Skies of Eden

Config Changes

#### Last Updated: 10/16/2022

### Shield Changes:

* Global Shield Protection Against Kinetic: 0.2 → 0.35
* Global Shield Protection Against Heat: 0.2 → 0.27
* Global Shield Protection Against EM: 0.0 → 0.2

### Armor Changes:

* Armor Thickness Bonus: 0.0 → 0.35

Flat armor thickness bonus added on top of base equation.

* Armor Beam Damage Resistance: 0.0 → 0.25

Additional bonus armor resistance against beams added on top of base equation.

* Global Armor Protection against Kinetic Modifier: 0.2 → 0.25
* Global Armor Protection against Heat Modifier: 0.0 → 0.3
* Global Armor Protection against EM Modifier: 0.0 → 0.45

### Block Changes:

* Global Block Protection against Kinetic Modifier: 0.2 → 0.3
* Global Block Protection against Heat Modifier: 0.0 → 0.2
* Global Block Protection against EM Modifier: 0.2 → 0.37

### Reactor Changes:

* Reactor Recharge Percent Per Second: 1.0 → 1.5

Controls how much power recharge reactor blocks can generate.

* Reactor Recharge Multiplier When Empty: 1.0 → 1.5

Controls how much initial bonus recharge multiplier a reactor gets after an outage.

* Reactor Chamber Block Ratio: 0.5 → 0.05

Chambers no longer have to be unnecessarily large.

* Reactor Level Blocks Needed Per Level: 100 → 150

Controls how many reactor blocks are needed per level.

* Reactor Hp Deduction Factor: 0.7 → 0.9

How much reactor HP is reduced by damage. This should (in theory) decrease the amount of damage needed to overheat a reactor and decrease "limbo" time.

### Block Changes:

* Basic Hull Armor Value: 0.0 → 1.0 [TODO]

Changed this to prevent a cannon exploit involving infinite penetration.

* Weapon Module Mass: 1.0 → 0.7
* Acid Damage Max Propagation: 200 → 150

With the above changes, acid damage might be a bit too much, so it needs to be toned down a bit.

### Missile Changes:

* Missile HP Per Damage Multiplier: 0.01 → 0.0075

Missiles are too strong, and it forces AMS guns to be too large.

### Mine Changes:

* Cannon Ammo (Minelayer): 8 → 20

Mines were nerfed a bit too hard and became kind of useless.

* Missile Ammo (Minelayer): 4 → 12

Mines were nerfed a bit too hard and became kind of useless.

### Cannon Changes:

* Cannon Damage: 13.53 → 17.0

Cannons suck. They need to not suck.

* Cannon Cannon Damage Nerf: 6.53 → 4.45

Worst weapon in the game by far. Do I really have to explain myself with this one?

* Cannon Cannon Projectile Width Nerf: 0.0 → 1.15

With the above changes, Cannon Cannon made the other cannons kind of worthless, so it needs to have much less penetration and width to balance it.

* Cannon Beam Damage Multiplier: 6.39 → 8.0

Second worst weapon in the game. Not only do you have to be an incredible shot to hit anything, but the damage is terrible and the reload makes it worthless.

* Cannon Beam Reload Multiplier: 9.0 → 6.7

Second worst weapon in the game. Not only do you have to be an incredible shot to hit anything, but the damage is terrible and the reload makes it worthless.

* Cannon Missile Damage Multiplier: 8.51 → 8.65
* Cannon Penetration Depth Exponent: 0.35 → 0.3

With the above changes, Cannon Cannon made the other cannons kinda worthless, so it needs to have much less penetration and width to balance it.

* Cannon Penetration Depth Exponent Multiplier: 0.4 → 0.37

With the above changes, Cannon Cannon made the other cannons kinda worthless, so it needs to have much less penetration and width to balance it.

### Beam Changes:

* Beam Cannon Damage Per Tick Nerf: 1.31 → 1.1
* Beam Cannon Distance Nerf: 1.5 → 1.3
* Beam Missile Acid Overflow Percentage: 1.0 → 1.3
* Beam Beam Damage Per Tick Buff: 3.62 → 3.5
* Beam Beam Penetration: 0 → 1

### Misc. System Changes:

* Warp Gate Sector Distance: 64 → 80