

INDEX

I - WHAT IS BATTLE CORP ?	4
1 - Managing your corporation	4
2 - Wargame	4
3 - Time management	4
4 - After registration	5
II - FIRST STEPS INTO THE WARGAME	6
1 - Basic notions	6
<i>Credits, food and energy</i>	<i>6</i>
<i>Managing a territory</i>	<i>6</i>
<i>Buildings</i>	<i>7</i>
<i>Troops</i>	<i>7</i>
2 - Going to war	8
3 - After victory	8
III - YOUR FIRST TURN	9
1 - Allocating workers to your production	9
2 - Prepare the future	9
3 - Extend your domination	9
4 - Keep track of your orders	9
IV - COMPLETE WARGAME RULES	11
1 - General overview	11
2 - Victory conditions	11
<i>Military victory</i>	<i>11</i>
<i>Influence victory</i>	<i>11</i>
<i>What do I win?</i>	<i>11</i>
3 - Loss conditions	12
4 - Territories and population	12
5 - Allocating population	12
6 - Resources	12
7 - Buildings and Constructions	14
<i>Buildings</i>	<i>14</i>
<i>Constructions</i>	<i>15</i>
8 - Troops	16
<i>General information</i>	<i>16</i>
<i>Stats</i>	<i>16</i>

9 - Time management.....	18
<i>Example.....</i>	19
10 - Actions and production.....	19
<i>Attacking.....</i>	19
<i>Pounding.....</i>	19
<i>Bombarding.....</i>	20
<i>Fortifying.....</i>	20
<i>Unfortifying.....</i>	21
<i>Spying.....</i>	21
<i>Surveillance.....</i>	21
<i>Moving stocks.....</i>	22
<i>Moving troops.....</i>	22
<i>Organizing a convoy.....</i>	22
<i>Building Intensified Agriculture Facilities (IAF).....</i>	23
<i>Building Anti-Air Batteries (AAB).....</i>	23
<i>Building bunkers.....</i>	23
<i>Buildings.....</i>	23
<i>Producing troops.....</i>	23
<i>Airspace protection.....</i>	24
<i>CCAC Agreements.....</i>	24
<i>Credits donation.....</i>	25
<i>Resources donation.....</i>	25
<i>Troops donation.....</i>	25
11 - Reports and actions management.....	25
<i>Reports.....</i>	25
<i>Orders in progress.....</i>	25
<i>Options.....</i>	26
<i>Economy Management.....</i>	26
12 - Neutral territories.....	27
V - COMPLETE CORPORATION RULES.....	28
1 - Basic notions.....	28
<i>From Small Business to Corporation.....</i>	28
<i>Corporation's wealth and goods.....</i>	28
<i>The Quotation.....</i>	28
<i>Corporations and battle on planets.....</i>	29
2 - Corporation's functionalities.....	29
<i>Corporation's mainframe.....</i>	29
<i>News.....</i>	29
<i>Profile.....</i>	29
<i>Consortium.....</i>	29
<i>Communications.....</i>	30

3 - Assets.....	30
<i>Infrastructures.....</i>	<i>30</i>
<i>Planet's features.....</i>	<i>30</i>
<i>Management of your planets.....</i>	<i>31</i>
4 - The Galactic Stock Exchange Market.....	32
<i>Purchase/sale of resources.....</i>	<i>32</i>
<i>Purchase/sale of troops.....</i>	<i>32</i>
<i>Purchase/sale of infrastructures.....</i>	<i>32</i>
<i>Purchase/sale of planets.....</i>	<i>32</i>
5 - The Public Auction Market.....	32
<i>Charter spaceships.....</i>	<i>33</i>

I - WHAT IS BATTLE CORP ?

Battle Corp is both an economy-strategy simulation and a tactical military game in which you manage a powerful Corporation.

1 - MANAGING YOUR CORPORATION

Your corporation will thrive through the galaxy, acquiring goods, subsidiary companies, armies, spaceships and even entire planets. All these resources will help you on your way dominating the galaxy and resisting other quarrelsome corporation's assaults.

You will manage your company through a specifically designed interface which allows you to carry out all the actions you need: buy small businesses (mining moons, security companies, casinos...), buy or sell resources, send troops to the planets you are fighting on for and much more.

> Would you like to know more? Check out the Corporation rules.

2 - WARGAME

In order to gain new planets you will have to battle against other corporations. The game then becomes a strategy game in which you will have to eliminate your opponents to achieve victory.

In this part of the game you'll have to build factories, produce armies and manage your resources. Fortunately you will be able to send reinforcements from your corporation to your planet.

> Would you like to know more? Check out the Wargame rules.

3 - TIME MANAGEMENT

Battlecorp is based on a dual Time management system:

- **Cycles**, which are carried out at predetermined hours
- **Actions**, which take specific time to be carried out

This system is applied to both aspects of the game, to the corporation management as well as to the wargame.

The **cycles** determine your resources extraction, your factories production (armies, electronic components, energy...), your troops and buildings upkeep and the tax collection of your territories.

Actions (such as orders given to your troops) take a certain amount of time to be carried out. For exemple, attacking a territory will take 24 hours before getting a result (victory or defeat) but sending a spy will only take 12 hours to be resolved.

4 - AFTER REGISTRATION

Once registered, you will immediately receive your password by email. You will be able to login and get to your Corporation mainframe. From there on you will have access to all the functions of the game.

First thing you might want to do is to launch a Wargame. To do so, click on the “GO” button.

For your first Wargame there should be no waiting time.

II - FIRST STEPS INTO THE WARGAME

1 - BASIC NOTIONS

Your starting position is coloured in blue. Your headquarters are positioned on that territory, if you lose it you will be automatically eliminated from the game, regardless of your current situation.

There are two ways of winning a planet:

- **The military victory** leads to the control of the planet by force, your troops occupying strategic positions (the X territories on the map). To achieve victory you will have to take and hold both X territories for 96 hours. The countdown is launched at the moment you take the second X and is cancelled if you lose one or both of the X territories during the 96 hours.
- **The influence victory** is completely different since it gives you control of the planet with the support of the local population, rising against the rival corporations. To do so you will have to gain sufficient influence points. The amount necessary to win is determined by the type of the planet.

CREDITS, FOOD AND ENERGY

Regardless of what your tactic will be, you'll need troops, buildings and new territories.

- Your **credits** will allow you to build facilities, produce units and much more. You gain credits by collecting taxes, working gold mines and selling resources to the Corporate Market.
- Your **IAF** (Intensified Agriculture Facilities) produce food that will be needed for the upkeep of your Marines and Commandos as well as some buildings.
- **Energy** is used by most of your buildings and mechanical units. Only thermal and nuclear power plants produce energy.

MANAGING A TERRITORY

Each territory has a specific population that can be divided in two categories, workers and taxpayers. Workers are allocated in buildings and mines by your Corporation to contribute to the war effort. Taxpayers are the remaining unallocated workers and will thus provide credits to your Corporation.

When you allocate people to a mine or a factory, they stop being taxpayers and become workers. The more workers you put in a factory, the more you will produce, but you'll have fewer taxpayers and thus collect fewer credits.

Some territories have mines (steel, titanium, gold...) which can be worked. The obtained resources will be used for building's construction, unit's production and even for transformed resources such as energy and electronics components.

To extract these resources you'll need to allocate workers to the mines. The amount of resources collected depends of the number of workers allocated.

Once extracted, these resources will stock on that territory waiting to be used or moved to other territories.

BUILDINGS

Each territory has a limited number of slots (from 2 to 6) permitting building construction.

To start a new construction you need to click on a free slot and select the building you want. Most buildings require resources, which have to be in the territory stocks in order to be able to launch the construction.

Civil buildings produce goods and energy:

- **Thermal plant:** produces energy but requires a great amount of workers.
- **Nuclear plant:** produces high amount of energy with very few workers but needs Uranium for functioning.
- **Components factory:** produces electronic components from Steel.
- **Luxury Factory:** produces luxury products, allowing you to raise the influence of your Corporation on that territory. Each Luxury Factory produces influence points on the territory it's located on.

Military buildings produce troops for your Corporation:

- **Academy:** trains Marines and Commandos
- **Factory:** produces Tanks, Cyborgs and artilleries.
- **Spaceport:** produces Jet Fighters and Bombers. Spaceports also allow you to launch air strikes and place airspace protections over your territories

For each building in activity you have to choose a production type and allocate a certain amount of workers to that production. Except for Nuclear plants, each building has a maximum worker capacity going from 1.000 to 2.000.

The number of worker allocated to a production determines the number of goods/units produced.

Three other types of structures can be built on your territories:

- **Bunkers and Anti Aircraft Batteries** defend the territory built on against ground and air assaults. These structures can be built in large amount and require neither building slot nor workers to function.
- **Intensified Agriculture Facilities.** These food producing structures don't require any building slot but will reduce your territory population by 100. IAF can't be turned on/off so the only way to get the population back is to destroy them.

TROOPS

You can see the troops currently present on a territory by clicking on the Army tab. By default, these troops will defend the territory in case of enemy attacks.

2 - GOING TO WAR

You will soon want to conquer new territories. To do so, select the territory you want to take by clicking on it. Three options will appear in the right frame:

Pound: This allows you, if you have any artilleries, to shoot at an enemy territory from your own position. Once you entered the number of artilleries pounding you can choose to target enemy troops, defences or buildings.

Bombard: This allows you to strike a targeted territory with your aircrafts. As for pounding you need to enter the number of planes bombing and the targets. Unlike pounding, bombing is a risky business because your planes will be exposed to enemy AAB and the enemy defending fleet.

Attack: This launches a full ground assault with your troops, trying to break through the enemy defending forces in order to take the targeted territory.

3 - AFTER VICTORY

If your strategist talents lead you to victory, your Corporation will take possession of the entire planet and you will be able to administrate it. Planets are very helpful to prepare your next battles and consolidate your Corporation's position in the conquest of the known galaxy.

III - YOUR FIRST TURN

Now that you possess the basic knowledge of the game, here are some of the main actions of your first turn.

1 - ALLOCATING WORKERS TO YOUR PRODUCTION

Select for example the factory. Click on the *change production type* in the right frame. A choice of producible units appears. Be careful to have enough resources in stock.

1 tank costs 10 steel + credits.

Click on the tank button, validate and then click on the *manpower* button. You will have to allocate a number of workers to the production. The amount of workers will determine the quantity of produced units. To produce 7 tanks, the maximum per factory, you will have to allocate 2000 workers, which is the population limit for a factory.

Select then the academy and do the same. Since you don't have any electronic components at the beginning the only thing you can produce on your first turn are marines. The population limit for an academy is 1000 workers, permitting you to train 20 marines. Select then the thermal plant and set it to its max population (1500) so you can start making energy stocks and pay the upkeep of your troops.

To help you manage the resources / production of your territories you can go to the *Economy management* menu and then select the *Resources* tab. You will be able to check the consumption of each building territory by territory.

2 - PREPARE THE FUTURE

Buy new buildings in order to increase your production.

To do so select an empty building slot by clicking on the *buy* button in the bottom frame. A choice of buildings will then appear in the right frame. Choose the building you need and validate. The construction will only start if you have enough resources and credits available for that building.

To begin you might want to build an extra factory and academy.

3 - EXTEND YOUR DOMINATION

Select an intermediate territory you consider interesting attacking by clicking on it. Select the *Attack* option in the right frame and choose the territory from which the assault will be launched. Then, enter the number of troops participating to that attack and validate. For your first attack we suggest that you send all the troops you dispose of.

4 - KEEP TRACK OF YOUR ORDERS

You can check all your given orders by clicking on the *Current orders* button. You should see the construction and the progress of your attack in the timeline.

You can see at what time your actions will be resolved in the left column. The first actions being resolved are at the bottom of the list.

Once resolved you can see the result by opening the *Reports* menu.

“The first key to victory is knowledge”

General Ezzekhiel of the Cosmo Cats Corporation.

Well done, now we strongly suggest that you perfect your knowledge of the rules by reading all of this document and taking a look at the FAQ Section of the forum.

IV - COMPLETE WARGAME RULES

1 - GENERAL OVERVIEW

Battle Corp is a strategy and management game where six to seven players face each other for the control of a planet. This planet is divided in a number of territories, some of them producing resources that the player must conquer to dominate their adversaries.

Each player starts on a territory and will try to win the planet by force or influence.

2 - VICTORY CONDITIONS

MILITARY VICTORY

Certain territories (recognizable by their red name) host the governments of the planet. If you control these territories the planet is yours.

Example : X1 and X2 for the desertic map, X3 and X4 for the icy map.

You have to simultaneously occupy both territories for 96 hours (4 days). The timer starts at the moment you conquer the second X territory and will be reset if you loose one of them, even temporarily.

INFLUENCE VICTORY

You can try to rally the local population to your cause and turn them against your opponents. If you do so, you achieve the influence victory. To do so you need to reach a predetermined influence score depending on your planet type.

Influence is produced by Luxury Factories. It is “stocked” on the territory it is produced on. If an opponent takes a territory you had a Luxury Factory on, all produced influence is destroyed, even if you reclaim that territory afterwards.

In case two or more players reach the influence limit during the same Cycle, the player with the most influence wins.

WHAT DO I WIN?

First of all, the winner gains a new planet that will be added to the assets of his Corporation. From this point on the planet will be managed as an asset, directly from your corporation. For more information see page 29.

The specifications of the won planet (population and production index) depend on your situation at the end of the wargame.

The winner also transfers a variable number of troops and resources from his wargame to his Corporation stocks.

The winner cannot transfer anything from his current wargame to the next one, but like any other player he will be allowed to send reinforcements from his Corporation (he will have to pay for the transportation and wait for the reinforcements to arrive).

3 - LOSS CONDITIONS

You are defeated when:

- Your starting position (HQ) is taken.
- Another player fulfils the victory conditions.

If you still own your HQ while another player wins, you will be granted some advantages for your next wargame.

You will be allowed to choose 100 Tons of troops or resources **EXCEPT for bombers** and send them to your next planet (provided these material/troops were on your HQ at the moment of the defeat). These 100 Tons will be available **at the beginning** of your next wargame.

The weight of each article is detailed in the “*Sending Reinforcements*” section (see page 32).

4 - TERRITORIES AND POPULATION

Each territory has a population, building slots, a resources stock and may even have natural resources.

Not all territories can produce resources but some resources are needed for the production of some specific buildings or units. The extraction of resources is limited and the territories hosting mines are often strongly disputed.

5 - ALLOCATING POPULATION

Population can be allocated to :

- **Extraction:** allows you to obtain resources on territories with mines.
- **Production:** allows you to produce energy, transformed resources and military units.
- **Food:** allows you to build **IAF**

Population allocated to a task are called workers, the rest of them are called tax payers. Only tax payers will provide you with credits at each turn. So the more people are working in your mines and factories the less credits you will make. Most of the time it is more profitable to sell produced resources to the Corporate Market but it takes more time.

The number of workers in a factory or a mine can be changed any time, and so can the production as well. Resources necessary for the production will be taken from the territory's stock.

6 - RESOURCES

Resources are one of the most important things in a Battlecorp wargame. They are used for the production and the upkeep of your units and buildings.

The game's currency is the **Credit**. You gain credits with tax payers, gold mines and resources sales.

There are five different resources :



- **Gold**, is automatically transformed into credits.



- **Titanium**, used for artillery and some buildings.



- **Steel**, used for most units and buildings. Also needed for EC's production.



- **Aluminium**, used for air units and AAB.



- **Uranium**, used for the production and upkeep of nuclear plants.

And three manufactured resources:

- **Electronic Components (EC)**, made from steel they are used for Cyborg and Commando production.
- **Energy**, obtained from thermal and nuclear plants, is used for the upkeep of your troops and AAB.
- **Food**, produced with IAF, is used for the upkeep of some troops and buildings.

The *Economy Management* menu allows you to have a good overview of your production. The informations is updated immediately after you made a change. You can control your production at any time.

You can also allocate workers to your mines through this menu. To do so click on the Production button and then on the name of the resource you want to extract.

The quantity of harvested resources depends on the resource type and the number of affected workers. **There is no population limit for mines**. Allocating a huge quantity of workers to your mines will have a deep impact on your strategic choices.

Mines productivity :

- Titanium, Aluminum, Uranium : 1 unit / 100 workers
- Steel : 10 units / 100 workers
- Gold : 1000 credits / 100 workers

The extracted resources are added to the territory's stock. They can the be moved to other territories you own for later use.

EXCEPTION : Food and energy are centralized for all your territories. You can see your food and energy expenses in the *Economy Management* menu.

7 - BUILDINGS AND CONSTRUCTIONS

BUILDINGS

There are two types of buildings: Military buildings (Spaceport, Academy, Mech Factory) and Civil buildings (Luxury Factory, Components Factory, Nuclear plant, Thermal plant).




Before building make sure you have **enough resources** on your territory, **sufficient credits** and a **free slot** to build on.





To produce manufactured products or troops your buildings will need resources, credits and population.

To upkeep your buildings you will need energy.

In game you will be told if you are able to build or not and if you will have sufficient resources to upkeep it.

Here is a list of the available buildings :

	<p>The Component Factory produces Electronic Components from steel.</p> <p>Building cost : 50 000 credits, 50 Steel Building time : 48 hours Max. workers: 1000 (for 100 EC) Upkeep : 20 Energy Description : Produces 1 EC for 2 steel</p>
	<p>The Spaceport builds your flying units.</p> <p>Building cost : 30 000 credits, 20 Steel, 10 Titanium Building time : 48 hours Max. workers: 2000 (for 10 fighters or 5 bombers) Upkeep : 20 Energy Description : Produces fighters and bombers. Is required to launch air strikes or move flying units</p>
	<p>Mech Factory builds mechanical combat units (Tanks, Artillery and Cyborgs)</p> <p>Building cost : 50 000 credits, 20 Steel Building time : 48 hours Max. workers: 2000 (for 7 tanks, 40 cyborgs or 5 artillery) Upkeep : 20 Energy</p>

	<p>The Luxury Factory makes luxury products for the population and is the only building producing Influence points.</p> <p>Building cost : 25 000 credits, 20 Steel Building time : 48 hours Max. workers: 2000 (for 20 Influence points) Upkeep : None Description : Production of luxury goods, raising the influence of your Corporation on that territory.</p>
	<p>The military Academy trains Marines and Commandos.</p> <p>Building cost : 10 000 credits, 10 Steel Building time : 24 hours Max. workers: 1000 (for 20 marines or 7 commandos) Upkeep : 5 Food</p>
	<p>The Thermal Plant produces energy.</p> <p>Building cost : 5 000 credits Building time : 24 hours Max. workers: 1500 (for 150 energy) Upkeep : None</p>
	<p>The Nuclear Plant produces energy at lower costs.</p> <p>Building cost : 10 000 credits, 20 Steel, 10 Uranium Building time : 48 hours Max. workers: 100 (for 200 energy) Upkeep : 1 Uranium</p>

CONSTRUCTIONS

Constructions are an under group of buildings that do not require any slot, meaning you can build these in unlimited numbers.

The **Anti-Air Batteries (AAB)** defend your territory against incoming air strikes



Building cost : 2 000 credits, 2 Aluminum
Building time : 6 hours
Upkeep : 1 Energy

The **Bunkers** help the troops defending your territory by hitting on attacking ground forces.



Building cost : 2 000 credits, 10 Steel

Building time : 6 hours

Upkeep : None

The **Intensified Agriculture Facilities** (IAF) provide food for your troops and buildings.



Building cost : 5 000 credits

Building time : 6 hours

Max. workers: 100 (for 100 food)

Upkeep : None

Description : Building an IAF permanently removes 100 Population from your total on that territory.

To build these you just have to select the concerned territory and click on the Construction you need. You will then be able to build AAB, Bunkers and IAF provided you have enough resources.

8 - TROOPS

GENERAL INFORMATION

Military units are build in specific buildings with specific resources. The number of produced units depends of the number of workers allocated.

Once built, the troops stack to the territory's defense, waiting to be moved or commanded otherwise.

Some units have special abilities such as pounding or bombing. All information about your units is obtainable by selecting it.

STATS

Melee : Offensive potential of the unit during the melee phase.

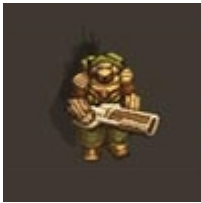
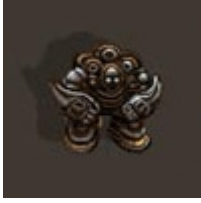

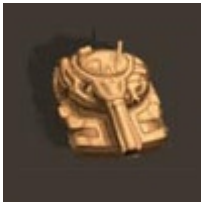
Distance : Long distance offensive capacity, barrage fire (tanks), pounding (artillery) and bombardment (bombers and fighters).

Defense : Evasive abilities, mobility and all capacities avoiding taking enemy fire.

Resistance : Capacity to resist damage, armor, shielding.

Weight : Used for reinforcement and donation limitations.

Available units :

	<p>Marine : Defensive melee unit</p> <p>Building cost : 100 credits /marine</p> <p>Upkeep: 1 food /marine</p> <p>Production/cycle : 20 units max. /Academy</p> <p>Melee : 1 Defense : 4</p> <p>Distance : NA Resistance : 1</p> <p>Weight : 1 Ton</p>
	<p>Commando : Offensive melee unit.</p> <p>Building cost : 250 credits + 1 EC /commando</p> <p>Upkeep: 1 food + 1 energy /commando</p> <p>Production/cycle : 10 units max. /Academy</p> <p>Melee : 10 Defense : 2</p> <p>Distance : NA Resistance : 2</p> <p>Weight: 2 Tons</p>
	<p>Cyborg : Low cost mechanical unit.</p> <p>Building cost : 10 credits + 1 EC /cyborg</p> <p>Upkeep: 1 energy /cyborg</p> <p>Production/cycle : 40 units max. /Mech Factory</p> <p>Melee : 3 Defense : 3</p> <p>Distance : NA Resistance : 3</p> <p>Weight: 2 Tons</p>
	<p>Tank : Offensive mechanical unit.</p> <p>Building cost : 500 credits + 10 Steel /tank</p> <p>Upkeep: 5 energy /tank</p> <p>Production/cycle : 10 units max. /Mech Factory</p> <p>Melee : 10 Defense : 5</p> <p>Distance : 4 Resistance : 5</p> <p>Weight: 4 Tons</p> <p>Special : Shooting before entering melee. Barrage fire.</p>

	<p>Artillery : Fragile but powerful support unit.</p> <p>Building cost : 1000 credits + 5 Titanium /artillery</p> <p>Upkeep: 10 energy /artillery</p> <p>Production/cycle : 5 units max. /Mech Factory</p> <p>Melee : 1 Defense : 1</p> <p>Distance : 20 Resistance : 1</p> <p>Weight: 5 Tons</p> <p>Special : Pounding.</p>
	<p>Bomber : Destructive flying unit.</p> <p>Building cost : 500 credits + 5 Aluminum + 5 Steel /bomber</p> <p>Upkeep: 2 energy /bomber</p> <p>Production/cycle : 5 units max. /Spaceport</p> <p>Melee : 1 Defense : 1</p> <p>Distance : 20 Resistance : 2</p> <p>Weight: 5 Tons</p> <p>Special : Can bombard buildings, defenses or troops.</p>
	<p>Fighter : Combat flying unit.</p> <p>Building cost : 500 credits + 2 Aluminum /fighter</p> <p>Upkeep: 1 energy /fighter</p> <p>Production/cycle : 10 units max. /Spaceport</p> <p>Melee : 5 Defense : 5</p> <p>Distance : 2 Resistance : 5</p> <p>Weight: 5 Tons</p> <p>Special : Can bombard troops. Airspace protection.</p>

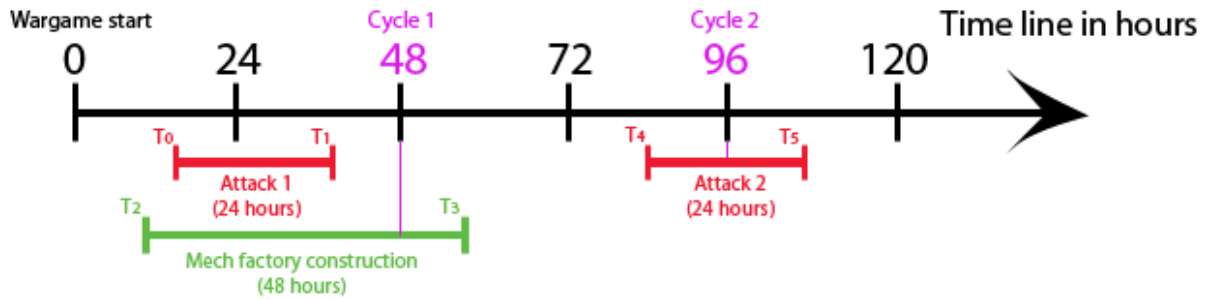
9 - TIME MANAGEMENT

The wargame is based on a semi real time system :

All **actions** have a specific duration (an attack takes 24 hours, a pounding 12 hours etc). All military orders and all constructions are considered as actions.

All **production** happens at a specific time, called **Cycle**. This concerns your resources extraction, troop production and upkeep.

EXAMPLE



In this example, the **Attack 1** occurs within the first cycle. The construction of the Mech Factory, launched at T_2 , will take 48 hours and thus be completed at T_3 , after the first cycle. This means that this Mech Factory will be unable to produce troops at **Cycle 1** since it's still under construction.

The **Attack 2** is launched at T_4 (before the second cycle) and will end at T_5 , after the second cycle. This means that you should reckon with a better defense on the attacked target since all military buildings on that territory will produce troops at **Cycle 2**.

10 - ACTIONS AND PRODUCTION

ATTACKING

Duration : 24 hours

Range: 1 territory

You can command your troops to attack a territory that has a common border with one of your own. Victory allows you to take possession of the territory. If you are defeated your surviving troops (if any) will return to the territory the attack was launched from.

Enemy bunkers will damage your troops before battle begin.

It sometimes happens that your opponent attacks your territory while you are attacking. This situation is called **armies crossing** and in that case both forces will fight on the border. The winner is allowed to pursue his attack on his initial target.

Note: This action has a counter-order phase (See Section 11 "Orders in progress").

POUNDING

Duration : 12 hours

Range: 1 territory

Your artillery units can fire at an enemy territory while safely staying on their position. A pounding can be ordered on a territory that has a common border with one of your own. Your artillery can choose to pound armies, buildings or defenses. If you pound armies, only the units present in the territory's garrison

will be hit. Troops currently moving, attacking or pounding are not allocated by your pounding.

Note: Against troops, artillery units are much more effective attacking than pounding. Pounding is usually used in order to destroy territory defenses such as bunkers and AAB.

Note 2: This action has a counter-order phase (See Section 11 “Orders in progress”).

BOMBARDING

Duration : 12 hours

Range: 2 territories

Bombardments can be launched from territories equipped with an operational Spaceport (opposed to under construction). Your fleet can hit enemy targets located up to two territories distant from their Spaceport.

Bombers can choose to hit armies, buildings and defenses while Fighters can only target armies.

Before bombarding your planes will take fire from the AAB present on the targeted territory and then be engaged by the enemy defending fleet (if any). In case of victory your surviving units proceed to the bombardment of their objective.

Unlike the pounding, the bombardment of armies will hit all troops actually present on the territory. It is even possible to cancel an enemy action by annihilating all the troops allocated to it.

Note : If after a bombardment you're not in possession of a Spaceport your fleet is destroyed, crashing somewhere by lack of fuel.

Note 2: This action has a counter-order phase (See Section 11 “Orders in progress”).

FORTIFYING

Duration : 12 hours

If you're aware of an enemy attack you can ask your army to take specific defensive positions by fortifying the territory. Your ground troops gain a defensive bonus and your tanks will shoot before your enemy's. Troops in garrison of a currently fortifying or fortified territory cannot be ordered anything. Also, any new unit arriving on that territory will join the fortification process and thus be subject to the same restrictions.

Notes : Even if aircrafts stationed on that territory are not concerned by the fortification bonus they are subject to the same restrictions of all other troops.

It is possible to fortify a territory that has currently no troops in garrison. To do so, click on the **Armies** tab of the bottom frame and then the **Fortify** option in the right one.

UNFORTIFYING

Duration : immediate

Cancels all defensive bonuses obtained from the fortification status and makes your troops in garrison available again.

SPYING

Duration : 12 hours

Cost: 1.000 credits

Spying on a territory gives you precious economical and military information :

- Troops in garrison
- Buildings and defenses
- Resources stocks
- Name of the corporations currently monitoring the territory
- Fortification status
- Airspace protection status

An espionage has a 75% chance of success. If your spies fail they get caught and the owner of the territory is automatically informed of your attempt.

Once your espionage time is over, go to the Reports menu to read the result. The report gives you all the information on the territory at the time the report is sent to you. Things might change after the report, so regularly spying on a territory is a good strategy if you can afford it.

Note: You can spy on your own territories to detect enemy monitorings.

SURVEILLANCE

Duration : immediate

Cost: 20.000 credits

Monitoring a territory is very expensive but also very useful. It allows you to see in real time the troops in garrison and be warned as soon as an attack is launched on it. This is particularly useful if you're monitoring your own territory, giving you 24 hours to prepare your defenses.

You lose your surveillance if somebody besides you takes control of the territory.

Notes: A monitoring doesn't give any information on buildings, defenses or troops in movement.

*Also, you will **not be notified** of attacks launched against the territory before you placed your monitoring.*

MOVING STOCKS

Duration : 4 hours

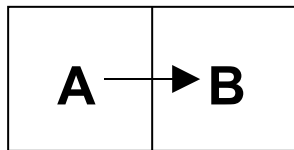
The chosen resources are moved from one territory to another, both of them under your control. If you lose the destination territory before the end of the shipment the new owner will receive the resources.

MOVING TROOPS

Duration : 4 hours + 4 hours per territory

The selected troops leave their current territory to rally another, both of them under your control. If by the time they get there the destination territory is lost, your troops will be moved to the closest territory you own.

Moving troops will cross territories under your control so if you lose any territory on that path, your army will be automatically diverted to another route. It is impossible to send troops to or from an isolated territory. Moving ground troops takes 4 hours for the departure territory + 4 hours per crossed territory (including the destination territory).



Moving from A to B (1 territory):
 $4 + 4 = 8$ hours



Moving from A to B (3 territories):
 $4 + 4 + 4 + 4 = 16$ hours

Since planes move faster than ground troops, movement time for your fleet is 4 hours for the departure territory + 1 hour per crossed territory (including the destination territory). This movement is subject to the same restriction as the for the ground troops.

Note: If you're moving your fleet, the destination territory must be equipped with a Spaceport, but not necessarily an operational one.

ORGANIZING A CONVOY

Duration : 12 hours, repeated every 48 hours

The selected troops or resources are moved from one territory to another, both of them under your control. This movement is automatically repeated every 48 hours.

BUILDING INTENSIFIED AGRICULTURE FACILITIES (IAF)

Duration : 6 hours

A special farming zone is set up and automatically allocates 100 population to the fields, producing 100 Food units each cycle. You can build as many IAF as you want on a territory (provided you have enough population available). IAF do not require building slots.

Warning : If you choose to cancel an IAF under construction the building cost will not be refunded.

BUILDING ANTI-AIR BATTERIES (AAB)

Duration: 6 hours

Anti-Air Batteries protect your airspace from enemy bombardments. Each battery will open fire at your opponent's planes, having a chance destroying it.

Like the IAF, you can build as many AAB as you want provided you have enough resources and they do not require building slots.

Warning : If you choose to cancel an AAB under construction the building cost will not be refunded.

BUILDING BUNKERS

Duration : 6 hours

Bunkers are your defenses against enemy ground assaults. They will automatically open fire at enemy troops before the melee begins.

You can build as many bunkers as you want provided you have enough resources and they do not require building slots.

Warning : If you choose to cancel an AAB under construction the building cost will not be refunded.

BUILDINGS

Duration : Variable (see buildings page 4)

Each building must be built on a free building slot. Each building has a specific cost and building time.

Warning : If you choose to cancel a building under construction, only half of the building's cost is refunded and none of the resources.

PRODUCING TROOPS

Duration : At each Cycle (predetermined time)

Select the troop producing building, choose the unit to produce and allocate workers to it. The building will then produce the chosen troops at each cycle. The freshly produced troops join the territory's garrison awaiting further orders.

The produced quantities depend on the number of workers allocated. Also make sure to have enough resources available for military production on the territory.

You can change the production type as many times you want between two cycles. Only the last change before a cycle is considered for the troop production.

Note: to check the time of your next Cycle, open the "Orders in progress" menu.

AIRSPACE PROTECTION

Duration : up to 96 hours

By selecting a territory located in any Spaceport range (up to two territories distant) you can protect it from enemy bombardments by allocating fighters to the airspace's defense. You can protect any territory, even a neutral or enemy one, but the assigned fighters will only defend territories under your control.

When you enter the number of Fighters to allocate you also choose the duration of the protection. By default this time is 96 hours. The protection is effective immediately and the Fighters return to the Spaceport they were launched from once the duration has expired.

If your protected territory is bombarded, your Fighters engage the enemy fleet trying to beat off the attack. If they succeed, the enemy bombardment is cancelled and your remaining Fighters continue patrolling the airspace. In case of defeat, the enemy bombardment succeeds and your surviving Fighters (if any) continue patrolling the airspace.

Note: You cannot place an airspace protection on the same territory your planes are stationed. Fighters in garrison of a territory equipped with an operational Spaceport automatically take of and try to repel any enemy bombardment attempt.

CCAC AGREEMENTS

Duration : 24 hours

The CCAC allows you to complete a financial agreement with an opponent. Credits given this way are transferred from Corporation to Corporation (and do not affect your Wargame credits) , you need the **corporation** status to make a CCAC.

These agreements are usually the conclusion of negotiations between Corporations. It is strictly forbidden to transfer credits any other way than this one.

The player offering the agreement must possess the credits on his Corporation account, and will not be refunded in case of elimination, abandon or cancellation.

Once the order validated, both players are notified by a report and the credits are transferred.

CREDITS DONATION

Duration : Immediate

Limitation: None

You can choose to make a Credit donation to another player on the same map as you. This option is available only 96 hours after the wargame begin and concerns Wargame Credits (opposed to Corporation credits). A credit donation is effective immediately and is not cancellable.

RESOURCES DONATION

Duration : 12 hours

Limitation: None

Resources donation is available at wargame begin. You can choose to send resources to another player on the same map as you. Select the departing territory and enter the quantity of resources you want to give.

TROOPS DONATION

Duration : 12 hours

Limitation: 100 Tons of troops

You can choose to send resources to another player on the same map as you. You can send troops from any territory under your control.

This action is considered as a troop movement and is subject to enemy bombardments.

Note: This action has a counter-order phase (See Section 11 "Orders in progress").

11 - REPORTS AND ACTIONS MANAGEMENT

REPORTS

Through this menu you have access to all actions reports and diplomacy intracomms. Everytime something happens a message is send to you. The reports appear in chronological order, the most recent ones being at the top of the list.

The "send message" button allows you to contact the other players.

ORDERS IN PROGRESS

This menu shows you all the actions in progress and allows you to delay or cancel actions (if cancellable).

Cancelling actions:

To cancel an action click on the "**Cancel**" button located next to the order. Cancelling an action is effective immediately and no confirmation will be asked.

A cancelled action disappears from the “**Orders in progress**” list. If you cancel a movement or attack, the troops will instantly appear on the territory they’re currently located on.

Counter-order phase:

Some orders enter a *counter-order phase* one hour before resolution. All ground troops are immuned to enemy bombardments during the counter-order phase. If you cancel an order that is already in the counter-order phase, the troops will appear on the departure territory after a time equal to the time spent in the counter order phase.

Example: An attack is launched from A to B. Past the 23 first hours of the order the troops enter the counter order phase. The order is cancelled 15 minutes before the attack, so the troops spent 45 minutes in the counter-order phase. They will take 45 minutes to rally the territory the attack was launched from.

OPTIONS

Through this menu you have access to various functions.

- **Surrender** : If you choose to surrender yourself you automatically leave the planet. All your territories become neutral and you do not get 100 Tons supplies for your next wargame.
- **The Corporate Market** : This is a stock exchange for resources. Prices are updated in realtime following the market fluctuation. Buying or selling through the Corporate Market takes time (48 hours).
- **Influence Menu** : Here you can keep track of the influence status of the other players.
- **Credits donation** : See page 24 -25

ECONOMY MANAGEMENT

This menu gives a general overview of all the economical aspects of the Wargame allowing you to optimize your production.

Upkeep tab: this is the balance sheet for your Food and Energy. You can compare your stocks to your estimated needs for the upkeep of your troops in garrison, buildings and troops in motion (gathered in the “Actions” column).

Note: Energy and Food are centralized for all your territories.

Resources tab: this section is seprated in two parts.

- The top table shows the balance, for each territory, of the population, tax collected and influence points produced. By clicking on the name of the territory you obtain detailed information shown in the bottom table. Clicking on the GO button makes the buildings of that territory appear in the bottom frame, allowing you to manage your production.
- The bottom table details the production of the selected territory such as stocks and resources consumption. You can anticipate consequences of your production changes and overcome resources deficits caused by them.

Example : You are currently producing EC. Your Components Factory produces 100 EC and consumes 200 Steel per cycle. But you only have 100 Steel in stock and extract 50 per cycle. Aware of that you can now adjust your Steel extraction or reduce your EC production.

Financial tab: here you can check all the details of your expenses regarding the troops production. Purchases and sales from the Corporate Market are not taken in account in this table.

Warning ! Watch your stocks ! if at the time of a Cycle your Food, Energy or Resources stocks are insufficient for your production, factories might be shut down and not upkeep troops will be put to the shed. You will get these troops back one hour before the next cycle only if you have enough stocks to upkeep them.

12 - NEUTRAL TERRITORIES

All territories that are not under control of a player are considered neutral and are managed by the game's AI.

At Wargame begin all territories are neutral except the player's starting positions. During the game some occupied territories can become neutral again if the owner surrenders or is eliminated.

Note: If do not connect to your account for at least once every 96 hours while in Wargame, you will automatically be kicked from the planet.

Neutral territories possess buildings, defenses and troops in garrison. Note that at each Cycle even neutral territories produce troops, depending on the buildings and resources of the territory. When a previously occupied territory turns neutral again, the production preferences of the last owner keep applying. Be careful before attacking such territories you could be facing huge armies.

Neutral territories are usually defended by a few bunkers and sometimes AAB.

Neutral territories are passive: the AI does not Fortify and does not launch attacks against other territories. Also, these territories never lack Energy, Food or Credits to produce and upkeep its troops.

V - COMPLETE CORPORATION RULES

1 - BASIC NOTIONS

The Corporation mainframe, which appears after you logged in, allows you to access all the functions you'll need to develop financially.

FROM SMALL BUSINESS TO CORPORATION...

You start the game with 100.000 Credits and the **Small Business** status. Some game functions will require the **Corporation** status to be unlocked, such as buying on the Auction Market or joining a Consortium.

After your first Wargame you will gain the **Company** status (unless you surrender). This is an intermediate status allows you to oppose other Companies during your second Wargame.

At the end of your second Wargame you gain the **Corporation** status and you will have access to all the functions of the game.

CORPORATION'S WEALTH AND GOODS

Your Corporation's wealth has several aspects :

- **Credits** (cash) allowing to buy infrastructure, troops, resources or even entire planets.
- **Stocks of resources** (raw materials and transformed resources) you'll be able to send to your planets under acquisition (wargames) or use them for the production of troops and spaceships.
- **Assets** representing the global wealth of your corporation, including planets, infrastructures, troops and more.

THE QUOTATION

The quotation represents the value of your corporation and is calculated in real time. Your corporation's quotation equals the sum of your stocks and assets multiplied by your trust index.

The Trust Index represents the trust investors have in your Corporation and depends your victories / defeats.

You can see your Trust Index in the Ranking menu

The Trust Index is raised for each victory and lowered for each defeat. Each defeat type is different :

Surrender (the largest decrease in Trust Index) < **HQ loss** < **Keep your HQ but another player wins** (the slightest decrease in Trust Index) .

At each Corporation Cycle your Trust Index varies, gaining or loosing 0.01 tending toward 1.

CORPORATIONS AND BATTLE ON PLANETS

You manage your Corporation playing with Stock Exchange prices, buying planets and chartering ships.

Wargames are conflicts between Corporations and are played on strategic maps representing planets or infrastructures.

It is important to understand that the management of your Corporation and your Wargame are two different things. **Your corporation's stocks and credits are independent of the ones you will use in your wargame.**

Your **Corporation** is **persistent** and will continue to exist as long as you play Battlecorp, growing and acquiring new assets which will prove useful for your wargames.

Wargames are **short-lived events** that will last until a player takes control of the planet. When you win a Wargame you take possession of the planet but you also take some resources and troops back to your Corporation. This planet is then being added to your assets where you will be able to manage and develop it.

2 - CORPORATION'S FUNCTIONALITIES

CORPORATION'S MAINFRAME

This is the "Home Page" of your Corporation.

Variation : Shows the evolution of your quotation between two cycles.

Note : Variation = Actual quotation – Quotation at the last Cycle

Profits : This is a forecast of your next Corporation's Cycle profits. Each Corporation makes a basic 50.000 credit profit per cycle, altered by the variation.

Note: Profits = 50.000 + Variation x 100 credits]. This means that if your variation is strongly negative on a cycle you can have severe losses.

NEWS

The News are an excellent source of information regarding new functions of the game: rule changes, new maps, new functionalities, role playing feats...

All new Battlecorp features are described in the Forum. It is strongly suggested to register to the Forum to play in the best conditions.

PROFILE

This section allows you to change your account information and upload a logo for your Corporation. Your Corporation's name can **never** be changed.

CONSORTIUM

This section allows you to see all available Consortiums or even to create your own.

COMMUNICATIONS

This is your communication center, allowing you to receive system messages and communicate with other players.

By pressing the Search button you can enter a Corporation's name and gather information about your opponents or friends.

3 - ASSETS

This menu regroups all possessions of your Corporation : your Infrastructures, Planets and Ships (not yet available).

INFRASTRUCTURES

There are 3 types of infrastructures:

- **Financial Infrastructures:** they provide your Corporation Credits or resources. They produce every 48 hours and the production is added to your stocks.
- **Military Infrastructures:** they provide your Corporation with new troops which can be sent as reinforcements to current Wargames (see the "Chartering Spaceships" section 14). They produce every 48 hours and the new troops appear on the Infrastructure.
- **Civil Infrastructures :** *Under development.*

Most Infrastructures will require Resources to function properly. The amount of resources consumed depends on the productivity of the Infrastructure. The time of an infrastructure's next production Cycle is indicated in the Assets list. The resources will automatically be subtracted from your Corporation's stocks, but if you do not have enough Resources at the time an Infrastructure is producing it is immediately shut down.

You can also choose to manually shut down your Infrastructure in the detailed view. To do so click on the Infrastructure's name and choose the On or Off button.

Active Infrastructures produce troops, credits or resources. They have one production type, value and time. The Infrastructures produce only one product type, equal to the value indicated at the time indicated in the Infrastructure's description. At the production time the resources are added to your Corporation's stocks and the troops are added to the garrison of the Infrastructure.

The value (quotation) of an infrastructure depends of various things such as the product type, the production value and the amount of troops in tis garrison.

PLANET'S FEATURES

Planets are the most valuable goods your corporation will possess. They can be bought or obtained during an acquisition process (Wargame). They have specific features, depending on the planet type, which will also determine their value and their utility for your Corporation.

Its **Population** represents the amount of taxes you'll be able to get from that planet. The more people, the more taxes. This value can be raised by investing in the planet.

Its **Natural Resources** can be extracted and the value indicates the quantity the planet will produce each Cycle.

The **Extraction Index** represents the quality of the specialized extraction structures on the planet. This value can be raised by investing in the planet.

Its Production Capacity represents the quality of the specialized productions structures on the planet. This value can be raised by investing in the planet. A planet can create up to 3 different products simultaneously. Production types include troops, EC and Energy.

The **Delivery Date** indicates the planet's next production cycle. A planet produces every 48 hours.

The planet's **quotation** is calculated from its features and indexed on the resources market price.

The **Garrison** of a planet regroups all the troops stationed on it. Troops produced by a planet are automatically added to its garrison. No upkeep is needed for your troops while they're staying on Planets or Infrastructures under control of your Corporation.

MANAGEMENT OF YOUR PLANETS

The management of the planet is accessible through a dedicated interface. Just click on the name of the planet you want to manage in your Assets list.

Managing a planet consist of the distribution of its capacities, symbolized by a percentage value allocated to three categories: **Taxation**, **Extraction** and **Production**. The total percentage value cannot be greater than 100%. Depending on the percentage value allocated to a category the credit income, resource and troop production will vary.

Rename: You can change the name of your planet, replacing the randomly generated one.

Modify the allocations: allows you to modify the priorities of your planet, choosing between taxation, extraction or production.

Modify production: After having allocated a percentage to the production you will have production points to distribute. These points allow you to produce troops, energy or EC. You can launch up to three different productions simultaneously, the points being equally divided among the productions. Production on planets requires no resources.

Planet investments allows you to upgrade the value of your planet boosting its population (*Improve life quality*), Extraction Index (*Improve extraction capacity*) and Production (*Improve production capacity*).

4 - THE GALACTIC STOCK EXCHANGE MARKET

The Galactic Stock Exchange Market (GSEM) is the place you want to go if you need to buy or sell Infrastructures, Troops, and Resources. Through this menu you can also charter spaceships to the planets you are fighting on.

PURCHASE/SALE OF RESOURCES

The resources you buy/sell are automatically added/subtracted from your stocks. The price of a resource evolves with the market fluctuations. Specific events can greatly alter a market price, sometimes creating a crash.

PURCHASE/SALE OF TROOPS

In order to buy troops you must at least possess an infrastructure or Planet. Bought troops are then stationed in garrison on an infrastructure or planet of your choice. Troops are sold the same way, select an infrastructure or Planet and the units will be taken from the garrison.

The market price of military units varies with the market price of the resources they depend on (*See Section 8 page 16*).

PURCHASE/SALE OF INFRASTRUCTURES

The GSEM offers various Infrastructures for sale, their price depending on their productivity and on the product's market price.

The buying process is immediate and you can keep an eye on your infrastructures through the *Assets* menu. Your Corporation can never possess more than 15 active Infrastructures. If you should at any moment own more than 15 Infrastructures, they would all automatically be shut down until you sell the surplus. The GSEM buys Infrastructures you sell at 50% of their value.

PURCHASE/SALE OF PLANETS

Planets proposed by the GSEM are smaller than the ones you can win during wargames. A bought planet is added to your assets and is normally manageable. You cannot buy more than 3 planets from the Market.

A corporation's planet limit will always be: "number of victories" + 3.

5 - THE PUBLIC AUCTION MARKET

Rather than selling your Infrastructures, Troops and Resources to the GSEM you can choose to put them on the Public Auction Market (PAM). This way other players interested in your offers can bid on them. The first bid is 50% of the offers value. The bids must be at least 5% superior to the last one, with a 10.000 credits minimum.

If no one bids on your offer, you gain the starting price after 48 hours. If another player bids, you gain the amount of the last bid after 36 hours. Each time another player bids higher the 36 hours timer is reset.

As long as nobody has bid on your offer you can choose to take it back.

Since it is completely forbidden to give credits to another Corporation, the PAM is watched very closely by the FEDCOM and all suspicious transactions will be cancelled. Repeated infractions from players to that rule may lead to a permanent banishment from the game.

CHARTER SPACESHIPS

You can send Resources and Troops reinforcements to your Wargame through this menu. You can charter a Spaceship that will deliver the selected troops and resources to your Wargame starting position.

Each shipment is limited to 200 tons of material but you can charter as many ships as you like.

> **Resources shipments**

- Duration : 48 hours for the first shipment and then additional 24 hours per shipment (so the second shipment will take 72 hours, the third 96 hours and so on...)
- Cost : 10 000 + 200 credits per ton
- Effect : You can send up to 200 tons of resources, taken from your Corporation 's stocks, to the starting position of your Wargame.

> **Troops shipments**

- Duration : 48 hours for the first shipment and then additional 24 hours per shipment (so the second shipment will take 72 hours, the third 96 hours and so on...)
- Cost : 10 000 credits +200 credits per ton
- 48 hours for the first shipment and then additional 24 hours per shipment (so the second shipment will take 72 hours, the third 96 hours and so on...)
- Effect : You can send up to 200 tons of troops, taken from an infrastructure or Planet of your choice, to the starting position of your Wargame.