	Battleship	Bomber	Fighter	Civilian
 Frigate	Fighter	Frigate	Destroyer	Cruiser	Bomber	Battleship	Civilian
 Destroyer	Battleship	Cruiser	Frigate	Fighter	Destroyer	Bomber	Civilian


 Cruiser	Bomber	Fighter	Frigate	Cruiser	Destroyer	Battleship	Civilian
 Battleship	Cruiser	Frigate	Battleship	Fighter	Bomber	Destroyer	Civilian


Ship info


Fighters  : These are the cheapest and weakest of any combat ship available. Their main job is to target enemy bombers but in large enough numbers can overwhelm more advanced ship types but this isn't very cost effective.

Bombers  : The main job of a bomber pilot is to target enemy destroyers which are the biggest threat to your own capital ships but they can also be effective against capital ships on their own.

Frigates  : When you want to do a job well pick the right tool. Frigates are the anti-fighter ship and removing an enemies fighter screen quickly can be the key to winning longer battles.

Destroyers  : Relatively cheap and efficient. Made to eat battleships and cruisers.

Cruisers  : All those pesky bombers crushing your destroyers? Send in some cruisers to clear them out. Known to use fighters for target practice when bored.

Battleships  : If your enemy has these and you don't you might want to start rebuilding your ships before they crash and burn. Effective against all ship types although relatively weak against destroyers.

Invasion


Whenever a player has a fleet in the orbit of an enemy planet, and if that fleet contains at least 1 invasion ship and soldiers, he may invade the enemy planet. An Army Barracks is required to begin Training Soldiers

Space combat





If there is an enemy fleet, you encounter a space combat before being able to invade. The invasion ship has very poor armour and fleet drive, and with all the expensive soldiers in the fleet it's very important that you provide enough Military Ships cover for this ship.

If you still have invasion ship after combat occurs, you can invade the planet even if there are enemy military ships in its orbit.

Invading

The invasion ship can carry 40,000  Soldiers. Invading a planet uses all invasion ships in the invading fleet and all soldiers. The workers (idle+busy) and soldiers on the surface of the planet automatically defend against invasions.

The attacker will loose 1 soldier for every 15 hostile workers to kill and 3 soldiers for every 2 defending soldiers.

Attack & Defence				
Name	Attack Points	Defence Points	1x Kills Defending 	1x Kills Defending 
 Worker	0	2	-	-
 Soldier	30	45	15	0.66666

Successful invasion

The invasion is successful if the attacker kills every soldiers and workers in the planet. Then, the attacker takes control of the planet and the resources stored on it.

Enemy ships in the orbit of the planet are not destroyed by invasion, so the combat will continue each turn as long as there are enemy fleets and military ships in at least one side.

Enemy ships that were left in the Ship Yard are destroyed during invasion.

Invasion failure

If the attacker does not have enough soldiers, the invasion fails and the defender keeps control of the planet.

The attacker loses all soldiers and involved invasion ships (invasion ships without soldiers will not be destroyed).

The defender loses soldiers and defending workers, whose numbers depends on the number of attacking soldiers. Workers are killed only after the attacker successfully killed all defending soldiers.

Escaping a planet before invasion

If there are enemy military ships in the orbit of your planet and you also have ships in orbit, a combat will occur in the beginning of each turn. If the enemy ships are powerful enough, they can destroy any ship you send to the planet. But it does not prevent you to leave the planet with ships and some resources, as long as the enemy don't invade you (for example if there is no enemy invasion ship yet). Because the combat happens in the beginning of the turn, you can freely create fleets during the turn and give them order to leave the planet. Once the turn ends, the fleets can go away so they are not there next turn when the combat happens.