Ground Combat

Many of us are concerned about ground combat and how it works. There seems to be some nuances that need to be identified and clarified for those about to go to war.

Tactical Rating:

Currently every division is broken down into the following Tactical Ratings:

Bio Weapons Defense	Space Defense	Nuclear Weapons Defense
Environmental	Ammunition	Telekinesis
Security	Intelligence	Aquatic Terrain
Air Support	Special Weapons	Close Combat
Biological Weapons	Amphibious Operations	Nuclear Weapons
ESP	Chemical Weapons Defense	Telepathics
Small Arms	Medical	Armor
Air-to-Air Combat	Subterranean Terrain	Electronics Warfare
Broken Terrain	Antitank	Open Terrain
Engineering	Chemical Weapons	Transport
Orbital Bombardment	Air Defense	Artillery
Heavy Weapons	Camouflage	

Every division has a set strength, which is identical across all divisions (fortress may be the exception due to its weight). Assume all divisions have 100 points. These points are allocated across different tactical ratings. A Marine Raider has strength in Amphibious, Camouflage, Close Combat, Heavy Weapons, Small Arms and Subterranean Terrain. The Unit would divide the 100 points across those categories. As an example: Amphibious –10, Camouflage – 10, Close Combat – 25, Heavy Weapons – 25, Small Arms – 25, Subterranean Terrain – 5. Certain categories are very hard to get any tactical ratings in and can have serious impact on a battle. An example would be chemical weapons, subterranean terrain or ammunition. Another factor is starting tech might not allow you to have any strength in a category. Subterranean Terrain is an example where we do not have any tech therefore the rating for a Marine Raider is 0 in that TAC category until technology catches up.

Combat Orders:

Currently the system is broken down into either Offensive or Defensive Combat Orders. Each of the options are probably compared and then applied to the individual Tactical Ratings, which have been impacted by your life form.

Offensive Combat Orders are:

Aerial Bombardment, Airmobile Assault, Artillery Bombardment, Encircle, Frontal Assault, Harassing Attack, Living Wave Assault, NBC Strike, Recon in Force

Defensive Combat Orders are:

Counter Attack, Delaying Action, Fortify, Mobile Defense, Nuclear Release, Ready Reserve, Stand and Defend, Withdraw

The system probably compares each type of defense v. offense to provide a combat multiplier. Mobility of units and terrain would impact this. An empire that took slow units would be adversely impacted in the mobility category which would make encircles less effective. Conversely a Close Combat Monster (spikes, horns, etc.) would probably not use the Living Wave Attack because their empire is already designed for living waves (this means that you already excel in close combat and the living wave attack is designed to increase this area). This empire would probably choose another form of attack to impact a different area of combat.

Technology:

Technology is the great multiplier. Each advance provides an ever-increasing multiplier (or percentage). All empires start with technology (longbows, small arms etc.) and then can gain technology, which dramatically impacts the specific tactical ratings. These are flat numbers for all empires.

Racial Modifiers:

Racial modifiers have dramatic combat effect. Many players took exotic features, which will impact combat. Examples for Close Combat would be spikes, teeth, fangs etc. An even greater impact would be Type C Offensive Items such as Superior Tunneling. This type of purchase would probably impact the Subterranean Terrain tactical rating. A race with a weak constitution would have an adverse impact to their racial hit points (ability for unit to absorb damage).

Facilities:

Facilities impact the different Tactical Ratings. Each facility has a small impact on several of the tactical ratings (assuming your division has that rating)

Luck:

Luck is always there. The die can always impact the battle but less so since 50 divisions of giants facing 1 division of weak, decrepit brain blobs is pretty much predetermined.

Leaders:

Leaders impact the army combat power. The means and methods for this are still a mystery but once battle occurs we will know!

AN EXAMPLE

This example is purely for illustration and does not reflect actual numbers. I'll provide 2 examples to show the impact of the combined arms philosophy that Pete and Russ are trying to develop.

Example 1:

This example is an armor unit from Empire 1 v. an armor unit from Empire 2. Empire 1 is pure human and has gotten an advance in Light Tank and in Ferret Excavator (underground Tank). Empire 2 is a lightning fast race of giants (all points in strength, constitution and speed). They have nuclear buzz saws (2 tech advances in close combat)

Assume the Armor Unit has tactical ratings of: 60 armor, 20 Open Terrain, 10 Close Combat, 10 Small Arms

The system would do the following:

1. Take each tactical Rating and compare them. In this example both have a 60 armor etc. (even fighting).
2. Impact Tactical Rating by racial modifiers (and these numbers are BIG). The human would have nothing while the fast, strong, big giants would have some impact (bigger tanks). Since these numbers are big the Armor rating could now be:
   Armor: Empire 1 (human):   60   Empire 2 (giants):   2000

3. The system then looks at technology and applies it to the army in all applicable categories. Empire 1 has light tanks, which probably has an armor tactical rating increase and Ferret Excavators, which probably have a high subterranean impact and a light armor impact. Since Empire 1's army **has no subterranean tactical rating** the Ferret Excavator tank does little to help (damn it!).
   Armor   Empire 1 (human)   60 x Light Tank x Ferret Tank Modifier
                 Empire 2 (giant) 2000 (NO ARMOR TACTICAL RATING TECH)

   Close Combat   Empire 1 (human) 10 (see #2) with no modifiers
                  Empire 2 (giants)   10 x Racial Points x (vibrosaw + nuclear saw)

4. The system then calculates the offense v. defense. In this case a close combat offense/defense by Empire #2 makes little sense since they have a HUGE advantage already in Close Combat. This area
5. The system then adds each category up and comes up with firepower for the army (in this case 1 division in each) and BOOM combat occurs.

Example 2:

The combined Arms Army. Take the example above with the same tech but empire 1 (humans) have an Imperial Marine Raider Division and a Medical Division with them Armor division.

Empire 1:
Armor Division: 60 Armor, 20 Open terrain, 10 Close Combat, 10 Small Arms
Marine Raider: 10 Amphibious, 10 camo, 25 Close Combat, 25 HW, 25 Small Arms, 5 Subterranean
Medical: 90 medical, 5 Transport, 5 Small Arms

Empire 2:
Armor Division: 60 Armor, 20 Open terrain, 10 Close Combat, 10 Small Arms

If you follow the example above Empire 1 would have a dramatic increase in Amor (Light Tank, Ferret Excavator) and a HUGE increase in Subterranean (ferret excavator). Empire 2 would still have racial modifier impacts due to their size, strength and speed.

Now the fight might be more even. Empire 1 has several categories where they have dramatic impact. Amphibious, Camo, Heavy Weapons, Subterranean Medical, Transport and they also have tech increases in armor and in subterranean. Empire 2 has HUGE Racial Modifiers but they might not have as much impact in this combat as the empire would like (strength etc. would be best for close combat bonus) because their modifiers are directly impacting by the division type they chose. Empire 2 would probably want to focus on division that have close combat modifiers…waves of giants marching across the open with immense racial modifiers.

Another quick sample for racial modifiers would be a subterranean tunneling insect that took the Type C superior tunneling. This empire would want to have units that can work underground otherwise they wasted racial points. (DO NOT BUILD 100% IMPERIAL MARINE AIRFORCE if you want to use your racial strength)

Hit Points:
Each empire has a defense rating from their racial setup. Regeneration, size, constitution etc…
This means that in the example above Empire 2s units live and last longer.

In finale:

Research x Production x Division Type x Tactics x Racial Modifiers = **Success**

Research: Each generation of tech increases the combat firepower
Production: Number of divisions in the field. More is better
Division Type: Have strength in all ratings.
Tactics: Choose a tactic that supports your offense/defense. Do not choose Nuclear strike with no Nuclear tactical rating.
Racial Modifiers: use those starting points. This is a huge modifier!