

The list of attack types, their ids and names, and their **computed value**, is written on the next page

Notes:

Front does not mean the front column (the column closer to the attackers), it refers to enemies that aren't blocked

o	o
	o
o	o

When the attacker is on the left side, and o refers to an enemy, those coloured in orange will be a "front enemy"

Same-row attacks prioritize enemies on the same row as the attacker. If there are none, it becomes an equivalent **Random** attack.

Row attacks and **Column** attacks attack the entire column/row, as long as there is at least 1 enemy on that column/row. So it will attack even if there are empty spaces in that row.

o	o
	o
	o

When the attacker is on the left side, and o refers to an enemy, a **front column 3** attack will attack the orange squares

Computed value:

Obviously, enemies will die, so an attack that damages up to 6 enemies doesn't hit 6 enemies all the time. Also, a **random 3** attack is obviously better than a **column 3** attack, because as stated above, a column attack will attack empty squares, while a random attack will be able to attack 3 enemies (as long as there are more than 3 alive)

To more accurately calculate the **Power** of different characters with different attack types, we multiply the base attack by **computed value**. This is the average amount of enemies that attack type can attack. The computed value of each attack type is in (red brackets) next to the name.

SINGLE TARGET

11: RANDOM 1 (1)

12: RANDOM FRONT 1 (1)

13: RANDOM SAME-ROW 1 (1)

14: FRONT SAME-ROW 1 (1)

15: HIGHEST ATK 1 (1)

16: HIGHEST HP 1 (1)

UP TO 2 TARGETS

21: RANDOM 2 (1.92)

22: RANDOM FRONT 2 (1.91)

22: SAME-ROW 2 (1.67)

23: RANDOM ROW 2 (1.75)

UP TO 3 TARGETS

31: RANDOM 3 (2.75)

32: FRONT 3 (2.73)

33: FRONT COLUMN 3 (2.50)

34: RANDOM COLUMN 3 (2.58)

UP TO 4 TARGETS

41: RANDOM 4 (3.50)

42: DOUBLE-ROW 4 (3.33)

UP TO 5 TARGETS

51: RANDOM 5 (4.17)

UP TO 6 TARGETS

61: ALL 6 (4.75)