

Enemy

Constants	
* ID_Configuration	INTEGE
name_Configuration	VARCHA
deuterium_Base_Enemy_Army	NUMBER
* metal_Base_Enemy_Army * enemy_Fleet_Increase	NUMBER
	NUMBER
* planet_Deuterium_Generated * planet Metal Generated	NUMBER NUMBER
* upgrade_Base_Defense_Technology_Deuterium_Cost	NUMBER
* upgrade_Base_Attack_Technology_Deuterium_Cost	NUMBER
* upgrade_Plus_Defense_Technology_Deuterium_Cost	NUMBER
upgrade_Plus_Attack_Technology_Deuterium_Cost	NUMBER
* percentage_Waste	NUMBER
metal_Cost_LightHunter	NUMBER
metal_Cost_HeavyHunter	NUMBER
metal_Cost_BattleShip	NUMBER
metal_Cost_ArmoredShip	NUMBER
deuterium_Cost_LightHunter	NUMBER
deuterium_Cost_HeavyHunter	NUMBER
deuterium_Cost_BattleShip	NUMBER
deuterium_Cost_ArmoredShip	NUMBER
deuterium_Cost_MissileLauncher	NUMBER
deuterium_Cost_IonCannon	NUMBER
* deuterium_Cost_PlasmaCannon * metal_Cost_Missilel_auncher	NUMBEF NUMBEF
	NUMBER
 metal_Cost_lonCannon metal_Cost_PlasmaCannon 	NUMBER
* base_Damage_LightHunter	NUMBER
base_Damage_HeavyHunter	NUMBER
base_Damage_BattleShip	NUMBER
base_Damage_ArmoredShip	NUMBER
base_Damage_MissileLauncher	NUMBER
base_Damage_IonCannon	NUMBER
base_Damage_PlasmaCannon	NUMBER
reduction_DefenseIonCannon	NUMBER
armor_LightHunter	NUMBER
armor_HeavyHunter	NUMBER
* armor_BattleShip	NUMBER
* armor_ArmoredShip	NUMBER
armor_MissileLauncher	NUMBER
armor_lonCannon	NUMBER
armor_PlasmaCannon	NUMBER
plus_Armor_LightHunter_By_Technology	NUMBER NUMBER
 plus_Armor_HeavyHunter_By_Technology plus_Armor_BattleShip_By_Technology 	NUMBER
blus_Armor_ArmoredShip_By_Technology	NUMBER
* plus_Armor_MissileLauncher_By_Technology	NUMBER
* plus_Armor_lonCannon_By_Technology	NUMBER
* plus_Armor_PlasmaCannon_By_Technology	NUMBER
* plus_Attack_LightHunter_By_Technology	NUMBER
* plus_Attack_HeavyHunterHunter_By_Technology	NUMBER
blus_Attack_BattleShip_By_Technology	NUMBER
plus_Attack_ArmoredShip_By_Technology	NUMBER
plus_Attack_MissileLauncher_By_Technology	NUMBER
blus_Attack_IonCannon_By_Technology	NUMBER
plus_Attack_PlasmaCannon_By_Technology	NUMBER
chance_Generating_Waste_LightHunter	NUMBER
chance_Generating_Waste_HeavyHunter	NUMBER
chance_Generating_Waste_BattleShip	NUMBER NUMBER
chance_Generating_Waste_ArmoredShip chance_Generating_Waste_MissileLauncher	NUMBER
chance_Generating_Waste_Incannon chance_Generating_Waste_IonCannon	NUMBER
chance_Generating_Waste_PlasmaCannon	NUMBER
* chance_Attack_Again_LightHunter	NUMBER
* chance_Attack_Again_HeavyHunter	NUMBER
chance_Attack_Again_Battleship	NUMBER
chance_Attack_Again_ArmoredShip	NUMBER
chance_Attack_Again_MissileLauncher	NUMBER
chance_Attack_Again_IonCannon	NUMBER
chance_Attack_Again_PlasmaCannon	NUMBER
* ID_Configuration1	INTEGE
Constants RK (ID. Configuration)	

Constants_PK (ID_Configuration)

Constants_name_Configuration_UN (name_Configuration)

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