

## **Strategy Guide: Detail explanation on how battles work**

### **Introduction**

This is an official guide, specially made to explain how battles take place. The objective is to show in great detail the inner working of how battles work. Once you understand how battles works then you can plan and strategize better strategies and battle techniques when it comes to offensive and defensive.

A battle occurs when an empire launches an attack against another empire. Battles although uses turns occurs in real-time. That means if you attack another empire and that person (the leader of the empire) is online, he/she may attack you back in a mater of seconds or minutes. This means that you can be attacked at any given time, while managing your planets or performing other tasks. When you do get attacked, the resource bar that displays your current Pr will blink in yellow, clicking on this will show you who have attacked you.

### **Winning and losing battles**

The rule is the empire that takes the least amount of losses wins in terms of Pr wins. Losses are calculated based on total power rating of the entire fleet before the battle and after the battle. If the attack does sufficient damage (5% or more) then he/she will win 100% planets otherwise the attacker will win 50% planets only.

The attack must also deal a minimum amount of damage, if the attacker fails to do this, then the defender wins automatically.

For invasion, suicide and retaliation attacks, attack must deal minimum 2% damage

If there is no defending fleet available then the defender will automatically lose 100% planets.

### **Damage Protection**

Once a player suffers tremendous amount of losses this empire will be placed under DP. A player can get minimum of 5 to 10 attacks before dropping into Damage Protection. If the amount of percentage of Pr loss per attack is very little then the number of hits to qualify for DP will increase. DP given is a length of time, in which the player can not be attacked during this protection period. DP can expire, the length of protection will be determined by the game speed. The slower the game speed the longer the protection period. DP will be removed when the player builds any offensive ships or launches any attacks.

Players gets DP when players has accumulated 10 DP tokens. DP Tokens will be awarded to defending players when they get attacked, as below:

1 token given for losing  $\geq$  2% ShipPR

2 token given for losing  $\geq$  5% ShipPR

The DP refreshes every 1 to 5 minutes. When an empire's DP runs out, there may be an additional few minutes worth of DP before the system refreshes and move the effected empire out of DP.

### **Defender Advantage**

The defending empire holds two types of advantage.

The first one being range. When attack occurs, the attacking fleet must advance to the defending fleet. This results in the defending fleet fires first. The attacker can only fire first *if the attacker's range is longer than the defenders'*. For example: if both the attacker and defender share the same range, then the defender fires first.

### **How battle works**

#### **Fleet organization and stacking**

Stacks are the units of a type of ship. A fleet is organized in stacks depends on the total power rating for that particular group. The most powerful stack goes on top, followed by the 2<sup>nd</sup> most powerful and so on.

Ship	Total Power Rating
Terran Fighter	150,000
Terran Corvette	50,000
Terran Destroyer	45,000

The above is an example of how stacking works. As you can see the fleet has been organized in to three stacks. The `Terran Fighter` leads the fleet by going in front, followed by `Terran Corvette` and so on. As a reminder, the most powerful ship group will go in front. That means the first stack will be the first to fight.

So if you wish to organize your `Terran Destroyer` to go on the 1<sup>st</sup> stack, then you must either build enough of it that the total power rating becomes number 1 or disband some of the `Terran Fighters`. Please see the example below:-

Ship	Total Power Rating
Terran Destroyer	170,000
Terran Fighter	150,000
Terran Corvette	50,000

#### Example of how stacking works while in battle

For usage as an example, say that your fleet (as below) is attacking another empire.

Ship	Total Power Rating
Terran Fighter	150,000
Terran Corvette	50,000
Terran Destroyer	45,000

And say this is your enemy

Ship	Total Power Rating
Terran Battleship	185,000
Terran Cruiser	120,000

What will happen is, your `Terran Fighter` will be paired with your enemy's `Terran Battleship`, and so on. If your stack (or the enemy's) does not have a target, then they will randomly select one. For example if your `Terran Destroyer` does not have a target or no one to be paired up with then your `Terran Destroyer` will select any available (not yet destroyed) enemy stack. In this case we shall assume that your `Terran Destroyer` randomly selects the enemy's `Terran Cruiser`.

Your Ships	Enemy Ships
Terran Fighter	Terran Battleship
Terran Corvette	Terran Cruiser
Terran Destroyer	Terran Cruiser

Now since the system has paired up who-will-fight-with-who, the system will then calculate who will fire first between the now paired stack. For example, `Terran Battleship` will fire first at `Terran Fighter`, conducting a full (100%) damage. However your `Terran Fighter` fires back (retaliation fire) at the `Terran Battleship` at half (50%) damage. This process of attacking will continue until every stack finishes their turn to attack.

Now is the interesting part, the stacks will remain the same but after taking in to account what's left. For example: if your entire stack of `Terran Fighter` is destroyed as below:-

Your Ships	Enemy Ships
	Terran Battleship

Terran Corvette	Terran Cruiser
Terran Destroyer	Terran Cruiser

Then your enemy's `Terran Battleship` will choose a random target to attack as the below. In this case we assume it is the Terran Corvette.

Your Ships	Enemy Ships
Terran Corvette	Terran Battleship
Terran Corvette	Terran Cruiser
Terran Destroyer	Terran Cruiser

Bear in mind that your `Terran Corvette` is still in the 2<sup>nd</sup> stack but targeted by the enemy's 1<sup>st</sup> stack. That means your `Terran Corvette` will not attack the `Terran Battleship` but will continue to attack the enemy's `Terran Cruiser`.

The system will perform 2 waves of attack.  
1 wave = the entire attack process.

Once this is over, the battle will calculate the losses and so on.

#### Different types of ship attacks

Philip's c.Cancer Cruiser engages stephen's t.Maru Corvette stephen's t.Maru Corvette fires at Philip's c.Cancer Cruiser Philip lost 7 units , stephen lost 7235 units Philip's c.Aries Corvette flanks at stephen's t.Maru Corvette stephen lost 6344 units Philip's c.Gemini Frigate destroys stephen's t.Maru Corvette stephen lost 3287 units
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There are several types of attack (see example above), which are:

Notes: AS = Attacking Ship, DS = Defending ship

Engage – AS attack the DS, AS does 100% damage, and takes 50% damage from DS

Fires – AS bombards DS from long range, AS suffers no losses

Flank – AS attacks DS from flank, AS suffers no losses, DS suffers +25% losses

Destroy – This could be Engage, Fire or Flank attack, just shows you that the entire stack has been killed.

#### **Stacking strategy**

Before we start, there are 3 different types of ships which are classified as offensive, defensive and balanced.

You can calculate how offensive a ship is by putting a total Weapon divided by Pr or Hull divided by Pr.

Offensive ships have high weapon / Pr ratio and are ships that deal a lot of damage but dies very easily. These ships usually have short range, does not take damage while attacking and fast to build. Examples of offensive ships are the Strafe runner class ships.

Defensive ships have high hull / Pr ratio therefore have lots of hull but does little damage. Almost all outposts are classified as defensive.

Stacking strategy is where you plan and organize your fleet formation. Since there are millions of different combination that a player can use this is meant to serve as a guide for you to create your own stacking strategy in this game. Stacking strategy does come along with experience, and it can play an important factor to ensure either you win or lose the battle.

#### Flank formation

This stacking formation is good for defending if you have reinforcements. The attacking fleet is limited to a maximum

of 6 stacks, while the defender can have up to 10 stacks made up of 6 from the defender and 4 from reinforcements.

<b>Attacker</b>	<b>Defender</b>
Stack 1	Stack 1 : Defensive
Stack 2	Stack 2 : Defensive
Stack 3	Stack 3 : Defensive
Stack 4	Stack 4 : Defensive
Stack 5	Stack 5 : Offensive
Stack 6	Stack 6 : Offensive
	Stack 7 : Offensive : Reinforcements
	Stack 8 : Offensive : Reinforcements
	Stack 9 : Offensive : Reinforcements
	Stack 10 : Offensive : Reinforcements

The trick for flank formation is to use defensive ships in the top 3-4 stacks, while using offensive ships in the bottom. This is hard as it requires planning not only on your end but on your team mates (the guys who is going to send reinforcements to you). In theory, the attack's top 3-4 stacks should account to at least 50-80% of his Pr, while your first 3-4 stacks should account to about 50-60%. Now when the attack's top stacks attacks your defensive stacks, your offensive stacks can do flank attack at the attacker and gain +25% bonus.

#### Dummy formation

Some players put foddors in the top 2 stacks, acting as dummy stacks. This applies to both attacker and defender, while the actually fleet is below the top 2 stacks. People that uses this formation hopes that the attacker or defender uses offensive ships in the 3-4<sup>th</sup> stacks, if so then the person who uses this dummy formation has a higher chance of winning.

#### Single formation

Many players in the game term this as `stack spam` in which the attacker or defender will only build 1 or 2 stacks. Now the advantage of doing this is, if your stack is able to attack first, then it is most likely that your stack will do a lot of damage to the DS. Since the top stack have the most Pr, this will increase the chances of you winning. However there is a big risk involved that if you do encounter a dummy formation or a flank formation you will most likely lose the battle.

Some of the factors that encourage players to do single formation is, its relatively easy to be done, there isn't much planning, think of strategy involved, not to mention its easier to build a single stack rather than 6 different stacks and organizing it to Pr and all that.

#### Targeted formation

There is a generic advantage and disadvantage when attacking different races, as below:

Marauder good against Guardian  
Guardian good against Collective & Viral  
Terran & Miner good against Marauder

\*good means that the ships will do 30-60% better in battle

Some players design their stack specifically to target specific races. For example if you know all the players within your Pr range are playing Guardian and you are a Marauder then you may want to build an anti-Guardian fleet. Now if you are playing a Marauder and everyone around your Pr range is Terran, then it would be better for you to increase or decrease your Pr and look for guardians instead.

Before you go off to reorganize your fleet, make sure you check the manual on the types of weapon and the shields. Find the minimum shields and choose the ship that does more damage to that particular shield when designing ships in this formation.

#### Unpredictable formation

Once someone can figure out what stacks someone uses, then it will definitely increase the chance of that person to win. To confuse other players, what you can do is to organize your stacks to be as close Pr as possible. So the person who is attacking you must spend more time to calculate and figure out what your stacks have changed to after each and every attack. This part is good because it allows you to change stacks accordingly and disallows other attacking empires to 'specially stack' their fleet to fight against your stacks.

For example, let's say you have started off with such a stack:-

Ship	Total Power Rating
Terran Destroyer	170,000
Terran Fighter	160,000
Terran Corvette	50,000
Terran Battleship	45,000

Let's say if an enemy empire attacks you, then the chances of your stacks automatically reorganizing is very high due to the close proximity of the power rating. Let's say for example after the 1<sup>st</sup> battle, your ship takes the following damage as below:-

Ship	Total Power Rating
Terran Destroyer	135,000
Terran Fighter	148,000
Terran Corvette	50,000
Terran Battleship	45,000

It will then restack itself to the following:-

Ship	Total Power Rating
Terran Fighter	148,000
Terran Destroyer	135,000
Terran Corvette	50,000
Terran Battleship	45,000

Why do you want to change stacking strategy? This is mainly due to the difference in ranking. When someone attacks you, your rank will surely drop because you suffered a loss of power rating. It can be speculated that players with different ranking utilize different strategies. For example: players on the higher ranks may utilize 4 or more stacks while players in the lower ranks may only use 1-2 stacks. If this is the case, then you may want to organize your stacks differently to cater to the higher ranks, and to reorganize your stacks IF you do drop in ranks. Of course this aspect is easier said than done.

### **Related tips: Multiple systems versus single system**

Now there are some people who prefer to play using a single system while others who prefer to use multiple systems. I have personally tried both and not to sound biased or anything however this information is provided after researching the top players as well as others.

While in the beginning of the game (less than 60k planets) it is much easier to have a single system in terms of convenience. It gets extremely hard to increase the number of planets when a player reaches over 150k planets. This is mainly because you would be losing more planets than gaining unless if you are playing Marauders or Guardian because of their lower ship upkeep thus being able to maintain a larger fleet.

If someone attacks you and you lose, the total number of planets you will lose will depend on the total number of planets in that system. Therefore in theory if you split up your system to 7, you will lose 1 / 7<sup>th</sup> of the planets instead. Multiple systems are almost impossible to defend as you will never know which system the enemy will attack. So there isn't really much point pushing your Pr up that high. If you do receive reinforcements from your federation members or vassals this reinforcement will definitely help you out a lot.

Now if you are not part of federation or have vassal or they don't send reinforcements to you then having a single system may be a better choice. When you have a single system you can be sure that all your ships will surely come to your defense. Normally what some players do is to create a single large system and 6 small systems which they left undefended. This is to encourage attackers to attack the smaller systems rather than the large one. For example:

100,000 (if lose = 2,000 planets)  
100,000 (if lose = 2,000 planets)  
100,000 (if lose = 2,000 planets)  
2,000,000 (if lose = 40,000 planets)

Now, in theory the player setups 3 decoys and hope the attacker will attack the 100k planet systems instead of the main one. The benefit is pretty apparent if you compare the number of planet lost between the smaller system and the larger one (estimate only).

If you are playing Terran and concentrating on commercial then it is much easier to upgrade one single system rather than to upgrade all systems, therefore single system players tend to start off much faster compared to multiple system players. Another way to make money is via ministers and it is again can be clearly seen to be much easier to upgrade 1 minister rather than 7.

Ultimately the choice of strategy of using single or multiple systems falls to on to your hand. Some players prefer single some players prefer multiple system. A summary of advantages and disadvantages is listed as below:

#### Single system

Assuming 1,000,000 is in 1 single system  
1 day will lose up to 80,000 or 8% of total planets  
Minister earnings = 1 / 7<sup>th</sup> if compared to single systems  
Easier to defend  
Discourage players from attacking  
Reinforcements are usually weaker than the defending fleet

#### Multiple Systems

Assuming 1,000,000 is in 7 systems, 1 system have 142,857 planets  
1 day will lose up to 12,000 or 1.2% of total planets  
Cost 600% more planets to upgrade 7 systems  
Minister earnings = -85% if compared to single systems  
Much harder to defend  
Encourages players to attack `decoy` systems  
Reinforcements are usually stronger than the defending fleet

Note: All figures above is an estimate only and will differ

#### **Notes**

Pr = Power Rating  
DP = Damage Protection

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