# Typos

Scole, all of the following appear to be typos or simple oversights that should be easy to fix.

## Research Typo’s

The starting brackets for these two researches are not commented out properly. Don’t know if this matters. Data\scripts\races\hiigaran\scripts\def\_research.lua

* BattlecruiserHealthUpgrade2
* CarrierHealthUpgrade2

## Armour Damage Typo’s

Front/Side/Rear ArmourDamage

Many values are less than 1.0, but these values should always be 1.0 or greater. These values multiply damage taken from the side/rear. They are currently reducing damage to the side/rear on many ships instead. See the following table for details:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ship** | **Game** | **Front ArmourDamage** | **Side ArmourDamage** | **Rear ArmourDamage** |
| hgn\_mothership.ship | HW2 |  | 1 | 1 |
| hgn\_mothership.ship | HWR | 0.8 | 0.85 | 0.85 |
| hgn\_mothership\_nohold.ship | HWR | 0.8 | 0.85 | 0.85 |
| hgn\_pulsarcorvette.ship | HW2 |  | 1 | 1 |
| hgn\_pulsarcorvette.ship | HWR |  | 0.9 | 1 |
| hgn\_resourcecollector.ship | HW2 |  | 1 | 1 |
| hgn\_resourcecollector.ship | HWR |  | 0.85 | 1 |
| hgn\_shipyard.ship | HW2 |  | 1 | 1 |
| hgn\_shipyard.ship | HWR | 0.85 | 0.85 | 0.85 |
| vgr\_mothership.ship | HW2 |  | 1 | 1 |
| vgr\_mothership.ship | HWR | 0.8 | 0.85 | 0.85 |
| vgr\_mothership\_makaan.ship | HW2 |  | 1 | 1 |
| vgr\_mothership\_makaan.ship | HWR | 0.9 | 0.9 | 0.9 |
| vgr\_mothership\_nohold.ship | HWR | 0.8 | 0.85 | 0.85 |
| vgr\_shipyard.ship | HW2 |  | 1 | 1 |
| vgr\_shipyard.ship | HWR | 0.85 | 0.85 | 0.85 |
| vgr\_weaponplatform\_missile.ship | HW2 |  | 1 | 1 |
| vgr\_weaponplatform\_missile.ship | HWR |  | 0.9 | 0.9 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Ship** | **FrontArmourDamage** | **SideArmourDamage** | **RearArmourDamage** |
| kus\_attackbomber.ship |  | 0.85 | 1 |
| kus\_defender.ship |  | 0.85 | 0.85 |
| kus\_dronefrigate.ship |  | 0.85 | 1 |
| kus\_interceptor.ship |  | 0.87 | 1 |
| kus\_ioncannonfrigate.ship |  | 0.85 | 1 |
| kus\_lightcorvette.ship |  | 0.85 | 0.85 |
| kus\_minelayercorvette.ship |  | 0.8 | 0.8 |
| kus\_mothership.ship | 0.8 | 0.85 | 0.85 |
| kus\_mothership\_nohold.ship | 0.8 | 0.85 | 0.85 |
| kus\_multiguncorvette.ship |  | 0.8 | 0.8 |
| kus\_repaircorvette.ship |  | 0.8 | 0.8 |
| kus\_researchship.ship |  | 0.75 | 0.75 |
| kus\_researchship\_1.ship |  | 0.75 | 0.75 |
| kus\_researchship\_2.ship |  | 0.75 | 0.75 |
| kus\_researchship\_3.ship |  | 0.75 | 0.75 |
| kus\_researchship\_4.ship |  | 0.75 | 0.75 |
| kus\_researchship\_5.ship |  | 0.75 | 0.75 |
| kus\_resourcecollector.ship |  | 0.8 | 0.9 |
| kus\_resourcecontroller.ship |  | 0.9 | 1 |
| kus\_salvagecorvette.ship |  | 0.9 | 1 |
| kus\_scout.ship |  | 0.85 | 0.89 |
| tai\_assaultfrigate.ship |  | 0.85 | 1 |
| tai\_attackbomber.ship |  | 0.85 | 1 |
| tai\_defender.ship |  | 0.85 | 0.85 |
| tai\_interceptor.ship |  | 0.87 | 1 |
| tai\_ioncannonfrigate.ship |  | 0.85 | 1 |
| tai\_lightcorvette.ship |  | 0.85 | 0.85 |
| tai\_minelayercorvette.ship |  | 0.8 | 0.8 |
| tai\_mothership.ship | 0.8 | 0.85 | 0.85 |
| tai\_mothership\_nohold.ship | 0.8 | 0.85 | 0.85 |
| tai\_multiguncorvette.ship |  | 0.8 | 0.8 |
| tai\_repaircorvette.ship |  | 0.8 | 0.8 |
| tai\_researchship.ship |  | 0.75 | 0.75 |
| tai\_researchship\_1.ship |  | 0.75 | 0.75 |
| tai\_researchship\_2.ship |  | 0.75 | 0.75 |
| tai\_researchship\_3.ship |  | 0.75 | 0.75 |
| tai\_researchship\_4.ship |  | 0.75 | 0.75 |
| tai\_researchship\_5.ship |  | 0.75 | 0.75 |
| tai\_resourcecollector.ship |  | 0.8 | 0.9 |
| tai\_resourcecontroller.ship |  | 0.9 | 1 |
| tai\_salvagecorvette.ship |  | 0.9 | 1 |
| tai\_scout.ship |  | 0.85 | 0.89 |

## Sensors Arrays

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ship** | **Cost** | **Build Time** | **Hull** | **Speed** |
| kus\_sensorarray.ship | 700 | 70 | 5500 | 90 |
| tai\_sensorarray.ship | 700 | 70 | 14000 | 90 |

* These should have the same health

## Minelayer Corvettes (Maybe typos???)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ship** | **Cost** | **Build Time** | **Hull** | **Speed** |
| hgn\_minelayercorvette.ship | 800 | 45 | 900 | 215 |
| kus\_minelayercorvette.ship | 275 | 25 | 900 | 170 |

* Increase hw1 minelayer speed to 215
  + In hw1.05, they were the same speed as heavy corvettes. Heavy corvettes are now 215 in HWR. To also match Hiig minelayer
* Minelayers cost 295 in hw1.05
  + Note: hw1/hw2 cost/build times aren’t very balanced, but I’d imagine the hw1 minelayer may be changed to function like they did in the original hw1.05.

## Frigates

|  |  |
| --- | --- |
| **Ship** | **Speed** |
| hgn\_assaultfrigate.ship | 161 |
| hgn\_ioncannonfrigate.ship | 165 |
| hgn\_torpedofrigate.ship | 180 |
| vgr\_assaultfrigate.ship | 185 |

* Hiig Flak Frigate speed should be 180 too.
  + In hw2 with no upgrades, Flak were faster than Ions (161 vs 150).
  + Currently Hiig Ions can kite Hiig Flak without upgrades, and never take any damage.