Robot Army mod v5.0 How-To – Mod mechanics explained.

# Major Update, most systems incompatible with v4.x:

This document is for new users, and for users who are familiar with the way Robot Army used to operate but need to learn the new way the systems work.

The way the droid assemblers, guard stations, settings modules, counter modules, Unit Control mod integration, and general squad behaviours and player squad control works have all changed.

# Changes to Spawning Droids:

* Assembler-centric, settings modules are per-assembler, squads are owned by each assembler and controlled from it as the hub.