

>> GAMECONFIG Game 2 " Level Zero " <<

1. GAME SETUP

Host T-Host 3.22.47
Map Echocluster, Standard
Shiplist Standard T-Host
Homeworlds Around center of universe, long distance
Chosen by masterprogram
Crystal = desert
Very high minerals
Very high population
Very high money
Starbase At homeworld, Tech 7
Starting ships None

2. HCONFIG

All default

GENERAL SETUP

Recycle rate of colonizing ships 75 %
Odds of a large meteor impact 2 %
Mine fields YES
Web Mine Fields YES
Alchemy Ships YES
Delete old messages NO
Disable all passwords NO

Ground Combat Attack Ratios

The Solar Federation	1	:	1
The Lizard Alliance	30	:	1
The Empire of the Birds	1	:	1
The Klingon Houses	15	:	1
The Privateer Bands	1	:	1
The Cyborg	1	:	1
The Crystal Confederation	1	:	1
The Evil Empire	1	:	1
The Robotic Imperium	1	:	1
The Rebel Confederation	1	:	1
The Missing Colonies of Man	1	:	1

Ground Combat Defense Ratios

The Solar Federation	1	:	1
The Lizard Alliance	10	:	1
The Empire of the Birds	1	:	1
The Klingon Houses	5	:	1

The Privateer Bands	1 : 1
The Cyborg	1 : 1
The Crystal Confederation	1 : 1
The Evil Empire	1 : 1
The Robotic Imperium	1 : 1
The Rebel Confederation	1 : 1
The Missing Colonies of Man	1 : 1

Free Starbase Fighters

The Feds	0
The Lizards	0
The Bird Men	0
The Klingons	0
The Privateers	0
The Cyborg	0
The Crystal People	0
The Evil Empire	5
The Robots	0
The Rebels	0
The Colonies	0

Mineral Mining Rates

The Feds	70 %
The Lizards	200 %
The Bird Men	100 %
The Klingons	100 %
The Privateers	100 %
The Cyborg	100 %
The Crystal People	100 %
The Evil Empire	100 %
The Robots	100 %
The Rebels	100 %
The Colonies	100 %

Tax Collection Rates

The Feds	200 %
The Lizards	100 %
The Bird Men	100 %
The Klingons	100 %
The Privateers	100 %
The Cyborg	100 %
The Crystal People	100 %
The Evil Empire	100 %
The Robots	100 %
The Rebels	100 %
The Colonies	100 %

Race Advantages

Rebels build fighters in space	YES
Colonies build fighters in space	YES
Robots build fighters in space	YES
Cloaked ships may be Robbed	NO
Empire's Dark Sense range	200 LY
Lizards can use hiss mission	YES

Rebels can use ground attack	YES
The Feds can super refit	YES
Cyborg assimilation rate	100 %
Colonial fighter mine sweep rate	20
Colonial fighter can sweep webs	NO
Effect of HISSS mission	5
Rob mission failure rate	1 %
Planets can attack Rebel ships	NO
Planets can attack Fascist ships	NO
Science ship bonus	YES
Fed crew bonus	YES

Ranges and Rates I

Odds that a cloak will fail	0 %
Fuel used to cloak	5
Ships without fuel can move	YES
Ship visible range (StarCharts)	300 LY
Sensor mission range	200 LY
New natives will appear	YES
Planetary 'NUK' friendly codes	YES
Overpopulations eat supplies	NO
Isotope Trans-uranium Mutation rate	5
Planetary structures decay rate	1
Web mine decay rate	5 %
Mine field decay rate	5 %
Odds of hitting a mine per L/Y	1 %
Odds of hitting a web per L/Y	5 %
Maximum mine field radius	150 LY
Mine detect range	200 LY
Mines destroy enemy mines	YES

Ranges and Rate II

Engine tech boosts shield power	NO
Engine tech boosts shield power %	50
Mine field sweep rate	4
Web mine field sweep rate	3
Mine field sweep range (LY's)	5
Web mine field sweep range (LY's)	0
Cloaked ship will hit mine odds	0.5 %
Amount of damage that prevents cloak	1
Ships with one engine can tow	NO
Hyperdrive ships	YES
Climate death rate	10 %
Planets have gravity wells	YES
Crystal people like desert worlds	YES
Normal mines destroy web mines	NO
Climate limits population	YES

Meteor Impacts

Odds of small meteor impact on all	0 %
Minimum Neutronium	10 KT
Minimum Duranium	10
Minimum Tritanium	10
Minimum Molybdenum	10

Maximum Neutronium	200
Maximum Duranium	200
Maximum Tritanium	200
Maximum Molybdenum	200
Number of LARGE meteors impacting	0
Minimum Neutronium	100
Minimum Duranium	100
Minimum Tritanium	100
Minimum Molybdenum	100
Maximum Neutronium	10000
Maximum Duranium	9000
Maximum Tritanium	9000
Maximum Molybdenum	7000
Send Meteor Messages	YES

Cloning and Other	
Maximum income per planet	5000MC
Ion Storm activity	5 Storms
Firecloud Warp Chunnel	YES
Advanced Birdmen Super Spi	YES
Ion storms hide minefields	YES
Glory device (D19, Saber)	YES
Loki Class Anti-cloaker function	YES
Lady Royale Gambling Ship	YES
Cloaked ships can attack	YES
Ship Cloning	YES
Crystal/Privateer Boarding Party	YES
Star Destroyer Imperial Assult	YES
Cobol class free fuel per LY	2 KT
Aries can convert minerals to fuel	YES
Bioscanners	YES
Hull Tech not slowed by mine hits	7