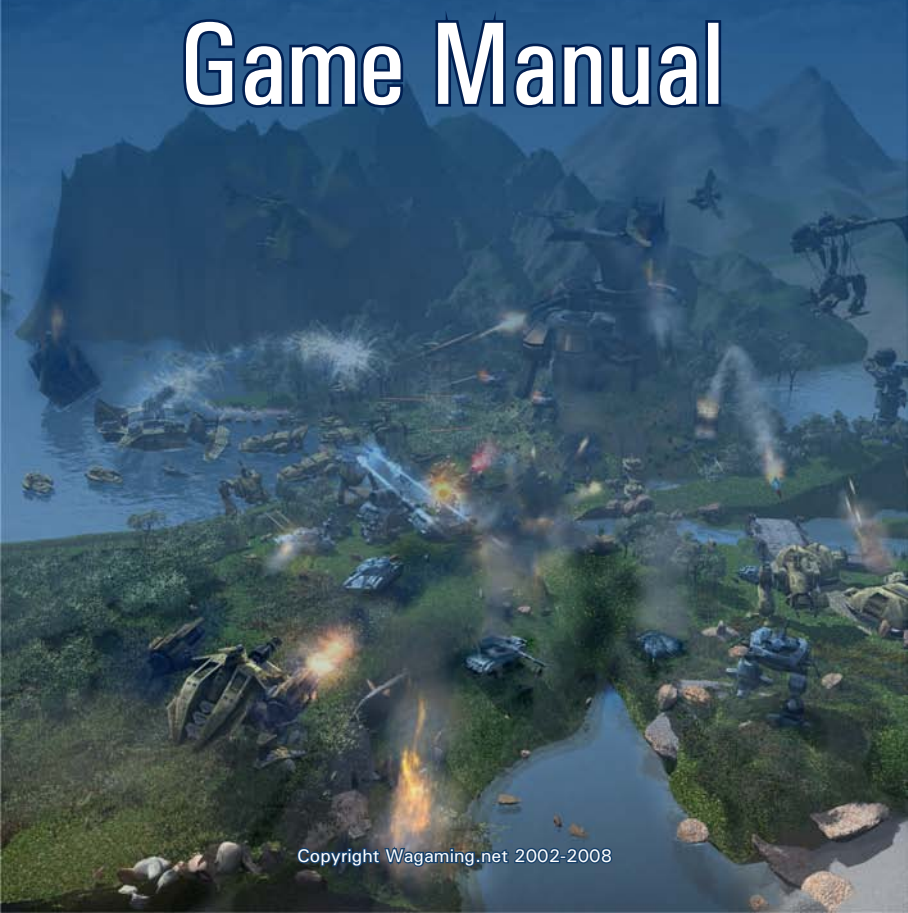


# PHANTOM RENAISSANCE



## Game Manual





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## INSTALLATION

To install Massive Assault: Phantom Renaissance just insert your CD with the game into your CD-ROM drive. The installation menu will pop-up and allow you to install Massive Assault: Phantom Renaissance by clicking "Install" button.

# Quick Start





## 1. QUICK START

### 1.1 SINGLE PLAYER

1. To run Massive Assault: Phantom Renaissance, click its icon on the desktop.
2. If necessary, click **Options** and adjust the **Graphics** and **Audio** settings.
3. Click **Single Player**
4. Select **Training** and the first scenario within (called **Movement and Combat**) to open it.
5. While playing, the program will give rule prompts and tips at the bottom of the screen.
6. If the first Training scenario is completed successfully, click **Next** to advance to the next one.
7. When all the scenarios are completed, try other **Single Player** mode options: **Campaigns**, **Career**, **Assaults**, and **World War**.

***Useful tip:** While playing for the first time, it is recommended to select Easy difficulty level (some missions on the Hard level may seem impassable). Gradually increase the difficulty level as you advance through the game and learn the strategy.*

### 1.2 GETTING HELP

- While in the game, click **Menu** and **Help** to access the Help menus, or press **F1**. This will bring up a list of topics to select from, select the topic at left and its description at right.
- To view information about a unit (its abilities and typical usage), right click on a unit.
- The Yellow and Blue prompts in the bottom of the screen will inform what actions can be done at this moment of the game (and how to perform these actions).
- While playing, the program will display various messages in every new phase. If the rules are not known well, click the **More** button from any pop-up window's lower left corner to get more information.
- If playing a Scenario or Campaign, click **Menu** and select **Mission Briefing** at any moment to get a reminder of the objectives (or press **TAB**).

### 1.3 KEYBOARD AND MOUSE COMMANDS

***Note:** When we to “click” on something, always left click on it. Unless the instructions specially instruct the player to right click on something, always left click.*

**Left mouse button** – Selects a unit, moves a unit, fires a unit, or loads a unit on/off a transport. To select air unit, click on the Capital or Aircraft Carrier they are based on.

**Right mouse button** – Deselect a currently selected unit, or display information on an unselected unit.

**A, S, D, W keys** – Scroll the map (left, down, right, and up, respectively).

**PgUp, Mouse Wheel Up** – Zoom out.

**Pgdown, Mouse Wheel Down** – Zoom in.

**Ins, Del, Home, End** – Rotates the camera.

**Press and hold the Mouse wheel** – Rotates the camera as the mouse is moved.

**Left Ctrl (hold)** – Display terrain cells and also shows which countries air units can fly between.

**Left Shift (hold)** – Mark enemy units, which can attack the cell where the cursor is.

**Backspace or Ctrl + Z** – Rewind (undo the last action).

**Spacebar** – End the current Phase.

**N** – display the next unit, which has not moved or/and, fired yet.

**Esc** – Access the Main Menu.

**F1** – Help.








**F2 or Ctrl + S** – Save Game.

**F3 or Ctrl + L** – Load Game.

**Alt + Enter** – Toggle between a Fullscreen view or a Windows view.

**Enter** – Enter a chat message to an opponent in Internet game.

**MOUSE CURSORS**

Normal Cursor		Embark unit on transport	
Move unit		Disembark unit from transport	
Fire (with Damage forecast)		Move air unit to another city or Carrier	
Bomb		Deploy unit (during Recruitment, Guerilla or Disclosure Phase)	
Green devil		Disclose Ally	
Select a unit		Wait	

## 2. MAIN MENU

When the game starts up, the menu pictured on the left will appear in the lower right corner of the screen.

### 2.1 SINGLE PLAYER

Selecting this option will bring up the single-player mode, allowing the player to try their hand at six different game types (**Training, Campaigns, Scenarios, Career, Assault, and World War**). In all game types except **Training** the game allows you to select between **Easy, Medium, and Hard** Difficulty Level of AI. In addition, player may select **Density of Allies** and the number of **Turns of Revenue** for **Word War** and two extra difficulty levels has been added (**Relaxed** and **Impossible**) to make games against computer opponent more versatile.



#### Training

Even the most confident of commanders would benefit from a handful of short lessons, detailing the basics of Massive Assault: Phantom Renaissance – including tactics, movement, combat mechanics, and offensive and defensive techniques. While the player may select any of Training scenarios, it is recommended to a new player that they begin with the first Training mission and work their way to the last one.

#### Scenarios

These are single battles fought within a limited area of a given planet. Each has a unique goal that is given to the player via an animated overview, in which all tasks and goals are clearly defined.

#### Campaigns

A Campaign is a set of scenarios linked by a common storyline. The battles on the several planets, the series of successfully completed battle orders and missions will lead the player to the triumph in the expanses of Game Universe. Campaigns differ from Scenarios in bigger scale; it is more difficult to gain success in Campaigns, as the player should show different tactical and strategic skills.

**Career**

In Career mode you will have to advance from Private to Marshall, fighting with different opponents on different planets. Starting with limited number of available units and possibilities, as player advance in career, they will be given points for getting necessary skills (transportation, armor, a possibility to build naval units, to get aviation and other bonuses). At the same time computer opponent also has its unique skills, which as well as players' are being improved step by step. At the final stages of career player will head a superpower army and fight a superpower enemy, at the head of which is the highest progress of AI.

**Assault**

This unique type of war art requires special thoroughness and at the same time boldness in planning operations. You will have to show all your skills to win the storm of well-defensive war bases - on the islands, near the large cities and in the harbors.

**World War**

World War is the apotheosis of Domiantion, which plays out a full-scale global conflict.

World War begins on the selected planet's surface, with the Secret Allies of the player's chosen side remaining hidden from the other player's (or computer's) view at start. As the game progresses, each side (Free Nations Union and Phantom League) must disclose one of their Allies to the side, until all such countries are revealed. Until then, they remain hidden and can be used to great effect against unwary enemies.

Since these Allies (and the Allies of the player's enemy) are selected at random before each game begins, there's a nearly endless combination of possible games.

Player may shift the duration of the game by varying the number of **Turns of Revenue** (from 5 to 25). Setting the top **Density of Allies** will result in almost none countries on the map to be Neutral.



## 2.2 HOT-SEAT GAME

This mode allows two (human) players to play a World War game type on the same computer. Instead of AI your opponent will be a human, with all his unique vivid treatment of your troops.

## 2.3 LOAD GAME

Select this option to load a previously saved game. Besides that, player can load a file named autosave.svg, which reflects the game situation after the latest successfully completed Phase. It is very convenient in the case if player forgot to save the game, the computer turns off or there is an error in the programme.

Note: To load previously saved LAN or Career games player MUST load it from LAN Play or Career sub-menus, as these saves will not be accessible from Main Menu.

## 2.4 VIEW REPLAY

This unique feature will access previously saved replays (the option "Save replay" is in the game menu during the game, and also it appears at the end of the game). A couple of included "epic" World Wars played by the most

experienced commanders may serve as a good training footage for players learning the basics of the game.

Select the replay to view and sit back and watch – it plays like a movie. The replay can be ended at any time by clicking the “Menu” button or Esc key.

## 2.5 OPTIONS

In the appeared window select graphics, sound, and gameplay settings to accurately fit computer specifications and your preferences.



*Shading.*

**Screen Mode:** Select either **Full Screen** (displays within entire area of a monitor) or **Windowed** (displays in a window mode).

**Screen Resolution:** Select a monitor’s resolution (**800\*600** or higher till maximum). If Massive Assault: Phantom Renaissance is running slow on a computer, try lowering the resolution.

**Texture Quality:** Select the quality of the game’s terrain and unit textures (**High, Medium, or Low**).

**Effects:** This section adjusts the quality of the visual effects (**Best, High, Medium, Low**).

### 2.5.1 Graphic Settings

Keep in mind that when Massive Assault: Phantom Renaissance is played for the first time, the game will automatically apply screen resolution refresh rate which set by default for player’s OS. Because of this, we recommend clicking **Graphic Settings** and then adjust screen resolution and refresh rate, depending on the computer system. The settings are automatically saved when Apply is clicked.

***Note:** If Massive Assault: Phantom Renaissance is running slow on a computer, try lowering the settings under Screen Resolutions, Texture Quality, Effects, or Shadows and turning off Tree’s shadows and*

**V-SYNC:** If the option is **On**, the visual appearance of the game is more stable during map scrolling. However, it may influence the performance by decreasing the number of frames per second (FPS) displayed.

**Mouse Cursors:** The **Hardware** mouse cursor is set by default. It is recommended to set **Software** mouse cursor only if you have problems with cursor reflection during the game.

**Shadows:** Select level for displaying shadows (**Best**, **High**, **Medium**, **Low**, or **Off**). The quality of shadows can have dramatic influence on the game performance. Only select **Best** if playing on a powerful computer with a good (64 MB+) video card.

**Camera:** Select either **Fixed** or **Free** camera modes. The **Fixed** option should be used only for very slow computers.



**Life Bar:** Select either **Bar** or **Number** to display units' Hit Points. If **Bar** is selected, a number of dots equal to the Hit Points of the unit will appear above it; if **Number** is selected, the Hit Points will appear as a number.

**Shading:** Select either **On** or **Off**. If this option is **On**, it dramatically influences the game's speed. Only select **On** if playing on a powerful computer with a good (64 MB+) video card.

**Gamma:** Select, via the sliding scale, the amount of **Gamma** preferred. Increasing **Gamma** will increase the brightness of the display.

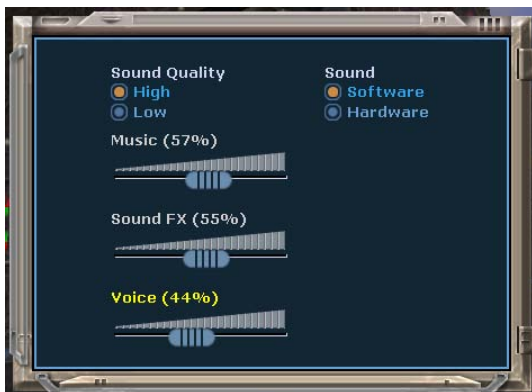
**Change Refresh Rate:** Click to select a desirable refresh rate from the list that appears. After **Ok** is clicked, the monitor may blink for a few seconds. If a valid refresh rate is selected, the player will be asked to **Accept** or **Reject** it. If it is Rejected, the old refresh rate will be restored automatically after 15 seconds.

**Warning:** *Setting inappropriate refresh rate can damage older monitors!*

### 2.5.2 Audio Settings

**Sound Quality:** Select either **High** or **Low**. Lower-performance machines with older sound cards should use the **Low** setting.

**Sound:** The **Software** type is set by default. It is recommended to switch to **Hardware ONLY** if you have problems with the sound.



**Music:** Adjust the volume for the game's music by clicking and holding the sliding scale button and moving it left (to decrease) or right (to increase). The level is displayed as a percentage.

**Sound FX:** Adjust the volume for the game's sound effects by clicking and holding the sliding scale button and moving it left (to decrease) or right (to

increase). Click **Test Sound FX** to hear a sample to determine if the Sound FX level is satisfactory. The level is displayed as a percentage.

**Voice:** Adjust the volume of in-game speech (voice messages) by clicking and holding the sliding scale button and moving it left (to decrease) or right (to increase). Click **Test Voice** to hear a sample to determine if the Voice level is satisfactory. The level is displayed as a percentage.

### 2.5.3 Gameplay Settings

**Show fire arrows:** Check this option to display “fire arrows” in the game. These arrows indicate where units have fired while playing out a Movement and Combat Phase, allowing the player to distinguish between units that have fired and those that have not.

**Show hitpoints over units:** Check this option to display a unit’s life Bar immediately above it (either as a Bar or Number – see “Life Bar” under “Graphic Settings”, above).

**Display tips on the bottom:** Check to display interactive tips at the bottom of the screen. These tips serve as reminders of the actions that can be performed in the current Phase. It is strongly recommended to keep this option on until familiarity with the games’ interface and rules is attained.

**Transparent Tress:** Check this option to set transparency for trees and construction builds once unit is there.

**Show background animation in menu:** Check this option to display background animation in menu. It is recommended to turn this option off if the program in the menu is running slow.

**Show unit info on mouse right-click:** Displays unit’s description and info when clicking the mouse right button.

**Automatic Undo:** This option allows to cancel actions automatically if necessary, for example, if you want to redirect the fire, then the previous fire of the unit will be automatically cancelled and will be done a new one. In other case you would cancel the fire manually and do a new one.



**Free Camera in Replays:** This option is Checked by default. If Unchecked, player will see the entire Replay from the one angle at the same height above the battlefield.

**Free Camera in gameplay:** If Unchecked, player would be watching enemy's turn from the position in which the Camera was left just before player pressed the **End Phase** button.

**Fancy Camera in Replays:** 'Fancy Camera' in Replays adds special camera effects when displaying enemy's unit being destroyed.

**Fancy Camera in gameplay:** In-game 'Fancy Camera' adds special camera effects when displaying particularly spectacular and dramatic in-game moments.

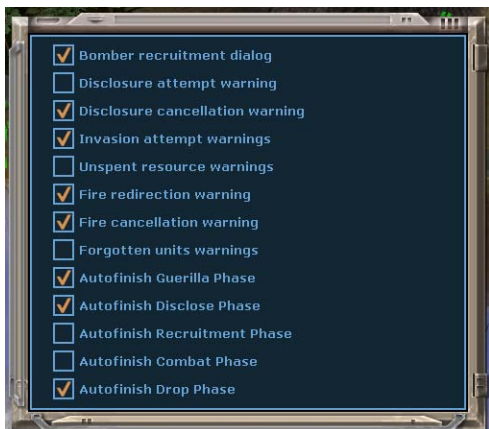
#### 2.5.4 Confirmations

**Bomber recruitment dialog:** Check to display a reminder confirming a player's decision to purchase a bomber unit, which can only be based in either cities or aircraft carriers.

**Disclosure attempt warning:** Check this option to have a message reminder appear each time a Secret Ally is Disclosed.

**Disclosure cancellation warning:** Check to receive warning messages each time a player wants to cancel the Disclosure Phase. The message will ask if the Disclosure Phase should be canceled, which will leave a player's Secret Ally undisclosed.

**Invasion attempt warnings:** Check this option to have a message reminder appear each time an enemy Ally or Neutral country is invaded, giving the player a chance to change their mind.



**Unspent resource warnings:** Check to receive warning messages when trying to end the Disclosure, Guerrilla, and Recruitment phases, with unspent resources in any country. This serves as a reminder in case a country's production is overlooked.

**Fire redirection warning:** Check to receive warning messages each time a unit that has already fired is made to fire again. The message will prompt player if the previous fire order should be cancelled, which will free the unit up for another fire mission.

**Fire cancellation warning:** Check to receive warning messages each time a unit that has already fired is made to either fire again or move. The message will ask if the previous fire order should be canceled, which will free the unit up for movement or another fire mission.

**Forgotten units warning:** Check to receive reminding messages each time a unit has not fired. This servers as a reminder in case some units are overlooked.

**Autofinish Guerilla Phase:** This option allows ending Guerrilla Phase automatically after all resources given for guerilla's uprising has been spent.

**Autofinish Disclosure Phase** - This option allows ending Disclosure Phase automatically after all resources for unit recruitment has been spent.

**Autofinish Combat Phase** - This option allows ending Combat Phase automatically once all player's units have fired.

**Autofinish Drop Phase** - This option allows ending Drop Phase automatically in Assault scenarios.

### 2.5.5 Informations

**Disclosure Phase announcement:** Check to receive a reminding message during the each Disclosure Phase, and to receive information on this Phase.

**Combat Phase announcement:** Check to receive a reminding message once it's the Combat Phase, and to receive information on this Phase.

**Recruitment Phase announcement:** Check to receive reminding message for the each Recruitment Phase, and to receive information on this Phase.

**Guerrilla Phase announcement:** Check to receive messages when the game moves into the Guerrilla Phase, and to receive information on this Phase.

**Drop Phase announcement:** Check to receive messages when it is the Drop Phase, and to receive information on this Phase.

**Last Revenue warning:** Check this option to have a message reminder appear each time when the last Revenue is left in the country.

**Yielding Control warning:** Check to receive messages when either side yields control over a country to their enemy.

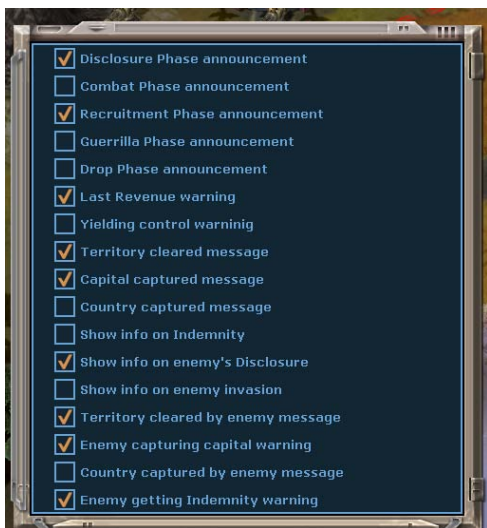
**Territory Cleared message:** Check to receive a message when a country's territory is cleared from all enemy units.

**Capital Captured message:** Check to receive a message when the country's capital is captured.

**Show Info on Indemnity:** Check to receive a message each time player awarded with an Indemnity from invaded country.

**Show info on enemy's Disclosure:** Check to receive a message each time the enemy's Secret Ally is disclosed.

**Show info on enemy's invasion:** Check to receive a message each time the enemy invades a country.



**Territory cleared by enemy message:** Check to receive a message each time when the enemy captures a country's territory.

**Enemy capturing capital warning:** Check to receive a message each time enemy is trying to capture the country's capital.

**Country captured by enemy message** - Check to receive a message each time a country is captured by the enemy.

**Enemy getting Indemnity warning:** Check to receive a message when the enemy is getting Indemnity from invaded Disclosed Ally of player.

## 2.6 CREDITS

Lists all people responsible for the creation and development of Massive Assault: Phantom Renaissance.

## 2.7 EXIT

Click to return to the Windows desktop.

# Playing The Game





## 3. PLAYING THE GAME

### 3.1 HISTORICAL REFERENCE

Massive Assault: Phantom Renaissance brings up players in the universe where rejuvenated global conflict of the war for the New Worlds takes place. By the time conflict starts Free Nations Union army already managed to achieve a number of sound victories over Phantom League. The glorious victories at New Paradise and Noble Rust made Free Nations Union's final triumph inevitable. The spirit of victory was everywhere. The word 'victory' could be heard in the heavy clunking of tank tracks, in the roar of aircraft engines and in the monotonous steps of battle robots. The smell of victory in the air inebriated everyone - from general to private. But it was an illusion.

Despite the bitter defeats, the Phantom League was still strong, much stronger than the Free Nations' General Staff thought. In secret laboratories the League's most brilliant minds were poring over plans for new war machines, their innovative ideas being brought to life in huge underground facilities.

One day several planets controlled by the Union were suddenly attacked with a weapon of unprecedented power (named "Green Devil"). Unidentified objects, resembling massive meteorites, fell right into the capitals of Union's countries and, in an instant, turned them into clouds of dust. This treacherous invasion was followed by mass descent of the League's newly developed units – Bullfrogs and Leviathans. These deadly forces destroyed the remnants of Free Nations Union army in just a few days giving them practically no chance for resistance...

### 3.2 GAME TYPES/OBJECTIVES

There are five types of Massive Assault: Phantom Renaissance game:

**World Wars** against live opponents in the **Multiplayer** mode and in **LAN Play**, and also **Scenarios**, **World Wars**, **Campaigns**, **Assault**, and **Career** against AI in the **Single Player** mode. Scenarios (as well as each step in a campaign) have specific objectives that are explained before a game begins in the **Mission Briefing**. Usually these objectives are to capture or liberate one or several countries, and/or to destroy all enemy units without paying attention to Balance (see **Victory Conditions & Balance**, below).

Scenarios games are similar to World Wars, although sometimes the Initial Disclosure, and Guerrilla Phase are omitted from them. Also, Secret Allies and Allies are not distributed randomly in Scenarios, but are pre-set.

### 3.2.1 Special World War Rules

World War is similar to RTS-style random map death matches, in that both players are given equal number of Secret Allies dispersed over the whole planet, with the remaining countries being Neutral. Players can invade Neutral and enemy countries in order to capture them. Remember, that invading a Neutral country will put it in control of the enemy: Guerrilla forces are raised to defend the country from the attack, and they are placed under the command of the defending player. If the enemy forces take the capital and destroy all player's units in this Neutral country, it will be put in its full control.

All countries are divided into the three groups according to their status:

- Free Nations Union's and Phantom league's Disclosed Allies;
- Free Nations Union's and Phantom league's Secret Allies;
- Neutral countries.

To win a war, a player must achieve certain territorial superiority.

#### **Main Rules:**

- Each player has a certain number of Secret Allies (countries marked with folded flags over the Capital).
- Each side does not know where their enemy's Secret Allies are located. Until Disclosed, Secret Allies look like Neutral countries.
- During the first Turn, a player and their enemy must Disclose 1 Secret Ally each; later in the game other Secret Allies may be Disclosed.
- A Disclosed Ally immediately gives a player its Secret Army resources (to build forces within its borders) and becomes visible to the enemy.
- If the enemy establishes Control over a player's Disclosed Ally, they will be paid Indemnity (equal to the controlled country's Secret Army resource level).
- Neutral countries and enemy Allies may be invaded by moving ground units into their territory, after which the enemy player will deploy Guerrilla forces within the invaded country.
- Each country that is Controlled will bring Revenue every Turn (up to a maximum of ten Turns, unless a player sets another number of Turns of Revenue). After the 10th Turn, Revenues stop. In some modes and on some maps Revenue Turns may be set more/less than ten.
- Control over a country is established when a player has destroyed all enemy units within its borders and has control of the country's Capital (a unit is placed or has been placed there and after that the enemy has not invaded the country).

Furthermore:

- Their own side may not move through the territory of a Secret Ally until the country is Disclosed.
- In the second and following turns no more than one Secret Ally will be Disclosed per turn or they may be kept Undisclosed.

### 3.3 GENERAL PRINCIPLES

Massive Assault: Phantom Renaissance is a turn-based strategy game taking place on a number of futuristic worlds. Command can be taken of the forces of either the Free Nations Union or the Phantom League, fighting for Massive Assault: Phantom Renaissance over a great number of distant planets. The planets differ in size, geological shape, and terrain/water composition. A short description of all planets is located in the **Planets** section, below.

### 3.4 IN-GAME INTERFACE

When playing the game the following interface elements will always be displayed, detailing essential game information.





### 3.4.1 Mini-map

This small strategic map displays the entire planet in the current phase. During the Disclosure, Guerrilla, and Recruitment Phases the countries that have resources available to spend are colored yellow on the mini-map.

The units of both sides are displayed as dots on the mini-map in red and green colors for the Phantom League and Free Nations Union

respectively. And the color of the country's borderlines means the belonging to this or that war alliance.

The mini-map also indicates the current camera position, by displaying a black box that displays what the player is viewing on the main screen. Clicking anywhere on the mini-map will move the camera view to that position on the main screen.



### 3.4.2 Country Information

This menu displays complete information on the country, which is currently under the mouse cursor:

**Country name** – The name of the country.

**Control** – The badge of the side currently controlling the country (see Control Icons, below).

**Alliance** – Displays whether or not this country is a player's own Secret Ally or a possible enemy Secret Ally; a country can also be 100% Neutral in some situations (see Alliance Icons, below).

**Treasury** – The Resources currently available for recruiting new troops during the Recruitment Phase.

**Secret Ally/Indemnity** – The Resources available for the purchase of Secret Army units (if this country is a player's Secret Ally or possible enemy Secret Ally); or, if this country is already Disclosed, this field

becomes Indemnity, displaying how much will be paid to an invader that conquers it.

**Guerrilla** – The Resources available for raising Guerrilla Army, if applicable.

**Revenue Per Turn** – The amount of money this country brings each Turn to the player who Controls it.

**Revenue Turns Left** – Displays how many Revenue-generating “rounds” are remaining (each country usually begins the game with ten).

**Control Panel** - (see **Control Panel**, below)

### 3.4.3 Control Icons



Free Nations  
Union's Control



Phantom League's  
Control



Control in Dispute



No Control  
(i.e. Neutral country)

### 3.4.4 Alliance Icons



Free Nations Union's  
Disclosed Ally



Free Nations Union's  
Secret Ally



A possible Free Nations  
Union's Secret Ally



Phantom League's  
Disclosed Ally



Phantom League's  
Secret Ally



A possible Phantom  
League's Secret Ally



True Neutral country

### 3.4.5 Control Panel

The Control Panel contains buttons used for both in-game activity and game maintenance. If a button is grayed out, it is unavailable for the current situation.



**Rewind** – Cancels the last Movement, Fire, or Recruitment action. Rewind may be used to reverse actions up to the beginning of the current Phase.

**Undo** – Cancels the last action of the currently selected unit. Keep in mind that when Undo is selected, the actions of other units may be undone as well.

***EXAMPLE:** A LAV moved out of a spot, and then a Tank moved into it. The player selects the LAV and clicks Undo. This will not only undo the movement of the LAV, but also the Tank since it was occupying the spot the LAV moved from.*

**Stats** – Displays detailed statistics on the current game, such as the composition of the opposing armies, casualties, country Control, Disclosed and defeated Allies, remaining Secret Allies.

**Menu** – Select to bring up the game’s main Menu.

**Phase Name** – Displays the name of the current Phase.

**End Phase** – Finishes the current Phase and continues to the next one. If the current Phase is Recruitment, this will begin a new Turn.



### 3.4.6 Unit Status Icon

When the mouse cursor is moved over any unit (friendly or enemy), or if a friendly unit is clicked on, a small window will appear at the bottom of the screen displaying the unit’s current status. Note that **Movement** and **Hitpoints** denote the number of REMAINING points.

Each side has 18 units, part of them is identical to the enemy units, and the other part doesn’t have analogue. Every type of the units is rated in five categories: **Hitpoints**, **Movement**, **Damage**, **Range**, and **Price**. Players must keep in mind their strategic and tactical needs when Recruiting units, as they are each unique.

The capabilities of each unit are:

**Hitpoints** – The current hitpoints remaining for the selected unit.

**Movement** – The number of remaining “spots” a unit can move each Turn (depending on terrain).

**Damage** – The number of hitpoints of damage this unit can inflict to an enemy unit when firing.

**Range** – The range (in “spots”) displaying how far the current unit can fire.

**Price** – The number of resources needed to purchase a unit of a certain type.

**Note:** For a full listing of all units and descriptions, refer to UNITS, below.

### 3.5 COUNTRIES

Each planet is divided into countries, with each country having one city (its Capital). These countries have different economic levels: **Low**, **Medium**, or **High**. Each of these levels are easily determined by the shape of their Capital (see the **Resource Table**, below). A country can be one of three types - a Secret Ally, a Disclosed Ally, or a True Neutral.

#### 3.5.1 Secret Ally (Undisclosed)

A country that is aligned with either the Free Nations Union or the Phantom League, but has not yet been Disclosed, is considered a Secret Ally of the owning alliance. The Secret Ally will appear on the map to the enemy as a True Neutral nation, masking its true identity.

If a Secret Ally is invaded by the enemy, the player being attacked can generate not only a Secret Army based on the values found in the Resource Table, but also Guerrilla forces as well. Since a regular True Neutral rarely can field much of an army from Guerrilla funds, this revelation may come as a shock for an unprepared invader.

#### 3.5.2 Disclosed Ally

When an Ally is revealed in the Disclosure Phase, it becomes visible on the map to the enemy, as do all forces subsequently placed within it. Not until an Ally is Disclosed can the owning player purchase units within it.

If an Ally is Disclosed as normal (and not as the result of an invasion by the enemy), it can generate Guerrilla Uprising funds as specified in the Resource

Table once the first enemy unit sets foot within any spot inside its territory. Also, an Undisclosed Ally that is invaded by the enemy will generate Guerrilla forces as well as Secret Army forces.

Gaining control over an enemy's Disclosed Ally will pay an Indemnity amount as specified on the Resource Table, used to create new units within its territory. Also, the player will generate Revenue from its newly acquired conquest (if any is remaining).

### 3.5.3 True Neutral

A Neutral country does not belong to any of the alliances. It has no Secret Army and does not participate in the war until it is invaded, at which point it will join the other side. True Neutrals invaded in such a manner will generate Guerrilla forces for the non-invading player (as well as Revenue, if the enemy forces are removed from inside its borders). Neutral countries should figure into any player's strategy, as they serve as additional Revenue sources and provide a location to build new units. If the enemy invades a Neutral country, the other player can raise Guerrilla forces within it.

***Important Notes:***

*A Neutral country may happen to be an undisclosed enemy Secret Ally; they can Disclose it during any Disclose phase. Moreover, an undisclosed Secret Ally that is invaded by another player does NOT have to be Disclosed during this Phase.*

*If a Neutral country is invaded, the enemy-raised Guerrilla forces may manage to defeat the invading forces and establish Control over the country by themselves, and will then earn Revenue. If a Neutral is attacked, be certain to have enough units to conquer it (or at least to maintain a significant presence) so the enemy does not gain additional resources.*

## 4. CONTROL AND REVENUE

Each country under a player's Control brings them Revenue each Turn during the Recruitment Phase. This money is accumulated in each country's Treasury. Control of a country is denoted by both the Flag flying over the Capital, and by the color of the country's borders. The borders can be Red (Phantom League Control), Green (Free Nations Union Control), and Red-Green (Control in Dispute). Gray borders denote a Neutral country, which has not been invaded by either side yet.

Each country is capable of generating Revenue for only ten Rounds during a game (except for some game modes). This Revenue does not need to be spent all at once – some or all can be saved for later Turns for purchasing expensive units.

If a player wants to establish Control in a Neutral country, or in an Enemy Ally, first they will have to invade the country. To invade, cross the border with a ground unit. Remember that the enemy will respond by deploying Guerrilla forces.

### 4.1. CAPTURING AN ENEMY/NEUTRAL COUNTRY

To establish Control over a country, a player must meet the following two conditions simultaneously:

- There are no enemy units within the territory of this country
- The country's Capital is controlled

When a Neutral country is invaded, its Capital automatically goes under control of the other side. To capture control of the Capital from the enemy, move a ground unit into it (the city itself will turn Green (for the Free Nations) or Red (for the Phantom League), depending on the side capturing it). Once a Capital is captured, a unit does not have to remain inside to maintain control. It's enough to prevent enemy units from invading the country in order to keep control on it and receive Revenue. However, maintaining a presence in the Capital would be a wise decision.



Once a Capital is controlled and all enemy units are eliminated, the country will be under the player's control.

### 4.2 REVENUE

#### 4.2.1 Earning Revenue

The amount of Revenue earned by a Controlled Country is determined by its Economic level, as detailed in the chart below.

4.2.1.1 Resource Table

Economy Type Resource Type			
	Low	Medium	High
Secret Army and/or Earning Indemnity	\$8	\$12	\$18
Revenue Earned per Turn	\$2	\$3	\$4
Guerrilla Uprising	\$4	\$6	\$8

**Note:** Resources, earned in a country can only be spent for forces in that same country; resources may NOT be “transported” to other countries, even if they are Allies. Resources may, however, be saved from Turn to Turn (to purchase more expensive units, for example).

**Secret Army/Earning Indemnity:** When a country is Disclosed, the owning player immediately earns the amount of Resources listed to spend on an Army in that country. The enemy also will immediately earn this amount if they capture the country (by occupying its Capital and eliminating ALL enemy units within its borders). Countries only have ONE such award each for raising an Army or paying an Indemnity.

**EXAMPLE:** The country of Odiria is Disclosed a Player A’s Disclose Phase. This country is a Low Economy Type, meaning they immediately earn \$8 to spend on a Secret Army in that country. Later in the game, Player B captures Player A’s Capital and eliminates all of A’s units from within Odiria’s borders; this earn Player B Indemnity of \$8. Even if Player A later recapture Odiria, they will NOT earn Indemnity, not will the Player B earn MORE Indemnity if they capture the country from them again.

**Revenue Earned per Turn:** Every Turn, Controlled countries will generate a level of income based on their Economy Type. This money may be spent immediately or saved from Turn to Turn, but may ONLY be spent on units that are created within that country’s borders – Revenue may not be shipped to other countries. However, another player can capture a country’s unspent Revenue if they gain Control of that country.

**Guerrilla Uprising:** When one side crosses the border into a country that is

either Neutral or Controlled by the enemy that country will generate a certain amount of Revenue for the owning player to spend on military forces. These forces are purchased during the enemy player's next Recruitment Phase, and these forces can fire on the enemy units already in this Turn. This Guerrilla Uprising event can only occur ONCE per country, per game.

***EXAMPLE:** Player A invades the Player B-controlled country of Pendix for the first time. This country has an Economy type of Medium, earning Player B \$6 to spend on Guerrilla forces. Player A's initial attack is repulsed and all of their forces within Pendix's borders are eliminated. However, Player A soon returns, crossing the border to engage the enemy again. Since Pendix has already had one Guerrilla Uprising, another will NOT occur. Later, Player A captures Pendix's Capital and eliminates all of Player B's units within its borders. Player A then receives Indemnity for controlling the country. If Player B crosses over into Pendix to try to re-capture it, Player A will NOT earn Guerrilla Uprising Revenue – it can only be earned once, and only for the originally owning player.*

#### **4.2.2 Recruitment Blocking**

Generation of Revenue and new units within a country can be blocked when at least one enemy unit occupies a spot – any spot -- within that country. The use of small raiding parties in such a manner can seriously disrupt an enemy's economy, especially in those farther away from the fighting. The player takes a risk by moving every available unit into large far-off battles, since that leaves their rearward countries open to attack from this quarter. If such an event occurs, Guerrilla Revenue are rarely high enough to purchase large numbers of powerful, fast units to react to these raids.

To prevent it from happening, maintain a garrison of some type of units within each Ally, which can quickly react to single- or multiple-unit raids. Even a mobile force with a Land or Sea Transport nearby can quickly react to such enemy moves.

#### **4.2.3. Indemnity**

When a player gains Control over an enemy's Disclosed Ally, they will get a one-time Indemnity payment for that country (the values depend on the individual country), which is the same as that earned for a Secret Army. When received, Indemnity resources are put to that country's Treasury to be used during the Recruitment phase.

Only a Disclosed Ally will pay Indemnity to the enemy if it is conquered. Secret Allies NEVER pay Indemnity until they are Disclosed – even if they are totally controlled by the enemy. Neutral countries do NOT pay Indemnity either, unless they happen to be a Secret Ally and are Disclosed. Each country can pay Indemnity only once per game.

# Game Turns





## 5. GAME TURNS

Every Massive Assault: Phantom Renaissance game is divided into Turns. Each Turn is composed of four Phases, as follows:

- Disclosure (if playing a World War and Career type game)
- Guerrilla
- Movement and Combat
- Recruitment

***Note:** After the Initial Disclosure Phase, the Phantom League player ALWAYS goes first during each turn.*

### 5.1 INITIAL DISCLOSURE PHASE (WORLD WARS AND CAREER ONLY)

At the start (and only the start) of any World War and Career type game, both sides receive a certain number of secretly allied countries, randomly placed within the selected planet, and invisible to the enemy. During the first game Turn, both players must Disclose one of their Secret Allies, without seeing each other's Initial Disclosure (i.e. a blind deployment).

To undisclosed a Secret Ally, click on any spot of the country. During this Phase, eligible Allies that can be Disclosed are colored as yellow on the Mini-Map.

### 5.2 DISCLOSURE PHASE (WORLD WARS AND CAREER ONLY)

Undisclosed countries are invisible to the enemy player; an enemy's Secret Ally cannot be distinguished from a Neutral country. Secret Allies (and the folded flags over their Capitals that display that country is not Disclosed yet) are visible to ONLY the owning player.

At the start of a game, each side must simultaneously Disclose one Ally. Thereafter, during the Disclosure Phase each side will reveal one Secret Ally per Turn, until all are revealed. Once Disclosed, a player receives the amount of money for a Secret Army (as specified on the Resource table, above), and immediately deploys the units within the territory of the Disclosed country. At this point, the Secret Ally becomes a full Ally, and is visible to the enemy. If one player wrests control of any Ally from another, the winning player will receive an Indemnity.

Disclosed Allies prominently display their side's flags over their Capital. If a Disclosed Ally is clear of enemy units, it will bring Revenue each Turn to the owning player; if even one enemy unit occupies a spot in the country, however, Revenue cannot be collected nor can new units be deployed until the enemy's presence in that country is completely eliminated. Similarly enemy's control over the country's Capital blocks Revenue. To return total

control over the country, deploy a unit in the Capital, previously eliminating an enemy unit, if it was there.

**Important Notes:**

- *During a World War's and Career's first Turn, both sides must Disclose one of their Secret Allies simultaneously (Initial Disclosure Phase)*
- *Each Secret Ally can deploy its Secret Army ONCE during a game.*
- *When disclosing a country, the funds generated to create a Secret Army must be spent immediately; these resources cannot be saved until the next Turn.*
- *A player is NOT allowed to move their units through a Secret Ally's territory until it is either Disclosed or invaded by the enemy.*
- *If a Secret Ally is invaded, it looks like a Neutral country for the enemy, until Disclosed.*

**Strategy:**

Knowing when to Disclose a Secret Ally is a cornerstone strategy in Massive Assault: Phantom Renaissance. A player can Disclose their Secret Allies during any Disclose Phase, immediately getting fresh troops in that country. Knowing what Secret Allies to keep undisclosed gives them a powerful strategic tool – they can bring reinforcements on the table unexpectedly, waiting for the most crucial moment of the war. Moreover, undisclosed Secret Allies can leave an enemy guessing what country is Neutral, and what is the enemy's one.

### 5.3 GUERRILLA PHASE

This Phase only occurs if one player invades another's country for the first time – the defending player can generate Guerrilla Uprising in the next Turn during the Guerrilla Phase. These units represent local resistance forces that are ready to defend their territory from the invaders.

The advantage of Guerrillas (in comparison to Secret Army or troops deployed during Recruitment Phase) is the fact that Guerrilla Phase goes before Movement and Combat Phase, and therefore newly deployed Guerrilla units can move and fight during the same Turn they were deployed.

**Important Notes:**

- *Each country can raise Guerrilla forces only once during the game*
- *While deploying Guerrillas in a country, the player deploying them must spend all their Guerrilla Resources at one time – they may not be saved*

**Strategy:**

Guerrilla forces are smaller in numbers than the regular army and cannot resist the invasion for long, but if used properly, they are able to slow down the foe's advance until the reinforcements arrive. Guerrilla concept allows players to avoid keeping vast armies for guarding home territory.

**5.4 MOVEMENT AND COMBAT PHASE**

During this Phase, units can be moved and fired at enemy units.

*Note: Units have two options: move or fire. A unit may move and then fire afterwards, or just fire, but not fire and then move. If a player attempts to move a unit that has already fired, a player will not be able to do it, until he/she cancels the previous fire by clicking the "Rewind" button.*

**5.4.1 Movement Mechanics**

To select a unit, click on it. A red circle will appear to display the selected unit's firing range. The blue circle denotes the location of the selected unit. Each spot is colored according to the Terrain Type it is located in:

- Yellow circles – Open
- White circles – Road
- Red circles – Desert, Tundra or rough Steppe
- Green circles – thick Woods or Tropics



When moving on the Road, low-speed units' Movement points increases from one to two spots. When moving on the territory with Red and green circles, mobile units lose two of Movement points instead of one for each Red or Green circle. Mountains, Volcanoes, Ridges and Icebergs are inaccessible to all land units.

*Note: Units with only one Movement point may move in rough region. This adversely affects the more mobile units, effectively making them no faster than the one-movement-point units.*

During combat, destroyed enemy land units will block the spot they formerly occupied. When the Movement and Combat Phase ends, these burned-out hulks will disappear and access to the spot will return to normal. Keep this in mind, as this factor can serve to effectively block bottlenecks in terrain; if an enemy is using this tactic they can effectively stonewall any such advance with a few cheap units, even if the player brings overwhelming firepower to

bear.

#### 5.4.1.1 Units

##### Land and Naval Transports

These units have a phenomenal movement range and can carry land units over great distance. Each side has both land and naval transports, equal in quality, but different in naming.

##### Battle Platform (for Free Nations Union Only)

This transport can carry any land unit or amphibian on land and sea and allows them to fire. The main use is to add more mobility and protection to Rocket Launcher on Land, and also for its usage on sea.

##### Transport Copter (for Phantom League Only)

This unit can carry one land unit (except for a transport and Bullfrog). The Transport Copter can fly across mountains, water, ridges, enemy and friendly units, but needs to have a place to land at. Cannot be carried by land and naval transports. It's a useful unit for sabotage and can be used to fight in the enemy's rear.

To load a unit on a transport, move the transport adjacent to the unit. Select the unit to load and click on the transport



(the cursor will change to the Embark Unit on Transport symbol). If the transport has a free space, the unit will be loaded onto it.

Disembarking a unit is just as easy – click on the transport, and select a unit to disembark from it.

The transport is always displayed in the leftmost slot. Click on the image of the unit to disembark, and select one of the spots near the transport to disembark it. Accordingly, to move a transport, click on its image. Note that units with a red "X" have expended their full Movement point allowance for the Turn and cannot be disembarked until the following Turn.

A transported unit may be transferred from one Transport to another adjacent transport for the cost of one Movement point.

**Note:** *If a Transport is destroyed, all units loaded on it will be automatically destroyed!*

#### 5.4.2 Combat Mechanics

### 5.4.2.1 Firing on Enemy units

Units that have moved may fire on enemy units within their Range (it is denoted by a Red circle over the selected unit). Once a unit fires, it may NOT move. However the firing unit may Undo its action to take a movement action if necessary, and then may take its fire action.

To fire, select a unit and then click on the enemy unit to fire at. When the cursor is held above the enemy unit (prior to clicking on it), the cursor will change to a "Fire" type with a number displaying how much Damage the enemy unit will take as a result. If this number is equal to or greater than the number of Hitpoints the enemy unit has, it will be destroyed. If the enemy unit has more Hitpoints than the number displayed, it will lose that many Hitpoints from the attack, softening it up.



Once fired, if the Display Fire Arrows option was chosen under Options, the unit will display a transparent arrow pointing from the fired unit towards its target. This reminder allows the player to take in at a glance which of his units have already moved and/or fired.

### 5.4.2.2 Redirecting Fire

If the Display fire cancellation/redirection warning box under Options was chosen, a pop-up message will appear as a reminder that the selected unit has already fired.



The player can click Redirect Fire to fire on another unit or move, or Cancel

to keep the current fire result. If a player selects to redirect the fire, the first unit targeted will revive the Hitpoints it lost due to the attack. Click Undo to redirect fire, but this method is faster.

To learn more about combat tactics and strategy in Massive Assault: Phantom Renaissance, refer to Tips & Tricks, later in the manual.

## 5.5 RECRUITMENT PHASE

During this phase, each Disclosed Ally's Revenue (Treasury) is used to recruit new units to deploy within that country. This Revenue (if there is any) is collected in the countries under a player's Control immediately after Movement & Combat Phase.

The amount of a Disclosed Ally's Treasury is displayed on a light rectangle hovering over the Capital (only appearing during this Phase). That same country will have all unoccupied spots within its territory highlighted, indicating eligible locations to place new units.

This Treasury amount is the limit that may be spent to build new units during Recruitment Phase. If there is not enough money in the Treasury to purchase a unit, a player can accumulate it as many Turns as needed.

To recruit and deploy, click on one of the highlighted countries. On the left side of the screen, a scrollable list of different units will appear (a player can switch between lists of land, naval and air units). Units that cannot be purchased due to lack of Resources are shaded, while units that can be purchased are lit. Click on the unit image (it will change to a yellow shading) and then click on any of the country's available spots to deploy the unit. To see detailed information on a unit from this list, right click on an image.



The same method is used to deploy Guerrilla and Secret Army forces. Remember, unlike the Disclosure Phase and when Guerrillas are generated, a player is not obliged to spend all of their Treasury money at once.

## 5.6 VICTORY CONDITIONS

In Scenarios and Assaults Victory is awarded after completing a certain task. While World War and Career games have a different Victory determination process.

To win a World War game, a player must generate a Balance level of 100%

(displayed in the upper right corner of the screen near the Mini-Map) at the end of any Turn. Balance represents how close a player is to Victory: 0%-equal balance, 100% - Victory, -100% - Defeat, 50% - half a way to Victory, -50% - half a way to Defeat.

When calculating Balance, the computer looks at the ratio of Controlled countries of a player and his enemy. A Balance of 100% indicates three fold Control superiority. Total Control is the sum of Secret Army Resource in the following countries:

1. The countries over which a player has total Control.
2. A player's undisclosed Secret Allies.
3. Countries in which Control is in dispute (i.e. there are units of both sides within, 50 % for each side).

In Massive Assault: Phantom Renaissance the computer automatically calculates Balance for each player, which allows them fully concentrate on the game process (conquering Neutral countries and enemy Allies).

The button "**Stats**" is very useful for quantity estimation of how close a player is to Victory. Clicking this button will bring up a window with detailed statistics: the number of units of each player, casualties, the number of totally Controlled, Defeated and undisclosed Secret Allies.



# Units





### 6.1.3 Mobile Artillery

F.N.U. – Mortar

P.L. - Scorcher



Hitpoints	4
Movement	1
Damage	2
Range	2
Price	2

Mortars can provide cost-effective middle-range artillery support from behind friendly ranks. Though their fire can inflict wounds, it is not deadly. Their lack of maneuverability and limited durability makes Mortars unsuitable for fast offensive operations without Transports. Mortars are cheap enough to be employed in large numbers.

### 6.1.4 Heavy Assault Vehicles

F.N.U. – Heavy Bot

P.L. - Ostrich



Hitpoints	7
Movement	2
Damage	3
Range	2
Price	4

The Heavy Bot is a major shock weapon of the land army. It is both heavily armed and armored. It moves fast, strikes hard and can hit the enemy from behind friendly troops. It is the most effective offensive weapon, especially when used together with LAVs or Tanks. Heavy Bots can dramatically increase their mobility when embarked aboard Naval or Land Transports - such composite detachments can deliver devastating long-range blows. Nevertheless, Heavy Bots are quite expensive to deploy in large numbers, and woods or deserts slow Heavy Bots down.

### 6.1.5 Mobile Missile Platforms

F.N.U. – Rocket Launcher



<b>Hitpoints</b>	<b>3</b>
<b>Movement</b>	<b>1</b>
<b>Damage</b>	<b>3</b>
<b>Range</b>	<b>4</b>
<b>Price</b>	<b>4</b>

P.L. - Annihilator



The Mobile Missile Platform combines tremendously devastating power and the longest fire range among land units. However, it is quite expensive and vulnerable, especially in close combat. Moreover, Mobile Missile Platforms are slow and they need to be properly covered by LAVs or Tanks. Keep Mobile Missile Platforms away from enemy Heavy Assault Vehicles, Aircraft Carriers and Tactical Bombers. Carrying them in Transports can compensate the limited mobility of the Mobile Missile Platforms.

6.1.6 Land Transports

F.N.U. – Land Transport



<b>Hitpoints</b>	<b>3</b>
<b>Movement</b>	<b>5</b>
<b>Damage</b>	<b>0</b>
<b>Range</b>	<b>0</b>
<b>Capacity</b>	<b>2</b>
<b>Price</b>	<b>2</b>

P.L. – UPS



Land Transports can carry 2 ground units. Though not armed, Land Transports are crucially important in offensive operations. Their major task is

to carry combat troops into battle much faster and deploy them more effectively than those units could do by themselves. Thus Transports can convert defensive units like Mobile Artillery and Missile Platforms into mobile striking machines. Remember that a single enemy Mobile Missile Platform, Heavy Assault Vehicle or Battleship can destroy a Land Transport in a single strike.

### 6.1.7 Bullfrogs

#### P.L. - Bullfrog



<b>Hitpoints</b>	<b>11</b>
<b>Movement</b>	<b>2</b>
<b>Damage 1</b>	<b>2</b>
<b>Damage 2</b>	<b>3</b>
<b>Range</b>	<b>2</b>
<b>Price</b>	<b>6</b>

The Bullfrog is the League's unique super-unit developed in secret labs. Its firepower cannot be rivaled by any of the Union's ground units. The Bullfrog can fire two different weapons during the same turn either at different targets or concentrating both weapons at one target. In addition, it has a tremendous number of Hitpoints, making it the best ground shock unit. A single Bullfrog can invade and capture a small Neutral country, destroying all Guerrillas. The only disadvantage of Bullfrogs is that UPSs or Transport Copters can't transport them.

## 6.2. NAVAL UNITS

### 6.2.1 Destroyers

F.N.U. – Destroyer



<b>Hitpoints</b>	<b>5</b>
<b>Movement</b>	<b>3</b>
<b>Damage</b>	<b>1</b>
<b>Range</b>	<b>2</b>
<b>Price</b>	<b>2</b>

P.L. -- Killer Whale



The Destroyer is the cheapest naval combat unit. In many respects it does the same job as LAVs on land, providing cover for the more valuable Battleships and Carriers. These torpedo boats can also hunt down enemy Turtles (naval transports). When massed, Destroyers can effectively fight heavy ships. They are also good for blocking narrow straights and bays.

### 6.2.2 Submarine

F.N.U. - Submarine



<b>Hitpoints</b>	<b>4</b>
<b>Movement</b>	<b>5</b>
<b>Damage</b>	<b>2</b>
<b>Range</b>	<b>2</b>
<b>Price</b>	<b>3</b>

Submarines are units that are unique to the F.N.U. They can travel long distances beneath enemy ships. Thus they are very effective for taking out enemy Pteronests and other long-range vessels, covered by impenetrable lines of Killerwhales. The Submarine's fire range is two points, which makes it even more dangerous. Moreover, Submarines are excellent Turtle-hunters and can be used for blockading enemy shores and cutting sea supply routes. There are two main weak points of Submarines: they are not effective against a large number of Killerwhales and they cannot fire at adjacent spots, like Mobile Missile Platforms.

### 6.2.3 Battleships

F.N.U. - Battleship



<b>Hitpoints</b>	<b>8</b>
<b>Movement</b>	<b>4</b>
<b>Damage</b>	<b>3</b>
<b>Range</b>	<b>3</b>
<b>Price</b>	<b>5</b>

P.L. - Firestorm



The Battleship is the most powerful naval unit, except for a fully loaded Carrier and Leviathan. However, successful admirals tend to combine Battleships with Destroyers in major naval battles. If you back up a pack of Battleships with even one Carrier, you will get a devastating naval war machine - nothing will stand its firepower. Battleships can also provide fire support during naval landing operations, sweeping enemy ground units from coastal areas.

### 6.2.4 Naval Transports

F.N.U. - Naval Transport



<b>Hitpoints</b>	<b>4</b>
<b>Movement</b>	<b>6</b>
<b>Damage</b>	<b>0</b>
<b>Range</b>	<b>0</b>
<b>Capacity</b>	<b>4</b>
<b>Price</b>	<b>2</b>

P.L. - Turtle



Naval Transports can carry 4 land units. They are not armed but are faster

than any naval or ground unit. This is the only means for transporting ground troops across the sea. Remember that a Naval Transport is very vulnerable and can easily fall prey to enemy Destroyers, Battleships or Bombers, or even some long-range ground units like Mobile Missile Platforms or Death Turrets guarding narrow channels.

### 6.2.5 Aircraft Carriers

F.N.U. - Carriers



<b>Hitpoints</b>	<b>7</b>
<b>Movement</b>	<b>3</b>
<b>Damage</b>	<b>0</b>
<b>Range</b>	<b>0</b>
<b>Price</b>	<b>6</b>

P.L. - Pteronest



The Carrier can host up to 4 Bombers. It is slower than a Battleship, but when fully 'armed' with Bombers (which is quite expensive) it turns into a massively impressive battle monster, spreading total destruction over land and sea. However, when not accompanied by other combat vessels, a Carrier can be trapped and destroyed by a pack of Destroyers, Submarines or even by just 2 Battleships. So, make sure your Carriers are always well covered.

### 6.2.6 Leviathan

#### P.L. – Leviathan



<b>Hitpoints</b>	<b>10</b>
<b>Movement</b>	<b>4</b>
<b>Damage 1</b>	<b>2</b>
<b>Damage 2</b>	<b>3</b>
<b>Range</b>	<b>4</b>
<b>Price</b>	<b>10</b>

The Leviathan is the League's naval super-unit. With its tremendous range and firepower it can take out literally any target at sea and within a four-hex-deep shore zone. Like Bullfrogs, this unit can fire two weapons during the same turn, either at one target or at two different targets. Being one of the fastest war ships, the Leviathan has no weak points, except for its high price. The only way to effectively fight against Leviathans is to gather a well-organized fleet comprised of various vessel types or by massed Submarines.

## 6.3 SPECIAL DETACHMENT UNITS

### 6.3.1 Defensive fortifications

#### F.N.U. - Dot



#### P.L. - Bunker



<b>Hitpoints</b>	<b>4</b>
<b>Movement</b>	<b>0</b>
<b>Damage</b>	<b>1</b>
<b>Range</b>	<b>2</b>
<b>Price</b>	<b>1</b>

Defensive fortifications are the most effective border-guarding units. They should be treated as stationary LAVs with increased fire range. A line of Defensive fortifications can successfully fight against almost any unit type, except for those with really long range. These fortifications are a nightmare for enemy LAVs, Tanks and Mobile Artillery. However, remember that Defensive fortifications can block the way of your own troops when you decide to counter-attack.

#### 6.3.2 Guard Towers

F.N.U. – Guard Tower



P.L. – Death Turret



Hitpoints	9
Movement	0
Damage	2
Range	4
Price	4

The Guard Tower has the highest level of resistance. It is usually erected in cities or narrow mountain passes to keep an enemy advance in check. Guard Towers are strong enough to sustain 2 direct hits of Mobile Missile Platform and they have the same fire range, which makes them extremely effective for keeping enemy artillery at bay. When covered by other friendly units, Guard Towers (a couple is better) can be turned into impregnable strongholds.

### 6.3.3 Amphibians

F.N.U. - Amphibia



P.L. - Triton



Hitpoints	4
Movement	3
Damage	2
Range	1
Price	3

The Amphibian can move both on land and water. It is fast and has satisfactory firepower, so it can be used for securing coastal bridgeheads. Even a single Amphibian unit can act as a saboteur, blocking Revenue collection in distant enemy countries. However Amphibians are quite expensive and have the same low resistance levels as LAVs. So it is unwise to use them for long-lasting major battles, where they will be easily wiped

out. Moreover, Amphibians cannot move through wooded terrain.

#### 6.3.4 Battle Platform

F.N.U. – Battle Platform



Hitpoints	3
Movement	3
Damage	0
Range	0
Capacity	1
Price	2

The Battle Platform is a unique F.N.U. unit that tremendously increases troop type variety. It can move both on land and at sea with no regard for rough terrain or woods. It can carry one ground unit, which can fire/function while being transported. For example, a Rocket Launcher loaded on the Battle Platform becomes a new type of fast-moving long-range weapon, effective both on land and at sea. An Anti-air Truck loaded on a Battle Platform can serve as a fast-moving anti-air shelter for both land and naval units. The Battle Platform can also be used as an ordinary transport carrying one unit.

#### 6.3.5 Battle Copter

F.N.U. – Battle Copter



Hitpoints	3
Movement	4
Damage	2
Range	2
Price	3

Attack Copters have the highest mobility. They may move to and stay in any 'passable' spot on the ground or at sea. They can be used as shock troops attacking slow enemy units at a distance as well as perform saboteur operations. They can easily jump over enemy lines to their rear, hunt enemy transports and capture capitals. Copters can fly over mountains and other types of impassible terrain, and rough terrain or forests do not slow them down. However, Helicopters are very vulnerable - they have only three Hitpoints. They are useless for long-lasting frontal battles and can be easily

shot down by enemy Annihilators, Ostriches, Bullfrogs and Leviathans. This unit is unique to the F.N.U.

### 6.3.6 Tactical Bombers

F.N.U. - Bomber



<b>Hitpoints</b>	1
<b>Movement</b>	12
<b>Damage</b>	1
<b>Range</b>	6
<b>Price</b>	3

P.L. - Pteroplane



The Bomber has the longest attack range - 6 points. They operate only from cities or Carriers and can move 12 points. Bombers are equally effective in offensive and defensive operations, supporting land and naval units with prompt and precise air strikes. The only way to destroy Bombers is to capture the city or sink the Carrier, so make sure your airbases and Carriers are well guarded.

### 6.3.7 Anti-air

F.N.U. - Anti-air Truck



<b>Hitpoints</b>	4
<b>Movement</b>	1
<b>Damage</b>	0
<b>Range</b>	1
<b>Price</b>	3

P.L. - Pteroshield



The Anti-air Truck creates an energy shield covering itself and 6 neighboring

spots. This shield is impenetrable for enemy aviation and helicopters. Besides its normal usage - covering friendly troops from air strikes, the Anti-air Truck combined with a transport unit can be used as a 'mobile trap' for enemy aviation or helicopters. Neither Pteroplanes nor Transport Copters can take off from the spots or cities covered by the energy shield. Anti-air Truck's shield does not function when loaded into any transport unit, but it does function when loaded onto a Battle Platform (which can move both on land and sea). Thus you can create an extremely effective mobile anti-carrier shield, which can give your fleet a decisive advantage. However, remember that the Anti-air Truck is very vulnerable to both close combat units and long-range artillery.

### 6.3.8 Transport Copters

#### P.L. – Transport Copters



<b>Hitpoints</b>	<b>3</b>
<b>Movement</b>	<b>4</b>
<b>Damage</b>	<b>0</b>
<b>Range</b>	<b>0</b>
<b>Capacity</b>	<b>1</b>
<b>Price</b>	<b>2</b>

Transport Copters can dramatically increase the mobility of your troops. They can carry one unit each (except for the heavy Bullfrog) over the enemy defense line or an impassible mountain ridge or cliff. Transport Copters can fly over and stay in any 'passable' terrain type, including seas, which is a great advantage in comparison with UPSs or Turtles. Rough terrain or forests do not slow them down. Transport Copters are good for special operations, like occupying enemy capitals or destroying vulnerable enemy units, like Annihilators, in the rear ranks (when combined with an Ostrich). The main disadvantage of this unit is its low capacity - it can take only one unit. Also, Transport Copters cannot load UPSs. This unit is unique to the Phantom League.

## 6. UNITS

### 6.1 LAND UNITS

#### 6.1.1 Light Armored Vehicles

F.N.U. – LAV



P.L. - Smallfoot



<b>Hitpoints</b>	<b>4</b>
<b>Movement</b>	<b>1</b>
<b>Damage</b>	<b>1</b>
<b>Range</b>	<b>1</b>
<b>Price</b>	<b>1</b>

The Light Armored Vehicle (LAV) and Smallfoots are the cheapest units and they are often used as cannon-fodder. They can be employed in both defensive and offensive operations. When supported by Rocket Launchers or Mortars, LAVs can be used for softening enemy defensive or offensive ranks. Massed LAVs are used for holding ground, blocking borders and passes, guarding cities and providing cover for more important friendly troops.

#### 6.1.2 Armored Fighting Vehicles

F.N.U. - Tank



P.L. – Bio-T



<b>Hitpoints</b>	<b>5</b>
<b>Movement</b>	<b>2</b>
<b>Damage</b>	<b>2</b>
<b>Range</b>	<b>1</b>
<b>Price</b>	<b>2</b>

The Tank is the army's main offensive weapon. It is relatively inexpensive, quite fast, durable and powerful. It's good for quick invasions and clearing the territory of Guerrillas. When used in combination with Land or Naval Transports, Tanks can be used to capture a bridgehead in an enemy country and hold it until the main forces arrive. However, woods or deserts slow Tanks down making them as slow as LAVs.

# Planets





## 7. PLANETS

### ANTARCTICUS



**Size: Medium**

The planet is for sharpening a classical strategy – land operations on the rough relief. The risk of error is great, as there are hardly any naturally defending borders and countries do not have enough Resources for the war in the permafrost. Therefore hard-

edged war on the only icy continent is dynamic and furious: the land armies clash across borders and a large open area makes for a perfect place for blitzkrieg.

**Climate: Arctic**

**Landscape: Frozen fields and mountains.**

### BEOTORUM



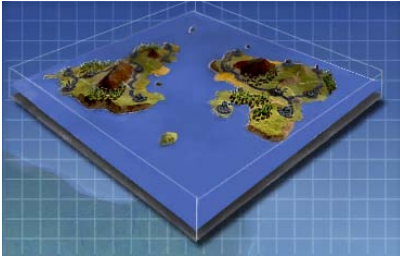
**Size: Medium**

Beotorum allows using the most unique tactical moves. Medium-duration war consists of scaled land battles and rare sea operations. The relief of the planet provides a possibility for full-scale battle operations in all three elements: land, sea and air.

**Climate: Subtropics**

**Landscape: Plains, foothills, fields with water flows.**

## EDEN



### Size: medium

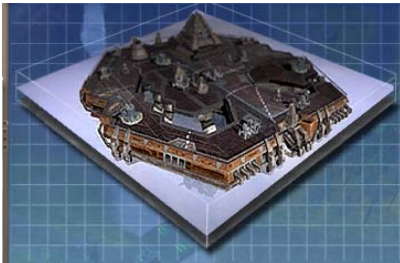
Two continents lying at a great distance from each other provoke division of spheres of influence in two poles. Classical bipolar conflict breaks out with the great use of naval and transport units. The most powerful one in the sea will deploy their land

forces. It is very important to keep fast pace when conquering countries, not to let the enemy get Control over them. If on the second continent a player obviously gives in the enemy's power, try to apply all your efforts to delay the Defeat of your far away Allies. The huge ocean between the continents provokes grand naval battles.

**Climate: Temperate, Continental**

**Landscape: Non-crossing plains, small hills.**

## STATION "THUNDER"



### Size: Small

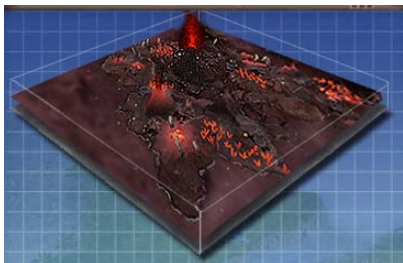
The station "Thunder" is in-orbit military base, built on the large asteroid, which was initially meant for defending densely populated planet-giant from space war attacks. A small area limits war battles. There is no use for naval units. Therefore like all

outbreaks on the military bases, the battle is rash, that guarantees fast Victory or Defeat.

**Climate: Prepared atmosphere**

**Landscape: Metallic frame of military installations on the station.**

## INFERNO



**Size: Big**

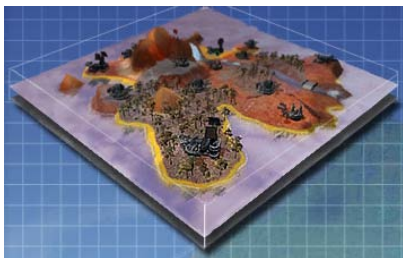
The world of fire, lava, and "stone claws" creates a surrealistic battlefield. Due to tectonic break of the earth's crust, a great number of small volcanoes, and the rivers of lava, the movement of units of Secret Allies becomes complicated. A huge active

volcano occupies the important place in the center of the planet, at that is uninhabitable.

**Climate: Determined by the volcano convulsions**

**Landscape: Tectonic breaks of the earth's crust, lava and volcanoes.**

## TREASURE ISLAND



**Size: Small**

This planet with one continent is meant to the large land battles on the several fronts simultaneously. The countries are stuffed with rich resources for purchasing the newest and the most destructive armor.

Also due to natural features of the planet, mountain ridges and long rivers with steep banks divide the continent into isolated enclaves, convenient for prolonged defense against the powerful enemy.

**Climate: Droughty tropics**

**Landscape: Rocky sandy area.**

## MICRONESIA



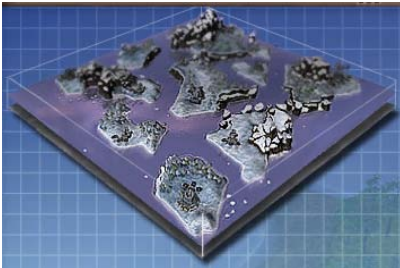
**Size: Very small**

Micronesia is the smallest of all planets - there are only 8 countries on it. World Wars are very fast and with a minimum number of tricks. This planet is for those, who want just to relax and play a fast game – a World War game takes 10-20 minutes.

**Climate: Insular equatorial**

**Landscape: Undulating ground with sand and forest lands.**

## MIDGARD



**Size: Medium**

An ice-covered archipelago represents the planet, which is especially for building military bases of Anti-aircraft defense forces and aviation. However they are opposed to powerful naval and landing units. The operations with amphibians' and

submarines' usage are guaranteed. Narrow channels and harbors are ideal for the attacks in the pirate style.

**Climate: Arctic**

**Landscape: Rocky archipelago**

### THE SWAMP



**Size: Big**

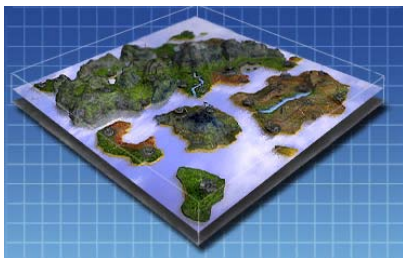
The biggest planet of the galaxy is a complete swamp. It seems ideal for massive naval battles, but in fact there are only narrow channels, where navy can hardly turn around. The battles become super powerful due to the

usage of all possibilities, all kinds of armor, and different types of operations. To win a player must be a universal strategist. Operations are carried out not only in three elements (land, air and waters). The most effective will be those made of combined super-units, including submarines, battle platforms, and transport aviation.

**Climate: Temperate**

**Landscape: Swampy area with a great number of ponds and small waterlogged shelves.**

### SEA SWITZERLAND



**Size: Huge**

A player will find everything on this planet: mountains, plains, continents and islands, forests and swamps, seas and narrow channels, gorges and mountain roads, rivers and canyons, volcanoes and sand beaches. The war will be long and with a great

number of fronts.

**Climate: Tropical**

**Landscape: Mountains, plains, forests, swamps, seas, narrow channels, gorges, rivers, canyons and volcanoes.**

## 8. TIPS AND TRICKS

Although the rules of Massive Assault: Phantom Renaissance are simple, when you play on Medium or Hard difficulty levels or against an experienced live opponent, the game will confront you with some quite tricky strategic and tactical challenges. You will have to decide your strategic actions a couple of turns ahead, like in chess. There are tons of maneuvers and techniques to learn. Below are some examples:

- The distribution of Secret Allies is different in each new World War game, so there is no universal winning formula. In each game you will have to think up a new strategic plan. You always have to consider the threat from Neutral countries, which may appear to be the enemy's Secret Allies.

At the beginning of the game it's better if you disclose your neighboring Secret Allies (i.e. that share borders). These countries will cover each other's backs. Those borders, which are likely to become an objective of enemy attacks, should be covered with light, cheap units. If you are planning an invasion into another country, your striking troops should be deployed along the border with that country.

During the 'Initial Disclosure' phase you should determine which of the Neutral countries you are going to capture first. It is important to plan beforehand how you are going to act against the Guerrillas, which can be deployed by the enemy in any spot of an invaded country, even its most remote corners. Also remember that a Neutral country could be the enemy's Secret Ally - you should allocate more troops for the conquest or have substantial reserves nearby. An undisclosed Secret Ally nearby is a good example of such a reserve.

It's a critical mistake to invade a Neutral country with only one unit! That will give your enemy a very good chance to surround this unit with Guerrilla forces and destroy it in no time, thus allowing him to get control of this Neutral country and to start earning Revenue 'for free'. Invasions with two and even three units are also risky.

- Except for the 'Initial Disclosure' phase, the disclosure of your remaining Secret Allies is not obligatory. Of course, it is impossible to win the war with only one disclosed Ally, however, there are many situations when it's better to keep one of your Secret Allies undisclosed. For example, if there are overwhelming enemy forces nearby or on the territory of your Secret Ally. In such cases it is recommended to keep such a country unrevealed,

depriving the enemy of easily-earned Indemnity.

- If the enemy captures your Secret Ally with a large force and starts getting Revenue from it, it is wiser not to disclose it. You can wait for the moment when the enemy's main forces move out of the country, leaving only a small garrison, or none at all. Also, you may conduct a liberation operation from outside with your other troops. And when the battle starts on your Secret Ally's territory, you can suddenly disclose it and deploy its 'Secret Army' right behind the enemy while he/she is fighting, or encircle his/her reinforcements, etc.
- You should be very careful while deploying your troops in the vicinity of Neutral countries, which may appear to be enemy's Secret Allies. It is recommended that you protect such borders with light troops (LAV's and Smallfoots). That will allow you to defend your Ally from invasion for at least one turn.
  - Remember that Transport units, if used properly, can crack almost any defense line by delivering assault or saboteur detachments behind the lines, to the enemy's deepest rear or flank, etc. A pair of Naval Transports can relocate a huge army group over a long distance in a couple of turns.
  - Long-range units (Rocket Launchers, Mortars, Annihilators, Scorchers) are extremely vulnerable in close combat, thus you should ALWAYS cover them with light troops or Tanks.
  - Do not underestimate Guerrilla forces. For as long as one single Guerrilla unit remains on the territory invaded by the enemy, your opponent will not get any Revenue from that country. In many cases 'saboteur' Guerrilla tactics can prove effective: just deploy one of the Guerrilla units in the most remote and hard-to-reach corner of the invaded country.
  - Aviation (Bombers, Pteroplanes) are special weapons. They cannot be shot at by enemy units. They can be only destroyed by enemy ground units moving into the city where they are located or together with their Aircraft Carrier. You are advised to leave one of your light ground units in the city with aviation in it. Otherwise the enemy can enter the city by surprise (using Land Transports, for example) and destroy all your Bombers. If the threat of such destruction is imminent, you should move your Bombers to another city or Carrier.

- Use your Resources correctly and plan deploying new units beforehand. Some units are very expensive (for example, aircraft-carrier, bullfrog, leviathan). To purchase them, you should accumulate the Revenue of the country during several Turns.
- The following keys will help you to conduct strategic and tactical operation more effectively:
  - Press Control key to highlight all hexes on the map. The hexes will be colored according to their terrain type.
  - While keeping SHIFT key pressed, move the mouse cursor across the map, and you will see red circles around some enemy units. Such enemy units will be able to fire at the hex, where the mouse cursor currently is. This helps a lot to foresee the possible enemy's attacks for the following turn.
- Remember the following important tactical principles:
  - Always try to destroy the most powerful enemy units. Remember that an enemy Annihilator even with only one Hitpoint left is as dangerous for your troops as a brand new one.
  - Try to destroy as many enemy units per turn as possible. Dead units will not inflict damage on your units during the enemy's next turn.
  - In most cases it is better to destroy one unit completely rather than wound two.

## 9.TROUBLESHOOTING

The following is the list of most common problems, which may occur while running or playing Massive Assault: Phantom Renaissance.

**Problem 1:** The game doesn't start, look right, or doesn't look like the screenshots. Sometimes there are large squares or the textures aren't showing up or everything is a solid color or other similar graphical anomalies.

**Solution:** Most likely the answer is in upgrading video card drivers. A list of video card manufacturers and their web pages are listed below. Go to the video card manufacturer's web page and download the latest version of the video card's drivers and install them. This usually fixes 99% of the graphical problem cases.

<b>Video card manufacturer</b>	<b>URL</b>
ATI Technologies :	<a href="http://www.atitech.com">www.atitech.com</a>
NVidia	<a href="http://www.nvidia.com">www.nvidia.com</a>
Creative Labs :	<a href="http://www.creaf.com">www.creaf.com</a>
Diamond Multimedia :	<a href="http://www.diamondmm.com">www.diamondmm.com</a>
ELSA :	<a href="http://www.elsa.com">www.elsa.com</a>
Hercules :	<a href="http://www.hercules.com">www.hercules.com</a>
Matrox :	<a href="http://www.matrox.com">www.matrox.com</a>
PowerVR :	<a href="http://www.powervr.com">www.powervr.com</a>
S3 :	<a href="http://www.diamondmm.com">www.diamondmm.com</a>
Trident :	<a href="http://www.tridentmicro.com">www.tridentmicro.com</a>
Vision tek :	<a href="http://www.visiontek.com">www.visiontek.com</a>

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**Problem 2:** The sound in the game is not playing right; I hear static, the same sound repeating over and over, or no sounds at all.

**Solution:** Just like video cards, sound cards require drivers too. The first thing to do is to go to the one of the sound card manufacturer's web page and download the latest drivers.

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**Problem 3:** The game is running too slowly.

**Solution:** The first time Massive Assault: Phantom Renaissance is run the game configures all the graphic and sound parameters automatically. Sometimes this process may go wrong due to various OS- or hardware-related factors. If the game is running too slowly, there are several things that can be done to make it faster – select Options, and then Graphic Settings and try to disable or set to lower values the following options (they



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are listed from the greater to lower impact on the performance):

**Texture Quality**

**Shadows**

**Shading**

**Screen Resolution**

**Effects**

Also try to set the Camera mode to **Fixed** – less of the battle map will be displayed, but the system's performance should increase. Also try switching **V-Sync** off.

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**Problem 4:** Overall performance is good, but I have jerky camera movement, animation, sound screws and new drivers don't help much.

**Solution:** Try to switch the current **V-Sync** option under Graphic Settings to the opposite setting.

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If none of the above helps, then please visit Massive Assault: Phantom Renaissance official web site and read the Frequently Asked Questions (FAQ) page.

Otherwise, please contact Massive Assault: Phantom Renaissance Support Team from the support page of the official web site.

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