

# 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
 <b>Fighter</b>	Bomber	Fighter	Frigate	Destroyer	Cruiser	Battleship	Civilian
 <b>Bomber</b>	Frigate	Destroyer	Cruiser	Battleship	Bomber	Fighter	Civilian
 <b>Frigate</b>	Fighter	Frigate	Destroyer	Cruiser	Bomber	Battleship	Civilian
 <b>Destroyer</b>	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.