# Cloaked’s Hiig and Vaygr Balance Suggestions

# Version 2

Suggestions are below in the bullets, several resolve match breaking problems.

Note: All HWR stats listed below are from the balance mod as of Saturday July 18th. For reference, the HW2 stats are nearly identical to the HWR public stats.

## Ion Frigates and Heavy Missile Frigates

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Weapon** | **Game** | **Minimum Effect** | **Maximum Effect** | **Range** | **Penetration List** |
| hgn\_ioncannon.wepn | HW2 | 2200 | 2200 | 4000 | {SubSystemArmour = 0.3} |
| hgn\_ioncannon.wepn | HWR | 2400 | 2400 | 4500 | {SubSystemArmour=0.06},{MediumArmour=0.89} |
| vgr\_heavyfusionmissilelauncher.wepn | HW2 | 2700 | 2700 | 3500 | {SubSystemArmour = 0.2}, {lightarmour = 0.1} |
| vgr\_heavyfusionmissilelauncher.wepn | HWR | 2700 | 2700 | 3500 | {SubSystemArmour=0.2},{MediumArmour=1.0} |

* Increase Heavy Missile Frigate attack range to 4500
  + I tested and since Ion Frigates now badly out range HMF frigates, you can micro them by moving backwards before the HMF get in range.
  + 21 Ion Frigates vs 21 Heavy Missile Frigates, and the Ions won with 17 Ions remaining!!!
  + (HW1 Ion Frigate ranges is also 4500)

## Frigate Timing

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Research** | **Game** | **Ship/Class** | **Cost** | **Research Time** |
| vgr\_FrigateTech | HW2 | Frigate | 1800 | 120 |
| vgr\_FrigateTech | HWR | Frigate | 1000 | 90 |

* Vaygr frigate research cost and research time need to be restored
  + Vaygr can now have 4x HMF frigs with the health upgrade before Hiig has any Ion Frigates! This really breaks the Hiig and Vaygr matchup.
  + Ion Frig/HMF rush test results:
    - 3k Start on Shield, build 2 colls on MS, and 4 on CC (12 total)
    - Hiig
      * 4:50 1x Ion Frig (could also have 1 Torpedo frigate)
      * 5:31 2x Ion Frigs with Health Upgrade
      * 5:51 3x Ion Frigs
      * 6:17 4x Ion Frigs
    - Vaygr
      * 3:43 2x HMF Frigs
      * 4:28 4x HMF Frigs with Health Upgrade
  + The Ion Frigate and HMF Frigate timings for Hiig and Vaygr were relatively balanced in hw2.
    - The high cost/build time of Vaygr Frig tech research is balanced against the high cost/build time of the advanced research module needed for Ion Frigates.
    - Additionally in hw2, Vaygr lv2 Frig Health was very expensive. So even though Vaygr could get frigates a bit faster, Hiig could get lv2 much faster.

## Battle Cruisers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Weapon** | **Game** | **MinimumEffect** | **MaximumEffect** | **Range** | **FireDelay** |
| hgn\_battlecruiserturretedioncannon.wepn | HW2 | 15000 | 15000 | 6000 | 15 |
| hgn\_battlecruiserturretedioncannon.wepn | HWR | 13500 | 13500 | 6000 | 15 |
| vgr\_bcforwardweapon.wepn | HW2 | 17500 | 17500 | 6000 | 15 |
| vgr\_bcforwardweapon.wepn | HWR | 9500 | 9500 | 5300 | 15 |
| vgr\_heavyfusionmissilelauncherbc.wepn | HW2 | 5000 | 5000 | 6000 | 30 |
| vgr\_heavyfusionmissilelauncherbc.wepn | HWR | 5000 | 5000 | 5550 | 25 |

* Change Hiig BC attack script to “Frontal”, as it was when HWR Shipped
  + Frontal forces the Hiig BC to face the enemy while attacking. The balance mod “MoveToTargetAndShoot” allows a Hiig BC to attack while its engines are facing the enemy. This has two problems as is:
    1. The Ion Turrets are much closer to the engines than the front of the ship, providing greater effective range when attacking behind its engines than head on. This now allows the Hiig BC to kite a Vaygr BC without ever taking damage. Returning the attack script to “Frontal” is the only way to prevent the Hiig BC from changing its effective range with its orientation.
    2. Hiig BC can soak up a lot of damage with its engines like they could in hw2. Some people didn’t like “ass” facing Hiig BC’s and voiced it on the GBX forums around November 2014, which is likely why the attack script was set to “Frontal” like the Vaygr BC when HWR shipped.
* Vaygr BC Missile range should be restored to 6000
  + This balance mod range change also allows a Hiig BC to kite against a Vaygr BC, even when the Hiig BC is forward facing. This would allow the Hiig BC to fire both ions, while only taking damage from the Vaygr trinity cannon.
  + I tested this extensively months back, and a change to the Vaygr BC Missile range isn’t needed. Only a range change to the trinity cannon was needed (5300).

## Battle Cruiser Timing

|  |  |  |  |
| --- | --- | --- | --- |
| **Sub** | **Game** | **Cost** | **Health** |
| hgn\_c\_module\_hyperspace.subs | HW2 | 1000 | 20000 |
| hgn\_c\_module\_hyperspace.subs | HWR | 1000 | 20000 |
| hgn\_ms\_module\_hyperspace.subs | HW2 | 1000 | 30000 |
| hgn\_ms\_module\_hyperspace.subs | HWR | 1000 | 30000 |
| vgr\_c\_module\_hyperspace.subs | HW2 | 1000 | 20000 |
| vgr\_c\_module\_hyperspace.subs | HWR | 750 | 20000 |
| vgr\_ms\_module\_hyperspace.subs | HW2 | 1000 | 30000 |
| vgr\_ms\_module\_hyperspace.subs | HWR | 750 | 30000 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | | **Hull** |
| hgn\_shipyard.ship | HW2 | 3500 | 75 | 150000 | |
| hgn\_shipyard.ship | HWR | 3500 | 85 | 175000 | |

* Restore the Vaygr Hyperspace module cost
* Restore the Hiigaran Shipyard Build time, or increase the Vaygr Shipyard build time by 10 seconds too.
  + These balance mod changes allow Vaygr to get BC's a bit faster than Hiigs.
  + In hw2, the fastest BC for each race was 9:40 with 3,000 starting rus. These changes would likely drop Vaygr to 9:30 and increase Hiig to 9:50. This may not seem like a big deal, but on a map like Crimsons Bond, an earlier BC can wipe out a lot of your base in 20 seconds. = )

## Destroyer and Battle Cruiser Upgrades

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Research** | **Game** | **Cost** | **Research Time** | **UpgradeValue** |
| hgn\_BattlecruiserHealthUpgrade1 | HW2 | 2000 | 60 | 1.3 |
| hgn\_BattlecruiserHealthUpgrade1 | HWR | 3000 | 90 | 1.4 |
| hgn\_BattlecruiserHealthUpgrade2 | HW2 | 3000 | 75 | 1.6 |
| hgn\_BattlecruiserMAXSPEEDUpgrade1 | HW2 | 1000 | 30 | 1.2 |
| hgn\_BattlecruiserMAXSPEEDUpgrade2 | HW2 | 1500 | 40 | 1.35 |
| hgn\_DestroyerHealthUpgrade1 | HW2 | 1000 | 60 | 1.3 |
| hgn\_DestroyerHealthUpgrade1 | HWR | 1500 | 90 | 1.4 |
| hgn\_DestroyerHealthUpgrade2 | HW2 | 1500 | 75 | 1.6 |
| hgn\_DestroyerMAXSPEEDUpgrade1 | HW2 | 1000 | 30 | 1.2 |
| hgn\_DestroyerMAXSPEEDUpgrade1 | HWR | 900 | 30 | 1.25 |
| hgn\_DestroyerMAXSPEEDUpgrade2 | HW2 | 1500 | 40 | 1.35 |
| vgr\_SuperCapHealthUpgrade1 | HW2 | 4000 | 60 | 1.3 |
| vgr\_SuperCapHealthUpgrade1 | HWR | 3500 | 90 | 1.4 |
| vgr\_SuperCapHealthUpgrade2 | HW2 | 6000 | 80 | 1.6 |
| vgr\_SuperCapSpeedUpgrade1 | HW2 | 3500 | 60 | 1.2 |
| vgr\_SuperCapSpeedUpgrade1 | HWR | 1800 | 60 | 1.25 |
| vgr\_SuperCapSpeedUpgrade2 | HW2 | 5000 | 80 | 1.35 |

* Hiig BC Health Upgrade needs to cost 2000
  + The Hiig BC upgrade is almost as expensive as upgrading every Vaygr capital ship.
  + This change would make Vaygr and Hiigaran Health Upgrades have the same total cost for DDs and BCs. If Hiig wants to upgrade MS, CC or SY it’s extra.
* Hiig BC is missing a speed upgrade
* Hiig CC is also missing a speed upgrade

## Motherships

* Restore Hiig mothership attack to match Vaygr
  + In hw2, both read 120 attack in game. In the balance mod, Vaygr reads 108 and Hiig reads 72 in game.
  + The mothership attack is very important to hold vs early fighter rushes, this puts Hiig at a disadvantage. It’s also important to hold vs early platform rushes (mothership attack penetration does 300% damage vs platforms).

## Platform Upgrades

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Research** | **Game** | **Ship/Class** | **Cost** | **Research Time** | **UpgradeValue** |
| hgn\_GunTurretHealthUpgrade1 | HW2 | Hgn\_GunTurret | 500 | 30 | 1.3 |
| hgn\_GunTurretHealthUpgrade1 | HWR | Hgn\_GunTurret | 700 | 40 | 1.5 |
| hgn\_GunTurretHealthUpgrade2 | HW2 | Hgn\_GunTurret | 800 | 40 | 1.6 |
| hgn\_IonTurretHealthUpgrade1 | HW2 | Hgn\_IonTurret | 500 | 30 | 1.3 |
| hgn\_IonTurretHealthUpgrade1 | HWR | Hgn\_IonTurret | 1200 | 120 | 1.5 |
| hgn\_IonTurretHealthUpgrade2 | HW2 | Hgn\_IonTurret | 800 | 40 | 1.6 |
| vgr\_PlatformHealthUpgrade1 | HW2 | Platform | 1000 | 50 | 1.5 |
| vgr\_PlatformHealthUpgrade1 | HWR | Platform | 1500 | 150 | 2 |
| vgr\_PlatformHealthUpgrade2 | HW2 | Platform | 1600 | 70 | 2 |

* Vaygr platform health upgrade should be 1.75
  + In hw2, the high cost of Vaygr lv2 plats meant you could never afford them in a platform rush. The balance mod changes would make a 200% upgrade much cheaper, and could make Vaygr plats overpowered.