

Black Vegetable's Comprehensive Balance Mod Handbook (for version 1.0)

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Attribute Differences:

Shields:

Shields now grant much more benefit per point of **Pilot** skill. The AI is now much more resilient because of its preference for blue gems. More importantly, shielding prevents all status ailments from targeting your ship! This protects against draining effects, statistic lowering effects, and time warps, and most other debuffs. Keep your **Shields** up at any level to prevent them. Once they have gotten on your ship, they will stay there with or without **Shields**, so beware.

Gunnery:

Gunnery was easily the most powerful statistic in the Vanilla Galactrix. **Gunnery** now grants up to +5 bonus damage* with each point of damage gained every 49 points of **Gunnery**. Note that the damage gained per level has been reduced to +1/10 levels, effectively splitting the bonus evenly between **Gunnery** and levels.

*It is technically possible to have a +6 bonus damage from gunnery but it requires 246 **Gunnery** and only has a 1/49 chance of triggering when you match mines.

Science:

Science skill now grants an in-combat bonus and a non-combat bonus. First, when your skill reaches 75 points of **Science**, you will have your first level of “Cooldown Reduction” which will lower the turns you must wait for before using an item by one turn. This will never reduce the wait to zero turns.

The non-combat bonus **Science** gives is “Hacking Key Reduction” through which the number of matches required for any hacking mini-game is reduced. You will begin to benefit from it with 25 **Science** points.

Engineer:

Engineer skill also grants both an in-combat bonus and a non-combat bonus. For every 25 points in this skill, you will be able to repair your hull (automatically) by 1 point each turn. At 245 skill, you gain 10 points each turn (not at 250.) This is limited by “Battle Fatigue.”

Engineer also makes you better at the mining mini-game, giving you bonuses to resource collection per match. This bonus becomes available when you have 40 **Engineer** skill. (Each additional 50 points grants the next level of bonus.)

Battle Fatigue:

When a battle has drawn on for a long period of time, both you and your opponent's crew are unable to perform optimally. Specifically, your crew will no longer be able to perform repairs on your ship as well. This feature comes in three stages:

Battle Weariness: The length of the battle has begun to weaken the morale, resources, and personal energy of your crew. Repairs are at 75%. (25 Turns each)

Battle Fatigue: Your crew has become very tired from a lengthy battle and your resources are becoming scarce. Repairs are at 50%. (50 Turns each)

Battle Exhaustion: Your crew is limited to only basic functionality and cannot perform extra duties due to either lacking materials to repair with or lacking the energy to make the repairs, or both. Repairs are at 0%. (87 Turns each)

Hacking Rewards:

When you've successfully hacked a leapgate, you have freed travel for millions of individuals inhabiting the system. It is only natural they'd show their appreciation for the (temporary) opening of their gate with a sum of credits. However, criminals are not to be rewarded, and even being under suspicion of unwarranted acts will lead to a reduction of your pay.

(Criminal/Suspect/Neutral/Friendly/Allied)

Easy Gates: 0 / 75 / 150 / 225 / 300 Credits

Medium Gates: 0 / 125 / 250 / 375 / 500 Credits

Hard Gates: 0 / 175 / 350 / 525 / 700 Credits

If a gate closes again, you are eligible to open it again and gain another reward.

Intermediate Points:

Whenever you have skill points (in Eng/Gun/Sci) that don't quite add up to a new level of benefits, your points are not lost! Rather, they add to the probability that you will be getting benefits from the next listed level instead of your current listing. This probability is calculated as *remainder* divided by *required*.

For example if you have 35 points in Engineer and thus have a listed bonus of +1 Hull repaired per turn, each turn you actually have a ($15/25 = 60\%$) chance of getting +2 Hull that turn.

So the listed bonuses really just mean you now have a 100% chance of getting the listed benefit *or better* with your current skill points.

Time Warps

Time warps will stun a ship and prevent them from taking their turn. However, some status effects on the stunned ship will countdown and others will not. The following are the rules that govern this behavior. Higher rules take precedence above lower rules.

- I. Draining Effects are frozen in place.
- II. If it is “Evasive Action” while stunned: not frozen.*
- III. If it can still help you while you are stunned: not frozen.
- IV. If it can hurt you while you are stunned: not frozen.
- V. If it cannot help/hurt you while stunned: frozen.

Frozen effects will wait for the return of normal turn-taking and then run their course as usual.

All items will not “cool down” while either player is stunned. This prevents unlimited stun chains among other things.

*While not frozen it also won't help you because you are stationary while stunned by a Time Warp.

Combat Experience

Winning a battle now rewards not just the Intel you collect in battle, but also a set amount based on the level of the opponent you just bested.

Level 1-10 +8 *Intel*

Level 11-20 +16 *Intel*

Level 21-30 +24 *Intel*

Level 31-40 +32 *Intel*

Level 41-49 +40 *Intel*

Level 50 +45 *Intel*

Rumor Experience

Rumors now give considerably less experience. However, Rumors are now required to unlock certain special quests.

Moves Required: 5 *Gives 15 Intel*

Moves Required: 10 *Gives 30 Intel*

Moves Required: 15 *Gives 60 Intel*

Moves Required: 20 *Gives 100 Intel*

Moves Required: 25 *Gives 180 Intel*

Rumor Levels: A higher rumor Level will grant access to additional quest(s).

Level 1: 4 Rumors -- Level 2: 8 Rumors

Level 3: 12 Rumors – Level 4: 15 Rumors

Level 5: 20 Rumors

Level 5 is the highest needed to complete all bonus quests in this mod.

Small Ship Items:

Precision Rockets are usable by all craft but are notoriously misnamed when fired from larger craft with weapon slots spread far away from the ship's center. These rockets are meant for targeting specific systems in an enemy vessel and not just hull damage. They can hit the **Weapons**, **Engines**, or **Computer** systems, dealing 6 damage and 6 energy reduction each.

Mechanics:

Size 3 Ships: [3 Hits:80%] [2 Hits:15%] [1 Hit:5%]

Size 4 Ships: [3 Hits:50%] [2 Hits:35%] [1 Hit: 15%]

Size 5 Ships: [3 Hits:10%] [2 Hits:70%] [1 Hit: 20%]

Size 6+ Ships: [3 Hits:1%] [2 Hits: 4%] [1 Hits: 95%]

Manual Control Chip comes with a set of **Pilot** friendly controls for switching off the automatic combat navigation and switching on the cool nerves of a skilled ace **Pilot**.

Mechanics:

Size 3 Ships: [+80% **Pilot**][-30% **Science**]

Size 4 Ships: [+65% **Pilot**][-40% **Science**]

Size 5+ Ships: [+50% **Pilot**][-50% **Science**]

Optimal Position CPU prepares your ship to enter the blind spot of an enemy vessel. From there your attacks will hit them much harder. Smaller ships can fit into better blind spots than larger ones can. If the enemy can shake you loose via hull damage of any kind, your effect will end.

Mechanics:

Size 3 Ship: [+9 Damage]

Size 4 Ship: [+5 Damage]

Size 5 Ship: [+3 Damage]

Size 6+ Ship: [+2 Damage]

Duration Based on **Science** Skill: (3 + 0 or 1 turns)

Science < 50 : 50% chance of +1 duration

Science 50+ : 60% chance of +1 duration

Science 100+ : 70% chance of +1 duration

Science 150+ : 80% chance of +1 duration

Science 200+ : 90% chance of +1 duration

Advanced Position CPU grants the same benefits as the Optimal Position CPU, but doesn't activate as readily (it will end your turn.) In return, the computer is capable of finding the precise location you should center your shots to inflict even more damage from your hidden position.

Mechanics:

Size 3 Ship: [+12 Damage]

Size 4 Ship: [+8 Damage]

Size 5 Ship: [+6 Damage]

Size 6+ Ship: [+ 5 Damage]

Lasts 5 Turns (always)

Critical Trajectory Processor is a device designed to plot out not the enemy's weak points, but rather, the angle, velocity and position you should be attacking from to sometimes deal critical hits on your foe. Only small ships are able to move according to its calculations. Due to the strain on the computer's physics engine, all **Green** energy will be lost upon activation.

Mechanics:

Size 3 Ship: [+50% Damage, 50% of the time]

Size 4 Ship: [+50% Damage, 35% of the time]

Size 5 Ship: [+50% Damage, 20% of the time]

Mobility Core will allow for enhanced turning acceleration. This will give a good chance to avoid a portion of streams of enemy fire. Smaller ships place less stress on the Core and thus will maintain its effect for a longer period of time. Also, the **piloting** skill of the captain is critical. Even if you have all the mobility in the world, if you don't have a captain capable of using it, you will have very little noticeable effect. Note that Time Warps will leave you stationary and the Mobility Core useless.

Mechanics:

Size 3 Ship: [8 turns, **Pilot** * 2 modifier] (Cap: 79 **Pilot**)

Size 4 Ship: [7 turns, **Pilot** * 1.5 modifier] (Cap: 105 **Pilot**)

Size 5 Ship: [6 turns, **Pilot** * 1 modifier] (Cap: 158 **Pilot**)

Pilot / 210 = % chance to dodge 75% damage

Max Dodge Chance = 75%

Minimum Dodge Chance = 10%

Density Field is really a misnomer, as it should be called “Volumetric Field” but its creators didn’t think that would advertise as well. It releases a large number of inexpensive micro-robots designed to generate an extreme degree of fluid friction, something nearly absent in space. The surface area of a ship will determine how badly it is affected. However, these robots have a group synergy effect in that they will translate themselves into a propulsion device for an object as long as that object isn’t activating too many of them at once. That is, it will give **Yellow** energy to small ships, and reduce its gain for larger ones.

Mechanics:

Size 3 Ship: [x3 **Yellow** Energy Gained]

Size 4 Ship: [x2 **Yellow** Energy Gained]

Size 5 Ship: [+1 **Yellow** Energy Gained]

Size 6 Ship: [-1 **Yellow** Energy Gained]

Size 7 Ship: [1/2 **Yellow** Energy Gained]

Size 8 Ship: [1/3 **Yellow** Energy Gained]

* Note that for size 7 ships, if a -1 will reduce the value more than a * 1/2, the -1 will be used.

Impervious Shielding is a module designed to give a ship a very temporary vector, that is, objects directed toward the ship, cannot hurt it, but objects fired out from it can still reach opponents. Surface Area covered by the vector will determine the length of this vector before it is exhausted. That is, the smaller the ship, the longer it lasts. It cannot cover the hull of larger vessels even briefly. Due to the warping nature of space and the EM radiation therein, all [shielding](#) effects will be lost once the Impervious Module's energy is exhausted. It will take approximately 1 day to recharge.

Mechanics:

Size 3 Ship: [6 Turn Duration]

Size 4 Ship: [4 Turn Duration]

Size 5 Ship: [2 Turn Duration]

Laser Weapons (. . . and Blasters)

Any weapon with the word “laser” in its title will gain bonus damage according to the **Gunnery** damage bonus – that is, +1 per 49 **Gunnery**. Also, Blaster weapons, being similar to lasers, are also given this bonus. This bonus will not be mentioned in-game but does take effect.

Ion Weaponry

Ion weapons are different from normal lasers in that they were developed to disable and capture ships, not destroy them. Modern day Ion weaponry performs more of a composite of this original function and combat weaponry. Ion attacks will deal full damage to **shielding**, and half damage to hull. In return, they will briefly disable the use of one or more items on the damaged ship but only if the Ion is hitting the hull.

The turns reduced are in 2 round bursts determined by: Ion Damage to Hull / 4. Ion Damage in between units of 4 will fall under the intermediate statistics rule and will round up or down based on a dice roll. (7 Ion Hull Damage = 25% chance of one 2 round disruption & 75% chance of two 2 round disruptions.)

Ion Weapons with “Laser” in the title are subject to the **Gunnery** damage bonus.

Item Explanations:

Items with an asterisk before their name are custom items explained further in this handbook.

Contingency Tool

The Contingency Tool will launch a complex explosive device to your enemy's hull. This device, as it gives a negative status, cannot breach **shields**. The “booby-trapped” ship will take damage directly to their hull for each nova or supernova they achieve while the trap is active. Each nova will cause 10 damage and each supernova will deal an additional 20 damage resulting in a total of 30 damage. If you have been booby-trapped, you may wish to avoid making moves that have a higher risk of causing a nova to spare yourself that damage.

Reverse-Engineering Probe

The R.E. Probe will reverse the effects of **Engineer** auto-repair by sneakily causing the repairs of the crew to backfire. This will make the hull repair deal damage instead of hull repair, but will not affect item-related repairs. This effect will be frozen when you are time-warped, as it is similar to draining effects. The most damage you will take each turn from this device will be 7 points, even if your repair is naturally higher. Finally, there is a 10% chance per turn of damage that the probe will be discovered by your crew and destroyed.

Angst Machine

The Angst Machine releases countless tiny capsules ready to be absorbed into both ships' hulls via movement through the affected field and then secrete stress hormones. While both ships' crews are under the effect of these hormones, they will be too agitated to deal with extra repairs. The Angst Machine's effect affects the board, not the enemy, and thus isn't bothered by either ship's **shields** being up. It will reduce both players' auto-repairs to exactly 0.

Heat Ray

The Heat Ray evaporates most of the coolant within the weapon systems of your opponent. This will reduce the enemy crew's **Gunnery** statistic to 10% of their maximum*. However, over time, the coolant will return to its liquid state. Each turn 10% of the crew's **Gunnery** will be recovered. Using a Degausser to end the effect early will also restore the statistic.

*Repeated use of the Heat Ray before its effects have worn off can reduce the level of coolant below 10%.

Paralyzation Emitter

The Paralyzation Emitter will calculate the frequencies in sync with your opponent's **Engine** systems and will broadcast them causing the structural integrity of the **Engine** to be compromised, resulting in an "**Engine** Fault." In this state their crew's **Engineer** skill is effectively lowered by 65%. Also, if the enemy ship is holding a large amount of fuel (**Engine** energy above 6) they run the risk of losing it all via "**Engine** Leak." There is a 20% chance this will occur for each turn the ship carries 7 or more fuel. The entire effect lasts 6 turns.

Molecular Spasm

The Molecular Spasm is technically titled the Molecular Spasm Generator, or MSG. However, the use of its acronym led to mass recall of the item for "health violations." In any event, it is an extraordinary item as it will adjust the molecular composition of anything integrated by modern computer systems in any way*. This would utterly destroy most objects were it not for the anti-MSG programming common in all modern electronics to prevent such destruction. Nevertheless, countering the effects of a Spasm requires the use of a Semi-Unreal-Composition-Knowledge-Superprogram (S.U.C.K.S.) which while widely available on any galactic internet, causes a massive drain on all but the most powerful known computer systems.

Being the ship to activate the Spasm, your computer has a bit of an advantage in that you know the variable range the molecules *could* shift and can minimize damage more quickly than your hapless adversary. Unless your opponent is very skilled with their **Science** skill, they will take hull damage. The general drain on both ships will remove all energy stores including shields, but these effects can also be mitigated by possessing **scientific** know-how.

Effects (in layman's terms):

You lose all non-**cpu** energies BUT

You retain **Science** / 25 of each energy type.

You lose cpu energy as well BUT

You retain **Science** / 15 of **cpu** energy.

Your enemy also loses their energies in the same way.

Your enemy is afflicted with CPU Drain for 2 turns plus 1 for every 40 points you have in **Science**. BUT

The turns are reduced by 1 per 100 points of enemy **Science**

Your enemy takes 1 point of Hull damage for every 12 points of your **Science**. BUT

If your enemy has 175+ **Science**, they take 0 damage.

*Be sure to unequip all personal integrated electronics before using this device. (I-Pods, Laser Contacts, and Dynamo-Teeth have been shown to result in vaporization of test subjects upon activation.)

PSI Augmenter

The **PSI** Augmenter is a simple program constantly running on your ship's computer. It produces a low intensity, pressure wave just below the range of audible sound and also manages the interior temperature of the flight deck of your ship. These two effects combine to grant relaxation to anyone with psychic sensitivity and thus increase the amount of **PSI** points you gain when matching purple gems. Placing multiple **PSI** Augmenters on your vessel will further increase the **PSI** points you gain per match.

(This is a useful item for building up **PSI** points for evading battles, gaining a reservoir of points for use with special items, or gaining an “equal speed advantage” in PvP.)

Ship Size Effects

Some items will be affected by ship size. That is, the smaller a ship is, the better they will perform due to being a harder target to hit, or being more mobile. Small ships have passive bonuses in addition to those special items:

Blaster weapons (and the Vortraag Death Ray) operate by locking on to “thin” areas of shielding where their electric medium can penetrate without interference of excessive shielding. With smaller ships moving quickly, a Blaster weapon can only lock on for a brief period of time, which is less than optimal and some of the blast will be diffused by shielding interference.

It is easier to modify armor on smaller ships as there is substantially less surface area to protect, resulting in a longer period of protection from armor-based effects.

Similarly, the engines of smaller craft can afford to burn more efficiently, leaving any temporary modifications to combust for a longer time.

The Vanilla item “Flightpath Analyzer” works more efficiently on smaller craft capable of more complex flight paths.

Missiles and torpedo weapons can achieve locks on more critical components when the ship they are firing from can move into locking range for a longer period of time, dealing more damage.

The following table lists the passive bonuses for small vessels:

	Size 3 Ship	Size 4 Ship	Size 5 Ship
Blaster Defense	-30%	-20%	-10%
Death Ray Defense	-8	-5	-2
Armor Buffs			
Duration	2 Turns	1 Turn	No bonus
Engine Buffs			
Duration	3 Turns	2 Turns	1 Turn
Missile Damage	3	2	1
Flight Path Bonus	15(10)	10(5)	No bonus
Torpedoes			
Damage	5	3	1

PSI Weapons/Items

These weapons are unlocked only through a new set of quests unique to the Balance Mod. These items use your **PSI** energy as a fuel source; if you do not have enough **PSI** for the item, you cannot use it. **PSI** Weapons all share the trait of having all three energy costs at the same level; they also have a tendency to deal damage to both **shields** and hull at the same time. Another advantage to their damage type is that effects that reduce damage intake are only partially effective against **PSI** weaponry. Only the hull damage dealt by these weapons will be reduced; the **shield** component will damage unaffected. They are intentionally slightly-overpowered, and you may wish to avoid using them if they make the game a little too easy. In multi-player it would be prudent to specify if such items are allowed.

*One note – **PSI** damage over time items cannot finish off an opponent's hull but can finish off an opponent's shields.

Initiative Determination:

In the vanilla version of Galactrix, Turn order is determined by ship speed. If tied, the first turn always goes to the host. The Comprehensive Balance Mod does things a little differently:

1st Phase: Compare Ship Speeds

- A faster ship will take the first turn.
- ~ However, two players might use the same ship.

2nd Phase: Compare **Pilot** and **Engineer** Skills

- A faster combined score will take the first turn.
- **Pilot** counts for 3 points, **Engineer** counts for 2.
- ~ However, two players might follow the same build.
- ~ Also, two players could have 1 in both stats.

3rd Phase: Compare Levels

- A level disadvantaged player will take the first turn.
- ~ However, players will often both be level 50.

4th Phase: Compare **PSI** points

- A player with more **PSI** will take the first turn.
- ~ It is unlikely both players would have equal points.
- ~ Despite this, there is another Phase.

5th Phase: Compare Intel points

- A player with *less* Intel will go first.
- ~ This means they probably earned their **PSI** faster.
- ~ It is extremely unlikely everything is equal.

Finally: Host goes first

- The Host (player 1) will go first.
- ~ This is not a very probable event, but is technically what will happen if everything is exactly equal.

Final (7th) PSI Power & Encounters

The final PSI Power in the Vanilla removed all “random” encounters from the game. This removed the importance of faction standings, contraband smuggling, and overall immersion in the Galactrix world. This has been changed in the Comprehensive Balance Mod.

The normal rate of encounters is based upon the degree of your negative standing. There is a separate rate of detection for contraband but whichever is higher will be used (unlike in the vanilla.) The 7th PSI Power further reduces the rate of encounters by 20%. (CoE = Chance of Encounter)

Vanilla:

Minimum Suspect:	9% CoE
Maximum Criminal:	90% CoE
Contraband Detection:	30% CoE
7 th Power:	0% CoE for all

CBM:

Minimum Suspect:	6% CoE
Maximum Criminal:	60% CoE
Contraband Detection:	30% CoE

CBM + 7th PSI Power:

Minimum Suspect:	5% CoE
Maximum Criminal:	48% CoE
Contraband Detection:	24% CoE

Reputation Quests

The Balance Mod includes some repeatable quests designed to alter your reputation with factions. They come in two flavors: Harassment, and Smuggling. Both types are repeatable but give only 1 point of Intel.

Harassment Quests:

The system these quests are given in will dictate the faction with which you will gain reputation. The title, such as, “Harassment: MRI” will tell you which faction you will *lose* faction with. This makes sense since you will be attacking MRI ships.

+15 Reputation with Quest-Giving Faction
+10 Reputation with enemy of Harassed Faction
-30 Reputation with Harassed Faction

Smuggling Quests:

The title of Smuggling Quests will tell you who you *lose* faction with. Smuggling Quests can potentially be completed without any combat. First you will take 120 tons of Gold to a location within the target territory. This will be exchanged for 60 Contraband. You must then safely transport the Contraband to another location.

-15 Reputation with Smuggled Faction
+15 Reputation with Pirates (always)
+4,500 Credits

Challenge Modes

The CBM Challenge Modes are non-enforceable optional restrictions on gameplay meant for advanced players seeking a second play-through or anyone looking for a more difficult game. Note: **Using the item “Disruption Field” is considered cheating in the CBM due to AI programming limitations.**

Challenge Mode: Small Ships

Play through the entire campaign only using 4 slot ships. (For a greater challenge, attempt it with 3 slot ships. The small ship items will come in handy.)

Challenge Mode: Crafting Only

Do not purchase any items in the game. The only method to acquire new items is through quests and crafting.

Challenge Character Classes:

These classes are also unenforceable but will add another dimension to Galactrix if used. They have limitations in the ships they can use, their *minimum* attribute levels (by level 50), and the items they equip.

The Ace Pilot

Minimum Stats

Pilot: 197 (4 of 5 per level in **Pilot** required)

Science: 1 (no points in **Science**)

Ships

Only 5 slot ships and smaller

Items

Must have at least one “small ship” item equipped at all times.

The Ace Pilot was trained in the now non-existent Lumina Space-Superiority Academy using ancient technologies that depended more on personal reflexes and skill than on advanced auto-pilot and targeting systems. When the Academy was shut down after it was deemed unnecessary and archaic, the Ace Pilot left Lumina in frustration and underwent basic training with the MRI.

The Commodore

Minimum Stats

Gunnery: 147 (3 of 5 in **Gunnery**)

Engineer: 25 (1 of 5 every other level in **Engineer**)

Ships

Only 7 or 8 slot ships (as soon as possible)

Items

Must equip at least 2 direct damage weapons and 1 armor augmenting item at all times

The Commodore reached senior rank within Trident’s military hierarchy faster than anyone had anticipated. While not technically a “Commodore,” this title was

granted by friends and admirers because they believed he would soon acquire such a rank. However, a spy from the Lumina Corporation framed the Commodore for a large crime of embezzlement, which dishonorably discharged the Commodore. Changing his name, erasing his past, and leaving Trident to avoid his blemish, the Commodore sought out a career with the MRI.

The Doctor

Minimum Stats

Science: 122 (Half of points must go to **Science**)

Engineering: 122 (Half of points must go to **Engineering**)

Ships

Only ships with 24 and higher **Science** may be used.

Items

May not use any items with a “weapon” requirement higher than both other requirements (so a 5 Red, 4 Yellow, 2 Green item would be forbidden but a 4 Red, 6 Yellow, 3 Green would not be.)

The Doctor had worked for the people of Quesada for several years before she grew weary of it. She grew weary because the ancient and superstitious ways of Quesada frowned upon modern medicine and science. The MRI approached her with an offer for basic training and an opportunity to use her analytical skills and she accepted the offer.

The Psychic

Minimum Stats

All: 50 (At least 1/5 in each stat per level)

Ships

Any

Items

Must have at least 50% of ship's items as **PSI** items and if using a 7 or 8 slot ship, one **PSI** augments

The Psychic trained along with his good friend and mentor, Sable for many years. While truly a servant of the MRI, he has sensed something amiss in the clouded minds of masters of the MRI faction. He will do what he must to set things right, even if it means eventual combat with the MRI that trained him.

The Tactician

Minimum Stats

Engineer: 98 (2/5 points per level must go to **Engineer**)

Gunnery: 73 (1/5 per level with 2/5 every other level)

Ships

Any ship that has 5, 6, or 7 slots

Items

Must have at least one passive item (2 if a 7 slot ship)

Must have at least one direct damage item

Must have at least two items that will only affect enemies when their shields are down

Must have at least one item that recovers hull or shields in some fashion

The Tactician cares little for the troubles of the universe. She has worked for a number of factions in her lifetime directing battle tactics and developing strategies for growth, development, and warfare. Each time she has left a faction, she has started her life with a new identity that she might gain the trust of her latest faction. She does all of this for the practice and development of her mental agility and strategic skills. In short, it is all just a game of challenges for her. The latest faction she will work for is the MRI.

Multitplayer Modes

These are non-enforceable modes to spice up your multiplayer experience. Due to the limitations of Galactrix multiplayer, it is recommended that you are running some type of chat program to exchange IP addresses and plotted out some shared free time in advance. In all modes a “first” player needs to be determined for the first round. He will select his items first (and his opponent will get to choose in light of such information) during the first match. Players will then alternate who will select items first.

Ship Size Mode:

This mode consists of several games with a “best of five” victor determination. The first battle is played with a size 3 ship. The second with a size 4, the third match with a size 5, fourth a size 6 and fifth a size 7 or 8 ship. Of course, the victor could be determined by the size 5 battle.

No [x] Mode:

This mode is a simple ban on a particular item or item type in the game. Obvious types would be no **PSI** weapons, or no stunning weapons.

One at a Time:

The first player selects only one item to begin with. The second player than chooses her item. The first player then chooses his second item and so on until both ships are filled. This mode adds a layer of strategy to item selection at the start.

Opponent's Pick:

This mode includes each player choosing half (or one less than half) of their items via “One at a Time.” Then they must list three possible items for their next remaining item which their opponent will choose from for *the first player's* ship to equip. Note that you cannot offer any of the same items more than once. This mode will require each player to have the majority of the items in the game so different possible items can be selected every time.

One Shot Each:

In battle each player may use each of their items exactly once per battle. After that, it is as though they aren't equipped. (Passive items play an interesting role here.)

Defender:

This mode requires two matches. The first one, player one will select only defensive items, which cannot deal damage to your opponent (some wiggle room there.) The second can choose whatever items she pleases. The goal is to see how long it takes the second opponent to finish the first one. If the first player defeats the second player somehow, the two-match game is decided in his favor right then. The second match the roles are reversed and the second player must outlast the however many rounds it took to finish the first player before. If it takes exactly the same number of rounds the two-match set ends in a tie.