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)**