

SWGB Concepts

Map – When your unit passes through an area, it will reveal an area on the map equal to the unit's sight range. Although it will not be erased when you have no units in the area, it will not be updated (the 'fog of war'). Click of the map to

Population – All non-building units count towards the population. Each game has a population maximum, but you are also limited from time to time by the number of shelters you possess. If you lose shelters, your population remains alive, but you can't add more till you build more shelters.

Research & Tech Level – Buildings can produce units and perform Research which upgrades various capabilities. Tech Level Research, which is done at the Command Centre, upgrades many things at once, and adds the ability to make new kinds of units and researches. Getting to a Tech Level fast is very important to victory, though it can provoke attacks, especially from computer opponents.

Garrisoning – Certain structures, namely turrets (not AA), Command Centres, Fortresses can shelter certain population units. Obviously the sheltered unit is safer, but even if the sheltered unit doesn't have a ranged (distance) attack, they will give the structure one. In other words, normally neither a worker nor a Command Centre can shoot, but when the worker garrisons into the Command Centre, the Command Centre will now shoot. Each additional unit gives the structure more fire power. The fortress will have AntiAir abilities too. There is a 'beacon' you can hit which instructs all workers to garrison. Then there is a command to ungarrison everybody. At least for the Empire, garrisoned medics don't permit shooting.

Resources – Workers gather resources and haul them to a receipt point. Just select workers then control click on the resource source. Worker will gather to the limit of their carry capacity then haul to the nearest receipt point. Command Centre can receive anything. Only then is the resource available.

- Carbon is from trees or blue crystals. Carbon Processing Plant can receive. Mostly used for structures.

- Food – Can also be received at Food Processing Plant. Mostly used to create moving units. Can be obtained from several sources:

 - Non-renewable berry patches or fishing patches (where fish jump in the water)

 - Non renewable wildlife – This will make the Worker a 'hunter', so watch out or when the game is gone they may wander far afield. Do not kill Banthas or Nerfs, cuz they can be domesticated into Animal Nurseries. Other game fights back, so make sure that you send them in groups and occasionally heal them.

 - Farm – First a worker must build the farm. Once built, a worker must be assigned to harvest from it. Only 1 worker can be assigned to a single farm. It will eventually be exhausted. At that point, if you control click the worker upon it, he will replenish it and begin to work it again. OR, you can have queued up a series of replenishments in the Food Processing Centre so it replenishes happen automatically. Note, you can work an enemy farm without even converting it.

Harvester (Aqua Farm) – Built by Trawler. Any number of Trawlers can work it. The receipt point is the shipyard. The Aqua Farm will eventually exhaust, but can be rebuilt. It don't know how to queue the replenishment.

Animal Nursery – When your unit passes close enough to a Bantha, it will groan and 'bantha captured' will appear as news. Select the Bantha and you can direct their navigation, eventually lodging them in the Animal Nursery by control clicking it.

- Ore – Purple Crystals. Can also be received at Ore Processing Plant. Mostly used for advanced structures and heavy stuff.
- Nova – Green Crystals. Can also be received at Nova Processing Plant. Note. If you capture a holocron (they are white dots on the map, only jedi/sith can carry them), they can be stashed in the Temple, and they will continuously generate Nova for you. Mostly used for sort of magical, Force stuff.

Workers - When the worker is selected, you can see what type of Worker they are (as determined by the command they are working upon). E.g. Carbon Collector, Builder.

It will also show how much they have collected. If you change the task, that amount will just vanish, so try to change tasks after they unload.

There is a circular icon that will flash red if a worker is idle anywhere. Click it and be taken to the new idle worker.

Hit Points, Shielding, Healing

Each unit has a certain number of maximum Hit Points and keeps track of how many HP it has. Each attack has a number too. Upgrades can increase each of those. Subtract the attack number from the HP for each attack.

When HP reaches zero, the unit is destroyed. Sometimes, when it gets to a low enough point, the unit will lose an ability. For instance, when a structure containing garrisoned troops gets too weak, it won't be able to hold them any longer.

Watch for a flashing red or a siren to show when you are under attack. Watch for flames to show when a building is damaged. Click on a unit to see exactly their status.

Medics 'heal' biological units (restore HP). Workers 'repair' non-biological units (restore HP). Medics will heal any injured team mate within line of sight or that you tell them to heal. Watch out cuz they will go towards injured units in a battle, and then get killed.

Jedi/Sith Masters can be upgraded till they gradually auto-heal.

Shields radiate 'shielding'. Units within range gradually gain shielding up to their (slightly reduced?) hit points. So, it is like continuous healing. However, if an impact brings the shield to zero, the remainder of the impact reduces available HP, and that only heals in the usual ways (medic, jedi, worker, garrison). So, if attacking a shielded unit, try to go all the way till it is destroyed, or its shielding will recover and you'll lose progress.

Controls

Select units with click or drag click. Then keyboard or palette to choose subject, then keyboard or new palette to choose unit/research to perform.

When units selected, Cmd-[digit] will assign them to the digit. Then pressing that digit will select them all.

T Attack Ground
C Convert Unit (jedi/sith)
N Defend buildings
U undeploy cannon
B economic buildings
G Garrison

Click select unit, or set that point on ground/map as centre of view

Opt Click Garrison the previously selected units

Control click selected units Go here.

Shift Control Click sets a way-point. Do this in a series then Control Click on the destination. Selected units will go via that route. Especially important for Scout

S Stop

L unload (select transport, hit L, then click on spot to unload upon)

Stance

The units have limited intelligence. They will react depending on what is in their line of sight according to their 'stance'.

The default stance is fairly independent but stupid. They will attack stuff within sight, whether foolhardy or not.

Defensive is better, where they will attack if attacked. Even that will tend to make them chase stuff they should not. If I have attention to spare, I set mine to 'hold ground', in which case they stand still until I tell them what to do.

You can tell them to 'defend' a particular unit or structure, and then they will follow that and defend it.

Formation

Formations are tough to maintain. Obviously you want a wide formation when under artillery attack and a tight formation otherwise. You want more vulnerable units on the inside. Unfortunately, they will all go at their own speed to the target then reassemble, so it doesn't help much. However, it does help to quickly assemble them into a desired pattern.

Building Targets

When a structure is selected which can generate units, you can control click on something to auto-instruct new units to go there.

For instance, if you set the command centre's target to be a forest, then new workers will go there and begin collecting carbon. Other units will go there and get in the way.

You can use this to automatically garrison new units. For instance, when the troop centre or temple is selected, control click on a turret or on the Command Centre.