# Cloaked’s Hiig and Vaygr Balance Suggestions

After spending the last week looking through all the Hiigaran and Vaygr stat changes very thoroughly, its exciting stuff! There’s lots of cool changes to make Hiigaran and Vaygr a far better match-up than it was in hw2. I like the ideas behind most of the changes, but many details need to be addressed.

Suggestions are below in the bullets. I feel these suggestions would all benefit the Hiig/Vaygr matchup. The most important suggestions are highlighted in green, really these changes are a must for Hiig/Vaygr balance concerns. Scole, a few of the suggestions just address what looks like simple oversights/typos, so be sure to read them all.

Note: All HWR stats listed below are from the balance mod as of Sunday July 12th. For reference, the HW2 stats are nearly identical to the HWR public stats.

## Resource Collectors

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** | **SideArmourDamage** | **Speed** |
| hgn\_resourcecollector.ship | HW2 | 400 | 30 | 2000 | 1 | 276 |
| hgn\_resourcecollector.ship | HWR | 400 | 30 | 2800 | 0.85 | 276 |
| vgr\_resourcecollector.ship | HW2 | 400 | 30 | 2000 | 1 | 276 |
| vgr\_resourcecollector.ship | HWR | 400 | 30 | 2000 | 1 | 280 |

* Increase Vaygr collector health to match Hiig’s
  + Collector health determines how many collectors you lose to early fighter rushes (3-6 interceptors), this would make Vaygr a lot more vulnerable to these attacks than Hiig.

Note: Looks like the Vaygr collector speed was increased 1.5%, that’s very cool. This in combination with shortening the Vaygr MS resource drop off paths should put Vaygr’s harvesting much closer to Hiigs.

## Platforms

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** | **Speed** |
| hgn\_gunturret.ship | HW2 | 300 | 20 | 5000 | 125 |
| hgn\_gunturret.ship | HWR | 140 | 15 | 5500 | 180 |
| hgn\_ionturret.ship | HW2 | 300 | 20 | 5000 | 125 |
| hgn\_ionturret.ship | HWR | 300 | 20 | 6000 | 180 |
| vgr\_weaponplatform\_gun.ship | HW2 | 300 | 20 | 5000 | 125 |
| vgr\_weaponplatform\_gun.ship | HWR | 140 | 15 | 5000 | 180 |
| vgr\_weaponplatform\_missile.ship | HW2 | 300 | 20 | 5000 | 125 |
| vgr\_weaponplatform\_missile.ship | HWR | 300 | 20 | 5000 | 180 |
| vgr\_hyperspace\_platform.ship | HW2 | 750 | 45 | 16000 | 600 |
| vgr\_hyperspace\_platform.ship | HWR | 375 | 45 | 18500 | 850 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Weapon** | **Game** | **Condition** | **Effect** | **MinimumEffect** | **MaximumEffect** |
| hgn\_ioncannonturret.wepn | HW2 | Hit | DamageHealth | 500 | 500 |
| hgn\_ioncannonturret.wepn | HWR | Hit | DamageHealth | 600 | 600 |

* All platform values definitely need to restored (excluding the hyperspace platform)
  + Plats were very balanced in hw2 1.1, but these changes will make them way over powered. Plat rushes are very effective in close quarters like on Shield and Sarum Dust Clouds. It’s hard for even the best players to counter them.
  + Prior to the 1.1 patch, they were way over powered. Platforms were actually the main balance issue addressed by the 1.1 patch: <http://www.moddb.com/games/homeworld-2/downloads/homeworld-2-v-11-patch-last-and-only-patch>
  + Even ratamaq, who was out of the country in 2003/2004 heard about how overpowered the hw2 version 1.0 platforms were! =)
* Hyperspace platform speed should be restored
  + This plat shouldn’t be faster than a probe (600 speed)
  + Could add the ability to hyperspace the gate itself. This would be very cool, and more appropriate than the new sensors distortion ability.
* Just a thought, but you could maybe give all platforms the ability to hyperspace at any time if inside the range of a hyperspace module. This would encourage more platforms to be built on the big maps like Crimsons Bond, without making them overpowered on smaller maps.

## 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 | 1000 | 50 | 2 |
| vgr\_PlatformHealthUpgrade2 | HW2 | Platform | 1600 | 70 | 2 |

* Vaygr platform health upgrade should cost more and be less effective
  + Perhaps cost 1600 and upgrade value 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 very affordable early game, and make Vaygr plats overpowered.

## Fighters

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Research** | **Game** | **Cost** | **Research Time** | **UpgradeValue** |
| hgn\_InterceptorMAXSPEEDUpgrade1 | HW2 | 300 | 30 | 1.25 |
| hgn\_InterceptorMAXSPEEDUpgrade1 | HWR | 800 | 30 | 1.4 |
| hgn\_InterceptorMAXSPEEDUpgrade2 | HW2 | 500 | 40 | 1.5 |
| hgn\_ScoutEMPAbility | HW2 | 1500 | 70 |  |
| hgn\_ScoutEMPAbility | HWR | 1250 | 70 |  |
| vgr\_FighterspeedUpgrade1 | HW2 | 600 | 50 | 1.25 |
| vgr\_FighterspeedUpgrade1 | HWR | 1200 | 45 | 1.4 |
| vgr\_FighterspeedUpgrade2 | HW2 | 1000 | 70 | 1.5 |
| vgr\_ScoutEMPAbility | HW2 | 1000 | 70 |  |
| vgr\_ScoutEMPAbility | HWR | 1000 | 45 |  |

* Vaygr EMP cost should increase to 1500
  + The total costs of Vaygr fighter speed upgrades have now been reduced by 400 (1600 to 1200). Hiig is unchanged at 800. This is a good change, but the cost of EMP research needs to go up to compensate for the reasons listed below.
  + Hiig is hanging on for its life vs Vaygr Fighters+EMP just before Flak Frigates pop out. In hw2 on small maps, this is the scariest moment of the game for Hiig vs Vaygr. A direct 400ru decrease in the costs of this timing attack, plus Vaygr’s improved harvesting could break the Hiig/Vaygr balance at its most delicate phase.
  + Could also restore the Hiig Emp cost to match. Note that Hiig’s EMP sucks in practice compared to Vaygr’s EMP, but please don’t change this fundamental race difference!
* Vaygr EMP research time should return to 70.
  + Cost is the real limiting factor, so this doesn’t matter much, but it feels too fast.

## Corvettes

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** |
| hgn\_assaultcorvette.ship | HW2 | 625 | 45 | 400 |
| hgn\_assaultcorvette.ship | HWR | 625 | 45 | 480 |
| hgn\_pulsarcorvette.ship | HW2 | 625 | 45 | 400 |
| hgn\_pulsarcorvette.ship | HWR | 625 | 45 | 520 |
| vgr\_lasercorvette.ship | HW2 | 650 | 45 | 400 |
| vgr\_lasercorvette.ship | HWR | 650 | 45 | 480 |
| vgr\_missilecorvette.ship | HW2 | 625 | 45 | 400 |
| vgr\_missilecorvette.ship | HWR | 625 | 45 | 480 |

* Pulsar Corvette health should be 480
  + Will make all the corvettes the same health
  + I’ll do testing later as it’s weapon damage may need to be tweaked

## Anti-Fighter/Corvette Frigates

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** | **Speed** |
| hgn\_assaultfrigate.ship | HW2 | 700 | 50 | 16000 | 161 |
| hgn\_assaultfrigate.ship | HWR | 700 | 50 | 19000 | 161 |
| hgn\_torpedofrigate.ship | HW2 | 700 | 55 | 12000 | 161 |
| hgn\_torpedofrigate.ship | HWR | 700 | 55 | 19000 | 190 |
| vgr\_assaultfrigate.ship | HW2 | 650 | 45 | 16000 | 161 |
| vgr\_assaultfrigate.ship | HWR | 650 | 45 | 18600 | 200 |

* The speeds of all these ships should be the same to balance
  + If not 161, 180 might be a better number as most Corvettes have a speed of 215. There should be a significant speed difference between Frigates and Corvettes.
* The Vaygr Assault Frigate health should be 19,000 to match the other changes

## Infiltrator Frigate

vgr\_InfiltratorSpeedUpgrade1

* I’d suggest removing InfiltratorSpeedUpgrade1, to be in line with the Vaygr lore of shared upgrades
* The infiltrator frigate starts with a speed of 230. It can then be upgraded with Frigate Speed lv1, to 288. In the balance mod you can then research the new InfiltratorSpeedUpgrade1 as well, to bring to final speed to a whopping 322.

## Ion Frigates and Heavy Missile Frigates

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** | **Speed** |
| hgn\_ioncannonfrigate.ship | HW2 | 700 | 45 | 16000 | 150 |
| hgn\_ioncannonfrigate.ship | HWR | 900 | 60 | 17000 | 165 |
| vgr\_heavymissilefrigate.ship | HW2 | 700 | 45 | 16000 | 150 |
| vgr\_heavymissilefrigate.ship | HWR | 700 | 45 | 17000 | 170 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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=1.03},{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} |

* Ion Frigate cost and build time is not balanced
  + Not balanced vs the costs/build times of Heavy Missile Frigates, Destroyers, and BCs.
  + There’s two solutions:
    1. Restore the cost/build time
    2. Increase the health to 21000. Then increase the cost/build time/health of the Heavy Missile Frigates in the same manner. This would make frigates more durable, which is what many people want to see.
* Ion Frigate damage and medium armor penetration should be restored
  + Increasing Ion Frigate damage makes carriers blow up too easily, especially Vaygr carriers.
* Increase Heavy Missle Frigate attack range and movement speed
  + To match the Ion Frigate changes
* Ion Frigate SubSystemArmour penetration should be restored or reduced
  + I haven’t tested this enough, so take this with a grain of salt! But if this was done to help Ion Frigates vs BCs, then reducing the BC weapon subsystem health more would be better.
  + Ion frigates taking out production facilities and research mods just steps all over fighter’s main role mid to late game. This may also make bombers irrelevant in many mid and late game situations.

## 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 should be restored
  + The Ion Frigate and HMF Frigate timings for Hiig and Vaygr were balanced in hw2. The high cost of Vaygr Frig tech research is balanced against the high cost of advanced research module needed for Ion Frigates.
  + This balance mod change would allow Vaygr to get HMF Frigates much sooner in the matchup, and could even break the Hiig and Vaygr balance on small-medium maps.
  + Would also need to reduce/restore the cost of the Vaygr Assault Frigate tech research, which was increased in the balance mod.

## Battle Cruisers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Cost** | **Build Time** | **Hull** | **Speed** |
| hgn\_battlecruiser.ship | HW2 | 4000 | 280 | 240000 | 69 |
| hgn\_battlecruiser.ship | HWR | 4000 | 280 | 140000 | 79 |
| vgr\_battlecruiser.ship | HW2 | 4000 | 280 | 240000 | 69 |
| vgr\_battlecruiser.ship | HWR | 4000 | 280 | 140000 | 79 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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 |

* Primary weapon(s) damage should be reduced by about 1/3
* Hull should go back up a bit to 160,000 or more
  + They still feel like a “Glass Cannon”. Insane damage with low health, means BC vs BC fights are over before you can enjoy the action.
  + They still obliterate destroyers. Yes they should kill them, but not in such a one sided fashion.
* Vaygr BC Missile range should be restored
  + The balance mod range change now allows a Hiig BC to kite against a Vaygr BC. 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.

## 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

## Mothership and Carrier Upgrades

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Research** | **Game** | **Cost** | **Research Time** | **UpgradeValue** |
| hgn\_CarrierHealthUpgrade1 | HW2 | 750 | 40 | 1.3 |
| hgn\_CarrierHealthUpgrade1 | HWR | 1250 | 40 | 1.4 |
| hgn\_CarrierHealthUpgrade2 | HW2 | 1000 | 60 | 1.6 |
| hgn\_MothershipHealthUpgrade1 | HW2 | 500 | 30 | 1.5 |
| hgn\_MothershipHealthUpgrade1 | HWR | 1500 | 30 | 1.75 |
| hgn\_MothershipHealthUpgrade2 | HW2 | 750 | 40 | 2 |

* Hiig Carrier hull should cost 1000
  + Vaygr Capital Upgrades are now half the price of upgrading all Hiig Capital units, 3500 vs 8750.
* Hiig MS hull should cost 1000 or 1250
  + Vaygr Capital Upgrades are now half the price of upgrading all Hiig Capital units, 3500 vs 8750.

## 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).