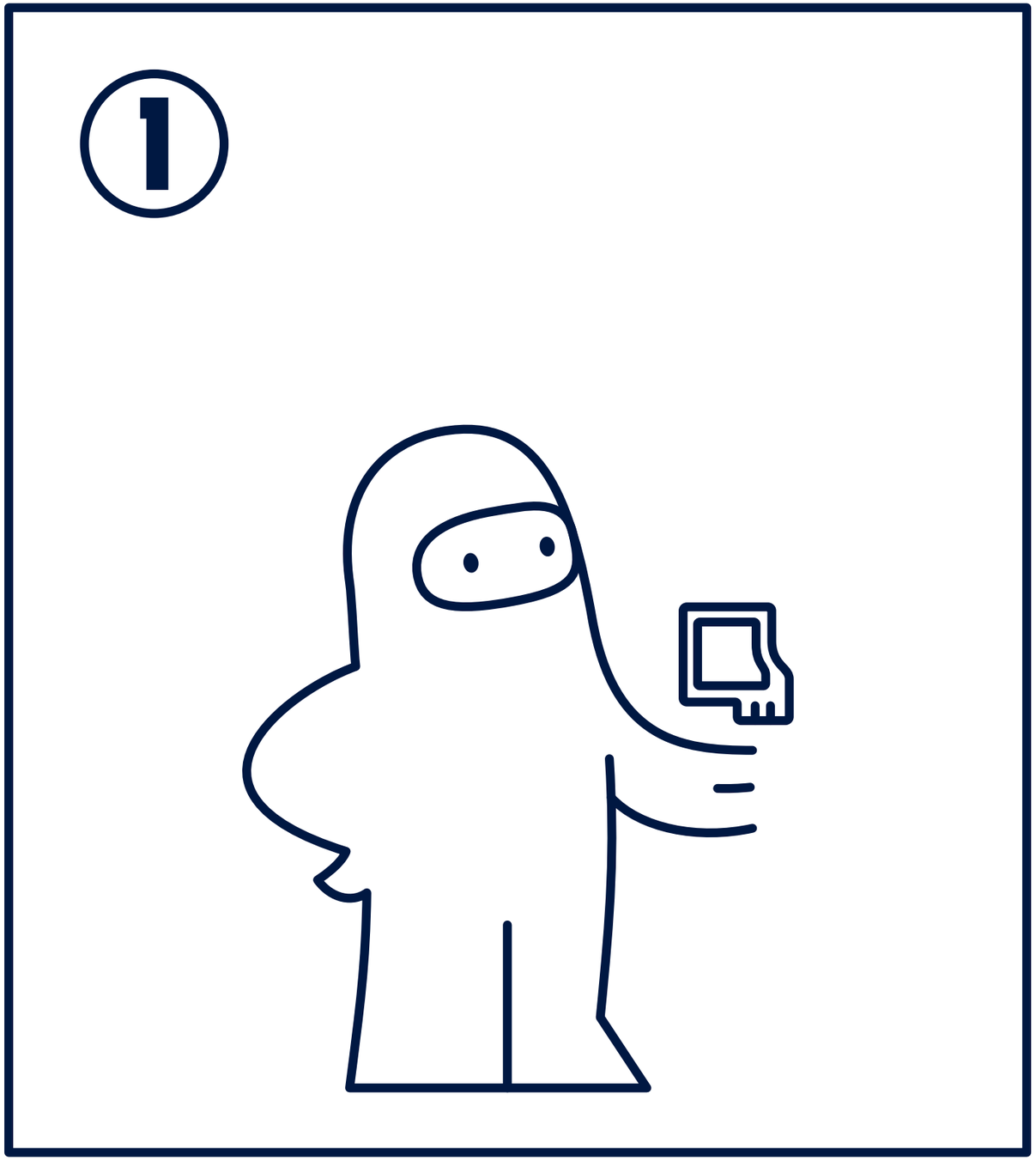
WARBITS

宇宙の平和

操作ガイド

OPERATIONS MANUAL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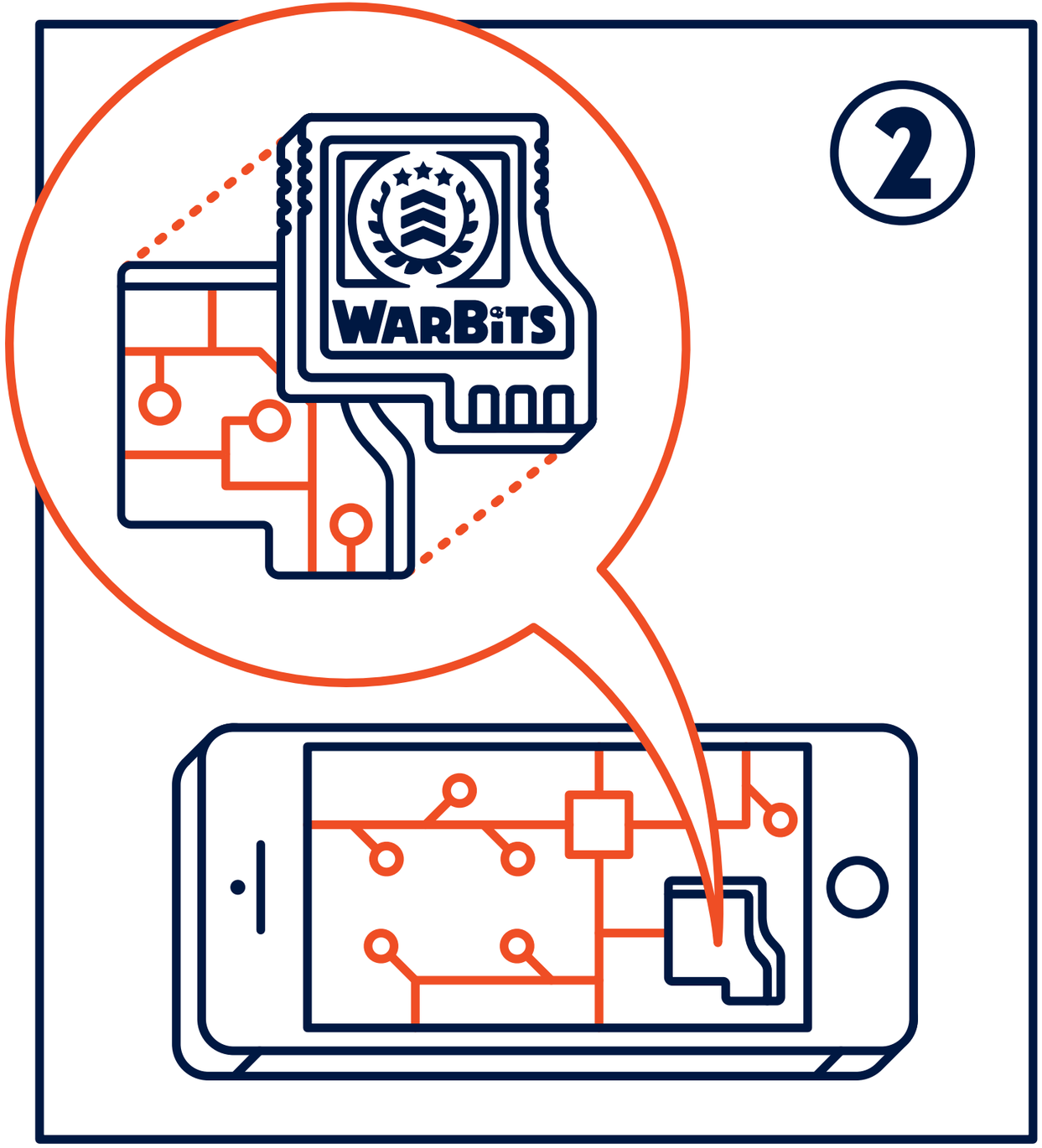
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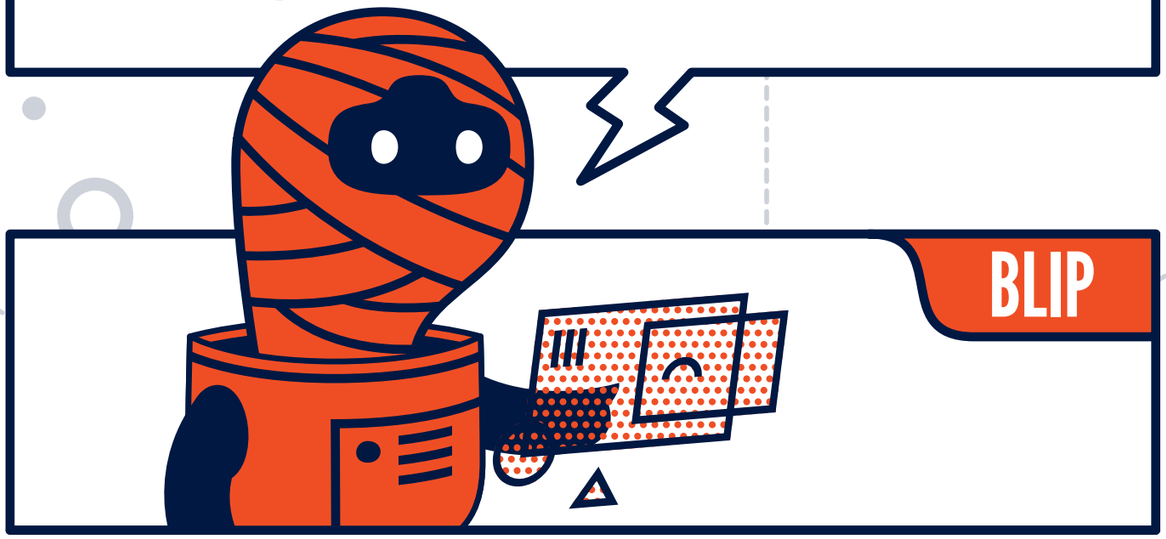
WARBiTS

THANK YOU

WARBITS

Thank you for purchasing the Warbits Combat Simulator. Because of you, billions of lives are saved every day. This operations manual will be your guide to annihilating your enemies in a safe, simulated environment.
#PeaceOnSpace



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UNIT PROFILES

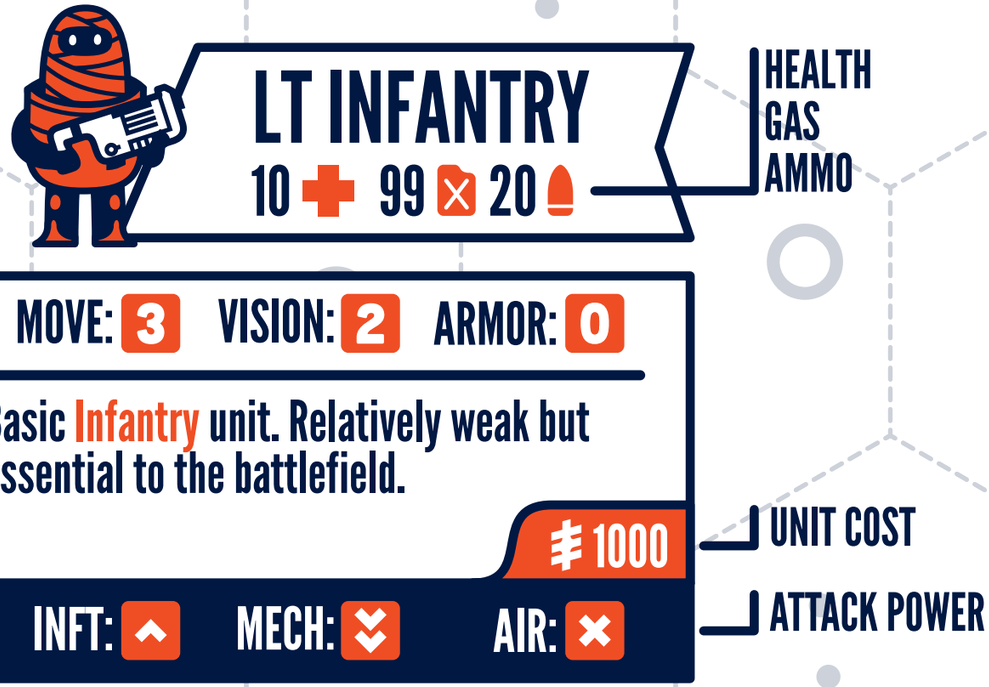
Every unit contained within the Warbits simulation is unique and belongs to one of three classes. These classes determine what the units are effective against in combat.

INFANTRY: Inexpensive ground units with light armor. Capable of capturing neutral and enemy structures.

MECH: Armored ground units with larger movement ranges. This class has the widest range of abilities.

AIR: Air units have the ability to ignore terrain movement costs.

PROFILE DETAILS



MOVE: Number of tiles the unit can move.

VISION: Number of tiles a unit can see in fog of war games.

ARMOR: Reduces damage from incoming attacks.

ATTACK POWER: Combat effectiveness vs unit classes.

LT INFANTRY

10 ✚ 99 ⊠ 20 ▮

MOVE: 3 VISION: 2 ARMOR: 0

Basic Infantry unit. Relatively weak but essential to the battlefield.

⋕ 1500

INFT: ^ MECH: ⌄⌄ AIR: ✖

HV INFANTRY

10 ✚ 99 ⊠ 5 ▮

MOVE: 2 VISION: 2 ARMOR: 1

Slow but powerful Infantry unit. Ignores Terrain movement cost.

⋕ 2500

INFT: ^ MECH: ^ AIR: ⌄⌄

RANGER

10 ✚ 99 ⊠ 5 ▮

MOVE: 3 VISION: 3 ARMOR: 0

Ranged Infantry unit capable of attacking at a distance of 2-3. Mountains add +1 range. Can only attack or move.

⋕ 3000

INFT: ^ MECH: ⌄⌄ AIR: ⌄

PROBE

10 ✚ 80 ⊠ 10 ▮

MOVE: 6 VISION: 4 ARMOR: 0

Useful scout Mech, with the ability to travel over shallow water.

⋕ 3500

INFT: ^ MECH: ⌄⌄ AIR: ⌄⌄

APC

10 ✚ 80 ⊠ 0 ▮

MOVE: 6 VISION: 1 ARMOR: 2

Non-offensive Mech used to resupply friendly units and transport Infantry across the battlefield.

⋕ 4000

INFT: ✖ MECH: ✖ AIR: ✖

ARTILLERY

10 ✚ 55 ⊠ 6 ▮

MOVE: 5 VISION: 2 ARMOR: 1

Ranged Mech unit capable of attacking at a distance of 2-3. Can only attack or move.

⋕ 6500

INFT: ^ MECH: ^ AIR: ✖

GUNNER

10 ✚ 60 ✕ 6

MOVE: 6 VISION: 3 ARMOR: 1

Mech unit mounted with large calibre guns capable of inflicting substantial damage against Infantry and Air.

7000

INFT: ⌃⌃ MECH: ⌄ AIR: ⌃⌃

LT MECH

10 ✚ 70 ✕ 6

MOVE: 6 VISION: 3 ARMOR: 2

Core Mech unit, tough and cheap to deploy.

7000

INFT: ⌃ MECH: ⌃ AIR: ⌄

ANTI-AIR

10 ✚ 55 ✕ 5

MOVE: 5 VISION: 4 ARMOR: 1

Ranged Mech unit capable of attacking Air units at a distance of 3-5. Can only attack or move.

12000

INFT: ✕ MECH: ✕ AIR: ⌃⌃

HV MECH

10 ✚ 55 ✕ 5

MOVE: 5 VISION: 3 ARMOR: 4

Heavy Mech unit with devastating fire-power.

14000

INFT: ⌃⌃ MECH: ⌃⌃ AIR: ⌃

BALLISTA

10 ✚ 55 ✕ 5

MOVE: 4 VISION: 2 ARMOR: 0

Ranged Mech unit capable of attacking at a distance of 3-5. Can only attack or move.

15000

INFT: ⌃⌃ MECH: ⌃⌃ AIR: ✕

DROPSHIP

10 ✚ 99 ☒ 0 🔫

MOVE: 6 VISION: 2 ARMOR: 1

Air transport unit capable of carrying 1 Infantry unit.

5000

INFT: ✖ MECH: ✖ AIR: ✖

GUNSHIP

10 ✚ 99 ☒ 6 🔫

MOVE: 6 VISION: 2 ARMOR: 1

Offensive Air unit specializing in Air to Ground combat.

10000

INFT: ⌃⌃ MECH: ⌃ AIR: ⌃

CARRIER

10 ✚ 99 ☒ 0 🔫

MOVE: 6 VISION: 2 ARMOR: 1

Air transport unit capable of carrying 2 ground units of any kind.

10000

INFT: ✖ MECH: ✖ AIR: ✖

JET

10 ✚ 99 ☒ 6 🔫

MOVE: 7 VISION: 4 ARMOR: 2

Powerful Air to Air combat unit.

18500

INFT: ✖ MECH: ✖ AIR: ⌃⌃

BOMBER

10 ✚ 99 ☒ 5 🔫

MOVE: 6 VISION: 2 ARMOR: 2

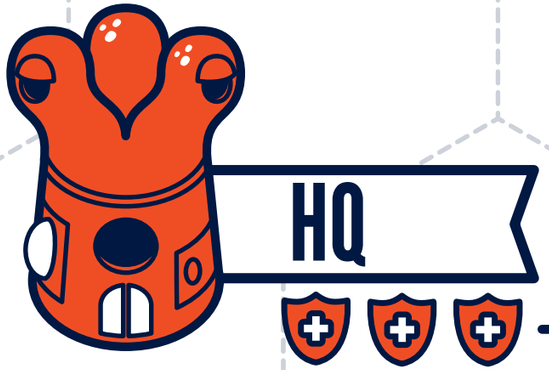
Air to ground bomber packs a devastating punch. Unable to counter attack.

20000

INFT: ⌃⌃ MECH: ⌃⌃ AIR: ✖

TERRAIN PROFILES

Terrain plays an important role in battle, affecting unit movement and vision, as well as providing defensive positions. Use the battlefield to your advantage.



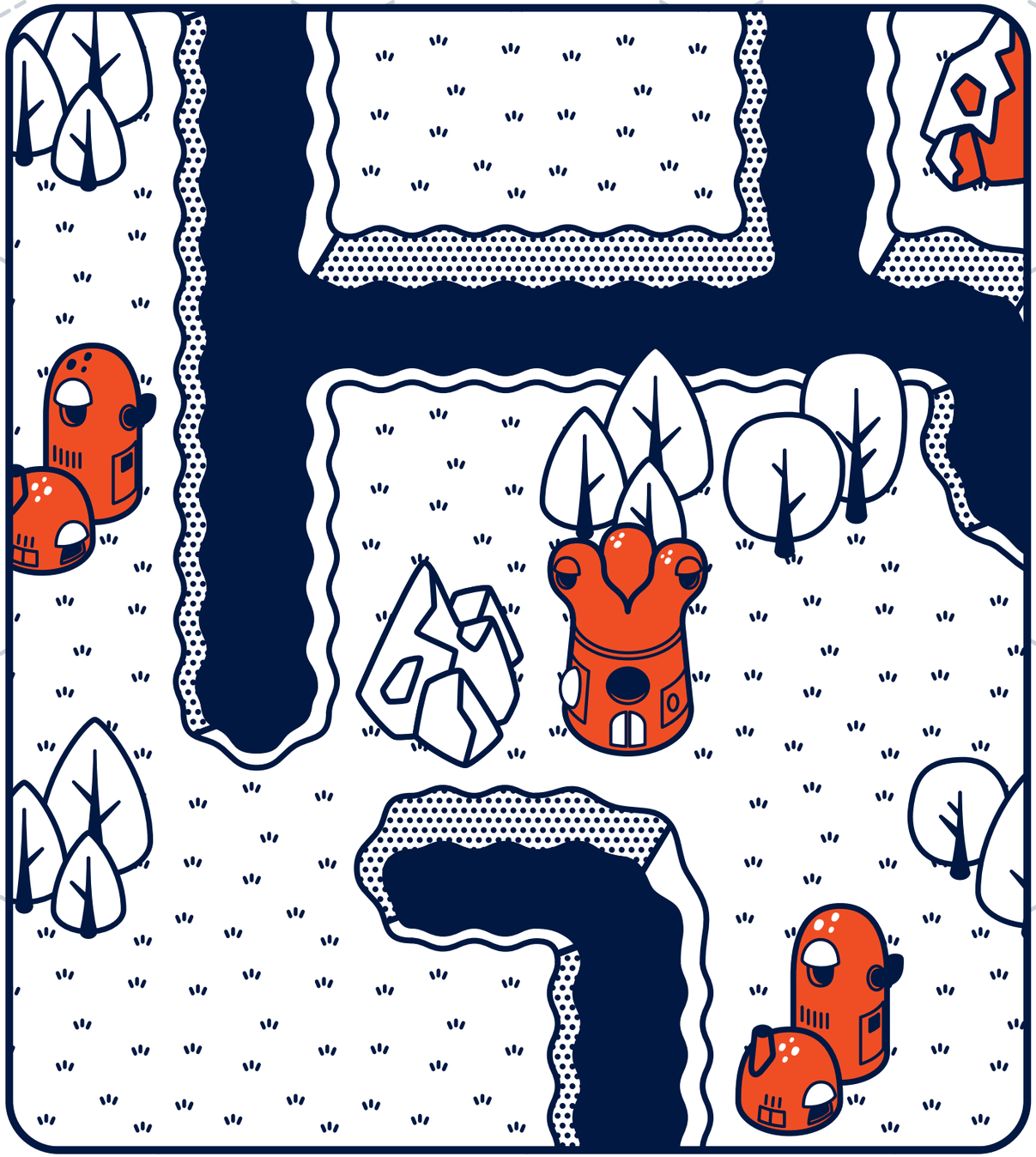
HQ

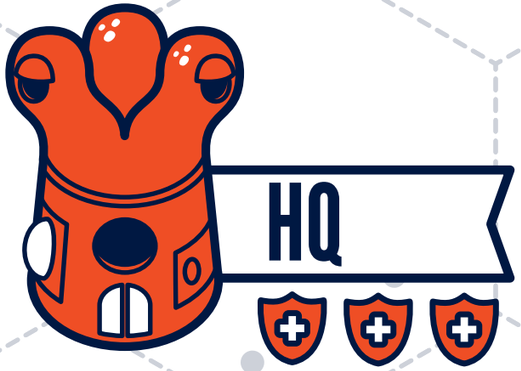
TERRAIN DEFENSE

INFT: 1 MECH: 1 AIR: 1

MOVEMENT COST

Your most important structure. Allows you to activate special powers, but be careful, if captured the war is lost!





HQ

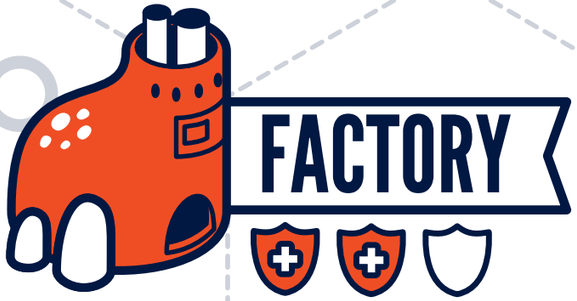
INFT: 1 MECH: 1 AIR: 1

Your most important structure. Allows you to activate special powers, but be careful, if captured the war is lost!

CITY

INFT: 1 MECH: 1 AIR: 1

Captured cities generate income as well as resupply and heal friendly ground units for 2 health.



FACTORY

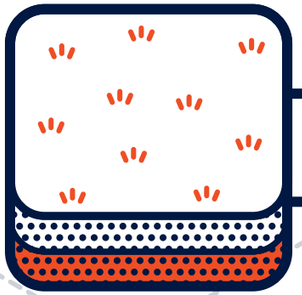
INFT: 1 MECH: 1 AIR: 1

Factories produce, resupply and repair your ground units for 2 health as well as generate income.

AIRPORT

INFT: 1 MECH: 1 AIR: 1

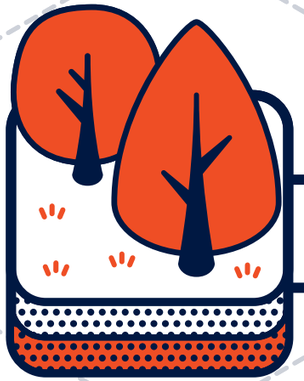
Airports produce, resupply and repair your Air units for 2 health as well as generate income.



PLAINS

INFT: 1 MECH: 1 AIR: 1

Plains are super boring.



FOREST

INFT: 1 MECH: 2 AIR: 1

In fog of war, units hiding in forests can only be seen by adjacent units.

MOUNTAIN

INFT: 2 MECH: × AIR: 1

Provides great cover for Infantry as well as increased vision in fog of war. Impassable by Mech units.

DIRT

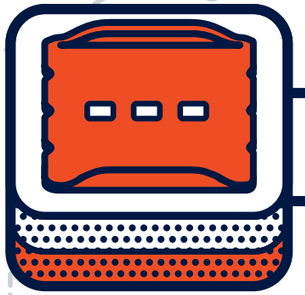
INFT: 1 MECH: 2 AIR: 1

Careful! Units on dirt will receive additional damage from incoming attacks.

ROAD

INFT: 1 MECH: 1 AIR: 1

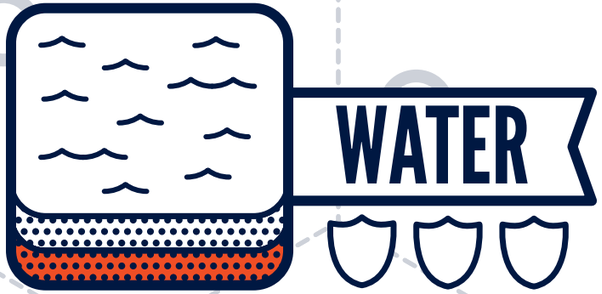
Roads offer no defense but often provide easy passage through rough terrain.



BRIDGE

INFT: 1 MECH: 1 AIR: 1

Provides no cover for ground troops but allows them to cross over water.



WATER

INFT: ✖ MECH: ✖ AIR: 1

Water can only be traversed by Air units.

SHORE

INFT: ✖ MECH: ✖ AIR: 1

Shores can only be traversed by Probes or Air units.

CLOUD

INFT: ✖ MECH: ✖ AIR: 1

Air units on cloud tiles can only be seen by adjacent units in fog of war. Also provides a small amount of defense.

WALL

INFT: ✖ MECH: ✖ AIR: ✖

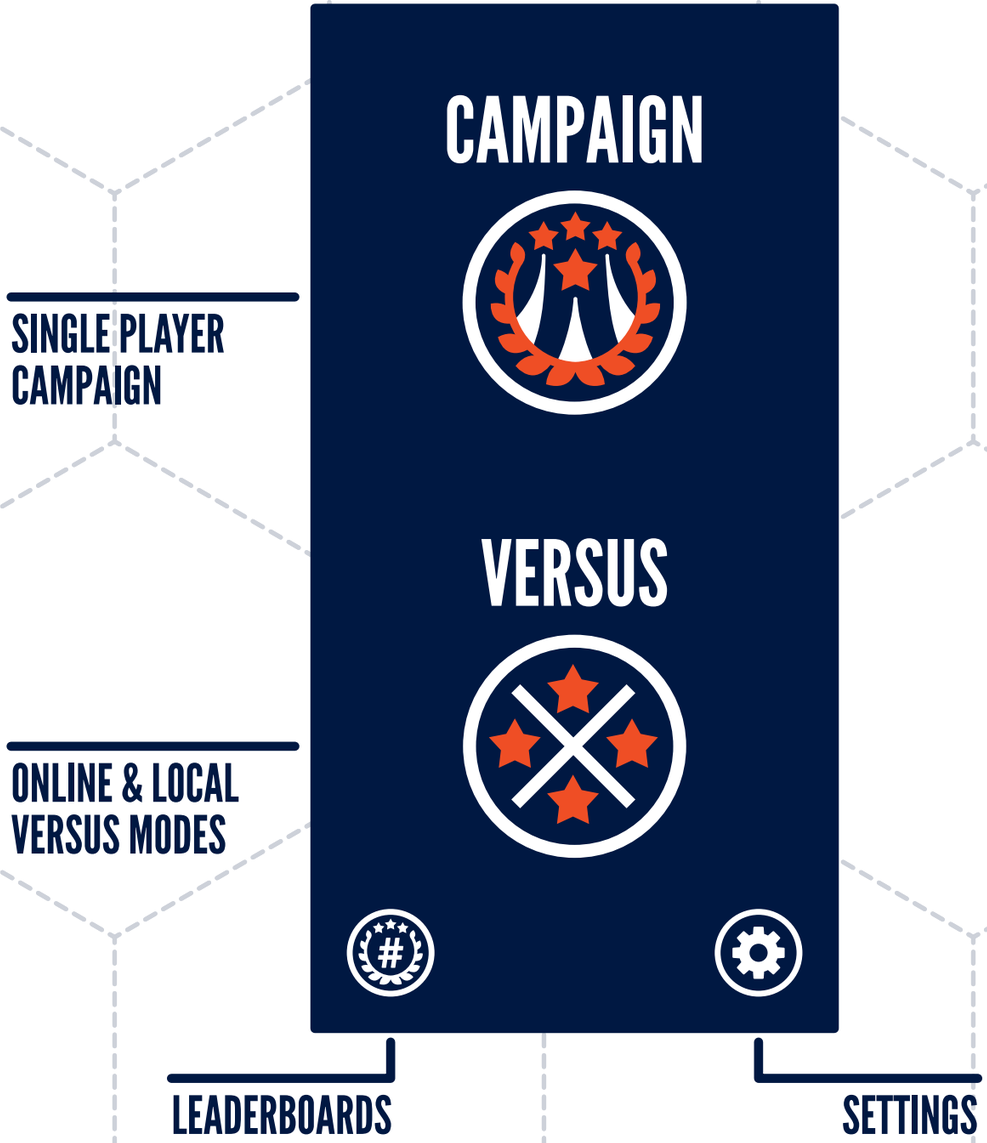
Mysterious objects that have begun to appear across the 4 sectors. Impassable by all units.

REACTOR

INFT: ✖ MECH: ✖ AIR: ✖

Steadily sapping energy from the Warbits code base. Destroy full reactors to gather charges to spend on powers.

MAIN MENU



SIMULATION MODES

There are 3 simulation modes built into the Warbits software.

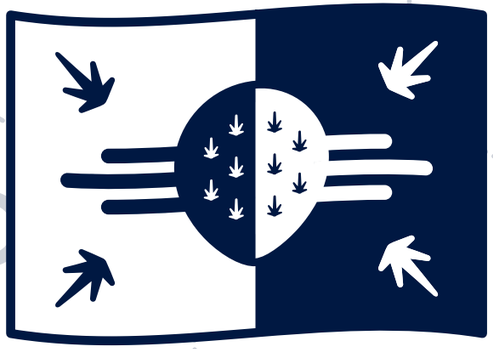
CAMPAIGN: Take command of the Red Bear Republic forces in a simulated story mode.

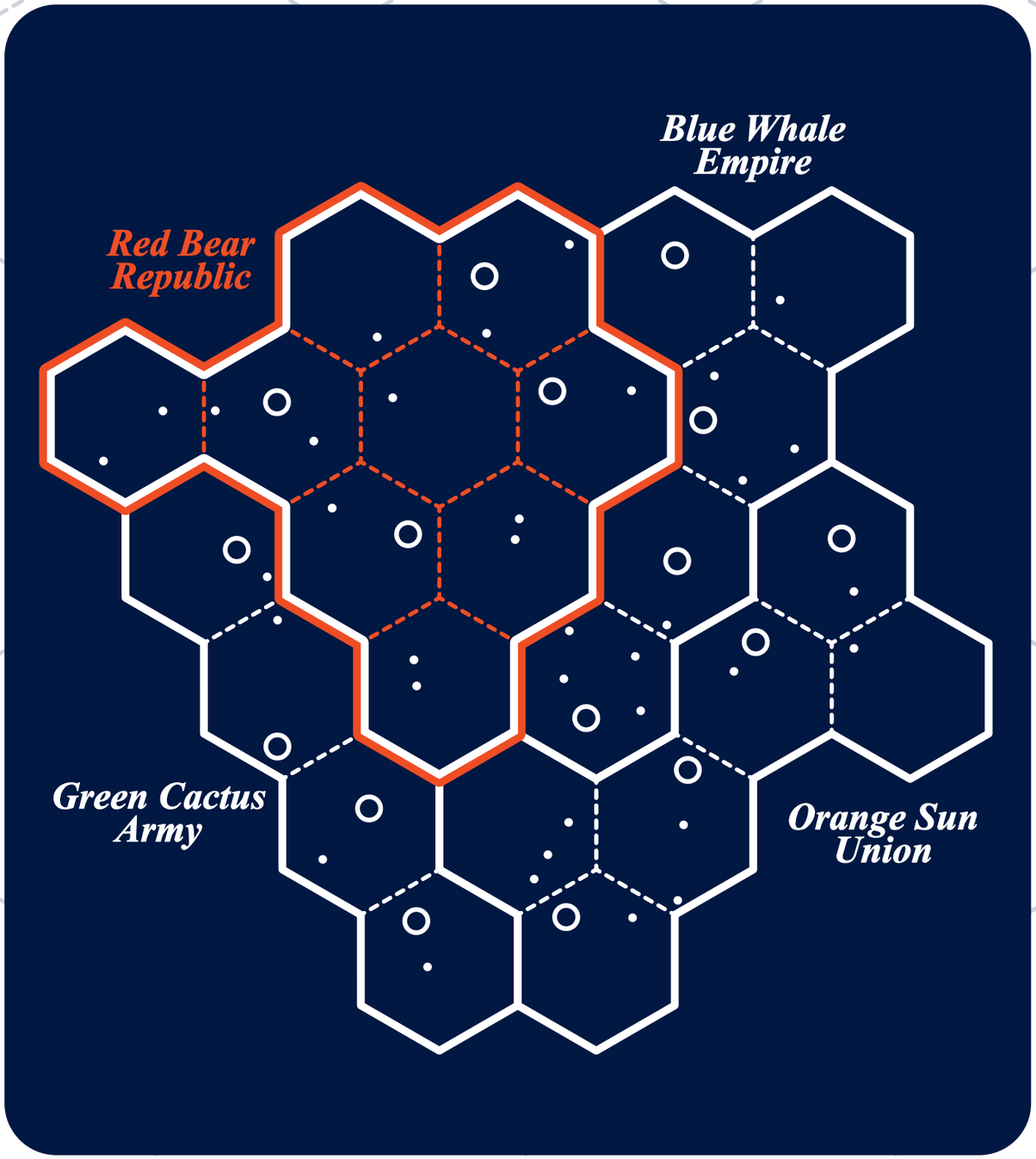
TAG MATCH: Use custom tags to play against groups of friends using the same tag. Compete on individual tag leaderboards.

CUSTOM: Battle CPU or human opponents locally or take the fight online with GameCenter friends.

CAMPAIGN

Since the introduction of Warbits, factions have popped up all over the Galaxy. Battle your way through every sector and defend the interests of the Red Bear Republic!





TAG MATCH

CURRENT TAG (TAP TO EDIT)

#WARBITS_

POPULAR TAGS

TAG HISTORY

LEADERBOARDS

FEATURED TAGS	PLAYERS
#WARBITS	5150
#FOG	1200
#REDBEAR	675
#BLUEWHALE	450

Tagging a game will match you with other players using the same tag.

START MATCH

CUSTOM

Custom matches are unranked and are more configurable than other simulation modes. Custom games support up to 4 players.

ONLINE: Invite your GameCenter friends to play in a casual battle simulation.

LOCAL: Play locally with any configuration of CPU and human opponents.

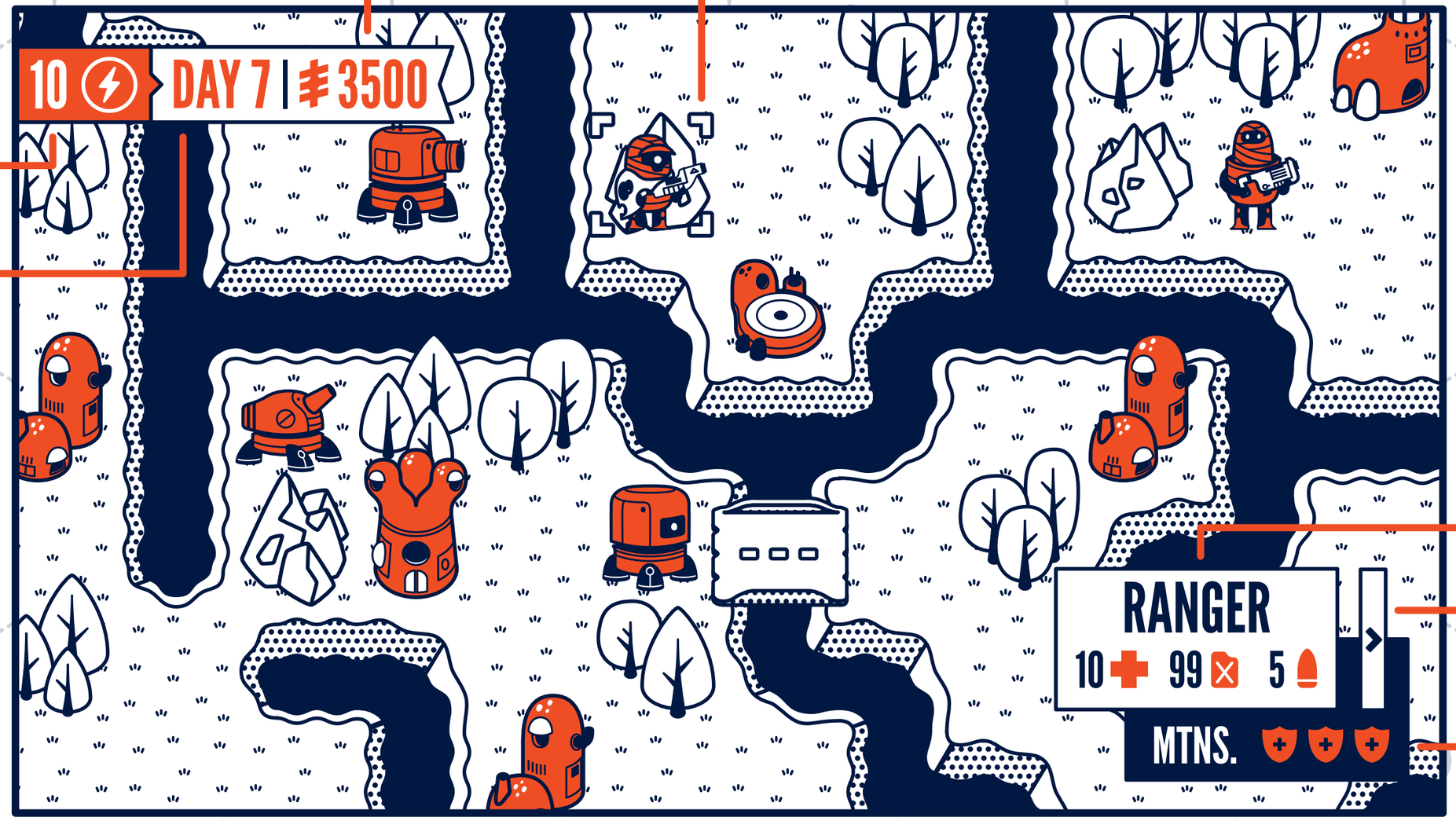
TEAM CONFIGURATION

ONLINE: Tap a bar to add players from GameCenter.

LOCAL: Tap a bar to cycle between Human, CPU, and Empty.

Drag Player and Versus bars to arrange team configurations.

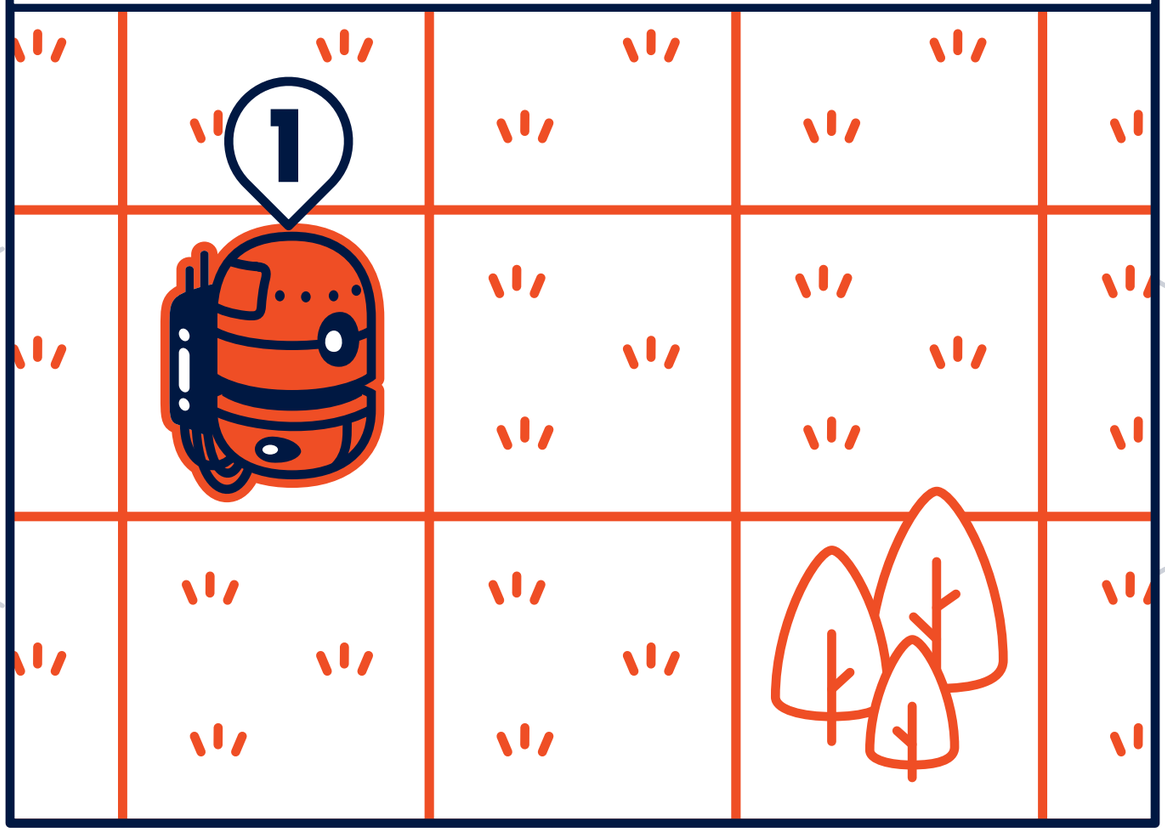
BATTLE INTERFACE



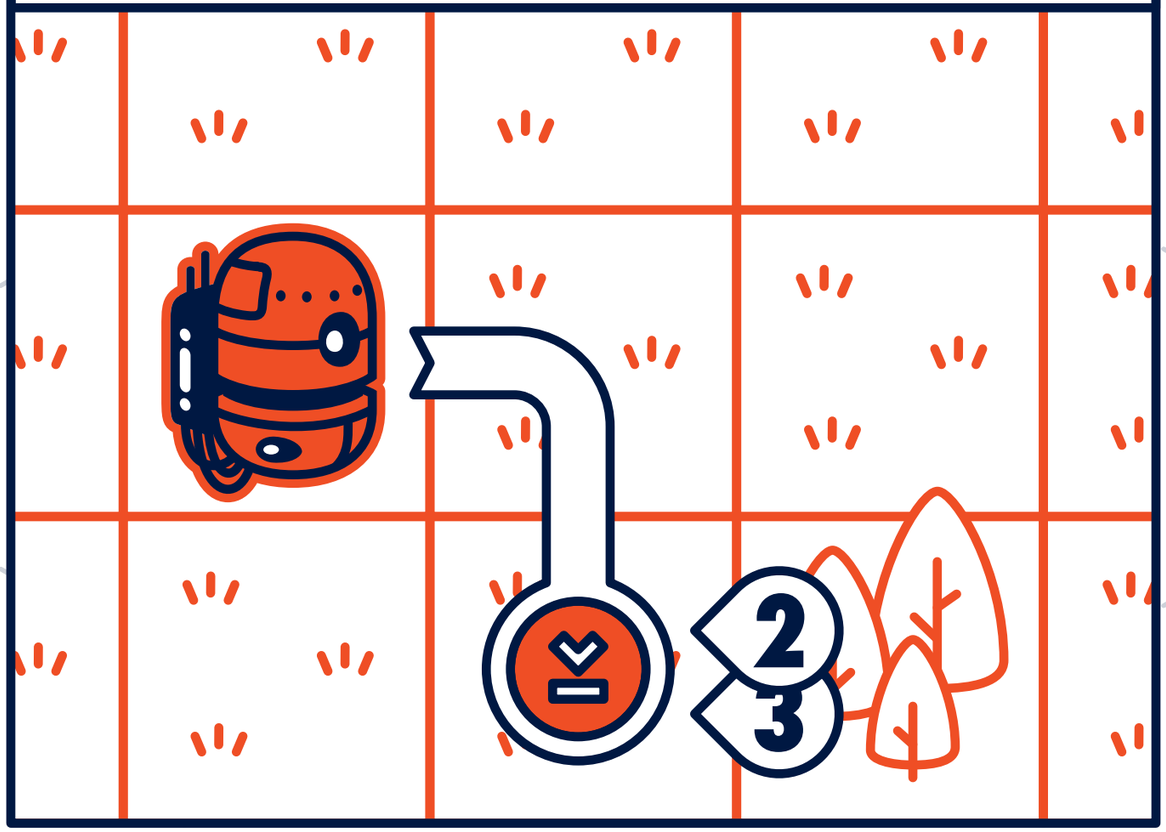
MOVEMENT:

Moving is pretty cool, you should try it sometime.

1. Tap a unit to activate.



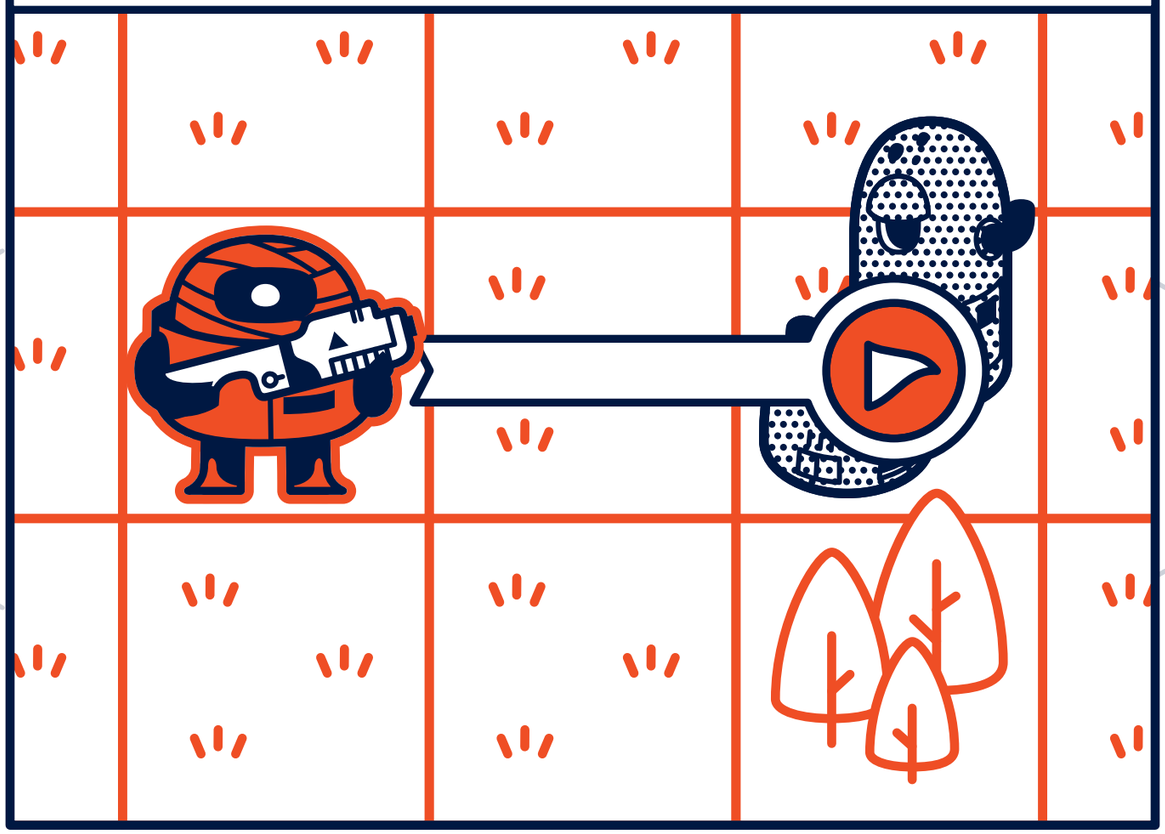
2. Tap an available tile to form a path.
3. Tap again to confirm and move.



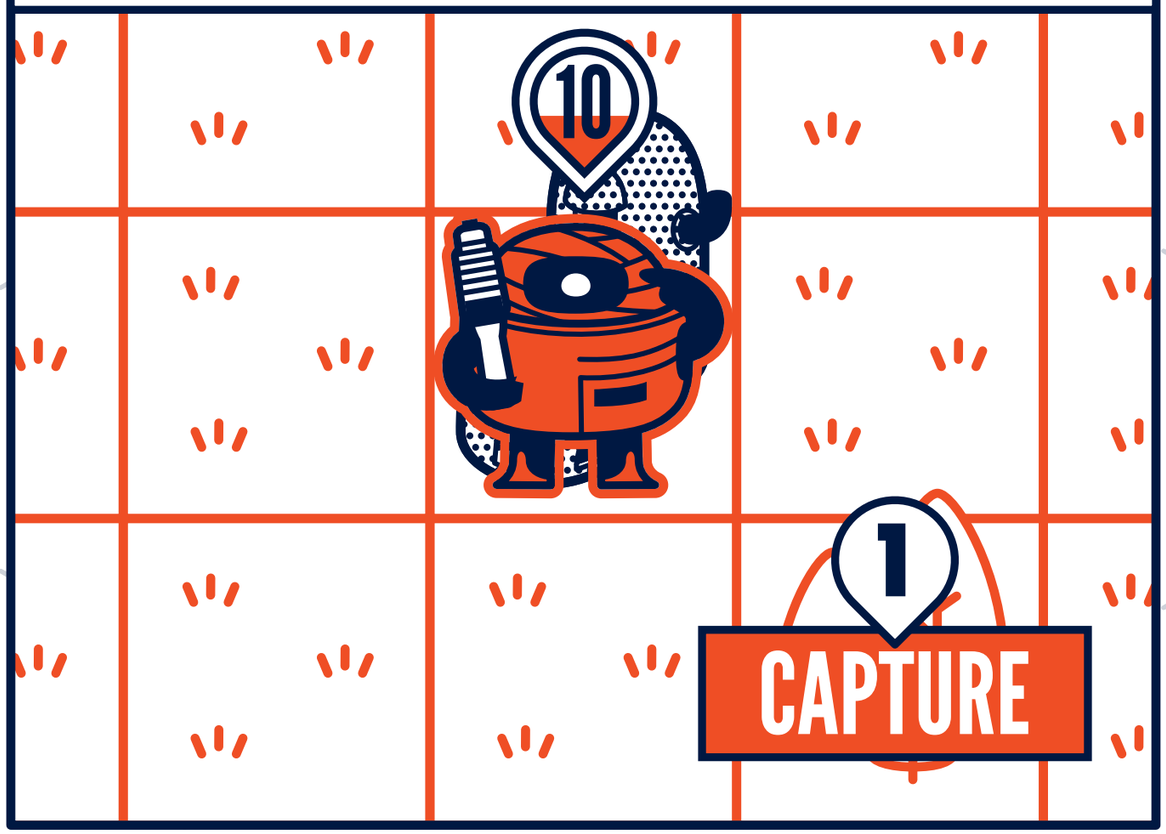
CAPTURING:

All Structures have 20 Capture Points. Infantry units at full health can reduce 10 Capture Points a day. Once the City is at 0, it's all yours!

Place Infantry on top of structures to start capturing.

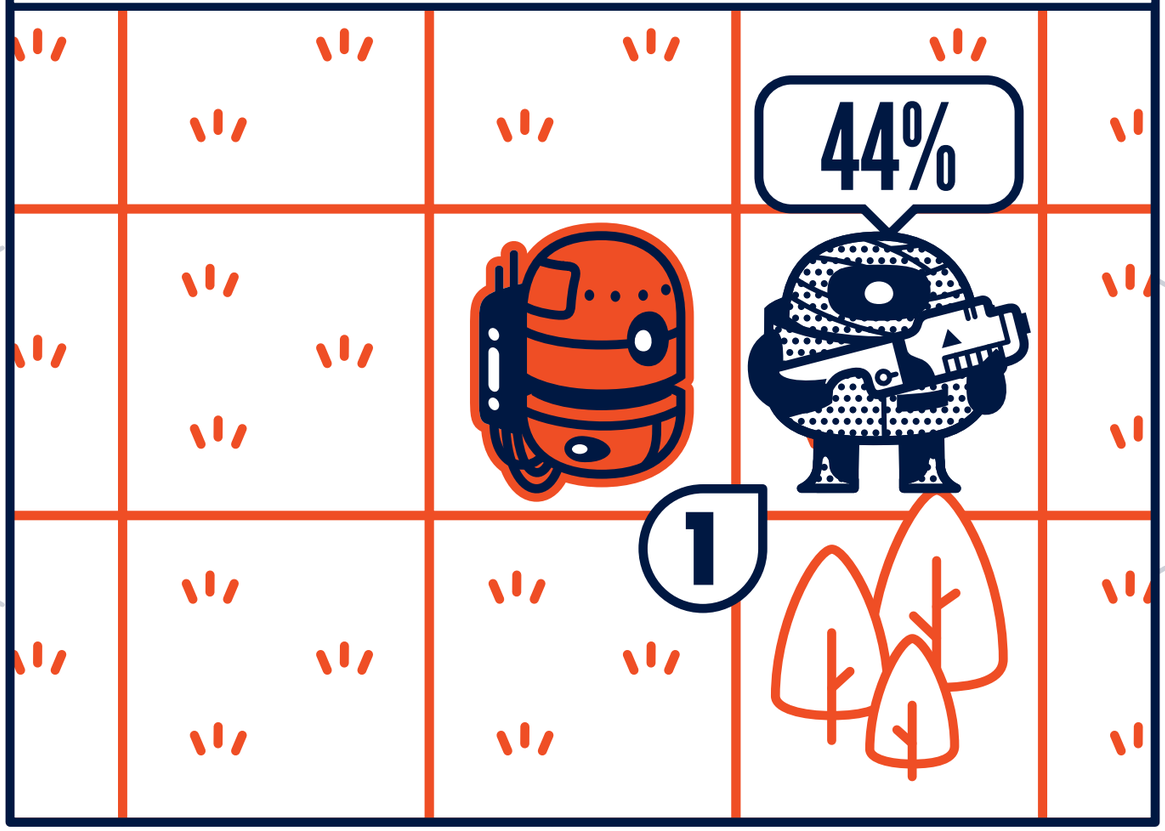


1. To continue a Capture in progress tap the Capture button.



DIRECT COMBAT: Combat units potential attack power is based on their current health. Defending units will be able to counter attack if possible so it's important to strike first!

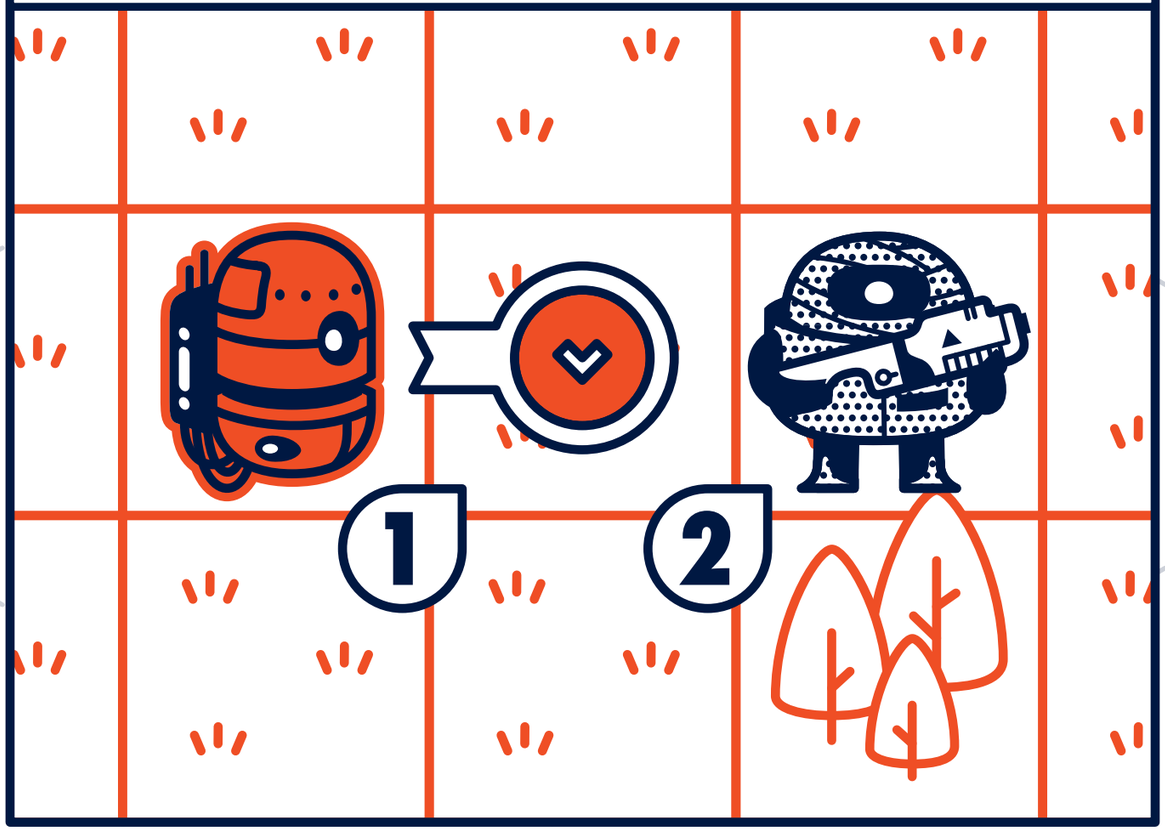
1. Tap an adjacent enemy to display attack percentage.



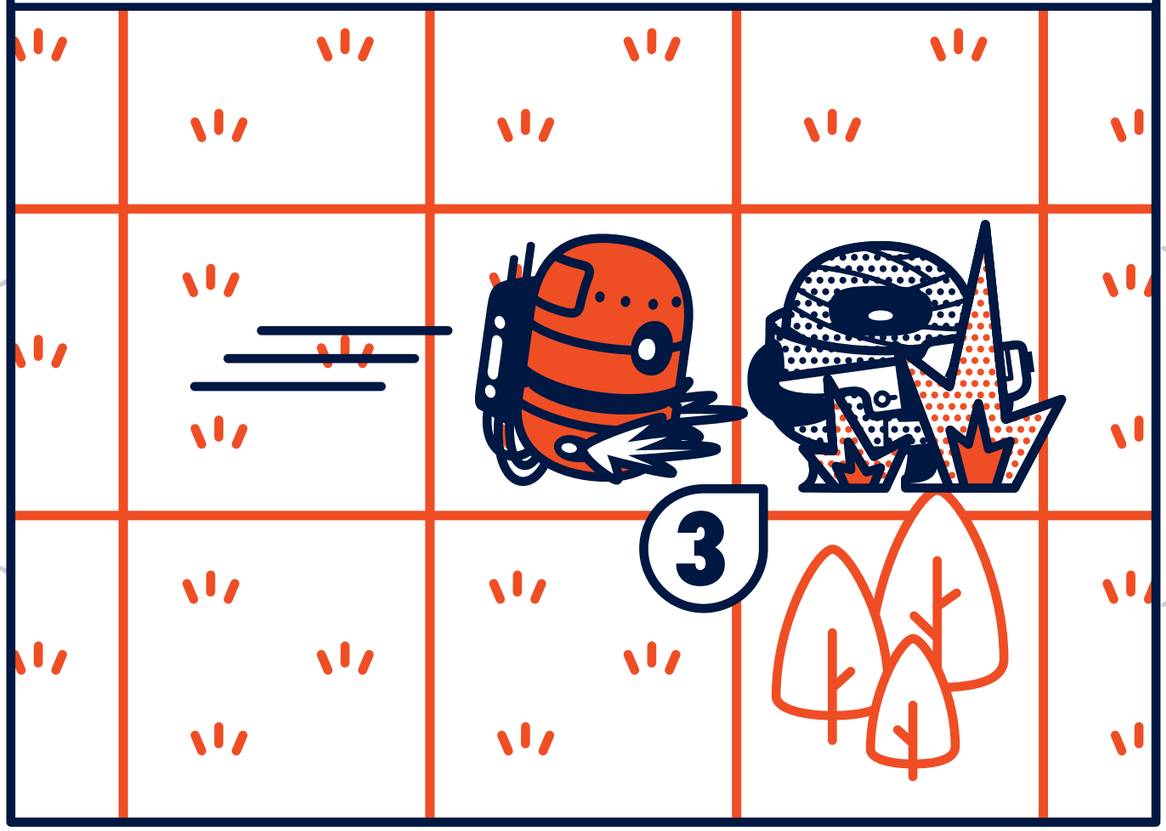
2. Tap again to attack.

COMBAT TIP: Instead of moving and attacking in two steps, you can string these actions together to save precious space seconds.

1. Tap empty tile adjacent to enemy.
2. Tap enemy.

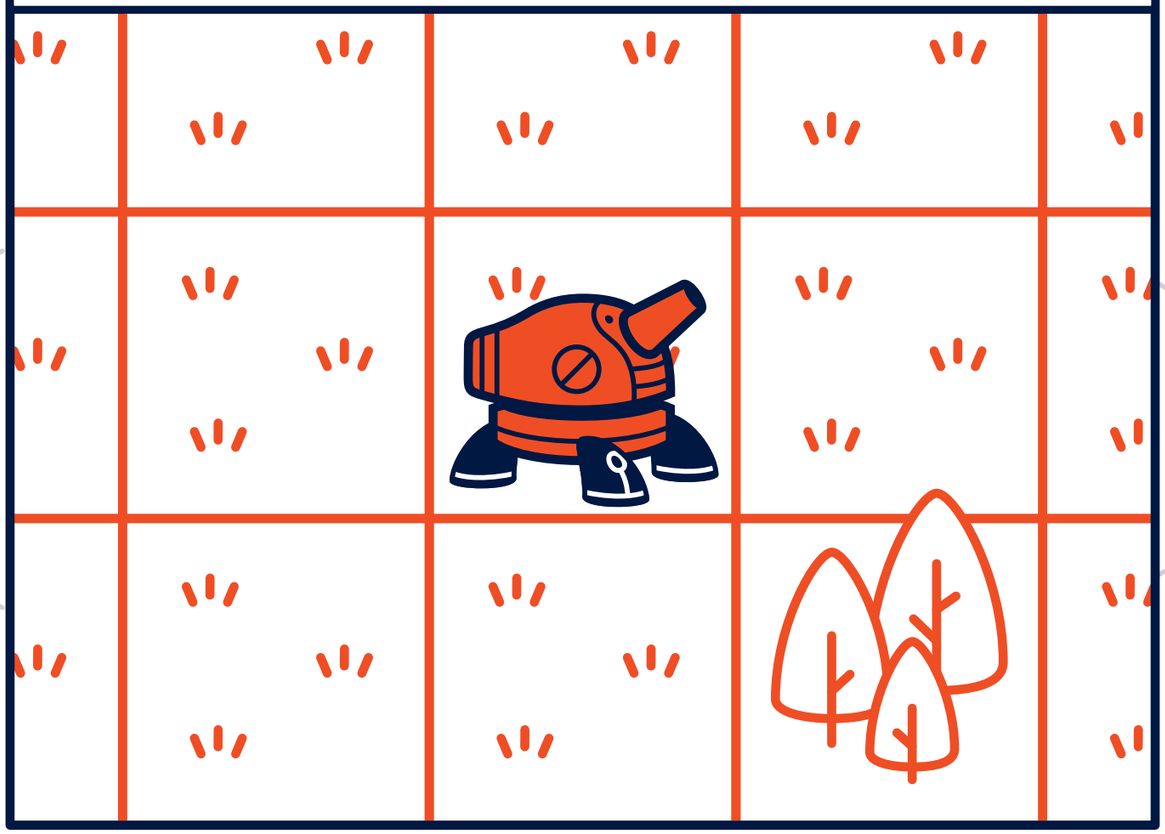


3. Tap again to move and attack.

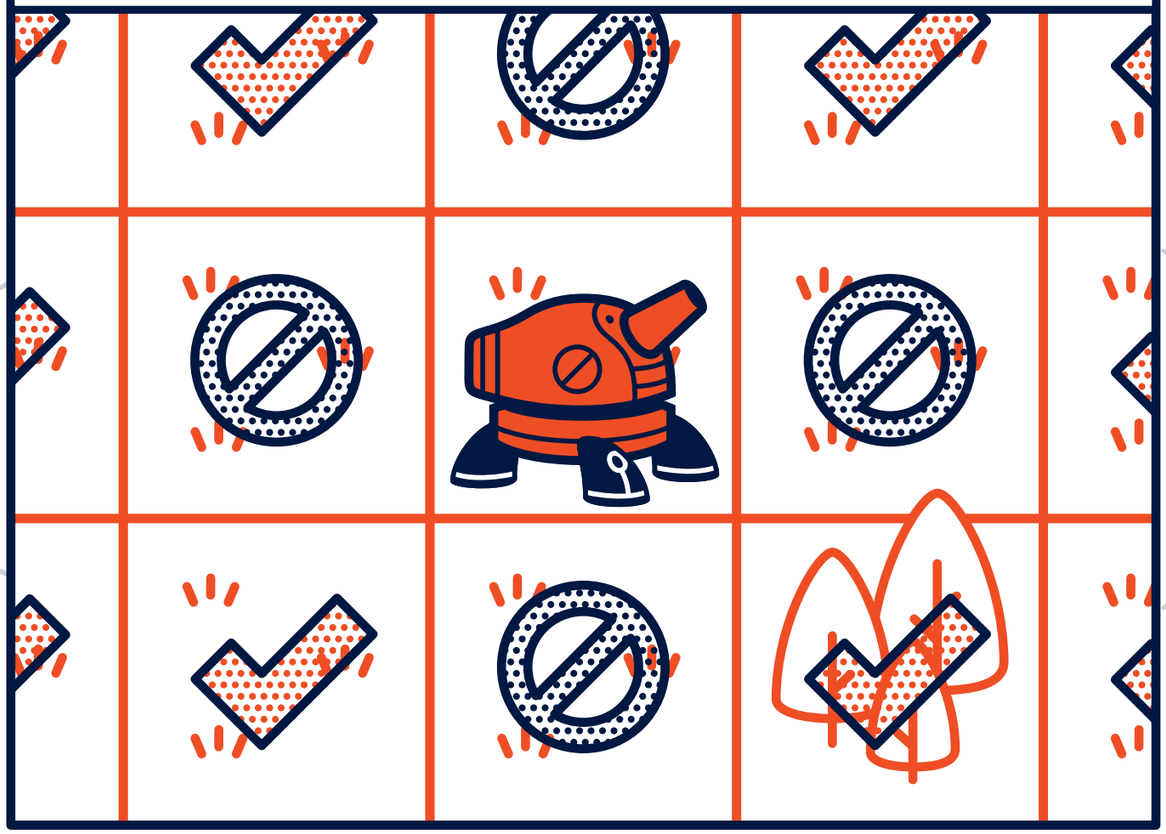


RANGED COMBAT: Ranged combat units have the unique ability to attack from a distance, avoiding a counter attack.

Ranged units can only move **OR** attack.



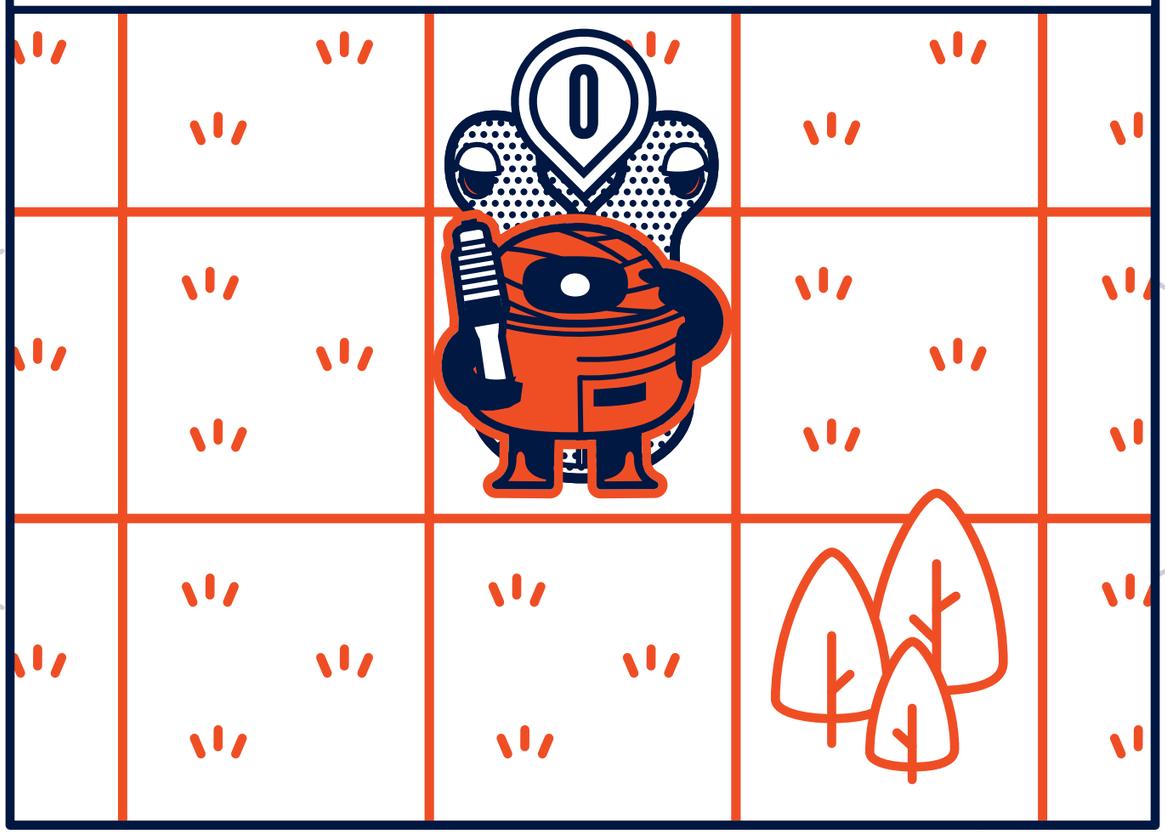
Ranged units can only attack units within their Range.



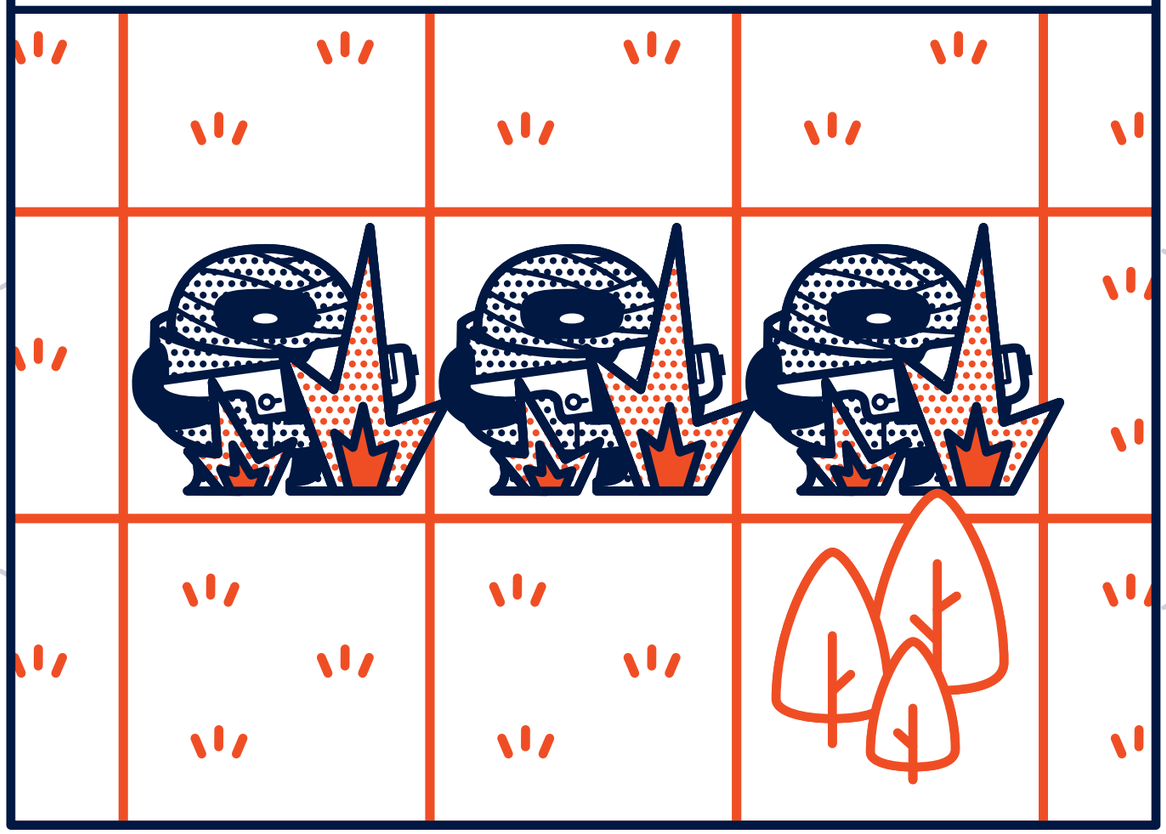
WIN CONDITIONS:

There are two possible ways to win (and lose) in the Warbits battle simulator.

Via Capture: Capturing an enemy's HQ.



Via Combat: Destroying all of an enemy's currently deployed units.

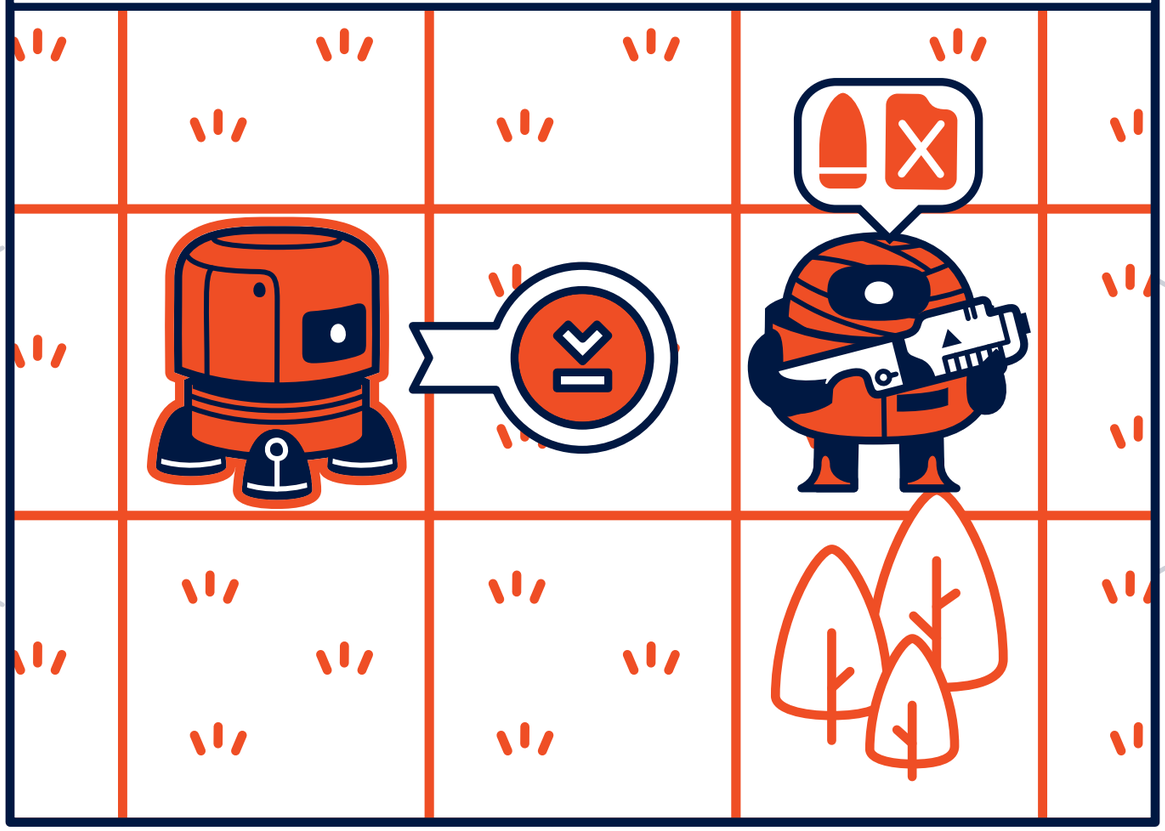


APC RESUPPLY:

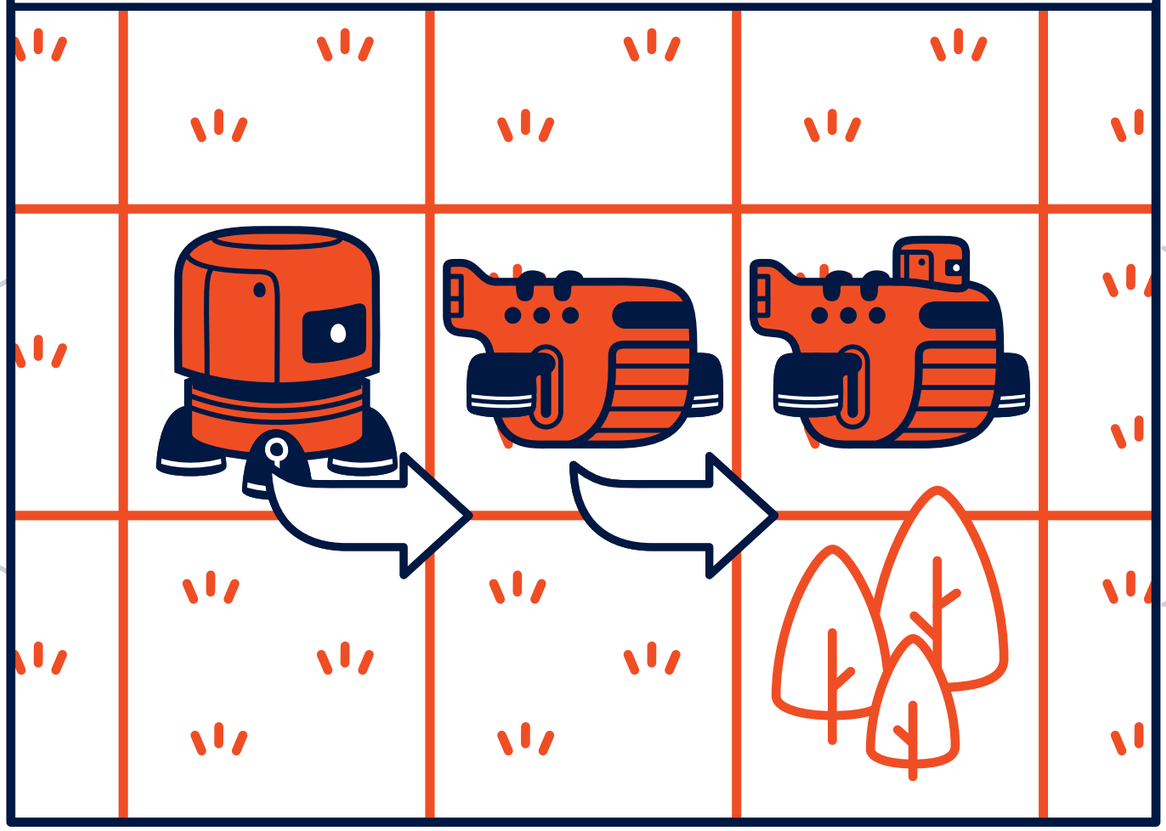
Units use gas and ammo during movement and combat. It's important to keep them supplied in combat simulations.

Move APC next to friendly unit to resupply.

OR: Move friendly units next to an APC.



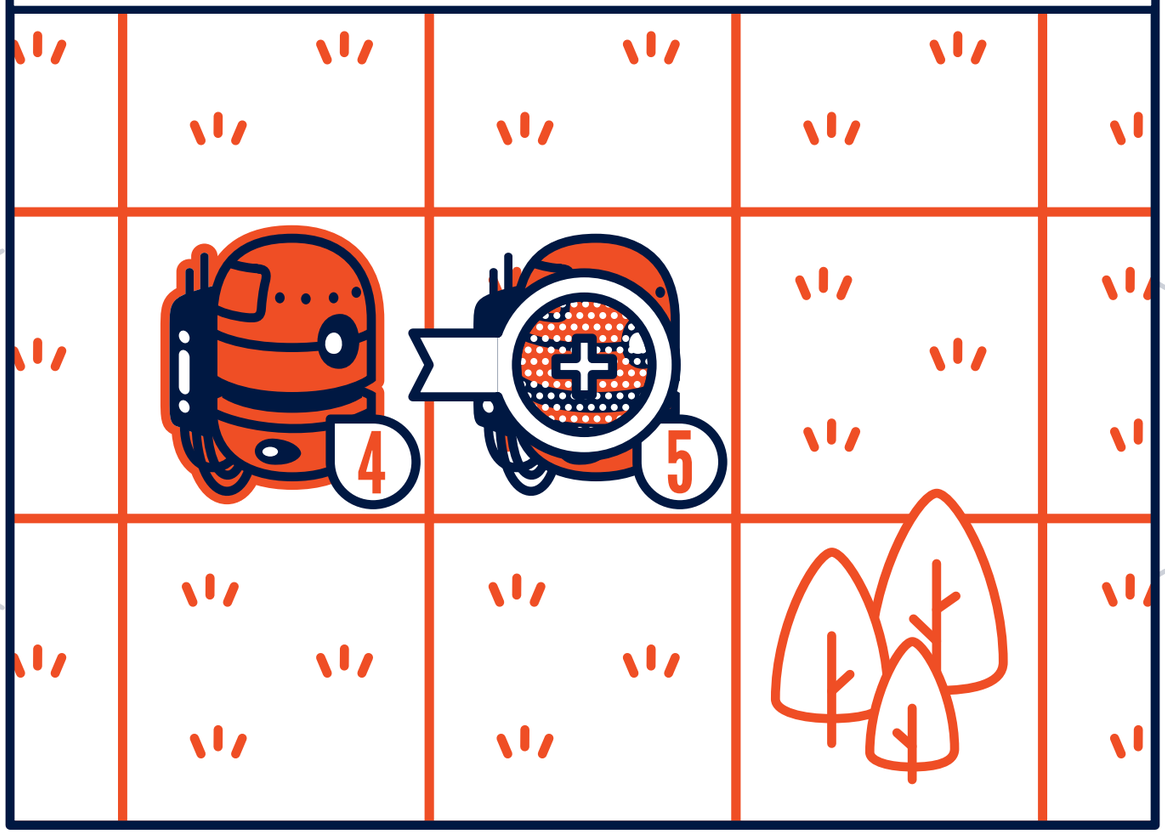
TIP: Load an APC in a Carrier to create an airborne resupply unit.



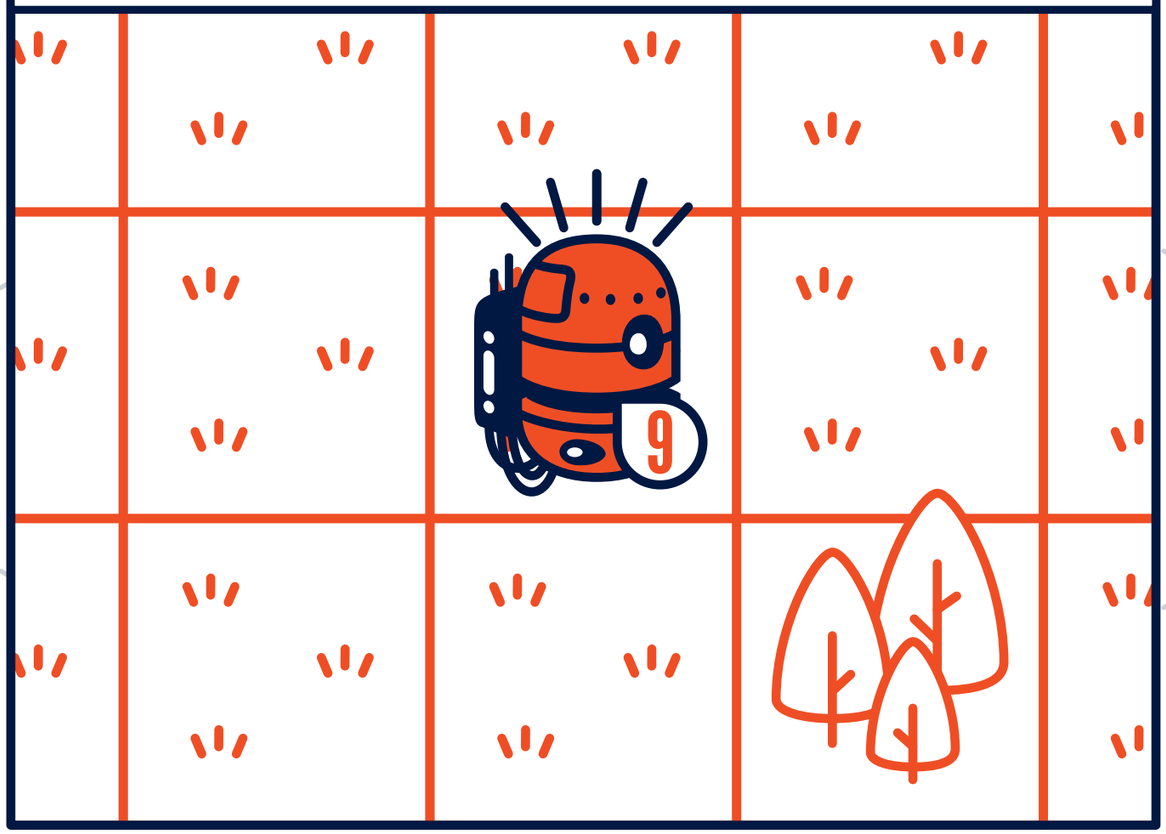
JOINING

Joining units can be helpful when there are multiple injured units. A joined unit's health can not exceed 10HP.

You can Join two injured units as long as they are the same unit type.



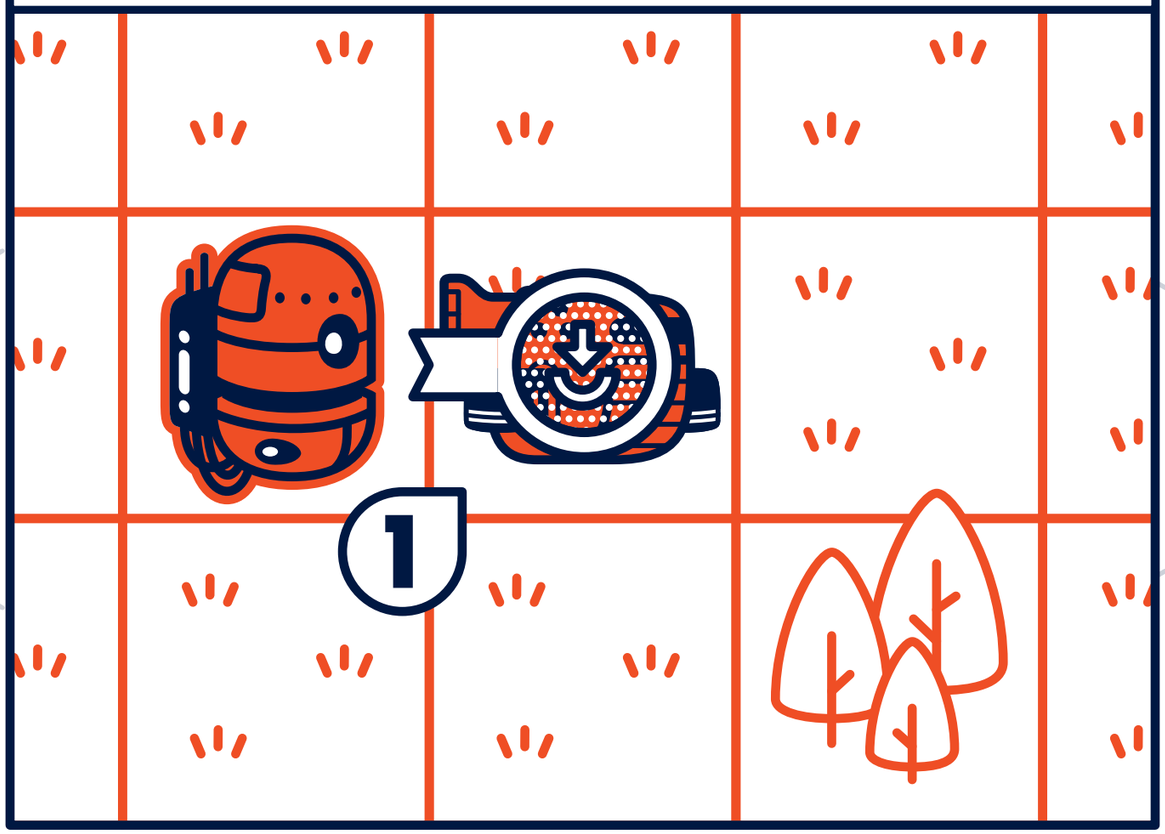
Joining units will combine their health as well as gas and ammo.



TRANSPORTS:

Transports are helpful for covering more ground quickly, as well as navigating terrain that would otherwise be impossible to traverse.

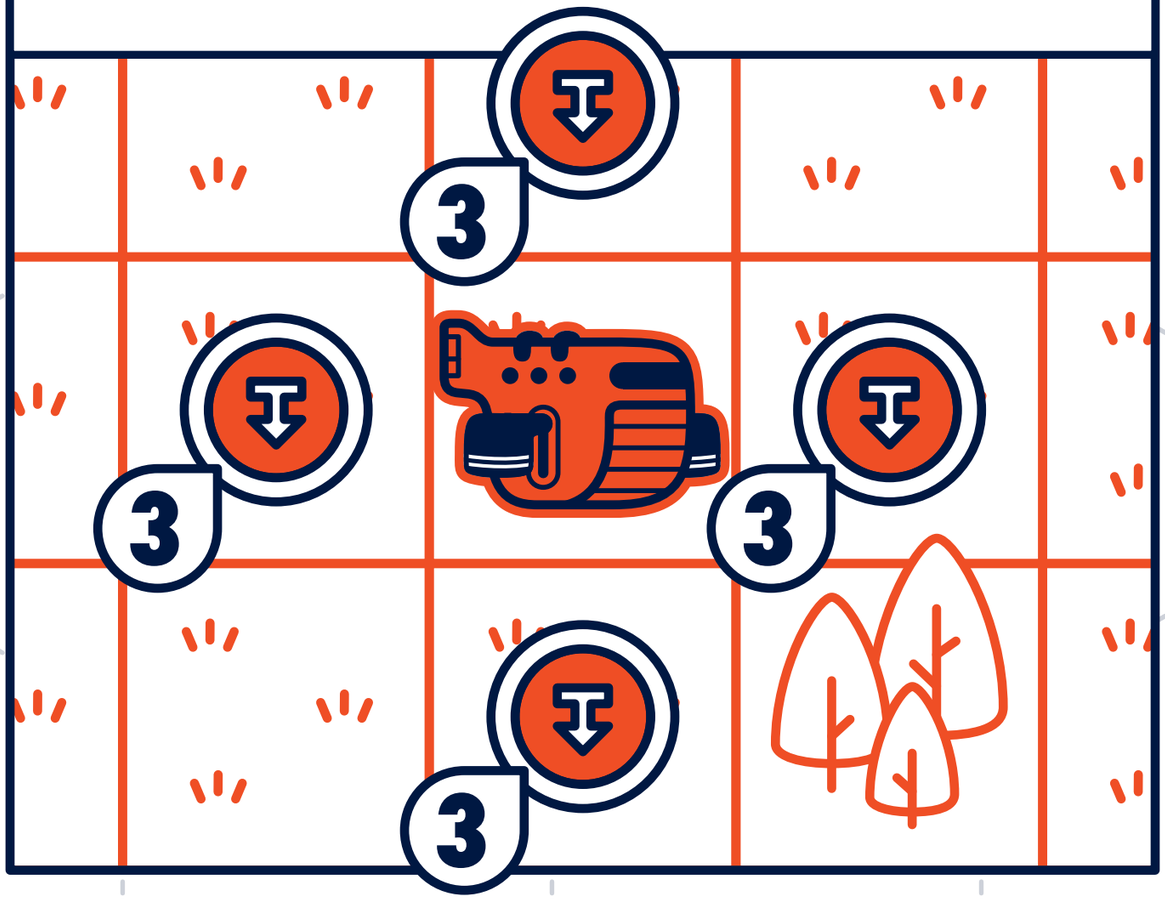
1. Move unit on top of transport to enter.



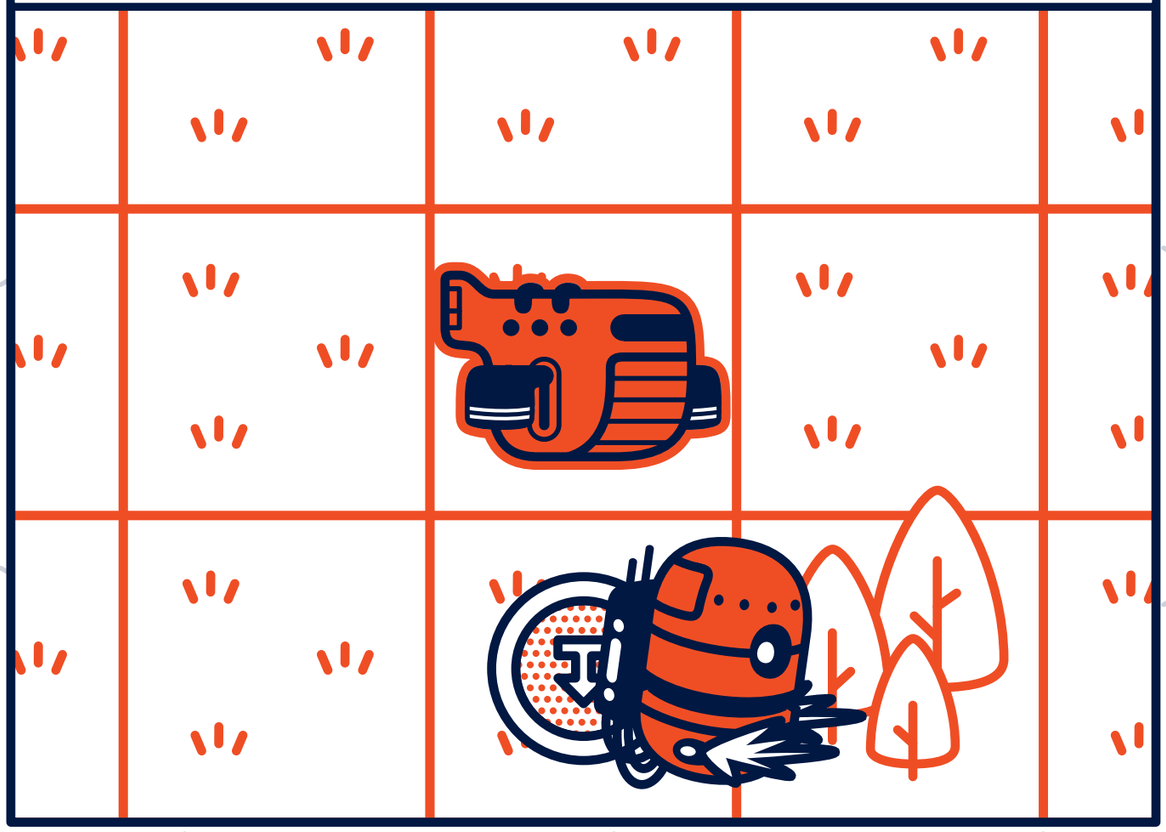
2. Tap Unload to view drop-zones.

TRANSPORTS: Units can only board transports that are over terrain they can traverse. Be careful where you deploy your troops or they might get stuck!

1. Tap a drop-zone to Unload the unit.



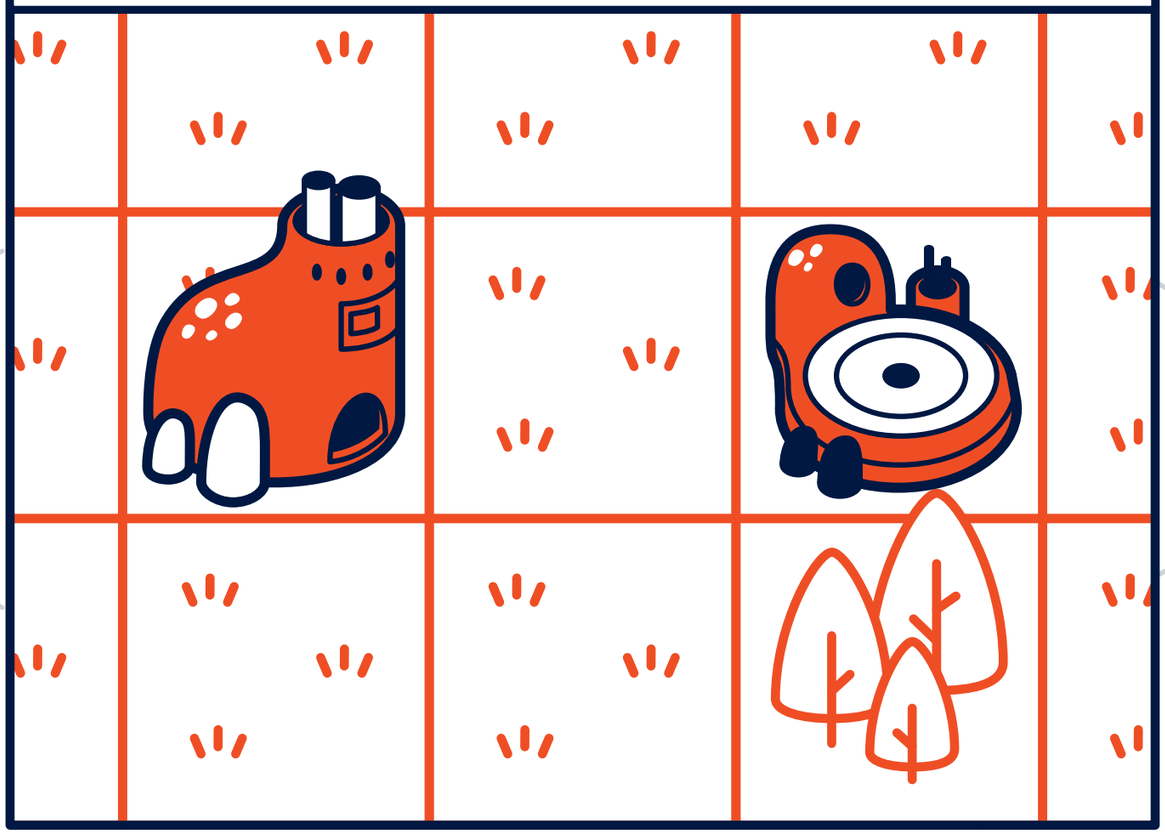
TIP: Let units inside rest for one day in order to use them after unloading.



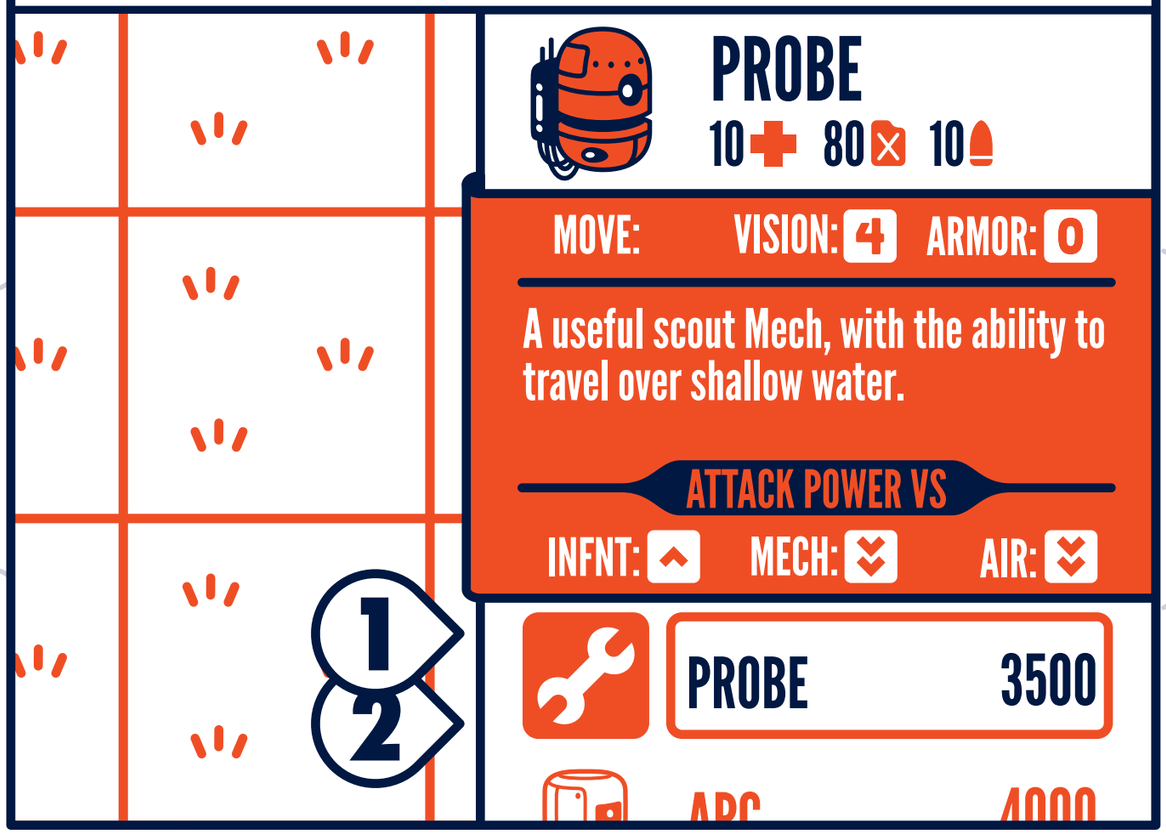
BUILDING UNITS:

Factories and Airports can use your current funds to deploy additional units to the battlefield. Don't spend it all in one place!

Tap on a Factory or Airport to build units.



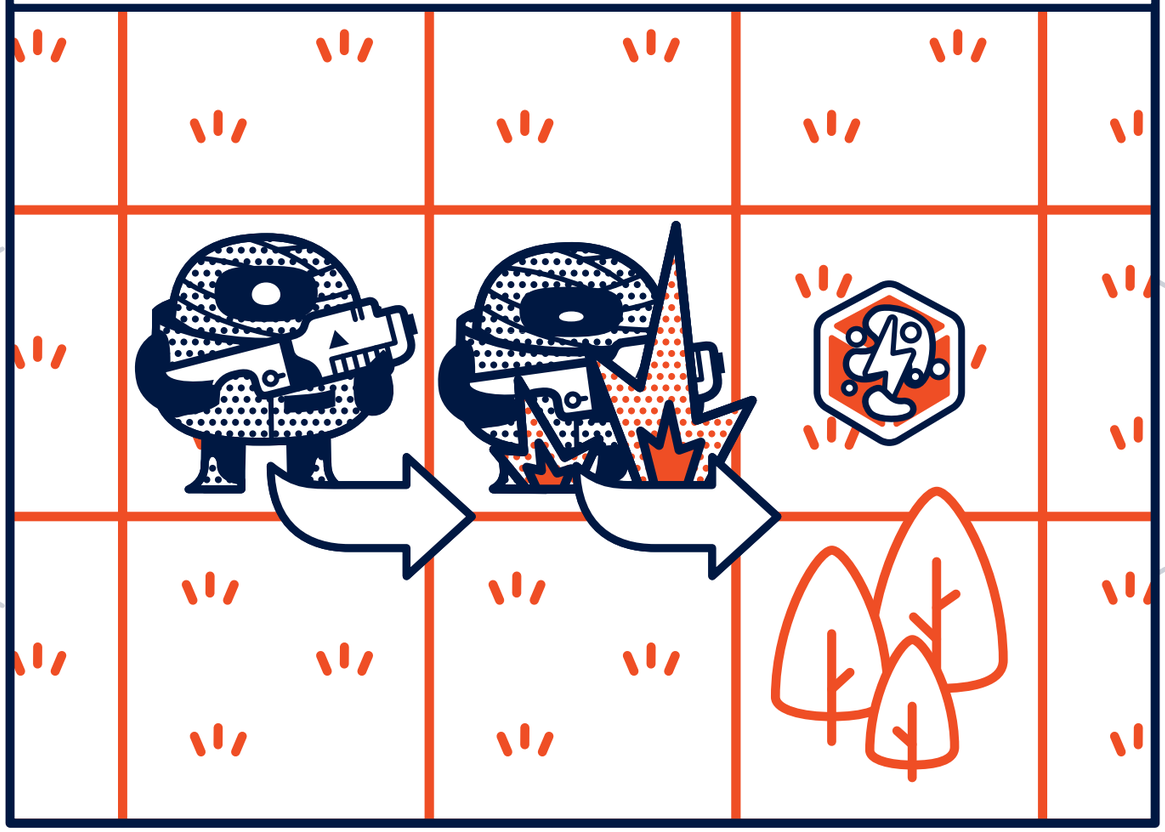
1. Select a unit on the list to view details.
2. Tap again to purchase.



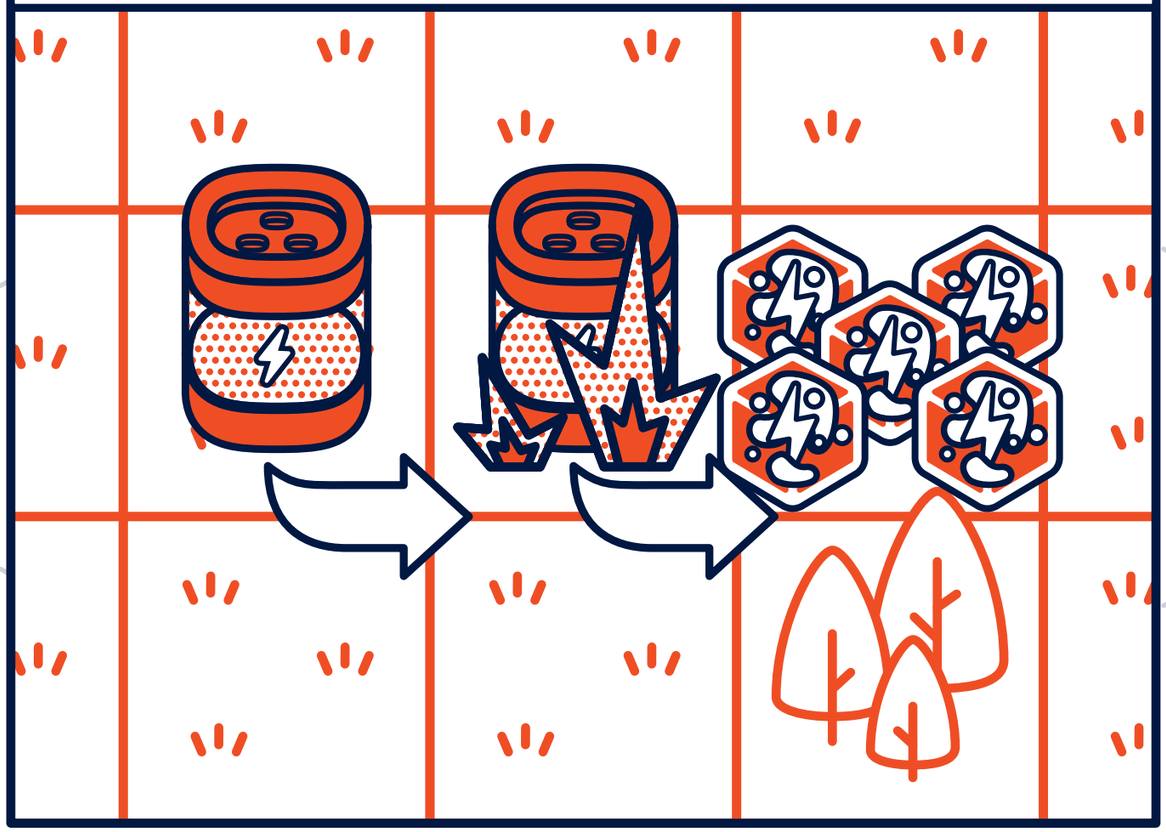
CHARGES:

This form of currency can be earned by destroying enemy units or full reactors.

The number of charges you get from enemy units is based on their build cost.



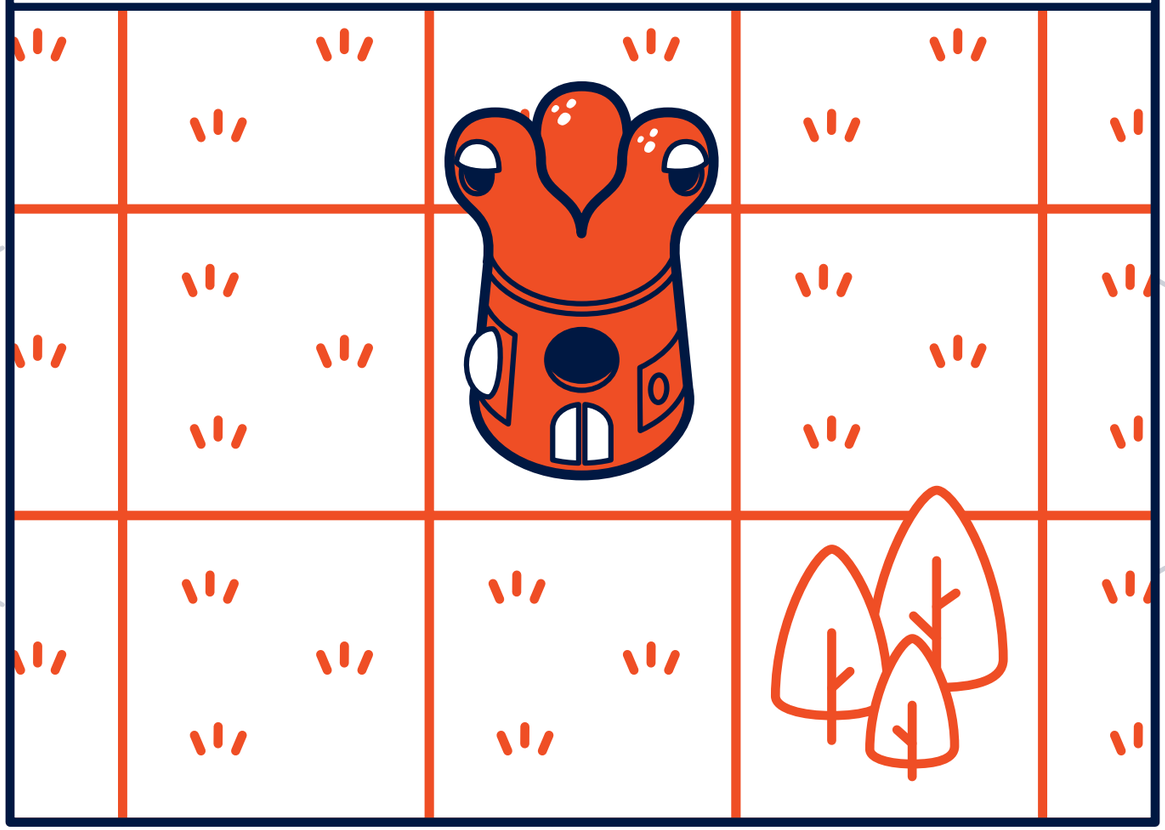
Full reactors yield 5 charges while empty reactors contain none.



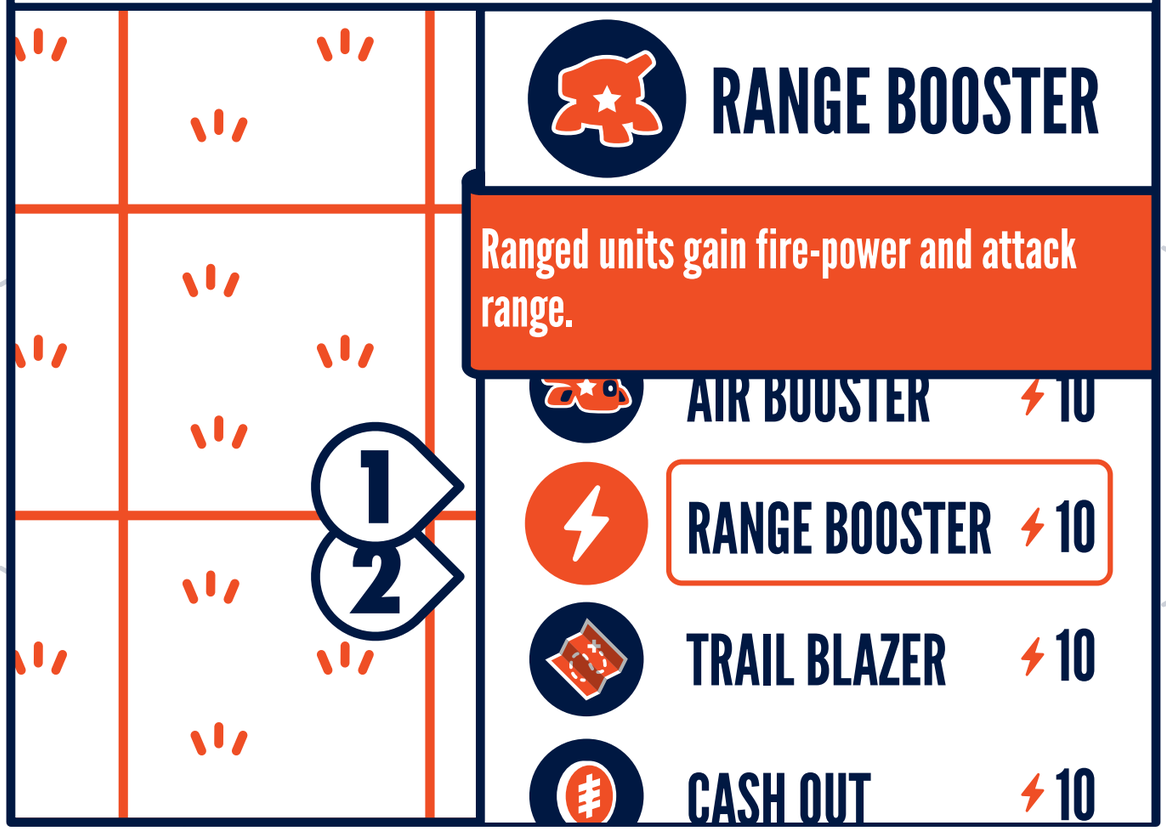
SPECIAL POWERS:

The charges you collect during battle can be used to purchase special powers that alter the game. You can only have one power active at a time so choose wisely!

Tap on your HQ to access the power shop.

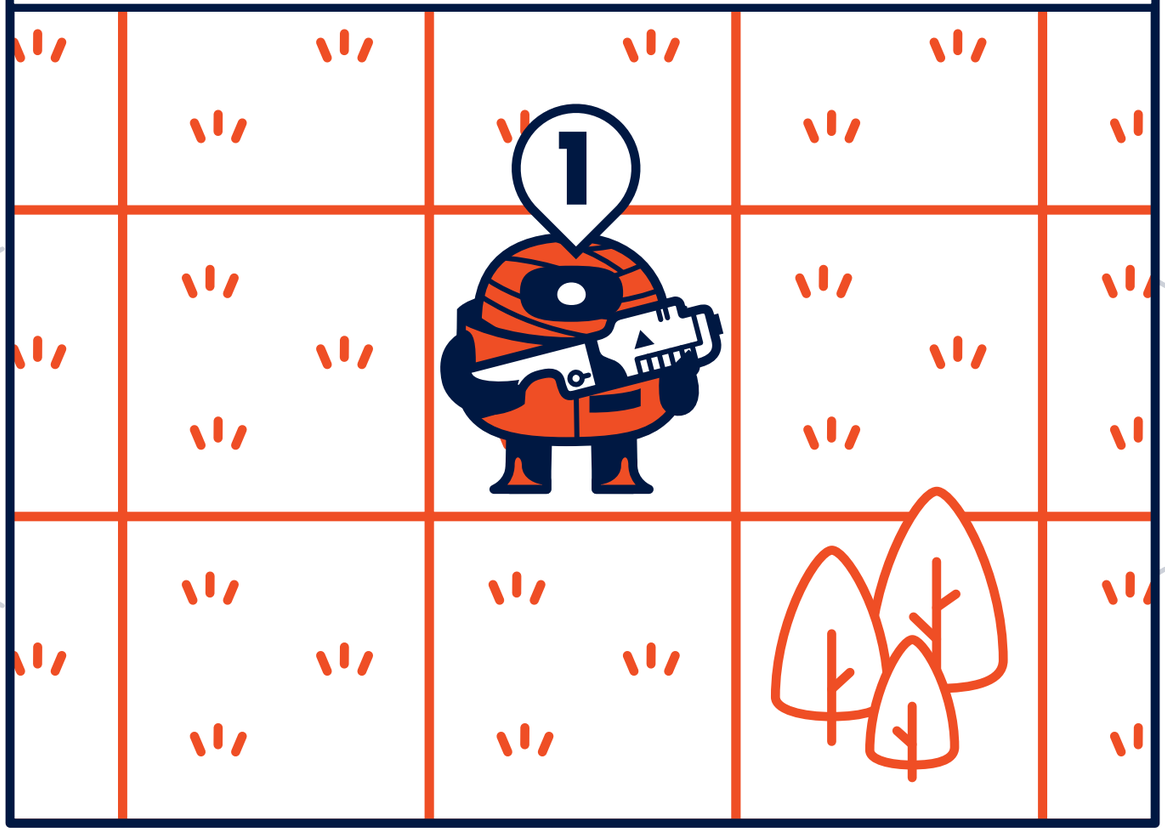


1. Select a power on the list to view details.
2. Tap again to purchase.

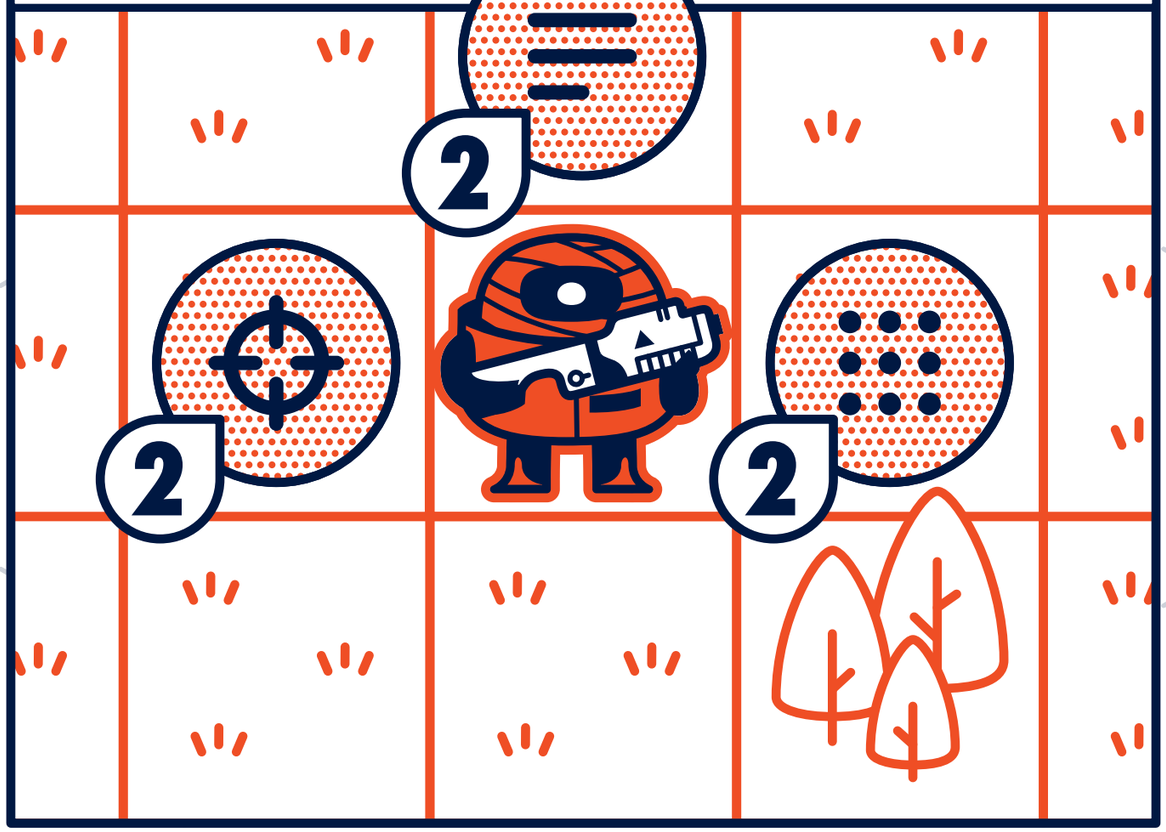


INFORMATION: Viewing detailed information on units and terrain can help determine winning strategies. Use these tools to your advantage!

1. Hold down on any unit or terrain to view intel options.



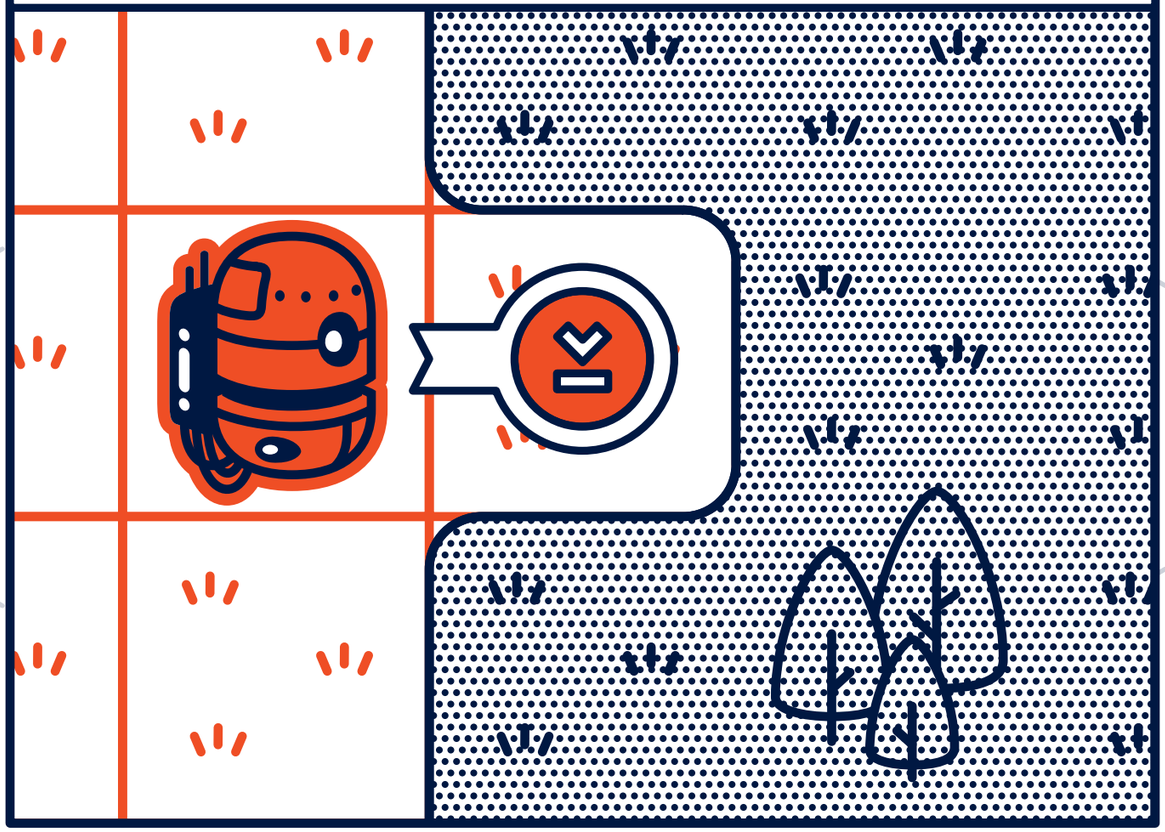
2. Tap an icon to view attack, movement, or terrain details.



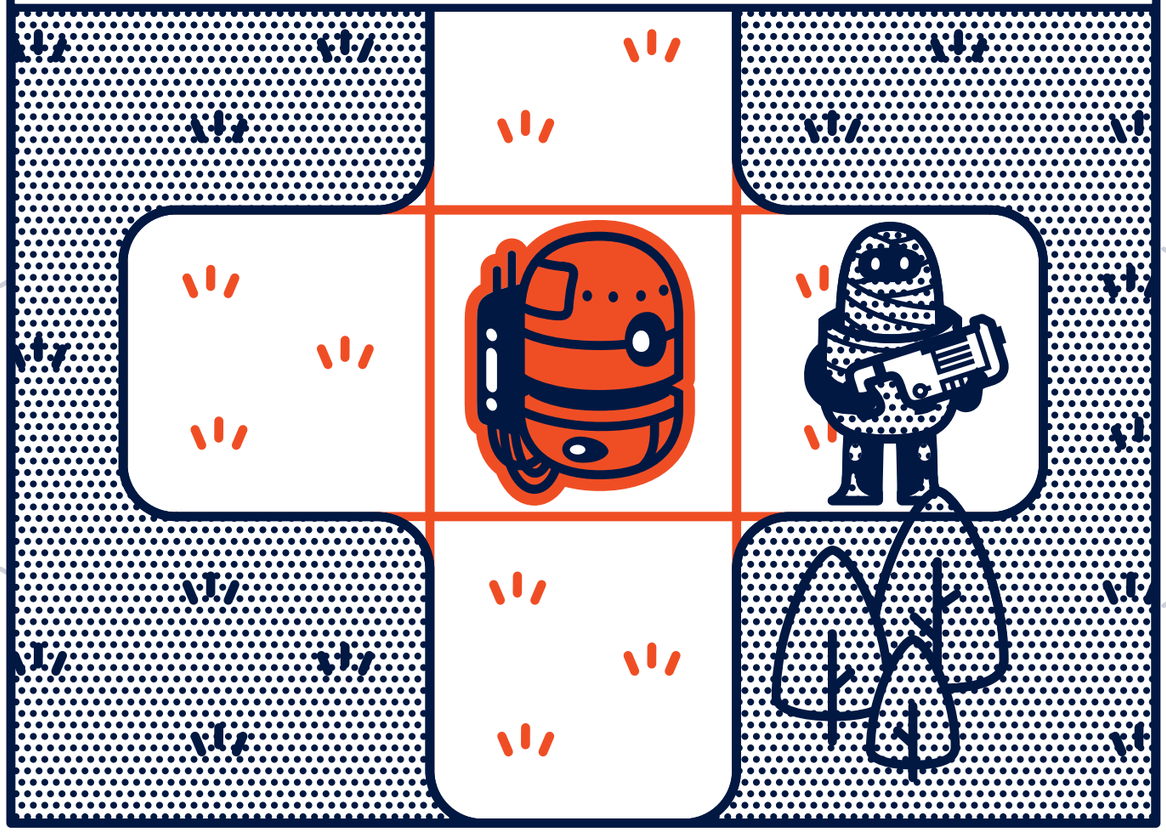
FOG OF WAR:

Fog of war only allows you to see what your units can see based on their vision range. Some terrain types can affect a unit's vision.

With Fog of War enabled, units can only see enemy units within their Vision Range.



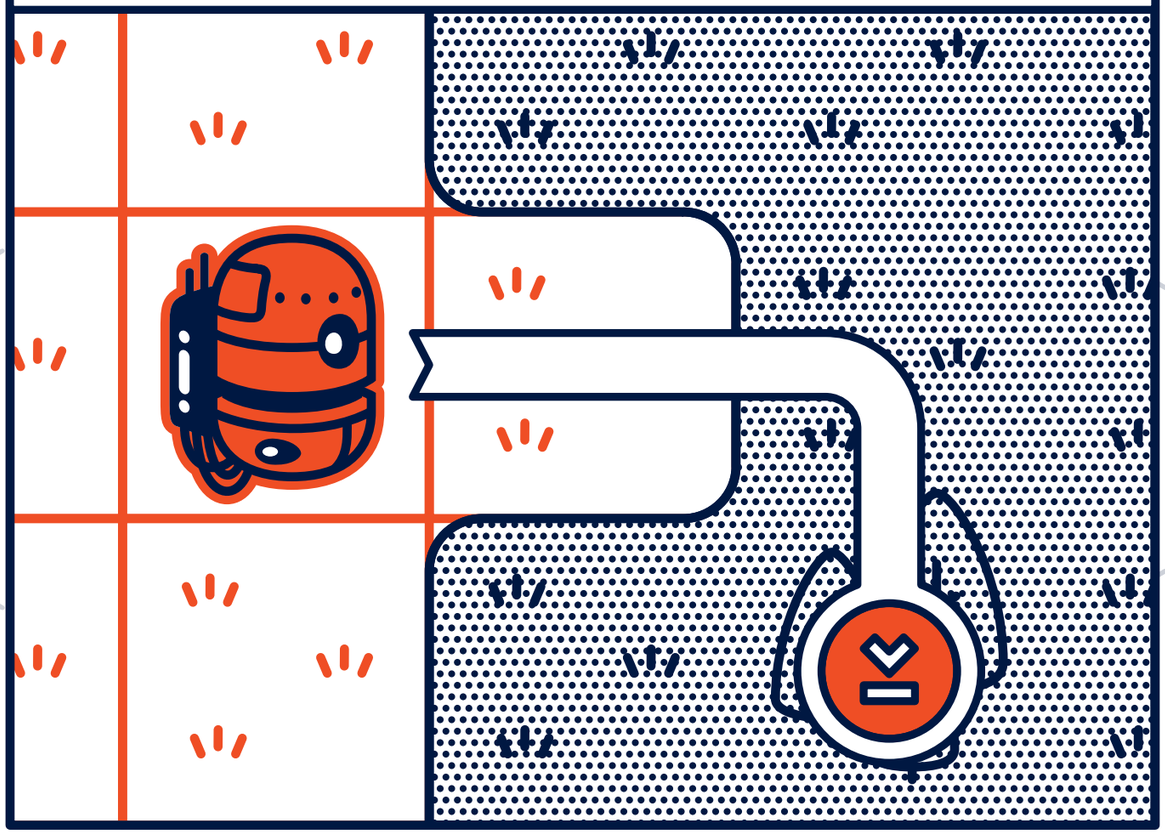
Moving a unit will update its vision.



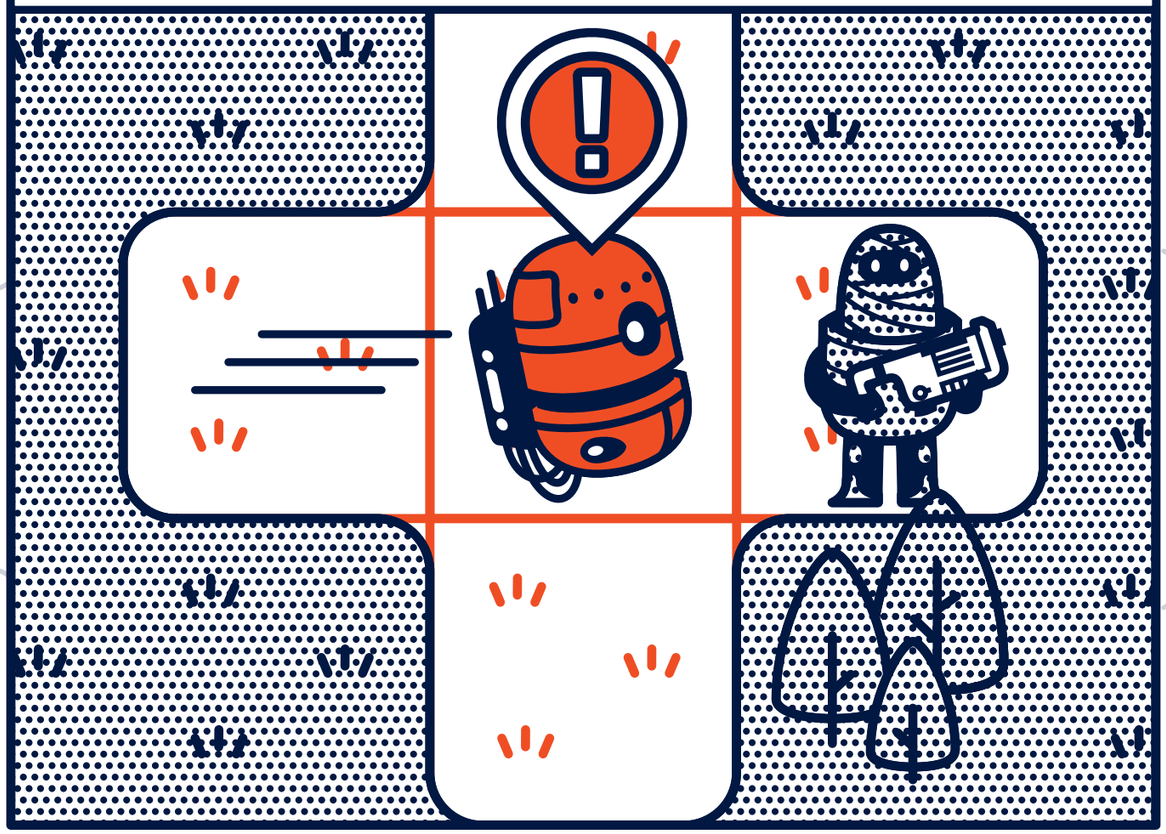
TRAPS:

If you run into an enemy unit in a fog of war simulation, the unit's turn will end.

But be careful where you move!



Running into a hidden enemy will stop you in your tracks!



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