

EQUILIBRIUM Changelog

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GENERAL

Veterancy

Changes:

1. units take veterancy points that is 2% of T1/2/3 units mass cost, 1% building mass cost, 0.5% of experimental & ACU mass cost.
2. units is promoted to next veterancy level, when have 3% own mass cost in veterancy point, (0,3% for experimental and T3 artillery, excuse ACU that need less)
3. after promotion on next level units receive new max health, but don't heal for that value.
4. after promotion on next level units regeneration is higher
 - ACU 5/10/15/20/25 (from 3/6/9/12/15)
 - T1 units: 2/3/4/5/6hp/s (from 1/2/3/4/5)
 - T1 naval units 4/6/8/10/12 (from 1/2/3/4/5)
 - T1 submarines 2/4/6/8/10 (from 1/2/3/4/5)
 - T2 units 4/6/8/10/12 (from 2/4/6/8/10)
 - T2 naval units 8/12/16/20/24 (from 5/10/15/20/25)
 - T2 submarines 4/6/8/10/12 (from 2/4/6/8/10)
 - T3 units 6/9/12/15/18 (from 3/6/9/12/15)
 - T3 naval units 16/22/28/34/40 (from 5/10/15/20/25)
 - T3 submarines 8/12/16/20/24 (from 3/6/9/12/15)
 - T4 land/naval start with 15hp/s +15/30/45/60/75 (from 10/20/30/40/50)
 - T4 air/building start with 25hp/s +15/30/45/60/75 (from 10/20/30/40/50)

Purpose:

1. to avoid situation when destroy t3 scout (195m) is worth same destroy T3 battleship (9000m)
 2. for adding system that is fair and same for every units (units need destroy 1,5 own mass, for next level)
 3. You should no longer be required to self destruct lower tech units to prevent enemy from gaining ridiculous amounts of experience
 4. to fill new max hp faster and make units with veterancy more important
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Factory

Changes:

1. Units of the same tech level now drain resources at similar rates, higher tech building lower tech units drain same amount then when build higher tech, only build units faster
 - land: 5m/25e - 10m/50e - 20m/200e
 - air: 3m/75e - 7m/150e - 20m/1000e
 - navy: 5m/50e - 15m/100e - 45m/450e
1. Build/upgrade factory drain same resource as when build units inside
 - land: 300m 1500e 30s/ 1200m/4800m
 - air: 180m 4500e 30s/ 810m/4410m
 - naval: 300m 3000e 30s/ 1650m/7050m
1. Slave factory drain same resource as when units build inside
 - T2 slave factory is build as $\frac{1}{3}$ time of HQ
 - T3 slave factory is build as $\frac{1}{4}$ time of HQ
1. Factory build rates:
 - Land: 25/50/100 (from 20/40/90)
 - Air: 20/40/120 (from 20/40/120)
 - Navy: 20/60/180 (from 20/60/120)
 - Quantum gateway 100 (from 120)
1. Build time of experimental:
 - land 33% of build same mass in T3 factory
 - air 25% of build same mass in T3 factory
1. T3 HQ factory hp for all faction:
 - Land/Air: 20 000hp
 - Naval: 37500hp

Purpose:

1. To be able to more easily predict resource consumption of factories
2. To be able to more easily predict resource consumption of factories
3. Slave factory are build faster, and are cheaper, to make less engineer in game, and support more aggressive gameplay
4.
 - To be able have point 1+2
 - Speed up the game slightly
 - Engineers slightly nerfed as a result
1. Make building experimental slower, (and remove situation when

megalith was build for same time as 3bricks)

2. To be fair for every faction and factory die when is link with 4 T3 Fabricators
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Build capacity:

Changes:

1. engineer cost change:

- T2 125m (from 140) 12,5br
- T2 Sparky 280m (from 200) 20br (from 17,5br) +Add rebuild function (same as have sacu)
- T3 uef/cybran 250m (from 440) 25br (from 30br) +Add rebuild function (same as have sacu) -- uef t3 engineer 400hp (from 600) -- cybran t3 engineer 360hp (from 540)
- T3 aeon/sera 375m (from 440) 37,5br (from 40br) +Add rebuild function (same as have sacu) -- aeon 480hp -- sera 500hp

1. Engineering station:

- HIVE 275m+2750e 25br ->550m+5500e 50br-> 825m 9625e 75br (from 350m)
- KENNEL 325m+3250e 25br -> 650m+8125e 50br (from 550m ->1050m) -- Kennel building br 25 (from 20) -- Kennel drone 125m 1250e 625bt (from 250m 2500e 750bt)

1. Acu build rate

- T2 40 (from 42)
- T3 120 (from 126)

1. Sacu build rate 50 (from 56), engineering upgrade 100br (from 98)

Purpose:

1. Making buildpower easier to estimate -- make more fair system, where would not have more build power for nothing
 2. cybran engineering station are 10% less effective as engineers = less engineers in game, and effective use of hive. Kennel is 30% less effective than engineer, but can fly. Br on building was change for drain more predictable numbers. Drone is cheaper because 250m is too much on how easy is able destroy drone
 3. +4. more consistent resource drain while building
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Economy

Changes:

1. starting resource 800m 4000e (from 650m 4000e)
2. remove storage capacity from everything that is not acu/sacu/storage
 - sacu storage capacity 500m+5000e (from 275m+0e)
1. Mass storage
 - add death explosion for 1000dmg on 5 aoe (same as energy storage)
 - 1500hp (from 1600)
1. Mass extractor:
 - T1 20m 250e +2m-1e (from 36m 360e+2m-2e)
 - T2 800m 5900e +6m-10e (from 900m 5400e+6m-12e)
 - T3 4800m 48000e +18m-50e 9000hp (from 4600m 31625e+18m-46e 8400hp)
1. Mass fabricator:
 - T2 200m +1m -100e, 500hp, 500death dmg (100m +1 -150e, 360hp 370dmg)
 - T3 2800m +16m -3000e 5000hp (from 3000m +14m -3500e 6000hp)
1. Energy storage 200m 2000e 50s bt (from 250m 1200e 40s bt)
 - Adjustancy bonus is +100% efficiency for e storage from every side (form 50%)
1. Power generator:
 - T1 pgen 75m 300 death explosion for 2,5aoe (from 250dmg on 2aoe)
 - T2 pgen 2000hp (from 2120)
 - T3 pgen 3200m, 10 000hp (from 3240m, 9640hp)
1. RAS:
 - cybran 12m 2100e
 - uef 14m 1800e
 - sera 16m 1500e + 16m 1200e
 - aeon 18m 1200e + 18m 900e

Purpose:

1. more option on start, and have numbers divisible with storages value
2. make storages more important, better divide between good and excellent player
3. make turtle and ecoing more risky, reward aggressive game, bring more fair choice between link to factory or storages, nerf T3 mex that if is with 4 storage die on one tml(!!) and leave 100% wreak value
4. better resource drain consistency while building -T1 mex is cheaper, promotes aggressive mex building, in turn promoting having engineers at the front, in turn promoting aggressive reclaiming. In short, gives a lot of good habits for noobs to follow. -T2 mex that cost less mass to be

faster on T2 -- more expensive T3 mex, and with more hp, that let him with full wreck after tml

5. make fabricators more of an option -- effectiveness for mass is same, but live longer, and need less energy plant -- with storage have similar effectiveness as T3 mex whiteout storage
 6. repair economy unbalance where is 35K mass storage and 9K energy. Adustancy bonus mean that for 3200m you have 2500e with T3 pgen, or 2500e and 60 000e storage with 16 storages around T3Pgen. Or 600m in storage between 2x T2 Pgen is also +250e bonus.
 7. more consistent numbers
 8. make power generators more important
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ACU

Changes:

1. resource price 12 000m, 48000e, 20 000bt (from 18Km 50Ke, 6M bt)
2. range 23, 28 gun, 33 aeon gun (from 22r, 30r, 35r)
3. overcharge 4s reload time (from 3,3)
4. cybran regeneration 10hp/s (from 17) -- vet regen 3/6/9/12/15 (from 4/7/10/13/16)
5. T2 upgrade:
 - uef/sera +500hp (from 3000)
 - aeon +2000hp (from 3000)
 - cybran +2000hp (from 3500)
1. TML minimal range 15 (from 5)
 - missile 2hp (from 3hp)
1. UEF nano: +2000hp
2. AEON chrono: 1800m + 3000hp (from 1750m +0hp) -- Doesn't stack with allied Chrono Dampeners (now doesn't work) -- Doesn't stun allied units (now doesn't work)
3. AEON heavy shield 3600m 450K e (from 4500m 1Me)
4. SERA heavy gun 3000m, 300s to build (from 3500m 420s)
5. CYBRAN change toggle on stealth upgrade to stealth toggle (from cloak toggle)
6. CYBRAN gun upgrade provide +1000hp

Purpose:

1. to make acu eventually repairable
2. nerf gun, and subordinate with land units range rules
3. make t2 units stronger against acu
4. remove excuse for regeneration
5. make T2 more for building, and less for fight, for fight is different upgrade, aeon and cybran have more becuae can't have range/gun + t2
6. Making it harder to kill an enemy ACU from close range with ACU TML,

- acu tml don't destroy tmd
7. For make it more stable in fight
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Land Units

T1

Changes:

1. scout 10m (from 12)
2. labs
 - **selen** 25m 85hp 18dps 18r 4,5 speed (from 20m 35hp, 13dps, 16r 4sp)
 - **hunter** 120hp, 24dps,13r 4,2 speed (from 65hp, 21dps,14r, 4sp)
 - **flare** 135hp, 24dps,13r 4sp (from 70hp, 21dps,14r)
 - **mech** 140hp, 24dps,13r 4sp (75hp, 23dps,14r)
1. AA 30m (from 28)
 - cybran **Sky slammer** 40m, 200hp, 24gf/18aa dps, 0,45 firing randomness, 23r, 2,7sp (from 28m, 130hp, 16/20dps, 0,75fr, 2,9sp)
 - remove weapon toggle
1. Artillery 35m (from 36)
 - cybran **medusa** 40m 150hp 46dps, EMP: -T1 3s 2aoe -T2 2s 1,5aoe -T3 1s 1aoe (not able stun T3 naval)
 - sera **zthue** 50m 250e (from 54m 180e)
1. Tanks:
 - **Mantis** 50m 330hp 21dps 3,6sp (from 52m 270hp 26dps 3,7sp) -- change icon to tank (from bot)
 - **Thaam** 55m 370hp 22dps (54m 280hp 24dps)
 - **Aurora** 55m 205hp 24dps 23r 2s reload time (52m 140hp 26dps 26r 1,5s r.t)
 - **Striker** 60m 400hp 24dps 3,5sp (56m 24dps 3,4sp)

Purpose:

1.
 - to make labs be usable not only on start 3.
 - cybran usable also like a weaker aurora, have same range, to don't mesh on situation when player don't know if its focus air of land 4.
 - on medusa add stun against T3, so also increase price
1. tanks live longer, so take longer time to defend against push. Also can be meat shield on higher tech army

- to not mess with labs, that are now usable

T2

Changes:

All basic t2/t3 land units are rebalanced using the following pattern

Pattern rules: All land units have the same range, hp, dps, if they have bigger tech level then they have +5range, for every 160m cost they have +1000hp and +60dps, if they an increased stat then they have 25% (or 12, 5%) more of it and for this advantage they pay with another stats which must be lower. Basic range for each tech is: 18(t1) +5 = 23 (t2) +5 = 28(t3) If a units has 25% more dps, then it loses 25% hp, if it has more hp then it loses dps, if it has more range (+5) then it loses 25% hp or dps, if its hover then it has 25%less hp and damage and vice versa Units (pattern starts in T2) have different prices, and this price is 160m (or 80m) more than cheaper units. For each 160m cost units gain +1000hp and +60dps. For example: Pillar 200m (1500hp 60dps 23r (because it's T2)) + 80m = Rhino (1500+500hp 60+30dps 23r (because it's T2)) + 80m = obsidian (1500+1000hp 60+60dps 20r [because it has a range in between T1 and T2, its gets +12, 5% hp, in accordance with the pattern = 2500+125])) obsidian /or Ilshavoh 1500+1000hp 60+45dps (12.5% dps because it has a range in between T2 and T3) + 160m = titan (1500+2000hp 60+120dps 23r (because it has a lower range, like a t2 unit, so it get more dps instead of +30, only half of that, because it has a higher speed than a standard unit))) I hope you get the idea of pattern now. PS: T3 units start with 500hp less.

Basically this pattern creates 9 mass level categories. And theoretically can create plenty of new units that would be different and still well balanced with others.

- T1 units have more hp, and less dps, in total with the same efficiency, but give more time while they are being killed = can be used as a meat shield for higher tech armies that have a larger range
- T2 units have more concentrated dps in one unit, and have units with special roles
- T3 units have even more concentrate dps and hp in one unit than T2, and have additional units for special roles.
- T4 experimentals have a new build-time, which is 33% their mass spent on units built from a t3 factory, before was experimental build-time was equal to that +- 12%.

1. Specials

- **Deceiver** 84m 50e drain (from 80m 25e drain)
- **Parashield** 105m 100e drain 3500shield (120m 110e drain)

- **Asylum** 126m 75e drain 3750shield (144m 3800shield) -- buildable on naval factory
1. AA Flak, 38r (from 40r) change target priority on gunships before air
 - **uef/cybran** -- 180m 3aoe 25 muzzle velocity (160m 4aoe 20muzzle)
 - **aeon/sera** -- 200m 2,5aoe 27.5 muzzle velocity (160m 4aoe 20muzzle)
 1. Mobile missile launcher
 - **evensong** 55dps 5s reload time (60dps 10s)
 1. 200mass category
 - **pillar** 60dps 1,5s reload time (from 55dps 1,3reload)
 - **hoplite** 500hp 3speed 38r (from 450hp 3,6speed 37r)
 - **blaze** 200m 2000e 1150hp 60dps 4speed (from 220m 1320e 1050hp 50dps 4,3speed) -- repair "retarded" movement when go back -- speed on water 0,85 multiplier
 - **Yenzee** 200m 2000e 60dps 4speed (from 220m 1320e 50dps 4,3speed) -- speed on water 0,85 multiplier
 1. 280mass category
 - **Sparky** 280m 1250hp 2,5sp 20br (from 225m 1040hp 3sp 17,5br) -- add rebuild function (when assist on building automatic rebuild after destroy)
 - **Wagner** 280m 2800e 1500hp 3,8sp 30+60dps+10torp dmg on 18/23/20r (from 300m 1980e 1450hp 100dps) -- torpedo 15s reload time -- underwater vision 5 (from 20)
 - **Rhino** 280m 90dps (from 300m 86dps) -- reload time lower for 5shoot/second have zero overkill
 - **Mongoose** 280m 1350hp 45(2,5aoe)+30dps 18/33r 2,5speed (from 200m 650hp 60dps 3,6sp) -- mongoose don't miss! -- mongoose long range weapon higher target priority for ACU
 1. 360mass category
 - **Riptide** 3600e 1800bt 2200hp 120dps (from 1980e 1320bt 1700hp 105dps) -- repair "retarded" movement when go back -- movement on water 0,85 multiplier
 - **Obsidian** 1500hp+1125shield (60s recharge time) 2,65sp 3,3s reload time -1e drain (from 1250hp+1500hp 75s recharge 2,6sp 4s reload time -10e) -- change primary target priority to ACU
 - **Ilshavoh** untouched
 - **Fire beetle** 360m 400hp 5hp/s regen 4sp 3000dmg 6aoe 5,5r cloac (-35e/s) place in transport 2 (from 300m 300hp 0 regen 5sp 3500dmg 4,5aoe 4,5r)

Purpose:

1. to drain constant numbers

2. to make gunships a more interesting option, make hover ability more expensive. Target priority to reduce annoying, less range, and more muzzle for be more reliable
 3. was very weak against tmd, to better reload lose 10%dps
 4.
 - hover units are better on land, but worse against navy, to add another usable units and new relevant strategic option
 - hoplite slow, because hover units are also slower
 1.
 - sparky is stronger units that can better compete also on T3 warfare
 - Mongoose doesn't miss, and that change him to very deadly units, so I decide conceptual change him to new units type, that is between hoplite and pillar. It adds a potential new strategic option that is different than use hoplite, deeper faction diversity
 1.
 - Riptide is made useable on land, have build time that is same as other 360m category so its harder to spam, what make him less effective against navy
 - obsidian with changed target priority is less voluntary against OC, because can spread and still priority acu
 - Fire beetle is more effective against army less for sniping acu, stealth can be combine with deceiver for potential deadly weapon
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T3

Changes:

1. Special
 - **Athanah** 518m 9250e 300e drain buildable on naval factory (from 540m 4800e)
 - **Absolver** 518m 9250e 80r buildable on naval factory (from 420m 4800e 75r)
 - **Spearhead** 441m 7875e 1500hp 1aoe (from 400m 3000e 1700hp 0,5aoe)
1. 520mass category
 - **Titan** 520m 6500e 2000hp+1100shield (45s recharge 6hp/s) 210dps 23r 3,5speed (from 480m 5400e 3400hp (60s recharge 9hp/s) 166dps 20r 4sp 25e drain) -- shield drain 1e/s
 - **Loyalist** 520m 6500e 2700hp 100+130dps 23/18r 3,7sp (from 480m 5400e 3100hp 190dps 25r 4sp)
1. 640mass categor - Sniper bots
 - **Sera**: 350hp 2,8sp 120dps(1,5aoe) 0,6 fr while moving or 90dps(1aoe) 38/80r 0,4fr while moving cloak (from 500hp 3sp 116/140dps 0aoe 0,8/0,6fr while moving)
 - **Aeon** 450hp 100dps 75r 1aoe 0,5fr while moving personal stealth (50e/s)

(from 135dps 70r 0aoe 0,75fr while moving)

1. Missile AA

- aeon/uef 760m
- sera/ cybran 840m -- **Bouncer** 2100hp 180gf dmg 0 firing randomness 38r 2,7sp (from 800m 1900hp 1,5fr 25r 2,9sp) --- remove weapon toggle -- **Lightning tank** 2000hp 180gf dps 0,5gf aoe 28r 2,6sp (from 960m 2100hp 180dps 28r 2,7sp)

1. 840mass category

- **Outhuum** 5500hp 2,6sp 172+100dps 23/33r (6700hp 2,5sp 300+100dps 25/32r) -- torpedo 150dmg every 10s on 20r
- **Harbinger** 3000hp+1500shield (45s recharge 6hp/s) 2,8sp 300dps 5br 1e/s drain (from 5900hp (60s recharge 9hp/s) 3sp 375dps 3br 25e/s drain)

1. 840mass category - T3 artillery

- **Serenity** 86,25dps (from 800m 72dps)
- **Trebuchert** 70dps 1,75firing randomness 6s reload time 5aoe (from 67dps 2fr 6,6s reload time 7aoe)

1. 1000mass category

- **Brick** 1000m 10000e 5900hp 300dpr 33r (from 1280m 14Ke 9000hp 375dps 35r)
- **Percival** 1000m 10000e 6000hp 300dps 33r 3s reload time (from 1280m 14Ke 9300hp 400dps 4s reload time 35r)

Purpose:

- Have T3 that don't make T2 units obsolete
1. shields are buildable from naval factories, to make them a more easy option when focusing on navy
 - to be able to outrange ravagers under shields -- naval factory to make them an easier option on naval -- price to fit the 520m price category
 - spearhead fit 440m category, more aoe make it slightly better against units
 1. make them able to compete against T3
 - Titan is stronger,
 - Loyalist has effective abilities
 1. snipers
 - sera is effective for defending under stealth, can cooperate with deceivers and shields
 - aeon to be harder to target while attacking 4.

- Othuum now needs micro to win against Harbingers,
 - make early Harbs easier to catch
1. remove unfair advantage, when you use range advantage they win hard, if not you draw against equal mass in the 840m category
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T4

Changes:

- Experimentals lose about 15% hp
1. **Monkey** lord 20 000m 33 333bt 40 000hp 250e drain (from 19K m 15,75K bt 45000hp 400e drain)
 2. **Yotha** 28 000e 46666bt 60 000hp (from 25Km 18,75K bt 67K hp)
 - bubble projectile increase muzzle velocity
 - 3th gun 1200dmg 3aoe (from 1200dmg 6aoe)
 - **Ion storm** -- no friendly fire! 400dmg 28r 0.5aoe, 45s life time (from friendly fire 1000dmg 20r 0,1aoe, 30s life time)
 1. **Galactic Colossus** 28000m 46,66K bt 85K hp (from 27,5K m 20 625bt 100K hp)
 - magnet claw work better
 1. **Fatboy** 46,66K bt 35 000hp 250e drain 200br (from 21K bt 32500hp 500e drain 180br)
 - Main cannon (100r) 4x525dps (from 750)
 - Secondary cannon (45r) 2x750dps (from 450)
 - Torpedo damage 150dps(from 75), range 60 (from 40)
 - AA weapon 360dps (from 110)
 - Shield reload time 120s regen 85/s (from 160s 64/s)
 1. **Scathis** 30 000m 50K bt 25 000hp 2sp 500dps 3aoe 200r 2s reload time EMP 10aoe (from 85K m 31,5K bt 17500hp 1,5sp 1578dps 7aoe 330r 1,9s reload time)
 2. **Megalith** 63,33K bt 95K hp 10br 15hp/s regen (from 18,75K bt 110K hp 180br 0,5hp/s regen)

Purpose:

- T3 units are weaker (-25%dps -35%hp), so experimentals are changes so they don't completely roll them
1. bigger price because Ion storm is extremely useful for supporting your army
 2. Move dps from long range to short, because T3 units have less hp, and dps, short range is less annoying and give more time to opponents deal

with fatboy.

3. Scathis was a very cheap game ender on small maps, and useless on bigger.
 - make it more like experimental mobile artillery, less like a game ender
 - EMP is for supporting allied armies, and to disrupt the enemy
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SACU

1. fixed hitboxes (IceDreamer) so beam weapon don't miss
2. every basic sacu costs 2000m 30 000e 10 000bt
3. regeneration 5hp/s (from chaos)
4. death explosion 2500dmg (from 1000)
5. **UEF** 200dps
 - damage upgrade 1,75rof 2 aoe (from 2,5rof 2,5aoe)
1. **Cybran** 200dps
 - nano 295hp/s (from 400)
 - stun 3s on t1/t2 (3aoe) 2s on t3 (0aoe)
1. **Aeon** 250dps (0,8s reload time) 25r (from 30r 1s reload)
 - sacri system as general function (from upgrade)
 - nano move on sacri system place 195hp/s (from 300)
 - range upgrade provide 35r (from 40r)
1. **sera** 250dmg
 - 14500hp (from 15500hp)
 - natural produce 1m 20e (from 2m 200e)
 - overcharge 5000m 6000dmg every 10s 3,5aoe (from 4500m 12 000dmg every 5s 2,5aoe)
 - shield regenerate 20hp/s (from 22hp/s)
 - nano 145hp/s +10500hp (from 250hp/s 14000hp)

Purpose:

1. make it easier to balance
 2. make sacu spam less risky, and add new potential tactics with death nukes
 3. prevent them from rolling everything with OC, 6000dmg means they can destroy all T3 units with a single OC
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Air Units

General changes:

-- Fuel capacity lowered to: T1 scout 240s (500s) T1 interceptor 180s (300s) T1 bomber 240s (400s) T1 jester 240s (300s) T1 transport 300s (800s) T2 gunship 300s (400s) T2 torpedo bomber 360s (600s) T2 Swift wind 240s (500s) T2 Mercy 120s (110s) T2 bomber 300s (500s) T2 transport 420s (800s) T3 Spy plane 600s (1500s) T3 transport 420s (800s) T3 ASF 300s (1000s) T3 Gunship 240s (800s) T3 bomber 360s (1500s) T3 Torpedo bomber 720s (1200s) -- Crash dmg is more predictable - higher tech units provide more crash damage

Purpose:

put the air staging facility, and fuel mechanism back into the game

T1

Changes:

1. Scout 30m 750e 10s bt 10 omni radius (from 40m 420e 7,25s, no omni)
2. Interceptor 60m 1500e 20s bt 16speed (from 50m 2250e 25s 15sp)
3.
 - Bomber 75m 1875e 25s 11sp 6s reload time (from 80m 2250e 25s 10sp 4s reload time) Zeus 6x60dmg 3,5aoe (from 6x50dmg 3aoe) Scorch 3,5aoe (from 3aoe) Sinnve 4,5aoe (from 4) Shimmer 400dmg 2,5aoe EMP: T1- 3s 10aoe T2- 2s 7,5aoe T3- 1s 5aoe (from 200dmg 4aoe emp: T1/T2 1,5s 4aoe)
4. Jester 175m 3500e 35s bt 55dps 0,4reload time 10sp (from 200m 5000e 50s bt 53dps 0,3s reload time 12sp)
5. T1 transport 105m 3500e 35s 5hp/s regeneration (from 120m 4800e 40s 0regen)

Purpose:

1. add small omni to make it possible to see submarines with sonar stealth
2.
 - less cost to make it easier to build air defenses with every player not only air player more speed to be able catch T3 bombers
3. stronger bombers, because its an interesting toll with huge fun factor aeon: more faction diversity, aeon bomber is better for single targets, and higher tech, emp can also support your army, but its less effective for massive destruction, unlike sera
4. First jester is not issue, so can be similar mass efficient as T2 gunships, Also T1 mAA have about 20% more dps, so for stay effective
5. transports are underused and contain a huge fun factor, want to see transports more often in game

T2

Changes:

1. T2 gunship Spectre 175m 3750e 25s 750hp 50dps 13sp (240m 4800e 40s 848hp 65dps 12sp) Renegade 245m 5250e 35s 850hp 60dps 3,5aoe 26r

- (240m 832hp 60dps 3aoe 22r) Stinger 245m 5250e 35s 900hp 66dps (240m 880hp) Vulthoo 315m 6750e 45s 1200hp 80dps 0,5aoe 24r (240m 864hp 60dps 0aoe)
2. Torpedo bomber 245m 5250e 35s 16speed (from 240m)
 3. T2 AA/bomber: Swift wind 210m 4500e (200m 6000e) Mercy 280m 40s 375dmg/s while 8s (=3000dmg) 4,5aoe 11speed can dock, 500crash dmg on 3aoe (300m 50s 2400dmg 3aoe 10s, not possible to dock 25crash) Corsair 350m 7500e 50s 925hp 900dmg bomb 2aoe 45r (420m 8400e 60s 1100hp 1200dmg bomb 2aoe) Janus 350m 975hp 400+600bomb dmg 4,5aoe 45r (420m 1200hp 1200dmg 3aoe) Notha 350m 950hp 950bomb dmg 4aoe 45r firing tolerance 20 (420m 1175hp 1175dmg bomb 3aoe)
 4. T2 transport 280m 8000e 40s 5hp/s regeneration, 16speed 100dmg 2aoe crash dmg (from 300m 12000e 60s 0regen, 15speed 25/0 crash dmg) Aeon 2x3x36AA dps 20r + 2x3x36aa dps 25r (from 4x7,2AA dps) Cybran EMP: T1-3s T2-2s T3-0,5s (from T1/T2-2s)

Purpose:

1. more faction diversity, Spectre is faster because aeon doesn't have a t2 bomber, Renegade more range because it can't move while firing Vulthoo is stronger because seraphim doesn't have T3 gunships
2. make them slightly better with +1 speed
3. make T2 air possible to be used against T3 air, T2fighter/bombers cost less, have less ground dmg and health, but same AA dps, Notha firing tolerance changes so it doesn't miss that much, Mercy for be better against sniping building, and less effective against the acu, an acu moving away will receive only +-30%dmg.
4. regeneration is to make transports reusable without needing to pay attention for repairing them, more speed because interceptors are also faster

T3

Changes:

1. Spy plane 200m 7500e 10s 25speed (from 195m 7500e 7,5s 30speed) add diversity: Aeon 350mni 100radar 65visual intel 1050hp (from 300mni 96radar 64visual for all) Cybran 300mni 85radar 55visual stealth 700hp add stealth toggle and e consumption UEF 300mni 85radar 55visual stealth 1200hp 27speed Sera 250mni 80radar 50visual, while not moving stealth+cloac 200hp
2. ASF 500m 25 000e 20speed 300/303dps 1,5s reload time turret pitch/yaw range 135 (from 350m 40 000e 25speed 400/405dps 1s reload time turret pitch/yaw range 55)
3. T3 Gunship Restorer: 1000m 37500e 4500hp 125GF/130AA dps 25/50r 10speed (from 1200m 64000e 6000hp 120GF/142AA dps 25/60r) Wailer: 1000m 25000e 4250hp 225GF/30AA dps 25/45r stealth (from 1260m 42000e 5900hp 233GF/18AA dps 25/38r jamming) Broodsword: 1000m 25000e 4500hp 200GF/50AA dps 25/50r jamming (from 1260m 42000e

6000hp 250GF/12AA dps 25/44r)

4. Continental 70 000e 70s bt 2500hp+4000shield 30GF/120AA dps 150e drain slightly bigger shield bubble (from 52500e 43,75s 4500hp+3000shield 30GF/264AA dps 400e drain)
5. Solace 1625m 65s bt (from 1650m 50s bt)
6. T3 bomber 2000m 100 000e 80s bt 16 speed 80r 6s reload time (from 2100m 105 000e 70s bt 17sp 90r 4s reload time) Aeon 3300hp 3300dmg 5aoe (3800hp 3450dmg 4aoe) Sera 3400hp 3150dmg 5,5aoe (3900hp 3250dmg 5aoe) UEF 3500hp 3000dmg 6aoe 48AA dps 45r (3000dmg 6aoe 45AA dps 44r) Cybran 3200hp 2850dmg 6,5aoe 50AA dps 45r (3700hp 2750dmg 7aoe 14AA dps 44r)

Purpose:

1. more faction diversity, Cybran added stealth toggle, and energy consumption, so its in line with the other stealthed aircraft. sera doesn't have advanced intel like the other factions (eye of rihane, Soothsayer, novax) so you can place it in the enemy base similar to a selen.
2. more mass, less speed, more reload time, less dps for make them less superior and allow T2 air to compete, less energy to let them to be less exclusive to air players, more turret yaw/pitch range to give less random results in air combat (it is cone where asf can fire)
3. to be used more often, and to not be better against cruisers than torpedo bombers
 - cybran stealth to have fully stealthed T3 air, and because its a cybran trait
 - uef jamming because its more of a uef trait
 - aeon restorer is adjusted slightly so it is the same as before relative to changed air
1. less e consumption and less AA dps - better than making it stupidly expensive. Shield is also slightly bigger so it can be combined with T3 gunships and cover them
2. less speed and hp so it can be countered with t1/2 air, dmg correction to make it more systematic, more reload time for not roll mexes that much

T4

Changes:

1. Soul Ripper 30 000m 750K e 45K bt 80 000hp 8speed 7500crash dmg 6aoe
2. Ahwasa 40 000m 100K e 60K bt 60 000hp 17speed Ground: 11000dmg 15 aoe 60r 15s reload time Anti-Air: 4x500AA 45r Crash: 10 000crash dmg 8 aoe
3. Czar 45 000m 1125K e 67,5K bt 150 000hp 5speed 200build rate Ground: 2125dps against stationary object 750dps against roving unit Navy: 100dps 1,5aoe 80r + 200dps 3aoe 40r Air: 4x 350dps 1,5aoe 100r 1s reload time 75muzzle + 2x 600dps 5aoe 50r 0,5s reload time 75muzzle

flak Crash: 10 000dmg 15aoe

4. Novax satellite 500crash dmg radar 100r visual 50r (from 3000dmg radar 70r visual 40r)

Purpose:

Naval Units

All Submarines (except Atlantis) have sonar stealth, and all naval units (except frigates submarines and cruisers) have low underwater vision, and don't see submarines when they are microed.

T1

Changes:

1. Frigates 60 water vision (from 16 water vision) Shard AA 150m 30s bt 1000hp 7speed, visual intel 50(120m 750hp 8speed, visual 32) Trident 250m 50s bt 1800hp 55GF/13AA dps (1900m 64gf/16aa dps) Hau-esel 260m 52s bt 2000hp 55gf/13aa dps (270m 2000hp 55/13dps) Thunderhead 270m 54s bt 2200hp 50gf/10aa dps (280m 2120hp 50/10dps) Beacon 280m 56s bt 2000hp 5,5speed 60dps 35r (290m 1800hp 6sp 48dps 31r)
2. Submarines 350m 70s bt 6,5speed 35r sonar stealth (-10e/s) 40 water vision (360m 6speed 32 water vision) sonar stealth consumes energy only when its submerged

Purpose:

1. more systematic, and balanced. Shard has more hp, so it doesn't get killed in one pass from torpedo bombers Beacon has more range than others but less speed, so it needs micro to be more effective than others
 2. Sonar stealth to give them an intel advance against destroyers
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T2

Changes:

1. Special Mermaid 750m 1900hp 5hp/s reg (from 600m 1500hp 0reg) Bulwark 1350m 5hp/s reg (1300m 0regen) Cooper 1050m 90dps torp def /3s 50 water vision fix hitboxes (from 900m 100dps torp def /2,5s 45 water vision)
2. T2 Submarine: 1050m sonar stealth (-25e/s) 6speed 50 water vision (from 1100m 6,5speed 45 water vision stealth only on cybran) sonar stealth consume energy only when is submerged
3. Cruiser: 1950m (from 2000m) Infinity class 100GF dps 80r 0,15fr (from 80GF dps 60r 0,5fr) Siren class remove toggle weapon on AA

4. Destroyer 30 water vision (from 45wv) Exodus 1000dmg/5s 2,5aoe 85torpedo dmg 121deap charge dps (1060/5s 1aoe 75torp dmg 106deap charge) Salem main canon 35 muzzle velocity 1,5 aoe + 100 torpedo dps only against submerged (30 muzzle 1aoe) Valiant main canon 35 muzzle velocity 1,5aoe 5,5speed + 30 torpedo dps only against submerged (30 muzzle 1 aoe 6speed) Uashavoh sonar stealth (35e/s) + 100 torpedo dps only against submerged (no sonar stealth) Sonar stealth active only when submerged

Purpose:

1. Mermaid to make it more fair for the huge bonus that it provides, regen because it can't get veterancy Bulwark, factory drain reason, regen because it can't get veterancy Cooper to not be better against destroyers than a destroyer
 2. sonar stealth to have intel advantage against destroyers and with superior micro win
 3. price for factory drain reason. Infinite class, to be more fair with other cruiser that have missile and also direct fire dmg remove toggle to reduce annoying tool, where player don't know if its focus air or land.
 4. water vision for submarine reason, more aoe and muzzle to better hit mainly land units, that was nearly imune against destroyers +add torpedo dmg only against submarine, to make bigger differences when caught submarine on close range, submarines with micro win Exodus, dmg rought for 1000dmg, more aoe because aeon dont have land bombardment units on T2, cross navy balance stay same Uashavoh sonar stealth work only when is in submarine form
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T3

Changes:

1. Carrier water vision 25 (from 36)
 - Keefer 4050m (from 4000m)
 - Iavish 4500m (from 4400m)
1. T3 Submarine water vision 60 sonar stealth(50/100e/s) elevation -3,5 (from 45ser/35others elevation -1,5)
 - Yathso 55r 5speed (from 65r 6speed)
 - Ace 7000m 4750hp 4,5sp sonar stealth (9000m 4000hp 3,3sp)
 - Silencer 7000m 4500hp 4,5speed sonar stealth (from 9000m 3750hp 3,3sp)
 - Plan B 5250m 5000hp 4,5sp, 350 torp dps 65r, tactical missile 3aoe (from 10000m 3500hp 3,3speed 225torp dmg 80r, tac missile 4 aoe), NUKE: 65-256range 10 000dmg (25r) + 5000dmg (50r) EMP: T1/2 40s 50aoe T3/4 30s 50aoe (from 128-410r 22 000dmg 30aoe + 3000dmg 40aoe EMP: 3s)
1. T3 Special 25 water vision (from 50)

- Neptune 8000m 90 000e 4speed (7K m 80K e 4,25sp)
 - Torrent 105 000e 200s bt 20 000hp 3sp (80K e 133s bt 15 000hp) 2x 250dps 3aoe (from 2x 200dps 2aoe)
1. Battleship 9000m 90 000e 2,5aoe 25 water vision (from 8K/9K m 54K e 2/3aoe 50 water vision)
 - Galaxy 140r (from 128)
 - Summit 50 000hp (from 51000hp)
 - Huaathun 130r (from 128r)
 1. T4 Submarine
 - Atlantis 75r 15hp/s reg sonar 250, water vision 80, air storage 50 units, 3,5speed (from 80r 0reg sonar 252, water vision 100, storage 150units 2,8speed)
 - Tempest 15hp/s reg 54 000bt sonar stealth (-150e/s) water vision 80 speed 2,8 125000hp (from 0regen 14400bt 100water vision 2,5speed 60 000hp) -- Main canon: 7500dmg 7aoe 12,5s reload time - 600dps (from 8000dmg 5aoe 10reload time) -- Deap charge: 75r 330dps (from 80r 420dps)

Purpose:

1. water vision for submarine reason,
2. its deeper to not be possible ground fire, and less range to be easily counterable in a good way. Strategic submarines are cheaper because are underused and contain a huge fun factor. Plan_B reworked to make faction diversity bigger and be usable against navy, its not as good as sera, but can compete.
3. water vision for submarine stealth reason. Neptune takes the same time to build as battleships so it doesn't smash T2 navy so hard or at least later. Torrent has more hp to be closer to T3 navy, more dps to be at least as good as the same mass in T2 cruisers (uef) Also more build time that is same as a battleship
4. Galaxy more range so its less crap, uef less hp, for systematic reason and to make it less strong
5.
 - Atlantis faster so its not some sort of snail, regen because every exp has natural regen
 - Tempest, increased build time a lot (4x), and make it a real experimental unit, it still loses against equal mass in battleships/subs but it has a reason to be built, that isn't only fast build time

Building

Naval Defensive building

Sonar

T1 50m 60 water vision (from 64m 0 water vision) T2 200m 80 water vision 150e/s drain (from 120m 0 water vision 100e/s drain)

- T2.5 Sera 300m 90 water vision 250e/s drain (from 180m 0 water vision) T3 1200m 100 water vision 500e/s drain (650cybran) (from 400/480m 24 water vision)
- UEF: 2speed 60torp dps 60r (4,5speed 75dps 45r)
- Aeon: 2000hp 2speed A-T 45r 0,5s rof (from 1500hp 4,5speed 32r 6,6s rof)
- Cybran: 1500hp 1,5speed (from 650hp 4,5speed)

Torpedo Launcher

T1 250m 250bt 2000hp 60dps 30 water vision (from 450m 450bt 1600hp 75dps water vision 45) T2 1000m 1250bt 45 water vision, real stealth (disappears from radar) (from 1080m 45 water vision, stealthed only for time of first reveal) T3 1250hp 50Water vision, real stealth (11000hp 45water vision stealth only for first scout)

Purpose:

sonar costs more because before it was stupidly cheap compare with other navy price, and t3 radar Torpedo defense needs sonar water vision against submarines, T1 torpedo launcher to be possible to build effective defense against early submarine, T2 torpedo launcher real stealth so there is at least some reason to build them.

Land Defensive building

1. T2/3 PD Cybran 480m 4800e 48s bt Sera 500m 5000e 50s bt Aeon 520m 5200e 52s bt UEF 540m 5400e 54s bt UEF Ravenger 1950m 19500e 65s bt, 253dps (from 1800m 18000e 60s bt 353dps)
2. T2 Static Flak (from 392m 3920e 76,64s bt) Sera 380m 3800e 38s bt 2500hp 2,5fr 5aoe 25muzzle rof:2/0,7s (2520hp 2,5fr 3aoe 25muzzle rof 2/0,8s) Cybran 400m 40s bt 2400hp 3fr 6aoe 25muzzle rof 2/1s (2380hp 4fr 5aoe rof 2/0,5s 20muzzle) UEF 400m 40s bt 2600hp 2fr 4aoe 30muzzle rof 1/1s (2590hp 2fr 3,5aoe 25muzzle) Aeon 420m 42s bt 2400hp 2fr 3,5aoe rof 1/2s (2450hp 1,5fr 3aoe rof:1/1,1s)
3. T2 Static Artillery 140range (from 128) Cybran 1500m 15000e 150s bt 2fr 1750dmg (1680m 12K e 117,36s 2,5fr) UEF 1600m 16000e 160s bt 1,75fr 2000dmg (1890m 13,5K e 128,64s 2fr) Sera 1700m 17000e 170s bt 1,5fr 2400dmg (1995m 14,25K e 134,16s 1,5fr) Aeon 1800m 18000e 180s bt 1,25fr 2875dmg 3000hp (2079m 14850 e 172,16s 1,5fr 2200hp)
4. Tactical missile defense (from 280m 3200e 600bt - for all) U/C/S 340m 3400e 425bt Cybran "baby" missile speed 5 (from 15) leave tmd with +- 160hp Aeon 200m 2000e 312,5bt
5. Tactical missile launcher aoe 3 (from 2) Aeon 700m 10ammo (18ammo) UEF 800m 12ammo (18ammo) Sera 800m 12ammo (from 820m 20ammo) Cybran 850m 8ammo (10 ammo)

1. T3 Artillery 72 000m 1080000e 45000bt 150-700r (for all) Aeon Salvation (swap with emisarry that is game ender now) 13000hp 36x100dmg/5s 5aoe Cybran 12500hp 450dps 0,525fr 8aoe UEF 15000hp 550dps 0,525fr 6aoe Sera 13500hp 0,675fr 7aoe
2. Game Ender Paragon (8000hp) + Ylona Oss (15000hp) 216000m 1080000e 135000bt Emisar(15000hp) + Mavor(15000hp) 216000m 5400000e 135000bt