

Carnage

Stephen aka Sipos

COLLABORATORS

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WRITTEN BY	Stephen aka Sipos	December 31, 2022	

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Chapter 1

Carnage

1.1 Carnage Heart Strategy Corner

Carnage Heart Strategy Corner

I think perhaps I may be the only person in the US who actually plays this game! I have seen no magazines cover it, and only one page (in English) that goes into much detail about it. There must be someone out there who wants to discuss strategy issues with me...

Anyways, this is where I will collect all the cool strategy tips and programs I can come across, and maybe if my page gets popular enough, I'll support some competitions, maybe even leagues. Read my guidelines for text OKE program submission right here

I have typed up my first sample program and sent it for your inspection here.

Here's a little bit of advice in the meantime:

Except for the ability to carry more, missiles have few advantages over large missiles. Most OKE bodies will be able to carry an equal amount of rockets or missiles, and rockets tend to be better for suppressive fire, as well as being able to damage more than one target at a time.

In large missiles, go for long range and launch them across the board. Orion, Medusa, and NecroZone are the best. In rockets, Snake, Hercules, and Panther spread like a shotgun and can concentrate fire better than Dragonfly or Nitehawk, which do more damage but spread it out more. The previous three are easier to dodge, but the latter two spread so much that sometimes you don't have to dodge them at all. And when they do hit they don't actually do a whole lot of damage overall. On the other hand, "shotgun" rockets can be dodged entirely, but have a good chance of the WHOLE spread hitting a target sometimes, doing massive damage and raising the targets heat a lot for extra damage.

So far in my experience, I've found two-legged OKE's to be better at survival than multi-legged or tank OKE's. This is due to their quicker steps and faster jumping ability. Some bodies shoot more than others. The Vyper can fire double shots. The multi-legged OKE's fire double shots, except the Manticore which fires quadruple! The Kouger fires double shots from two guns

(making it quad) and the Jackhammer fires triple from one gun. I haven't played with the Ronin or flying OKE's yet. When you make a squad of OKE's, don't go for three of the same thing. My best squads so far have been a combination of lasers and shotguns (I don't like assault guns so far). Two Vypers armed with shotguns and Panther rockets (double-firing shotguns will do horrible things to your armor at close range) and one Manticore with a laser and NecroZone large missiles to harass the enemy enough for the Vypers to get in close, and you've got a winning team.

One Vyper and two Manticores would survive longer, but dish out less damage. Avoid OKE VolleyBall - that's where one poor OKE (usually a quick and light 2-legged) gets blasted back and forth between friendly and enemy volleys of fire. I've seen some poor OKE's get knocked back and forth four times without touching the ground, and explode mid-air. My programs usually spread out in the first four seconds of combat to avoid this, and get better crossfires.

Anyone who has scanned pics of program tiles, translations of Japanese CH pages, or just cool strategy and program info, please mail me!

If you have comments or suggestions, email me at arne@cco.net

Here's my little plan for a standardized set of text program blocks:

First off, describe the mech that it is built for. For a specific format use this:

```
Name      :
Body      :
Engine    :
Main weapon: (and ammo)
Sub weapon : (and ammo)
CPU       :
Fuel tank :
Armor     :
Option    :
```

You could include a paint color too if you want. Here's a sample:

```
Name      :JujuBee
Body      :Jujuman02
Engine    :Gargill Z3
Main weapon:Shotgun (100 HD)
Sub weapon :12 Rocket (Panther MK2)
CPU       :Tri-H3
Fuel tank :40 liter
Armor     :35mm
Option    :Omni P1 ID
```

Umm, that's off the top of my head, so the names might not be right, but you get the idea. If you want to submit a program that can be used for a wide variety of designs, just list the items that are necessary for your program to work, such as:

```
Any two or multi-legged OKE
Shotgun
```

Short range rockets
Missile interference device

Now for the hard part, making text blocks to show your program. Perhaps in the future I (or someone else with spare time) could make a program to generate text files for these. The general format for these is thus:

```
+-----+
|Scan E
| 200 y>
|0   90
+--\/--+
```

This is "Scan for Enemy at 0 degrees, 90 degree width". The down arrow is green and the right arrow is red.

```
+  /\  +                +--/\---+
|      |                |      |
<      > Green arrows  <      > Red arrows
|      |                |      |
+  \/  +                +--\/--+
```

I made the red arrows have a line through them, since the red arrows are always the divergence, and the green normally connect like one long line.

The "Scan" is obvious, and "E" for "enemy", then range, and the other two are the normal numbers. This way, all 3 numbers appear in the order they do on the screen when you edit the tile.

This is the command list:

movement:	misc:
Move	Duck
Jump	Jam (missile)
Ascend	STOP
Desc (descend)	Wait
Turn	Self (destruct)
	Random
Shooting:	Time
Fire	Allys
Grapp (Grapple)	Send
	Rec (receive)
Status Check	Count
Fuel	Count?
Damage	Scan
Temp	--
Ammo	

Here's a more detailed rundown for each one:

Command	Parameters
Move	: Ahead, Back, Left, or Right
Jump	: Ahead, Back, Left, Right, or Up
Ascend	: none
Desc	: none

```

Turn      : Left or Right
Fire      : Main or Sub, (number if sub), width
Grappl    : none
Fuel      : < or > or =, number
Damage    : < or > or =, number
Temp      : < or > or =, number
Ammo      : < or > or =, number
Duck      : none
Jam       : Missile
STOP      : none
Wait      : none
Self      : Destruct
Random    : number / number
Time      : < or > or =, number
Allys     : < or > or =, number
Send      : Channel number, color
Rec       : Channel number, color
Count     : Letter (A thru E), (+ - / * or <-), number
Count?    : Letter (A thru E), < or > or =, number
Scan     : (E,F,P,M,O, or N), range, direction, width
--       : none

```

The scan abbreviations are:

```

E enemy
F ally
P projectile
M missile
O obstacle
N mine

```

Once you get these all together, they should look a lot like what you see on the screen:

```

+  \ /  +-----+-----+
|Scan E| Fire  Scan E
| 200 > Sub  > 150 >
|0  90| 1 90  0  90
+  \ /  +-----+---\ /---+
|Scan E| Turn  |      |
| 200 > Right| Wait |
|90  90|      |      |
+  \ /  +  \ /  +  \ /  +
| Turn  Move | Fire
| Left > Ahead| Main >
|              | 90
+-----+  \ /  +-----+

```

It may look jumbled, but it is the best I can do until I get a set of icons made for graphic program pictures. And it is compact enough to make an 11x11 program and still fit within 79 columns. 12x12's will just have to be wider than 80 columns for now.

This is the program I am currently using to whoop on the computer on the Callisto scenario. This same general program has worked all the way up to

map 5 so far, as long as I update the hardware at each map. It is very simple to edit out the missile interference device if you need to.

Author: Arne Michaelsen
Email : arne@cco.net

Any two-leg OKE body

Shotgun

Rocket launcher (Snake, Hercules, or Panther)

Missile interference device

9x9 CPU

(With some tinkering, this also works for OKE's with lasers and large missiles, and also multi-leg OKE's. See my notes below).

```

+  \ /  +-----+-----+-----+-----+-----+-----+-----+-----+
|Scan P|Scan P  Count  Count Scan P|Scan P Scan P Random| Jump |
| 60 > 20 > A<-1 > A+1 > 35 > 35 > 35 > > > > |
|10 360|10 360          A>15 |-90 90 90 90 1/2 | Right|
+  \ /  +--\ /--+-----+  /\  +  \ /  +--\ /--+--\ /--+  \ /  +  \ /  +
|      |      |Scan M Count?|      | Jump | Jump |      |
| -- < Duck | Jam < 100 < | -- > |      |      | -- |
|      |      |10 360 A>15 |      | Ahead| Left |      |
+  \ /  +-----+  \ /  +-----+--\ /--+-----+  \ /  +  \ /  +  \ /  +
| Time      |      |      |
| <4 > -- > -- < -- < -- | -- > -- > -- > -- >
|      |      |      |
+--\ /--+-----+  \ /  +-----+-----+  /\  +-----+--\ /--+-----+
|Scan F|Scan F|Scan E|      |      | Temp  Fire
| 300 > 300 > 30 > Grap > -- > -- |      | >80% > Main >
|90 180|-90 180 0 90|      |      |      |
+  \ /  +  \ /  +  \ /  +-----+-----+-----+-----+-----+
Scan F|      |Scan E| Ammo |Count      |Count? Fire
< 300 | -- | 75 > Main > A<-1 > -- > -- | A=1 > Sub >
-90 180| | 0 90| >1 |      |      |      | 1
+--\ /--+  \ /  +  \ /  +  \ /  +-----+-----+  \ /  +  /\  +-----+
Move |      |      |Scan E| Ammo |Count  Scan F Scan O|
< Right| -- | -- > 110 > Sub > > 40 > 20 |
|      |      | 0 90| >1 | A<-2  0 90  0 90 |
+-----+  \ /  +-----+  \ /  +  \ /  +-----+--\ /--+-----+
Move      |      |      |      |      |      | Random Jump
< Left < -- | -- < -- < -- |      | -- > 1/2 > Right>
|      |      |      |      |      |
+-----+-----+  \ /  +-----+-----+-----+-----+-----+
Turn  Scan E Scan E|      |      | Jump
< Left < 300 < 300 |      | Left > -- >
      90 90  0 90 |      |      |
+-----+--\ /--+--\ /--+-----+-----+
| Turn | Move |
| Right| Ahead|
|      |      |
+  \ /  +  \ /  +

```

What's it do? Well, first off for the first four seconds of combat, it looks left and right for friendly units. If there is an ally on one side, it'll sidestep away. If there is one on either side, it'll go right into the

search and destroy part of the code. If there are no allies present, it will sit there and do nothing but dodge incoming fire for four seconds. I could try to make it go into search mode, but I haven't planned on how to do that yet unless I went to a larger CPU. Plus I almost exclusively use this program in groups anyway.

Once the timer goes above four, it will never execute that part of the code again. From then on it consists purely of fire avoidance, and seek & destroy code. The loop in the projectile code helps avoid missiles that the jamming device doesn't stop. The entrance to the loop looks in a 60 meter range, and then it waits for either the projectile to get closer (35 meters) before jumping, or exits the loop if the projectile doesn't get close within 15 cycles. The 60 meter start is so the OKE can get into a state of "jump readiness" and not get caught firing weapons. Then it waits until the 35 meter mark which is usually close enough that missiles that are tracking you can't quite turn fast enough to catch you. If the fire is coming from the left or right it jumps forward. From the front or back it will jump sideways.

The Search part is really simple, just looks ahead and walks forward. If the enemy isn't in front, it checks to the right. If they aren't there it turns left and starts again.

The weapon firing I made simple too. But instead of separate firing routines I made one that fires either weapon depending on the status of the A counter. That way I can put my friend and obstacle checking in only once, and have one section to fire the weapons after that.

This code works best on a Vyper with a shotgun and rockets. It can work on any 2-legged OKE though, I just like the Vyper because it fires double rounds. It will also work on multi-legged OKE's, but I suggest raising the projectile scan chips by 5 or 10 meters, and widening the enemy and weapon scan widths to take advantage of wide fields of fire.

I personally have used this program very successfully with shotgun armed Jujuman OKE's combined with a laser (and large missile) armed Manticore for support. Later I used all Vyper OKE's for the group. Just remember to raise the weapon scan ranges for the laser armed OKE's, and lower the temp check (a laser armed Manticore cannot fire at anything above 65% or it will take some damage from heat).

Multileg OKE's: Raise projectile detection ranges by 5 or 10 meters
Widen enemy scanning and weapon firing arcs to 180 degrees

Laser OKE's: Raise main weapon range to 150 meters
Raise sub-weapon range to 200 (for large, long-range missiles)
Raise temperature check if it fires more than single shots
(Double shots should be about 70%, triple at 65% and quad at 60%, roughly. Thick armor makes you lose heat slower so you may have to adjust).

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