# Unit Cap Suggestions

Here’s my unit cap suggestions. They’re pretty basic so hopefully everyone agrees these are positive changes.

## Destroyers

|  |  |  |
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| **Ships** | **HW2** | **HWR** |
| Destroyer | 5 | 7 |
| Battlecruiser | 3 | 2 |

* Restore the destroyer unit cap of 5 for all races
  + Now that the BC/heavy cruiser unit cap has dropped from 3 to 2, the destroyer unit cap should also drop.
  + 5 destroyers and 21 frigates is a good 1:4 ratio. 7 destroyers and 21 frigates was a 1:3 ratio that wasn’t favorable to frigates late game.

## Probes/Proximity Sensors/Sensors Arrays

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| **Ships** | **HW2** | **HWR** |
| Probe | 10 | 6 |
| Proximity Sensor Probe | 10 | 6 |
| Sensor Array |  | 4 |

* Remove these individual ship unit caps
  + They are not needed, and were higher in hw1/hw2.
  + They also limit Vaygr's ability to find players on big maps since Vaygr doesn't have the ping ability.

## HW2 Utility

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| **Race/Class** | **HW2** | **HWR** |
| HW2 Utility | 50 | 40 |

* Restore the hw2 utility unit cap.
  + This balances the 25 Resource/25 NonCombat ships that hw1 races can get.
  + It also allows for hw2 to send more probes, especially for Vaygr.

## HW1 Resource

|  |  |  |
| --- | --- | --- |
| **Race/Class/Ships** | **HW2** | **HWR** |
| HW1 Resource |  | 25 |
| Resource Collector |  | 22 |
| Resource Controller |  | 4 |

* Change from 25->26 to allow a full complement of collectors and controllers.