



## Introduction

## How The Website Works

- [The Leaderboard](#)

## Races

- [The Solar Federation](#)
- [The Lizard Alliance](#)
- [The Empire of the Birds](#)
- [The Fascist Empire](#)
- [The Privateer Bands](#)
- [The Cyborg](#)
- [The Crystal Confederation](#)
- [The Evil Empire](#)
- [The Robotic Imperium](#)
- [The Rebel Confederation](#)
- [The Missing Colonies of Man](#)

## Dashboard

- [VCR](#)
- [Reports](#)
- [Planet List](#)
- [Starship List](#)
- [Starbase List](#)
- [Scoreboard](#)
- [Diplomacy](#)
- [Time Machine](#)
- [Advantages](#)
- [Settings](#)

# Host Order

- Update of clientside-actions:
  - Diplomacy changes
  - Own cargotransfers
  - Planetary structures built
  - Starbases built
  - Jettison from ships
  - Lock towbeam
- Cloak
- Meteor shower
- Sensor sweep & bioscan
- Loki first decloak
- Cloak fail
- Superspy deluxe (Fcode change)
- Minefield fcodes established
- Lady Royale generates MCs
- Most Mission 9, in order of ID:
  - Rob
  - Hisssss!
  - Build fighters (incl. 'lfm')
  - Repair Self (Borg)
  - Dark sense
- Cargo drop (ship to planet - by ID)
  - Including Imperial Assault
  - Including Ground Combat
- Transfers (ship to foreign ship)
- Beam transfer fcodes (by ID)
  - Including give ships (gsX)
- Planets beam up money ("bum")
- Beam Up missions (used to be called "Gather missions")
- Alchemy
- Command Ships Move Towing - CAMPAIGN
- Command Ships Move Normal - CAMPAIGN
  - Check for impact with debris disks, minefields, and star clusters
- Lay mines (starships then starbases - CAMPAIGN)
- Lay web mines (starships then starbases - CAMPAIGN)

## Starmap

- [Setting Colors](#)
- [Navigation](#)
- [Warp Wells](#)
- [Ion Storms](#)
- [Stellar Cartography](#)

## Planets

- [Planetary Interface Screen](#)
- [Native Races](#)
- [Planetary Structures](#)
- [Starbases](#)
  - [Starbase Interface Screen](#)
  - [Building Starships](#)
  - [Starbase Defense and Fighters](#)
  - [Starship Fix / Recycle](#)

## Starships

- [List of Starships](#)
- [Starship Interface Screen](#)
- [Combat](#)
  - [Combat Basics](#)
  - [Order Of Battle](#)
  - [Ground Combat](#)
  - [Weapon Power](#)
  - [The Host and Combat](#)
- [Engines](#)
- [Fuel](#)
- [Cargo](#)
- [Ship Abilities](#)
- [Missions](#)

## General Information

- [Master Race Sheet](#)
- [Frequently Asked Questions](#)
- [Friendly Codes](#)
- [Host Order](#)

## 21. Ion storms:

- Move
- Join
- Decloak ships
- Damage ships
- Drag ships
- New storms formed
- Affect minefields

## 22. Mine sweep/scoop (starships then starbases - CAMPAIGN)

## 23. Mine decay

## 24. Mines destroy mines

## 25. New minefield fcodes established

## 26. Web drain

## 27. Starbases fix or recycle ships

## 28. Priority builds (NEW PRODUCTION QUEUE)

## 29. First build new ships

## 30. Clone ships

## 31. Super refit

## 32. Force a surrender at starbase

## 33. Mass check, repair & mkt

## 34. Towing ships move

- Check for impact with debris disks, minefields, and star clusters

## 35. Cobol Ramscoop makes fuel

## 36. Warpwell calculation

## 37. Star cluster radiation kills crew/colonists for moving ships

## 38. Most ships move (Incl. HYP)

- Check for impact with debris disks, minefields, and star clusters

## 39. Cobol Ramscoop makes fuel

## 40. Warpwell calculation

## 41. Star cluster radiation kills crew/colonists for moving ships

## 42. Tantrum Liner Tantrums - CAMPAIGN

## 43. Intercepting ships move

- Check for impact with debris disks, minefields, and star clusters

## 44. Cobol Ramscoop makes fuel

## 45. Warpwell calculation

## 46. Star cluster radiation kills crew/colonists for moving ships

## 47. Star cluster radiation kills crew/colonists for non-moving ships

## 48. Glory device ships detonate

- [Win Conditions](#)
- [Hotkeys](#)
- [Tenacity](#)
- [Game Setup Options](#)
  - [Priority Build Queue](#)
  - [Production Queue](#)
  - [Setup Customization](#)
- [Program Change Log](#)
- [Scripts and Plugins](#)

## [Guides](#)

49. Firecloud chunnel
50. Loki second decloak
51. Starbase Primary Orders - Refuel, Max Defense, Unload all Freighters, Load Torps onto Ships, Repair Base + Send Money, Receive Money (CAMPAIGN)
52. Starbases build 'free' fighters
53. Starbases dump parts (dmp)
54. Mass check, repair & mkt
55. New natives appear
56. Land and Disassemble (used to be called "Colonize")
57. Energy Defense Fields Activate (burn 50 fuel) - CAMPAIGN
58. Loki third decloak
59. Glory device ships detonate
60. Mass check, repair & mkt
61. Ship vs. ship combat
62. Borg gather debris
63. Gorbie Destroy Planet - CAMPAIGN
64. Mass check, repair & mkt
65. Ship vs. planet/base combat
66. Minefield fcodes established
67. Terraforming
68. Structure decay
69. Fascists Pillage planets - Includes Plunder in Campaign games
70. Rebel Ground Attack
71. Happiness change computed
72. Supplies produced (inc Bovinoids)
73. Enlighten - CAMPAIGN
74. Taxes produce MCs (if HP > 30)
75. Borg assimilate natives
76. Population growth (if HP > 69)
77. Overpopulation dies/eats supplies
78. Amorphous worms eat clans
79. Riots
80. Civil wars
81. Ore Condensing - CAMPAIGN
82. Mines produce minerals
83. Trans-uranium mutation
84. Second ship build
85. Mass check, repair & mkt
86. Autobuild to Targets
87. Scan (Superspy / Explore)

88. Scan for Ships
89. Empire Dark Detection - CAMPAIGN
90. Scan for Planets (Explore Map and Nebulas)
91. Share ally information
92. Make score log include Priority Build Points
93. Send Player to Player Messages
94. Check for Winner

[Back](#)