

# **Distant Worlds 2**

# **Game Events**

**05 March 2022**

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## Overview

Game Events allow you to define a story of connected events and actions that lead a player to various locations across the galaxy.

These events are not tied to any particular galaxy or map, but instead will mould themselves to the unique terrain of any new galaxy, retelling the story afresh in a new setting.

Game Events are stored in the **GameEvents.xml** file in the data folder.

They can be edited using the Distant Worlds 2 Data Editor tool.

## Events

Events usually have all of the following:

- Placement data – allows the event to be added to the correct place in the galaxy
- Trigger data – determines when the event should happen
- Actions – activities that are carried out when the event is triggered

Events are described in detail below.

## Name and Description Fields

Events can be named and have textual descriptions. These are described below:

| FIELD NAME           | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Name</b>          | Name of the event. This can be used to place events during the game (see GeneratedItemEventNames for Actions)                                                                                                                                                                                                                                                                                                                                                   |
| <b>GroupName</b>     | Name for a group of connected events. All unique event group names will be presented for selection in the Game Setup screen, allowing the player to turn groups of events on or off for their game.                                                                                                                                                                                                                                                             |
| <b>Title</b>         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Description</b>   | Optional text that will be added to any message when the player triggers the event<br><br>Note that when an abandoned ship or base has Investigate events (TriggerType = Investigate) then this Description value will be appended to the message prompting the player to investigate the base or ship. Thus you can introduce the investigation with additional information that might be relevant to the player decision about whether to investigate or not. |
| <b>ImageFilepath</b> | Optional text with the path to an image that will be shown when a message is displayed for the event. When the image exists, the message will be displayed full-screen with the image in the background.<br>The image must be in the game bundles in the data/db/bundles subfolder.<br>This is useful for major story events with lengthy textual descriptions                                                                                                  |
| <b>MusicFilepath</b> | Optional text with the path to a music file that will be played when a message is displayed for the event.<br>The music must be a file somewhere under the data subfolder.                                                                                                                                                                                                                                                                                      |

|                           |                                                                                                                                                                                                                                                                                                                                                                          |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | This is useful when the event presents the player with a choice decision in a message dialog.                                                                                                                                                                                                                                                                            |
| <b>TechLevelThreshold</b> | Optional value to allow disabling events when a game is started at a tech level greater than or equal to the value specified here. e.g. you can only enable the event in the game when the player starts at PreWarp tech level (use value of 0), but is disabled in games that start at a higher tech level.<br>Use a value of -1 to disable (event will always be used) |

### Trigger Fields

Events are triggered by some condition being met in the game, e.g. some ruins being investigated, a base being destroyed, a research breakthrough, etc. When the event is triggered it executes its TriggerActions.

Event triggering is controlled by the following fields:

| FIELD NAME         | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>TriggerType</b> | <p>The condition that should trigger the event:</p> <ul style="list-style-type: none"> <li>• <b>Investigate:</b> when the host object of the event is investigated by an empire</li> <li>• <b>Acquire:</b> when the host object of the event is acquired by an empire</li> <li>• <b>ConquerColony:</b> when the host object is invaded and conquered by an enemy empire. Note that this will only trigger when the host object is a colony.<br/>Also note that if there are also events for the colony with an Acquire trigger, these will also be triggered after any events with ConquerColony triggers.</li> <li>• <b>AcquireColonyPeacefully:</b> when the host object is acquired peacefully (i.e. not through invasion). Note that this will only trigger when the host object is a colony.<br/>Also note that if there are also events for the colony with an Acquire trigger, these will also be triggered after any events with AcquireColonyPeacefully triggers.</li> <li>• <b>Destroy:</b> when the host object for the event is destroyed</li> <li>• <b>Build:</b> when a new base or planetary facility is built at the host object for the event. This is only relevant for planets, moons and asteroids</li> <li>• <b>Encounter:</b> when a ship moves nearby the host object</li> <li>• <b>EncounterLocation:</b> when a ship enters the location of the host object. A location refers to</li> </ul> |

|                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|---------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                 | <p>a planet and any moons at asteroids around it</p> <ul style="list-style-type: none"> <li>• <b>EmpireRelationChange</b>: when diplomatic relations between 2 empires change</li> <li>• <b>ResearchBreakthrough</b>: when a research project is completed</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>TriggerRaceId</b>            | <p>Select a race if this event should only ever be triggered by that particular race</p> <p>Leave this value blank (-1) to allow any race or empire to trigger the event</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>NonTriggerRaceId</b>         | <p>Select a race if this event should NOT be triggered by a particular race.</p> <p>This can be particularly useful in conjunction with the EmpireRelationChange trigger type, when you want to trigger an event only with an empire of another race (not the same race as the event host), e.g. when an empire makes first contact with another empire of a different race.</p> <p>Leave this value blank (-1) to disable this feature, allowing any race or empire to trigger the event (although the TriggerRaceId value may override this)</p>                                                                                                                                                                                                                     |
| <b>TriggerPriority</b>          | <p>Specifies the priority of event triggering for a list of multiple events. This means that some events may be for the initial triggerer (priority 0), whereas others may be reserved for subsequent triggerers (priority 1+).</p> <p>For example, you may have multiple events on some ruins at a planet. You may want the first discoverer of the ruins to get one event and its actions, whereas subsequent discoverers should get a different event. This allows the first discoverer to get the main benefit, but later discoverers to still have some benefits.</p> <p>Note that TriggerRaceId is always checked before evaluating TriggerPriority. This means that you can have separate TriggerPriority values along with different TriggerRaceId values.</p> |
| <b>TriggerBuildBaseRole</b>     | <p>When trigger type is Build, specify the particular ShipRole of the base. The event will only trigger when a base of that role is built at the location, e.g. when a mining station is built at a planet</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>TriggerBuildFacilityID</b>   | <p>When trigger type is Build, specify the particular Planetary Facility Id (from PlanetaryFacilityDefinitions.xml)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>TriggerResearchProjectID</b> | <p>When trigger type is ResearchBreakthrough, specify the particular Research Project Id (from ResearchProjectDefinitions.xml).</p> <p>Alternatively you can leave this value as -1 to allow <b>any</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

|                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                       | research breakthrough to trigger the event                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>TriggerEmpireRelationType</b>      | When trigger type is EmpireRelationChange, specify the type of relation that will trigger the event, e.g. FirstContact, NonAggression, FreeTrade, etc                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>TriggerEmpireRelationSizeRatio</b> | <p>When trigger type is EmpireRelationChange, you can optionally specify the relative size of the other empire when determining whether to trigger the event. Some examples:</p> <ul style="list-style-type: none"> <li>• if size ratio is 2 then the other empire should be twice as large (economy) as this empire (or bigger) to trigger the event</li> <li>• if size ratio is 1 then the other empire should be at least the same size as this empire to trigger the event</li> </ul> <p>Alternatively you can leave this value as -1 to allow any empire with a matching relation type (TriggerEmpireRelationType) to trigger the event</p>                                                                                          |
| <b>TriggerActionsAreChoices</b>       | <p>When true, indicates that the trigger actions (see below) are not automatically executed when the event is triggered. Instead the first 2 trigger actions are presented to the player as choices in a message dialog. One of the actions can then be executed by the player clicking the button associated with that choice. The text of the buttons comes from the ChoiceButtonText field of each trigger action.</p> <p>If a non-player faction triggers the event then one of the trigger actions is randomly selected by the faction and executed.</p> <p>Note that you can use TriggerRaceID for better control in preventing non-player factions from triggering the event.</p>                                                  |
| <b>SuppressTriggerDescriptions</b>    | <p>When true the introductory descriptions specific to each trigger type are omitted from any messages. This excludes text like “In the RUINS we have made a curious discovery” or “Our research breakthrough in PROJECT has led to a curious discovery”.</p> <p>Instead only the text output from the executed actions is included in the message.</p> <p>This allows you to completely replace the message text using a GeneralStoryMessageToEmpire action along with the Description field of the action.</p> <p><b>Using Event Values in Descriptions</b></p> <p>In addition, when SuppressTriggerDescriptions is true, then you can utilize string formatting to replace placeholder values for various entities with the actual</p> |

|  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <p>text from the event.</p> <p>Thus the descriptions for your game event actions may have text like:</p> <p style="padding-left: 40px;">“We have made a discovery at {0} in the {1} system”</p> <p>The final text output from the event will instead read:</p> <p style="padding-left: 40px;">“We have made a discovery at Volindra 5 in the Volindra system”</p> <p>...because the curly bracket placeholder values are replaced by the actual values from the event.</p> <p>Below is a complete list of all possible values that can be replaced:</p> <ol style="list-style-type: none"> <li>0. name of hosting object where event is triggered (i.e. ship/base, colony, etc)</li> <li>1. system name of hosting object where event is triggered (i.e. ship/base, colony, etc)</li> <li>2. UNAVAILABLE</li> <li>3. name of other empire for event (i.e. when triggered by EmpireRelationChange)</li> <li>4. name of dominant race for other empire for event (i.e. when triggered by EmpireRelationChange)</li> <li>5. name of research project that triggered the event (i.e. when triggered by ResearchBreakthrough)</li> <li>6. name of generated item from first action</li> <li>7. system name of generated item from first action</li> <li>8. facility name of generated facility from first action</li> <li>9. name of generated item from second action</li> <li>10. system name of generated item from second action</li> </ol> <p>For details on string formatting see the following:<br/> <a href="https://docs.microsoft.com/en-us/dotnet/api/system.string.format?view=net-5.0#Starting">https://docs.microsoft.com/en-us/dotnet/api/system.string.format?view=net-5.0#Starting</a></p> |
|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## Placement of Events in the game

Events are usually placed in the galaxy when the game starts.

Alternatively events can be placed in the galaxy during the game when other earlier events are triggered (see GeneratedItemEventNames for Actions below).

Some events must be hosted inside an object in the game, e.g. a planet, ship, base, planetary facility or ruins. Other events do not relate to a specific object, but instead are hosted by an empire. The way that an event is hosted depends on its trigger type as shown below:

- Hosted in an **object** (planet, ship, base, planetary facility, ruins, etc) when event trigger type is:
  - Investigate
  - Acquire
  - ConquerColony
  - AcquireColonyPeacefully
  - Destroy
  - Build
  - Encounter
  - EncounterLocation
- Hosted in an **empire** when event trigger type is:
  - EmpireRelationChange
  - ResearchBreakthrough

This means that events hosted in an empire will not show up on the map in the Game Editor – they only exist in a specific empire.

### Special Considerations for Empire-Hosted Events

This also means that some location hints (see below) may not be relevant for events hosted in an empire. For example if an event has a trigger type of EmpireRelationChange then the actions for the event cannot normally use the location hint SameLocationAsEvent because often there is no related object where the event occurs (it is hosted in an empire).

However there are some exceptions to this. If an empire-hosted event uses Placement Actions (see below) that generate an item, then the location event can be inferred from the placement action matching PlacementActionEventHostIndex (see below).

This location inference for empire-hosted events allows actions to determine important data when executing. For example, the IntegrateEmpire action can infer the empire of the event location (when Id1 = -2, see IntegrateEmpire action documentation below) even when the event is empire-hosted (and therefore has no inherent location). It does this by checking the Placement Actions for the event and using the relevant location hints to identify the event location from the Placement Actions (not the Trigger Actions).

But if the event has no Placement Actions that generate items (and thus has no locations) then empire-hosted events cannot infer any location, and thus cannot use location hints that assume a location (e.g. SameLocationAsEvent or GeneratedItemFromFirstAction).

### General Placement Fields

Regardless of where the event is hosted, to add an event at the start of the game you must supply the following information:

| FIELD NAME                           | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>PlacementAtGameStart</b>          | Tick if the event should be placed at the start of the game                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>PlacementRaceID</b>               | <p>Select the race that the event relates to. Some examples:</p> <ul style="list-style-type: none"> <li>if PlacementRaceID is Haakonish, and trigger type is Investigate, and PlacementAction LocationHint is HomeSystem: <ul style="list-style-type: none"> <li>event will be placed in the home system of the Haakonish empire</li> </ul> </li> <li>if PlacementRaceID is Haakonish, and trigger type is EmpireRelationChange: <ul style="list-style-type: none"> <li>event will be placed on the Haakonish empire</li> </ul> </li> </ul> <p><b>NOTE:</b> PlacementRaceID value of 255 means player empire (regardless of player's race)</p>                                                                                                                                                                                                                                                                                                                                                                        |
| <b>PlacementActionEventHostIndex</b> | <p>Indicates which placement action will host the event. This assumes that the specified action generates an item that can host the event, e.g. GenerateShipBase, GenerateSpaceltem, etc.</p> <p>This can be useful to have the event trigger relate to a placement item other than the first action.</p> <p>For example, you may be generating a new asteroid field with a new base placed at it. Thus you would have two placement actions:</p> <ul style="list-style-type: none"> <li>the first placement action would be GenerateAsteroidField</li> <li>the second placement action would be GenerateShipBase (with location hint of GeneratedItemFromFirstAction)</li> </ul> <p>You want the new base to host the event (and thus handle the event triggering) so you would set the PlacementActionEventHostIndex value to 1 (GenerateShipBase) instead of the default value of 0 (GenerateAsteroidField). Otherwise the event would be hosted and triggered by the asteroid field (first placement action).</p> |
| <b>OrbEncounterDiscoveryLevel</b>    | <p>Discovery level of game event when placed at a star, planet, moon or asteroid. Range from 0 to 255. Only applies when the trigger type is Encounter or EncounterLocation.</p> <p>When a ship, base or colony explores the star/planet/moon/asteroid the event will not be triggered unless the exploration level meets this value.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

|  |                                                                                          |
|--|------------------------------------------------------------------------------------------|
|  | Leaving at the default value of zero ensures that all encounters will trigger the event. |
|--|------------------------------------------------------------------------------------------|

## Special Event Placement at Game Start

Some events are treated in a special manner when placed at the start of the game. These special events are identified by the prefix of their name. These special sets of events are listed below:

- events where name is prefixed with “SpecialEvent\_PreWarpHomeSystem\_”
  - when an empire starts at PreWarp tech level then 2 randomly-selected special events from this set are placed in their home system
- events where name is prefixed with “SpecialEvent\_Artifact\_”
  - a random selection of special events from this set are placed in the galaxy. The precise number of events selected depends on the size of the galaxy – larger galaxies will have more events placed

## Miscellaneous Notes

- Event names are case insensitive – upper- or lower-case are both treated as the same
- You cannot acquire ruins unless you colonize the planet they are on
- You cannot acquire an abandoned ship or base unless its health is 100% (completely constructed and no damage)
- One object may have multiple events with different trigger types (e.g. one when investigated and one when acquired)
- You will usually want one message/description for a series of actions (e.g. one message for actions 0,1,2,and 3)

## Actions

Actions can affect the galaxy in many different ways. Some examples include: generating an item, changing the attributes of an item, affecting diplomacy, and many others.

Some actions are executed when the event is triggered. These are the **TriggerActions**.

Actions can also be used to place the event in the game, i.e. to select or generate a hosting object for the event. These are the **PlacementActions**. Placement actions are typically executed when the galaxy is first generated.

PlacementActions are flexible enough to allow placement of the event in any galaxy, regardless of size, shape or other settings. This flexibility is achieved by using both the PlacementRaceId (see above) and location hints (see ActionLocationHint below) to indicate where the event should be placed in each unique galaxy.

This means that you can make a set of story-telling events, but in each new galaxy the location of these events will be different, thus making each play-through unique and challenging.

## Action Fields

Actions use a set of fields to supply values for all of the different action types.

Some fields are common to all action types, whereas other fields have a different meaning for each action type. These action fields are described in detail below.

## Common Action Fields

All action types use the following fields in the same way:

| FIELD NAME                              | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MessageTitle</b>                     | Optional title of message sent to an empire when Type is: <ul style="list-style-type: none"> <li>GeneralStoryMessageToEmpire</li> <li>EmpireStoryMessageToEmpire</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Description</b>                      | Optional message shown when the action is executed<br><br>Note that this Description value will be copied to the description of any ruins generated using the BuildFacility action, allowing you refine the investigation prompt message. See the BuildFacility action below for more details.                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Type</b>                             | The type of action to be executed. See below (Action Types and their fields) for details on each action type                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>ActionLocationShouldBeFuelSource</b> | Tick if the action location should be a fuel source. This is useful when placing pirate factions so that their base can mine fuel                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>ActionLocationCanBeAsteroid</b>      | Indicates whether the action location can be an asteroid or not. You may prefer that a location is a planet or moon instead of allowing it to also be an asteroid                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>ActionLocationItemName</b>           | The name of an item to find to use for the action.<br><br>The name must be a precise case-sensitive match for an item that already exists in the galaxy. The first item matching the type and name will be selected.<br><br>This can be useful to find named items that were placed using game events at the start of the game, but later need referencing by some otherwise unrelated game event.<br><br>Must be used in conjunction with ActionLocationItemType below.<br><br>Note that ActionLocationItemName and ActionLocationItemType override ActionLocationHint. Instead of selecting a location that matches the location hint, a specific named item is selected. |

|                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                | Beware that the player can change the names of any items that they own (colonies, ships, bases, characters, etc). So selecting by name may not be a good choice for items that are already owned by the player.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>ActionLocationItemType</b>  | <p>The type of an item to find to use for the action.</p> <p>Can be any one of the following:</p> <ul style="list-style-type: none"> <li>• Undefined – means that finding an item by name is not used for this action. ActionLocationHint will be used instead</li> <li>• Ship – a ship or base</li> <li>• Orb – a star, planet, moon or asteroid</li> <li>• Creature</li> <li>• SpaceItem (debris, etc)</li> <li>• PlanetaryFacility – will find the planet/moon that hosts the facility. Will also find ruins.</li> <li>• Artifact – will find the current location of the artifact, e.g. colony, ship, base, etc.</li> <li>• Character – will find the current location of the character, e.g. colony, ship, base, etc.</li> <li>• SpecialLocation – will find the first star/planet/moon/asteroid at the specified special location (debris field, secret construction project, galactic anomaly)</li> </ul> <p>Must be used in conjunction with ActionLocationItemName above.</p> |
| <b>GeneratedItemName</b>       | <p>Optional text that is used to name any items generated by the action. Some examples:</p> <ul style="list-style-type: none"> <li>• Name of ship or base when action is GenerateShipBase</li> <li>• Name of character when action is GenerateCharacter</li> <li>• Name of pirate faction when action is GeneratePirateFaction</li> <li>• Name of facility or ruins when action is BuildFacility</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>DelaySecondsMinimum</b>     | The minimum number of seconds to delay execution of the action. The action will be executed a random number of seconds between minimum and maximum after the event is triggered                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>DelaySecondsMaximum</b>     | The maximum number of seconds to delay execution of the action. The action will be executed a random number of seconds between minimum and maximum after the event is triggered                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>GeneratedItemEventNames</b> | Any other named events (from GameEvents.xml) that                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

|                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                   | <p>should be added to the item generated by this event, e.g. if the action generates a new base (GenerateShipBase) then you can add other named events to the new base that will then be triggered when the base is investigated.</p> <p>This allows you to chain events together, making them dependent on each other. It can also allow you to delay placement of events in the game until other preceding events have occurred, guaranteeing that the later events occur afterwards.</p> <p><b>CAUTION:</b> consider carefully when placing multiple events with the same trigger type at the same location. These events will usually be triggered at the same time (unless there are additional parameters like TriggerRaceId). When multiple events occur at the same time, only the last event can popup a message dialog or generate a player choice dialog.</p> |
| <b>GeneratedItemArtifactNames</b> | Any named artifacts (from Artifacts.xml) that should be added to the item generated by this event, e.g. if the action generates new ruins (BuildFacility) then you can add named artifacts to the ruins. These artifacts can then be collected by the empire that first investigates the ruins                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>ChoiceButtonText</b>           | Specifies the text used on the choice button in a message dialog presented to the player when the parent event for this action has TriggerActionsAreUserChoices set to true                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

## Action Location Hints

An important field for each action is `ActionLocationHint`.

Location hints help in selecting a location where the action will be executed.

Location hints can be used to select a planet, moon or asteroid as the location to generate a new item, e.g. a new colony, ship, base, planetary facility or ruin.

Most hints can be used in both `TriggerActions` and `PlacementActions`. But some hints are not relevant to event placement at the start of the game.

The following hints are only relevant for Trigger actions, but not valid in Placement actions:

- `SameLocationAsEvent`
- `SameSystemAsEvent`

Below is a complete list of all available location hints.

- **SameLocationAsEvent** means the same item that triggered the event, e.g. the planet where ruins were investigated, the ship/base that was investigated, etc
- **SameSystemAsEvent** means a random unoccupied location in the same system as the item that triggered the event
- **HomeColony** means the home colony of the empire that triggered the event (e.g. the discovering empire) or the empire matching the `PlacementRaceId`
- **HomeSystem** means find a random unoccupied location in the home system of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **AnyColony** means a randomly selected colony of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **AnyColonySystem** means a random unoccupied location in a randomly selected system with a colony of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **FrontierColony** means a randomly selected outlying colony of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **FrontierColonySystem** means a random unoccupied location in a randomly selected system with an outlying colony of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **NearbyColony** means a randomly selected nearby colony (within a sector range) of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **NearestColony** means the nearest colony of the empire that triggered the event or the empire matching the `PlacementRaceId`
- **BestColonyNonCapital** means the colony with the largest population that is not the empire capital. If the empire only has a single colony (the capital) then this hint will not find a location
- **NearbyEmptySystem** means find a random unoccupied location in a completely empty system (no colonies or bases) fairly close to the empire that triggered the event or the empire matching the `PlacementRaceId`

- **MediumEmptySystem** means find a random unoccupied location in a completely empty system (no colonies or bases) at a medium distance from the empire that triggered the event or the empire matching the PlacementRaceId
- **DistantEmptySystem** means find a random unoccupied location in a completely empty system (no colonies or bases) at a far distance from the empire that triggered the event or the empire matching the PlacementRaceId
- **EmptySystemGalaxyEdge** means find a random unoccupied location in a completely empty system (no colonies or bases) near the outer edge of the galaxy
- **LonelySystemMedium** means find a random unoccupied location that is also reasonably distant from systems with bases or colonies
- **LonelySystemDistant** means find a random unoccupied location that is also very distant from systems with bases or colonies
- **NearbyEmptyCoordinates** means find a random set of empty coordinates (no nearby star systems) that is reasonably close to the empire that triggered the event or the empire matching the PlacementRaceId. This location hint can be used when executing the GenerateStar action.
- **MediumEmptyCoordinates** means find a random set of empty coordinates (no nearby star systems) that is at a medium distance from the empire that triggered the event or the empire matching the PlacementRaceId. This location hint can be used when executing the GenerateStar action.
- **DistantEmptyCoordinates** means find a random set of empty coordinates (no nearby star systems) that is at a far distance from the empire that triggered the event or the empire matching the PlacementRaceId. This location hint can be used when executing the GenerateStar action.
- **TriggeringItem** means the ship that triggered the event, e.g. ship that investigates or encounters location, etc
- when hint is **GeneratedItemFromFirstAction** then subsequent actions on the event will use the same location as the first action, allowing you to chain actions together for the same item, e.g. first action is GenerateLostColony, then second action is GenerateBonusAtOrb (relating to new lost colony from first action)  
**NOTE:** you can only refer to actions within the same group, i.e. PlacementActions and TriggerActions are two separate groups. GeneratedItemFromFirstAction refers to the first Placement Action when used by other Placement Actions, or to the first Trigger Action when used by other Trigger Actions. Thus you cannot refer to Placement Actions from Trigger Actions.
- when hint is **GeneratedItemFromFirstActionSystem** then subsequent actions on the event will use the same system as the first action, allowing you to chain actions together for the same item, e.g. first action is GenerateLostColony, then second action is GeneratePirateFaction (relating to new lost colony from first action), thus generating a new pirate faction somewhere in the same system as the lost colony
- likewise when hint is **GeneratedItemFromSecondAction** then subsequent actions on the event will use the same location as the second action, allowing you to chain actions together for the same item, but at a newly generated location, e.g. first

action is `GenerateAsteroidField`, then second action is `GenerateAbandonedShipBase` with location hint of `GeneratedItemFromFirstAction` (relating to asteroid field from first action), then third action is `AddCargo` with location hint of `GeneratedItemFromSecondAction` to add cargo to the abandoned ship or base (not the asteroid field)

**NOTE:** you can only refer to actions within the same group, i.e. `PlacementActions` and `TriggerActions` are two separate groups. `GeneratedItemFromSecondAction` refers to the second Placement Action when used by other Placement Actions, or to the second Trigger Action when used by other Trigger Actions. Thus you cannot refer to Placement Actions from Trigger Actions.

**NOTE:** you cannot use **`GeneratedItemFromSecondAction`** as a location hint when a game event uses delayed execution (see below)

## Action Types and their fields

All action types and their relevant fields are described below.

### AddCargo

Adds resources as cargo to a base, ship or colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                              |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | ResourceId of the resource to add as cargo (from Resources.xml)                                                                          |
| <b>Id2</b>    | n/a                                                                                                                                      |
| <b>Value1</b> | Amount of the resource.<br>A negative value here will select a random amount between half the positive value and the full positive value |
| <b>Value2</b> | n/a                                                                                                                                      |

### AddEmpireIncidentFactorGeneral

Adds a value to the relationship between two empires. The value will decay to zero at the specified rate. The value can be either positive or negative.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME         | DESCRIPTION                                                                   |
|--------------------|-------------------------------------------------------------------------------|
| <b>Id1</b>         | Race Id of empire (from Races.xml)<br>-1= empire of the location, e.g. colony |
| <b>Id2</b>         | Race Id of other empire (from Races.xml)<br>-1= triggering empire             |
| <b>Value1</b>      | Amount                                                                        |
| <b>Value2</b>      | Decay rate                                                                    |
| <b>Description</b> | Empire incident factor description                                            |

### AddLocationEffect

Adds a predefined effect to a location. If the effect already exists at the location then nothing happens.

Location effects have both a visual representation (background color changes, lightning flashes, etc) and in-game effects on ships, bases, creatures and space items.

They can affect items in the following ways:

- cause standard damage to ships, bases, creatures and space items
- cause direct damage to ships, bases, creatures and space items (bypasses shields and armor)
- cause ion damage to ships and bases
- drain energy from ships and bases
- drain shields of ships and bases
- block ships from initiating a hyperjump
- disable sensors under specified power level

- reduce or increase ship speeds
- pull a ship, base or creature towards the center of the location

The following predefined effect groups are available to add to a location:

0. Star coronal zone – standard damage within short range from location center
1. Black Hole – pulls towards center, massive standard damage at center
2. Galactic Storm – standard damage (lightning pulse)
3. Ion Storm – ion damage (lightning pulse), drains energy
4. Radiation Zone – drains energy, drains shields, disables sensors
5. Gravity Storm – standard damage (lightning pulse), ion damage, slows ship speeds
6. Minor Gravity Storm – standard damage (lightning pulse), ion damage, slows ship speeds

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                    |
|---------------|------------------------------------------------|
| <b>Id1</b>    | Location Effect Group Id from above list (0-6) |
| <b>Id2</b>    | n/a                                            |
| <b>Value1</b> | n/a                                            |
| <b>Value2</b> | n/a                                            |

### AddNebulaWithEffects

Adds a nebula cloud to the galaxy.

The nebula cloud can also have effects associated with it, e.g. ion storm, gravity storm, etc.

The following predefined effect groups are available to use with a nebula cloud:

2. Galactic Storm – standard damage (lightning pulse)
3. Ion Storm – ion damage (lightning pulse), drains energy
4. Radiation Zone – drains energy, drains shields, disables sensors
5. Gravity Storm – direct damage + ion damage (lightning pulse), slows ship speeds

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                       |
|---------------|-------------------------------------------------------------------|
| <b>Id1</b>    | Location Effect Group Id from above list (2-5)                    |
| <b>Id2</b>    | Radius of the nebula cloud                                        |
| <b>Value1</b> | Permeability value of the nebula. Values can range from 1 to 1000 |
| <b>Value2</b> | Edge proximity ratio, Values range from 0 to 1                    |

### AddNebulaWithEffectsHidden

Adds a hidden nebula cloud to the galaxy. The cloud will only become visible to an empire when one of their ships moves nearby.

The nebula cloud can also have effects associated with it, e.g. ion storm, gravity storm, etc.

The following predefined effect groups are available to use with a nebula cloud:

2. Galactic Storm – standard damage (lightning pulse)

3. Ion Storm – ion damage (lightning pulse), drains energy
4. Radiation Zone – drains energy, drains shields, disables sensors
5. Gravity Storm – direct damage + ion damage (lightning pulse), slows ship speeds

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                       |
|---------------|-------------------------------------------------------------------|
| <b>Id1</b>    | Location Effect Group Id from above list (2-5)                    |
| <b>Id2</b>    | Radius of the nebula cloud                                        |
| <b>Value1</b> | Permeability value of the nebula. Values can range from 1 to 1000 |
| <b>Value2</b> | Edge proximity ratio, Values range from 0 to 1                    |

### AddPopulationToColony

Adds population to the specified colony.

The colony should be specified using the ActionLocationHint.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                      |
|---------------|------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The RaceId of the race to add to the colony (from Races.xml). Leave as -1 to randomly select any race            |
| <b>Id2</b>    | n/a                                                                                                              |
| <b>Value1</b> | Amount of population to add, up to a maximum of 100 billion                                                      |
| <b>Value2</b> | The assimilation level of the new population, ranging from 0 (completely unassimilated) to 1 (fully assimilated) |

### AddSpecialLocationEmpire

Adds a known special location to an empire. This special location will show up in the Special Locations list in the Exploration section of the user interface.

The special location must already be defined in the galaxy (see AddSpecialLocationGalaxy below).

Id1 specifies the empire to add the special location to.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                             |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The dominant RaceId of the empire to add the known special location to<br>-1 means the triggering empire<br>255 means the player empire |
| <b>Id2</b>    | n/a                                                                                                                                     |
| <b>Value1</b> | n/a                                                                                                                                     |
| <b>Value2</b> | n/a                                                                                                                                     |

### AddSpecialLocationGalaxy

Adds a special location to the galaxy. This special location can be discovered by an empire and will then show up in the Special Locations list in the Exploration section of the user interface.

Id1 specifies the type of the special location.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME               | DESCRIPTION                                                                 |
|--------------------------|-----------------------------------------------------------------------------|
| <b>Id1</b>               | 0 = Debris Field<br>1 = Secret Construction Project<br>2 = Galactic Anomaly |
| <b>Id2</b>               | n/a                                                                         |
| <b>Value1</b>            | n/a                                                                         |
| <b>Value2</b>            | n/a                                                                         |
| <b>GeneratedItemName</b> | The name of the special location                                            |

### BuildFacility

Builds a planetary facility or ruins at a planet or moon. The facility can be fully constructed or partially complete. The facility can be hidden and thus only discovered when the host planet is explored to the specified level.

If TriggerBuildFacilityId is -1, these will be generic/nonspecific ruins.

Note that the value from the Description field on the action will be copied into the Description for the new facility or ruins. This description will then be appended to the message prompting the player to investigate the ruins. Thus you can introduce the investigation with additional information that might be relevant to the player decision about whether to investigate or not.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                       |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Facility Definition Id (from PlanetaryFacilityDefinitions.xml)<br>-1 means build generic ruins                                    |
| <b>Id2</b>    | Colonizable Race Id (from Races.xml)<br>Host planet should be colonizable by this race. Leave as -1 to allow any host planet type |
| <b>Value1</b> | Construction level, ranges from 0 (construction begun) to 1 (complete)                                                            |
| <b>Value2</b> | Discovery level (0 = not hidden, 20 = somewhat hidden, 20+ = very hidden, etc)                                                    |

### ChangeArtifactLocation

Immediately changes the location of the specified artifact. The artifact must exist in Artifacts.xml.

The artifact will be moved to the location specified by the ActionLocationHint, e.g.

GeneratedItemFromFirstAction, FindItemByName, HomeColony, etc.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                      |
|---------------|--------------------------------------------------|
| <b>Id1</b>    | Artifact Id of the artifact (from Artifacts.xml) |
| <b>Id2</b>    | n/a                                              |
| <b>Value1</b> | n/a                                              |
| <b>Value2</b> | n/a                                              |

### ChangeCharacterEmpire

Immediately changes the empire of the first character matching the specified role.

The source empire of the character is determined by the value of Id1.

The new empire of the character is determined by the value of Id2.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME           | DESCRIPTION                                                                                                                                                                |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>           | The dominant RaceId of the empire to select the character from<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc) |
| <b>Id2</b>           | The dominant RaceId of the new empire for the character<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)        |
| <b>Value1</b>        | The allegiance level of the character in the new empire, ranging from 0 (0%) to 1 (100%)                                                                                   |
| <b>Value2</b>        | n/a                                                                                                                                                                        |
| <b>CharacterRole</b> | The first character matching this role in the source empire                                                                                                                |

### ChangeCharacterLocation

Immediately changes the location of the first character matching the specified role in the empire specified by Id1.

The character will be moved to the location specified by the ActionLocationHint, e.g.

GeneratedItemFromFirstAction, FindItemByName, HomeColony, etc.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                                                                |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The dominant RaceId of the empire to select the character from<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc) |
| <b>Id2</b>    | n/a                                                                                                                                                                        |
| <b>Value1</b> | n/a                                                                                                                                                                        |
| <b>Value2</b> | n/a                                                                                                                                                                        |

|                      |                                                      |
|----------------------|------------------------------------------------------|
| <b>CharacterRole</b> | The first character matching this role in the empire |
|----------------------|------------------------------------------------------|

### ChangeColonyEmpire

Immediately changes the empire of the selected colony (specified by the ActionLocationHint).

The new empire of the colony is determined by the value of Id1.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                           |
|---------------|-----------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The dominant RaceId of the new empire for the colony<br>-1 means the triggering empire<br>-2 means independent empire |
| <b>Id2</b>    | n/a                                                                                                                   |
| <b>Value1</b> | Set to 1 to preserve bases in orbit at the colony, otherwise they will be destroyed when the colony changes empire    |
| <b>Value2</b> | n/a                                                                                                                   |

### ChangeEmpireRelation

Changes the bias value on the relationship between 2 empires.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                            |
|---------------|----------------------------------------|
| <b>Id1</b>    | Race Id 1 (from Races.xml)             |
| <b>Id2</b>    | Race Id 2 (from Races.xml)             |
| <b>Value1</b> | Amount of change (range: -100 to +100) |
| <b>Value2</b> | n/a                                    |

### ChangeEmpireReputation

Changes an empire's reputation by the specified amount.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                            |
|---------------|----------------------------------------|
| <b>Id1</b>    | Race Id of empire (from Races.xml)     |
| <b>Id2</b>    | n/a                                    |
| <b>Value1</b> | Amount of change (range: -100 to +100) |
| <b>Value2</b> | n/a                                    |

### ChangeEmpireGovernment

Changes an empire's government to the specified new government type. There are no disruptive side effects from this change that could otherwise happen in a revolution.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
|------------|-------------|

|               |                                                                                     |
|---------------|-------------------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id of empire (from Races.xml)<br>-1 means use empire that triggered the action |
| <b>Id2</b>    | Government Id to switch to (from Governments.xml)                                   |
| <b>Value1</b> | n/a                                                                                 |
| <b>Value2</b> | n/a                                                                                 |

### ChangeEmpireGovernmentRevolution

Changes an empire's government to the specified new government type, but potentially with disruptive side effects like setting back colony development, losing the current leader character and even losing colonies that declare independence or with to another empire.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                |
|---------------|------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id of empire (from Races.xml)<br>-1 means use empire that triggered the action                        |
| <b>Id2</b>    | Government Id to switch to (from Governments.xml)                                                          |
| <b>Value1</b> | The level of disruption caused by the revolution, ranging from 0 (no disruption) to 1 (extreme disruption) |
| <b>Value2</b> | n/a                                                                                                        |

### ChangeItemName

Renames an item using the text specified in GeneratedItemName.

The item to be renamed can be any of the following:

- Star
- Planet
- Moon
- Asteroid
- Ship or Base
- Creature
- Spaceltem (debris, etc)

The item to be renamed is selected using the normal Location Hints (e.g. GeneratedItemFromFirstAction).

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME               | DESCRIPTION               |
|--------------------------|---------------------------|
| <b>Id1</b>               | n/a                       |
| <b>Id2</b>               | n/a                       |
| <b>Value1</b>            | n/a                       |
| <b>Value2</b>            | n/a                       |
| <b>GeneratedItemName</b> | The new name for the item |

### ChangeRaceBias

Changes the bias between 2 races. This applies to all empires of the specified races.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                            |
|---------------|----------------------------------------|
| <b>Id1</b>    | Race Id 1 (from Races.xml)             |
| <b>Id2</b>    | Race Id 2 (from Races.xml)             |
| <b>Value1</b> | Amount of change (range: -100 to +100) |
| <b>Value2</b> | n/a                                    |

### ChangeShipEmpire

Immediately changes the empire of the selected ship or base (specified by the ActionLocationHint).

The new empire of the ship or base is determined by the value of Id1.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME               | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>               | The dominant RaceId of the new empire for the ship or base<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)<br>-3 means independent empire<br>-4 means new dormant pirate faction. Used to make the base hostile. Note that this only works when the ship is a base, not a mobile ship, because the new pirate faction uses this base as their capital<br>-5 means BeserkAI empire used for Planet Destroyer threat<br>-6 means new dormant pirate faction. Used to make the base hostile. However will first use GeneratedItemName to check whether named empire already exists, if so will use existing empire. Note that this only works when the ship is a base, not a mobile ship, because the new pirate faction uses this base as their capital |
| <b>Id2</b>               | The Race Id of the new pirate faction (when Id1 = -4). Leave to default value of -1 to randomly select the pirate race                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Value1</b>            | The tech level of the new pirate faction (when Id1 = -4)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Value2</b>            | n/a                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>GeneratedItemName</b> | The name of the new pirate faction (when Id1 = -4)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

### ContactEmpire

Puts the triggering empire in contact with the specified empire, i.e. initiates First Contact. Nothing happens if the empires already know each other.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
|------------|-------------|

|               |                                          |
|---------------|------------------------------------------|
| <b>Id1</b>    | Race Id of other empire (from Races.xml) |
| <b>Id2</b>    | n/a                                      |
| <b>Value1</b> | n/a                                      |
| <b>Value2</b> | n/a                                      |

### CoordinatesLostColony

Will generate an unclaimed colony for the specified race at a planet type the race can colonize. This colony will be claimed by the first empire to encounter it.

Note that this action type cannot also use the field ActionLocationShouldBeFuelSource.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION                                                                 |
|---------------|-----------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id (from Races.xml)<br>-1 means use the race that triggered the action |
| <b>Id2</b>    | n/a                                                                         |
| <b>Value1</b> | n/a                                                                         |
| <b>Value2</b> | n/a                                                                         |

### CoordinatesLostShip

Will generate an abandoned ship or base. The ship or base can be claimed by the first empire to encounter it, but it must first be completely repaired and complete (fully constructed with no damage).

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME      | DESCRIPTION                                                            |
|-----------------|------------------------------------------------------------------------|
| <b>Id1</b>      | ShipHull Race Id (from Races.xml)                                      |
| <b>Id2</b>      | Tech level                                                             |
| <b>Value1</b>   | Construction level, ranges from 0 (construction begun) to 1 (complete) |
| <b>Value2</b>   | Damage level, ranges from 0 (undamaged) to 1 (destroyed)               |
| <b>ShipRole</b> | Role of ship                                                           |

### CreatureSwarm

Generates a swarm of creatures at the specified location.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION                                     |
|---------------|-------------------------------------------------|
| <b>Id1</b>    | Creature Type Id (from CreatureDefinitions.xml) |
| <b>Id2</b>    | n/a                                             |
| <b>Value1</b> | Amount of creatures                             |

|               |     |
|---------------|-----|
| <b>Value2</b> | n/a |
|---------------|-----|

### DestroyArtifact

Destroys the specified artifact, completely removing it from the galaxy. The artifact must exist in Artifacts.xml.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                      |
|---------------|--------------------------------------------------|
| <b>Id1</b>    | Artifact Id of the artifact (from Artifacts.xml) |
| <b>Id2</b>    | n/a                                              |
| <b>Value1</b> | n/a                                              |
| <b>Value2</b> | n/a                                              |

### DestroyCharacter

Destroys the first character matching the specified role in the empire specified by Id1.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME           | DESCRIPTION                                                                                                                                                                                                                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>           | The dominant RaceId of the empire to select the character from<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)<br>-3 means the location for the action (colony, base, etc)<br>-4 means invading characters at the location for the action (only applicable to colonies) |
| <b>Id2</b>           | n/a                                                                                                                                                                                                                                                                                                                                 |
| <b>Value1</b>        | n/a                                                                                                                                                                                                                                                                                                                                 |
| <b>Value2</b>        | n/a                                                                                                                                                                                                                                                                                                                                 |
| <b>CharacterRole</b> | The first character matching this role in the empire                                                                                                                                                                                                                                                                                |

### DestroyCreature

Destroys a creature.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### DestroyShip

Destroys a ship or base.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                              |
|---------------|------------------------------------------------------------------------------------------|
| <b>Id1</b>    | If set to 1 then the ship or base will be cleanly destroyed without any debris generated |
| <b>Id2</b>    | n/a                                                                                      |
| <b>Value1</b> | n/a                                                                                      |
| <b>Value2</b> | n/a                                                                                      |

### DestroyTroops

Destroys the specified number of troops of the specified type at a location.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                                    |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | -1 = all troop types<br>0 = Infantry<br>1 = Armored<br>2 = Planetary Defense<br>3 = Special Forces<br>4 = Titan                                |
| <b>Id2</b>    | -1 = defending troops<br>0 = invading troops                                                                                                   |
| <b>Value1</b> | The number of troops to destroy. If greater than the number of troops at the location, then all troops of the specified type will be destroyed |
| <b>Value2</b> | n/a                                                                                                                                            |

### DisableEvent

Disables a known, named game event that is currently enabled. The event must already be placed in the galaxy.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME               | DESCRIPTION                                            |
|--------------------------|--------------------------------------------------------|
| <b>Id1</b>               | n/a                                                    |
| <b>Id2</b>               | n/a                                                    |
| <b>Value1</b>            | n/a                                                    |
| <b>Value2</b>            | n/a                                                    |
| <b>GeneratedItemName</b> | The name of the game event to disable (case-sensitive) |

### EmpireStoryMessageToEmpire

MessageTitle and Description will be used to display a message to the specified empire. If GameEvent.ImageFilename exists, then the message will be displayed full-screen, with the specified image as the background.

| FIELD NAME           | DESCRIPTION                                                                                                                                                  |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>           | Race Id of empire to send message to (from Races.xml)<br>-1= triggering empire                                                                               |
| <b>Id2</b>           | Race Id of sending empire (from Races.xml)                                                                                                                   |
| <b>Value1</b>        | 0 = show message in normal dialog window, 1 = show message full screen, 2 = show message in normal dialog window but without extra info (e.g. ruins bonuses) |
| <b>Value2</b>        | n/a                                                                                                                                                          |
| <b>MessageTitle</b>  | Title                                                                                                                                                        |
| <b>Description</b>   | Message text                                                                                                                                                 |
| <b>ImageFilepath</b> | Path to the image file used in message (image must be in game bundles in data/db/bundles subfolder)                                                          |
| <b>MusicFilepath</b> | Path to the music file played along with the message (music must be a file somewhere under the data subfolder)                                               |

### EnableEvent

Enables a known, named game event that is currently disabled. The event must already be placed in the galaxy.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME               | DESCRIPTION                                           |
|--------------------------|-------------------------------------------------------|
| <b>Id1</b>               | n/a                                                   |
| <b>Id2</b>               | n/a                                                   |
| <b>Value1</b>            | n/a                                                   |
| <b>Value2</b>            | n/a                                                   |
| <b>GeneratedItemName</b> | The name of the game event to enable (case-sensitive) |

### EndColonyEvent

Ends a colony event at the specified colony. Nothing happens if the event is not currently active at the colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                  |
|---------------|--------------------------------------------------------------|
| <b>Id1</b>    | Colony Event Definition Id (from ColonyEventDefinitions.xml) |
| <b>Id2</b>    | n/a                                                          |
| <b>Value1</b> | n/a                                                          |
| <b>Value2</b> | n/a                                                          |

### ExploreSystem

Immediately explores a star system to a basic level.

All of the stars, planets, moons and asteroids in each system are explored to level 2, meaning that their type and all basic information are known. However hidden items at higher exploration levels (above 2) are not uncovered.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### GeneralStoryMessageToEmpire

MessageTitle and Description will be used to display a message to the specified empire. If GameEvent.ImageFilename exists, then the message will be displayed full-screen, with the specified image as the background.

| FIELD NAME           | DESCRIPTION                                                                                                                                                  |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>           | Race Id of empire to send message to (from Races.xml)<br>-1= triggering empire                                                                               |
| <b>Id2</b>           | n/a                                                                                                                                                          |
| <b>Value1</b>        | 0 = show message in normal dialog window, 1 = show message full screen, 2 = show message in normal dialog window but without extra info (e.g. ruins bonuses) |
| <b>Value2</b>        | n/a                                                                                                                                                          |
| <b>MessageTitle</b>  | Title                                                                                                                                                        |
| <b>Description</b>   | Message text                                                                                                                                                 |
| <b>ImageFilepath</b> | Path to the image file used in message (image must be in game bundles in data/db/bundles subfolder)                                                          |
| <b>MusicFilepath</b> | Path to the music file played along with the message (music must be a file somewhere under the data subfolder)                                               |

### GenerateAbandonedShipBase

Generates an abandoned ship or base. The ShipHull for the new ship or base will be selected using the specified ShipHull Race Id and the ShipRole.

When the ship or base is completely repaired (fully constructed and no damage) then it can be claimed by the first empire to encounter it.

If GeneratedItemName is specified then this will be used for the name of the new ship or base.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION                       |
|------------|-----------------------------------|
| <b>Id1</b> | Shiphull Race Id (from Races.xml) |

|                 |                                                                        |
|-----------------|------------------------------------------------------------------------|
| <b>Id2</b>      | Tech level of ship or base                                             |
| <b>Value1</b>   | Construction level, ranges from 0 (construction begun) to 1 (complete) |
| <b>Value2</b>   | Damage level, ranges from 0 (undamaged) to 1 (destroyed)               |
| <b>ShipRole</b> | Role                                                                   |

### GenerateArtifact

Generates a new artifact at the location. The artifact must exist in Artifacts.xml. Nothing happens if the artifact already exists in the galaxy.

If GeneratedItemName is specified then this will be used for the name of the new asteroid field.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                      |
|---------------|--------------------------------------------------|
| <b>Id1</b>    | Artifact Id of new artifact (from Artifacts.xml) |
| <b>Id2</b>    | n/a                                              |
| <b>Value1</b> | n/a                                              |
| <b>Value2</b> | n/a                                              |

### GenerateAsteroidField

Generates a new asteroid field.

If GeneratedItemName is specified then this will be used for the name of the new asteroid field.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                       |
|---------------|---------------------------------------------------|
| <b>Id1</b>    | Orb Type Id of asteroid field (from OrbTypes.xml) |
| <b>Id2</b>    | n/a                                               |
| <b>Value1</b> | Amount of asteroids                               |
| <b>Value2</b> | n/a                                               |

### GenerateBonusAtOrb

Adds a new bonus to a planet, moon or asteroid.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME            | DESCRIPTION                                                                    |
|-----------------------|--------------------------------------------------------------------------------|
| <b>Id1</b>            | n/a                                                                            |
| <b>Id2</b>            | n/a                                                                            |
| <b>Value1</b>         | Amount in range -1 (-100%) to +1 (+100%)                                       |
| <b>Value2</b>         | Discovery level (0 = not hidden, 20 = somewhat hidden, 20+ = very hidden, etc) |
| <b>BonusType</b>      | Type of bonus                                                                  |
| <b>BonusAppliesTo</b> | What the bonus applies to (Item or Empire)                                     |

### GenerateCharacter

Generates a new character. This is a new random character of the specified CharacterRole.

If GeneratedItemName is specified then this will be used for the name of the new character.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME           | DESCRIPTION                                                                            |
|----------------------|----------------------------------------------------------------------------------------|
| <b>Id1</b>           | The RaceId of the new character<br>-1 means the dominant race of the triggering empire |
| <b>Id2</b>           | n/a                                                                                    |
| <b>Value1</b>        | n/a                                                                                    |
| <b>Value2</b>        | n/a                                                                                    |
| <b>CharacterRole</b> | Character role to generate                                                             |

### GenerateCreature

Generates a single creature of the specified type.

If GeneratedItemName is specified then this will be used for the name of the new creature.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                           |
|---------------|-------------------------------------------------------|
| <b>Id1</b>    | Creature Type Id (from CreatureDefinitions.xml)       |
| <b>Id2</b>    | n/a                                                   |
| <b>Value1</b> | Size of the creature                                  |
| <b>Value2</b> | Health level, ranges from 0 (dead) to 1 (full health) |

### GenerateDebrisField

Generates a debris field of abandoned military ships of various roles. The ships can be damaged as specified by the parameter values.

If GeneratedItemName is specified then this will be used for the name of the new debris field.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                              |
|---------------|----------------------------------------------------------|
| <b>Id1</b>    | ShipHull Race Id (from Races.xml)                        |
| <b>Id2</b>    | Tech level of the ships                                  |
| <b>Value1</b> | Number of ships                                          |
| <b>Value2</b> | Damage level, ranges from 0 (undamaged) to 1 (destroyed) |

### GenerateEmpire

Generates a new standard empire, using the specified planet/moon as the new home world for the empire. The planet/moon should be specified using the ActionLocationHint.

If GeneratedItemName is specified then this will be used for the name of the new empire.

Note that this action will not generate any ships or bases for the new empire. If this is needed then you should add other actions to generate ships and bases.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                                                        |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The RaceId of the population at the home world of the new empire (from Races.xml)<br>If left as the default value (-1) then a race will be randomly selected       |
| <b>Id2</b>    | The GovernmentId of the new empire (from Governments.xml)<br>If left as the default value (-1) then a government appropriate to the race will be randomly selected |
| <b>Value1</b> | Tech level of the new empire                                                                                                                                       |
| <b>Value2</b> | Amount of population at the empire home world                                                                                                                      |

### GenerateIndependentColony

Generates an independent colony of the specified race, amount and development level. Will find a planet type colonizable by the specified race.

If GeneratedItemName is specified then this will be used for the name of the new colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                       |
|---------------|---------------------------------------------------|
| <b>Id1</b>    | n/a                                               |
| <b>Id2</b>    | Population Race Id (from Races.xml)               |
| <b>Value1</b> | Population amount                                 |
| <b>Value2</b> | Development level, ranges from 0 (0%) to 1 (100%) |

### GenerateLostColony

Generates an unowned colony of the specified race, amount and development level. Will find a planet type colonizable by the specified race.

The colony will be claimed by the first empire to encounter it.

If GeneratedItemName is specified then this will be used for the name of the new colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                       |
|---------------|---------------------------------------------------|
| <b>Id1</b>    | n/a                                               |
| <b>Id2</b>    | Population Race Id (from Races.xml)               |
| <b>Value1</b> | Population amount                                 |
| <b>Value2</b> | Development level, ranges from 0 (0%) to 1 (100%) |

### GenerateOwnedColony

Generates a colony owned by the first empire with the specified dominant race. If no race is specified then the new colony will belong to the empire that triggers the event.

If GeneratedItemName is specified then this will be used for the name of the new colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                       |
|---------------|-----------------------------------------------------------------------------------|
| <b>Id1</b>    | Owning Race Id (from Races.xml)<br>-1= discovering empire                         |
| <b>Id2</b>    | Population Race Id (from Races.xml)<br>This can differ from the owning race above |
| <b>Value1</b> | Population amount                                                                 |
| <b>Value2</b> | Development level, ranges from 0 (0%) to 1 (100%)                                 |

### GeneratePirateFaction

Generates a new pirate faction, including a pirate base and a number of pirate military ships (escorts, frigates, destroyers).

If GeneratedItemName is specified then this will be used for the name of the new pirate faction.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                         |
|---------------|-------------------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id (from Races.xml)                                                            |
| <b>Id2</b>    | Pirate faction will be dormant if set to 1 (will not build ships or attack targets) |
| <b>Value1</b> | Tech level of pirate faction                                                        |
| <b>Value2</b> | Number of ships                                                                     |

### GeneratePlanetarySystem

Generates a planet in an existing star system. Will also add an appropriate number of moons that are typical for the planet type.

If GeneratedItemName is specified then this will be used for the name of the new planet.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                      |
|---------------|------------------------------------------------------------------|
| <b>Id1</b>    | OrbType Id (from OrbTypes.xml)                                   |
| <b>Id2</b>    | n/a                                                              |
| <b>Value1</b> | Quality level of the new planet, ranging from 0 (0%) to 1 (100%) |
| <b>Value2</b> | The diameter of the new planet<br>0 means use default diameter   |

### GenerateResourceAtOrb

Adds a resource to a planet, moon or asteroid with the specified abundance. The resource can also be hidden with the specified discovery level.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                   |
|---------------|-------------------------------------------------------------------------------|
| <b>Id1</b>    | Resource Id (from Resources.xml)                                              |
| <b>Id2</b>    | n/a                                                                           |
| <b>Value1</b> | Abundance of the resource, ranges from 0 (0%) to 1 (100%)                     |
| <b>Value2</b> | Discovery level (0= not hidden, 20 = somewhat hidden, 20+ = very hidden, etc) |

### GenerateShipBase

Generates a single ship or base with the specified damage and construction level. The ShipHull for the new ship or base will be selected using the specified Owning Race Id and the ShipRole.

The new ship or base will belong to the first empire of the specified Owning race. If the Owning Race Id is 255 then the new ship or base will belong to a randomly-selected pirate faction.

If GeneratedItemName is specified then this will be used for the name of the new ship or base.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                            |
|---------------|------------------------------------------------------------------------|
| <b>Id1</b>    | Owning Race Id (from Races.xml)                                        |
| <b>Id2</b>    | n/a                                                                    |
| <b>Value1</b> | Construction level, ranges from 0 (construction begun) to 1 (complete) |
| <b>Value2</b> | Damage level, ranges from 0 (undamaged) to 1 (destroyed)               |

### GenerateShipDebris

Generates a field of ship debris at a location. The debris will include structural ship parts, cargo containers, and computer cores.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                             |
|---------------|-----------------------------------------|
| <b>Id1</b>    | n/a                                     |
| <b>Id2</b>    | n/a                                     |
| <b>Value1</b> | The number of debris items in the field |
| <b>Value2</b> | n/a                                     |

### GenerateSpaceItem

Generates a single space item of the specified type. Space Items can be debris, escape pods, cargo containers, computer cores, or many other things floating in space.

Can optionally also specify bonus items provided by space item when it is salvaged. Use Id2 to specify salvage bonus type and Value1 and Value2 as needed for extra information.

If GeneratedItemName is specified then this will be used for the name of the new item.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                        |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Space Item Definition Id (from SpaceItemDefinitions.xml)                                                                                                                                                                                                                                                                                                           |
| <b>Id2</b>    | Optionally can add salvage bonuses by type as follows:<br>0 = research project: use Value1 for ResearchProjectId (from ResearchProjectDefinitions.xml)<br>1 = money: use Value1 for amount<br>2 = basic system maps: use Value1 for amount of systems<br>3 = detailed location maps: use Value1 for amount of locations and Value2 for exploration level (1 – 255) |
| <b>Value1</b> | Supporting data for extra items as outlined above for Id2                                                                                                                                                                                                                                                                                                          |
| <b>Value2</b> | Supporting data for extra items as outlined above for Id2                                                                                                                                                                                                                                                                                                          |

### GenerateStar

Generates a star system containing a single star.

If GeneratedItemName is specified then this will be used for the name of the new star and system.

Never auto-generates a message, but can use Description to explain if required.

**NOTE:** you must use this action in conjunction with one of the following Location Hints to find an empty area of space for the new star system:

- NearbyEmptyCoordinates
- MediumEmptyCoordinates
- DistantEmptyCoordinates

| FIELD NAME    | DESCRIPTION                                                    |
|---------------|----------------------------------------------------------------|
| <b>Id1</b>    | OrbType Id (from OrbTypes.xml)                                 |
| <b>Id2</b>    | n/a                                                            |
| <b>Value1</b> | Quality level of the new star, ranging from 0 (0%) to 1 (100%) |
| <b>Value2</b> | The diameter of the new star<br>0 means use default diameter   |

### GenerateTroops

Generates a number of troops of the specified type. The location must be a colony. The new troops will be of the same empire as the colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                     |
|---------------|-------------------------------------------------|
| <b>Id1</b>    | Troop Definition Id (from TroopDefinitions.xml) |
| <b>Id2</b>    | n/a                                             |
| <b>Value1</b> | Amount of troop units                           |

|               |     |
|---------------|-----|
| <b>Value2</b> | n/a |
|---------------|-----|

### GovernmentUnlocked

Adds the specified government to the triggering empire's list of available government styles. This can be used to enable unique styles of government that are not normally available to a race.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION                          |
|---------------|--------------------------------------|
| <b>Id1</b>    | Government Id (from Governments.xml) |
| <b>Id2</b>    | n/a                                  |
| <b>Value1</b> | n/a                                  |
| <b>Value2</b> | n/a                                  |

### IntegrateEmpire

Changes ownership of all items from one empire to another empire. This includes: colonies, ships and bases, characters, troops and artifacts. The source empire disappears and is removed from the galaxy.

The source empire to be integrated is determined by the value of Id1.

The new empire to integrate into is determined by the value of Id2.

Will auto-generate a brief message to all empires that know the source empire. Can also use Description to send a further explanatory message to the new empire if required. Note the special-case string replacement options available below when using Description.

| FIELD NAME         | DESCRIPTION                                                                                                                                                                                                                                                                                            |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>         | The dominant RaceId of the source empire to be integrated<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)                                                                                                                                  |
| <b>Id2</b>         | The dominant RaceId of the new empire to integrate into<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)<br>-3 means independent empire                                                                                                     |
| <b>Value1</b>      | n/a                                                                                                                                                                                                                                                                                                    |
| <b>Value2</b>      | n/a                                                                                                                                                                                                                                                                                                    |
| <b>Description</b> | If Description text is supplied then it can use string replacement with the following additional special-case placeholders:<br>11. source empire name<br>12. source empire dominant race name<br>13. new empire name<br>14. new empire dominant race name<br>Thus you can use text like the following: |

|  |                                                                                                                                                                                                                                                                                                                                                    |
|--|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <p>“{11} has been completely integrated into the {13}. All of their ships and bases now belong to {13}”</p> <p>Note that most of the normal string replacement values are also available (0-10, see SuppressTriggerDescriptions above), with the exception of 3, 4 (empire relation change) and 5 (research project), which are not available.</p> |
|--|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### MapInfo

Immediately explores the specified number of nearby surrounding unexplored systems.

All of the stars, planets, moons and asteroids in each system are explored to level 2, meaning that their type and all basic information are known. However hidden items at higher exploration levels (above 2) are not uncovered.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME | DESCRIPTION   |
|------------|---------------|
| Id1        | n/a           |
| Id2        | n/a           |
| Value1     | System amount |
| Value2     | n/a           |

### Money

Provides money to the triggering empire in the specified amount.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
| Id1        | n/a         |
| Id2        | n/a         |
| Value1     | Amount      |
| Value2     | n/a         |

### NavigationalCoordinates

Adds a navigational marker ‘ping’ to the galaxy map at the coordinates of a generated item.

This action is usually used as a secondary action on an event. The first action generates a new item (e.g. an abandoned ship, base or colony) that the NavigationalCoordinates action then marks on the galaxy map (when ActionLocationHint = GeneratedItemFromFirstAction).

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
| Id1        | n/a         |

|               |     |
|---------------|-----|
| <b>Id2</b>    | n/a |
| <b>Value1</b> | n/a |
| <b>Value2</b> | n/a |

### NavigationalCoordinatesExistingAbandonedShip

Adds a navigational marker 'ping' to the galaxy map at the coordinates of the nearest unknown existing abandoned ship or base. Can optionally specify a ShipRole that the abandoned ship or base must match.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME      | DESCRIPTION                                                                  |
|-----------------|------------------------------------------------------------------------------|
| <b>Id1</b>      | n/a                                                                          |
| <b>Id2</b>      | n/a                                                                          |
| <b>Value1</b>   | n/a                                                                          |
| <b>Value2</b>   | n/a                                                                          |
| <b>ShipRole</b> | The role of the abandoned ship or base. Leave as 'Undefined' to use any role |

### NavigationalCoordinatesExistingIndependentColony

Adds a navigational marker 'ping' to the galaxy map at the coordinates of the nearest unknown existing independent colony.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### NavigationalCoordinatesExistingRuins

Adds a navigational marker 'ping' to the galaxy map at the coordinates of the nearest unknown ruins.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### PirateAmbush

Ambushes the triggering empire with an attack by the nearest pirate faction.

When the event for this action relates to a ship (e.g. an abandoned ship that is investigated) then the ship's empire will change to the pirate faction.

Otherwise new pirate ships will be generated at the location in the specified amount.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION     |
|---------------|-----------------|
| <b>Id1</b>    | n/a             |
| <b>Id2</b>    | n/a             |
| <b>Value1</b> | Amount of ships |
| <b>Value2</b> | n/a             |

### PopulationAwoken

Generates an independent colony of the specified race.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION                                |
|---------------|--------------------------------------------|
| <b>Id1</b>    | Race Id of the population (from Races.xml) |
| <b>Id2</b>    | n/a                                        |
| <b>Value1</b> | n/a                                        |
| <b>Value2</b> | n/a                                        |

### RefugeeFleet

Generates a number of unowned ships of the specified race.

The ships will be a mixture of various civilian and military roles: Colony Ships, Escorts, Frigates, Destroyers, Cruisers. There will always be at least one Colony Ship, which will be full of the specified population, able to colonize any planet for that race.

The ships can be claimed by the first empire to encounter them.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION              |
|---------------|--------------------------|
| <b>Id1</b>    | Race Id (from Races.xml) |
| <b>Id2</b>    | n/a                      |
| <b>Value1</b> | Amount of ships          |
| <b>Value2</b> | Tech level               |

### RemoveFacility

Removes the first facility or ruins of the specified type from a planet or moon.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                              |
|---------------|------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Facility Definition Id (from PlanetaryFacilityDefinitions.xml)<br>-1 means generic ruins |
| <b>Id2</b>    | n/a                                                                                      |
| <b>Value1</b> | n/a                                                                                      |
| <b>Value2</b> | n/a                                                                                      |

### RemoveLocationEffect

Removes an effect from a location. If the effect does not exist at the location then nothing happens.

The following predefined effect groups are available to remove from a location:

0. Star coronal zone – standard damage within short range from location center
1. Black Hole – pulls towards center, massive standard damage at center
2. Galactic Storm – standard damage (lightning pulse)
3. Ion Storm – ion damage (lightning pulse), drains energy
4. Radiation Zone – drains energy, drains shields, disables sensors
5. Gravity Storm – direct damage (lightning pulse), slows ship speeds, periodically blocks hyperjumps

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                    |
|---------------|------------------------------------------------|
| <b>Id1</b>    | Location Effect Group Id from above list (0-5) |
| <b>Id2</b>    | n/a                                            |
| <b>Value1</b> | n/a                                            |
| <b>Value2</b> | n/a                                            |

### RemoveNebulaWithEffects

Removes all of the nebula clouds with the specified effect at a location from the galaxy.

The following predefined effect groups are available to remove from a location:

2. Galactic Storm – standard damage (lightning pulse)
3. Ion Storm – ion damage (lightning pulse), drains energy
4. Radiation Zone – drains energy, drains shields, disables sensors
5. Gravity Storm – direct damage (lightning pulse), slows ship speeds, periodically blocks hyperjumps

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                    |
|---------------|------------------------------------------------|
| <b>Id1</b>    | Location Effect Group Id from above list (2-5) |
| <b>Id2</b>    | n/a                                            |
| <b>Value1</b> | n/a                                            |

|               |     |
|---------------|-----|
| <b>Value2</b> | n/a |
|---------------|-----|

### RepairRebuildShip

Instantly repairs the specified ship or base to full health, repairing any damage and completing any remaining construction.

The ship or base to repair should be specified using the ActionLocationHint field.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### ResearchBreakthrough

Completely researches the specified research project.

If the specified project is already completely researched then nothing will happen.

The research project can be selected in any of the following ways:

- specific Research Project Id on the tech tree (from ResearchProjectDefinitions.xml)
- or when Research Project Id = -1, then any **next** research project of the specified ResearchCategory
  - if no **next** research project matches the specified ResearchCategory, then the lowest project (by tech level) of the specified ResearchCategory from **any** projects in the tech tree
- otherwise any **next** project on the tech tree of any category

The selected project will also be made visible and enabled if required.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME              | DESCRIPTION                                                                                                |
|-------------------------|------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>              | Research Project Id (from ResearchProjectDefinitions.xml)<br>-1 means a random next project will be chosen |
| <b>Id2</b>              | n/a                                                                                                        |
| <b>Value1</b>           | n/a                                                                                                        |
| <b>Value2</b>           | n/a                                                                                                        |
| <b>ResearchCategory</b> | When no Research Project Id is specified above, then can use this category to select a project             |

### ResearchProgress

Progresses research for the specified research project. Depending on the current research level for the project, this may complete the research, causing a research breakthrough.

If the specified project is already completely researched then nothing will happen.

The research project can be selected in any of the following ways:

- specific Research Project Id on the tech tree (from ResearchProjectDefinitions.xml)
- or when Research Project Id = -1, then any **next** research project of the specified ResearchCategory
  - if no **next** research project matches the specified ResearchCategory, then the lowest project (by tech level) of the specified ResearchCategory from **any** projects in the tech tree
- otherwise any **next** project on the tech tree of any category

The selected project will also be made visible and enabled if required.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME              | DESCRIPTION                                                                                                                                                                                                                                                  |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>              | Research Project Id (from ResearchProjectDefinitions.xml)<br>-1 means a random next project will be chosen                                                                                                                                                   |
| <b>Id2</b>              | n/a                                                                                                                                                                                                                                                          |
| <b>Value1</b>           | Proportional progress amount, ranges from 0 (no progress) to 1 (project completely researched). This proportional value applies in the same way to all research projects, regardless of their size<br>0 means random progress proportion between 10% and 60% |
| <b>Value2</b>           | n/a                                                                                                                                                                                                                                                          |
| <b>ResearchCategory</b> | When no Research Project Id is specified above, then can use this category to select a project                                                                                                                                                               |

### ResearchProjectEnable

Enables the specified research project on the tech tree. The project will also be made visible if it was not previously. The project can then be selected and researched, once all the other prerequisites are met.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION                                               |
|---------------|-----------------------------------------------------------|
| <b>Id1</b>    | Research Project Id (from ResearchProjectDefinitions.xml) |
| <b>Id2</b>    | n/a                                                       |
| <b>Value1</b> | n/a                                                       |
| <b>Value2</b> | n/a                                                       |

### RevealItemLocation

Reveals the location of the named item of the specified type.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
| Id1        | n/a         |
| Id2        | n/a         |
| Value1     | n/a         |
| Value2     | n/a         |

### RevealNearestUnknownIndependentColony

Reveals the nearest unknown independent colony to the location for the discovering empire.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION |
|------------|-------------|
| Id1        | n/a         |
| Id2        | n/a         |
| Value1     | n/a         |
| Value2     | n/a         |

### RevealResourceLocations

Reveals the specified number of previously unknown locations where a resource can be found to the triggering empire. The locations are revealed in distance order from the location of the event.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION                                     |
|------------|-------------------------------------------------|
| Id1        | ResourceId to find                              |
| Id2        | Number of unknown resource locations to reveal  |
| Value1     | Minimum abundance of the resource at a location |
| Value2     | n/a                                             |

### SetOrbDamage

Sets the damage level for the planet, moon or asteroid.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME | DESCRIPTION                                                    |
|------------|----------------------------------------------------------------|
| Id1        | n/a                                                            |
| Id2        | n/a                                                            |
| Value1     | Damage amount, ranges from 0 (no damage) to 1 (maximum damage) |
| Value2     | n/a                                                            |

### ShipExplodes

When the event for this action relates to a ship or base (e.g. an abandoned ship or base that is investigated) then the ship or base will explode, damaging the discovering ship.

Will always auto-generate a message when triggered, but can be supplemented with the Description field.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | n/a         |
| <b>Value2</b> | n/a         |

### SplitEmpireCivilWar

Splits the specified empire, generating a new empire with a portion of the colonies, ships, bases, fleets and money of the old empire. The new empire will also start with all of the same research and exploration as the old empire.

The new empire starts off at war with the old empire.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                  |
|---------------|--------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id of the empire to split (from Races.xml)<br>-1 means the triggering empire                            |
| <b>Id2</b>    | n/a                                                                                                          |
| <b>Value1</b> | New empire's relative size, range from 0.01 (almost none) to 0.99 (nearly all), e.g. 0.5 means an even split |
| <b>Value2</b> | n/a                                                                                                          |

### SplitEmpirePeacefully

Splits the specified empire, generating a new empire with a portion of the colonies, ships, bases, fleets and money of the old empire. The new empire will also start with all of the same research and exploration as the old empire.

The new empire starts off with a Non-Aggression treaty with the old empire.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                  |
|---------------|--------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Race Id of empire to split (from Races.xml)<br>-1 means the triggering empire                                |
| <b>Id2</b>    | n/a                                                                                                          |
| <b>Value1</b> | New empire's relative size, range from 0.01 (almost none) to 0.99 (nearly all), e.g. 0.5 means an even split |
| <b>Value2</b> | n/a                                                                                                          |

### StartColonyEvent

Starts the specified colony event at the colony.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                    |
|---------------|----------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | Colony Event Definition Id (from ColonyEventDefinitions.xml)                                                   |
| <b>Id2</b>    | 0 to automatically send message to colony empire about event<br>-1 to prevent message automatically being sent |
| <b>Value1</b> | n/a                                                                                                            |
| <b>Value2</b> | n/a                                                                                                            |

### TransferMoney

Subtracts and/or adds an amount of money from one empire to another empire.

Only one empire is required to be specified, either the payer or the recipient.

If the payer is specified (Id1) then the money will be subtracted from their state cash on hand.

If the recipient is specified (Id2) then the money will be added to their state cash on hand.

If both payer and recipient are specified then the money will be both subtracted from the payer and added to the recipient.

Never auto-generates a message, but can use Description to explain if required.

| FIELD NAME    | DESCRIPTION                                                                                                                                                              |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>    | The dominant RaceId of the empire to subtract the money from<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc) |
| <b>Id2</b>    | The dominant RaceId of the empire to add the money to<br>-1 means the triggering empire<br>-2 means the empire of the location for the action (colony, base, etc)        |
| <b>Value1</b> | The amount of money                                                                                                                                                      |
| <b>Value2</b> | n/a                                                                                                                                                                      |

### TriggerEvent

Triggers the named event specified in GeneratedItemName.

The event does not need to be placed in the galaxy. It just needs to exist in GameEvents.xml with the matching name.

The event also does not need to have a trigger type – it is triggered by this action.

This action is often most useful when you want to execute multiple actions in response to a player-initiated choice. You can combine the desired actions into a single named event which you then trigger with TriggerEvent as the single action behind the choice button click (see TriggerActionsAreChoices near the start of this document for more details).

Note that in addition to using the `TriggerEvent` action to execute the event (likely in response to a button click from a player-initiated choice), you could also have the same event placed in the galaxy with a specific trigger type so that it could be triggered in the normal manner through exploration, etc. Then there would be multiple ways of triggering the event. Whichever situation happens first will trigger the event, subsequently disabling it for the other trigger situation.

If the event has already been triggered then nothing will happen. It will only be triggered once.

Never auto-generates a message, but can use `Description` to explain if required.

| FIELD NAME               | DESCRIPTION                                                                                                                       |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| <b>Id1</b>               | n/a                                                                                                                               |
| <b>Id2</b>               | n/a                                                                                                                               |
| <b>Value1</b>            | n/a                                                                                                                               |
| <b>Value2</b>            | n/a                                                                                                                               |
| <b>GeneratedItemName</b> | The name of the event to trigger. The name must be a precise case-sensitive match to a named event in <code>GameEvents.xml</code> |

### **VictoryConditionBonus**

Adds a victory condition bonus amount to the triggering empire.

Never auto-generates a message, but can use `Description` to explain if required.

| FIELD NAME    | DESCRIPTION |
|---------------|-------------|
| <b>Id1</b>    | n/a         |
| <b>Id2</b>    | n/a         |
| <b>Value1</b> | Amount      |
| <b>Value2</b> | n/a         |