Star Conflict
in a nutshell

by some noob ~ Tillo

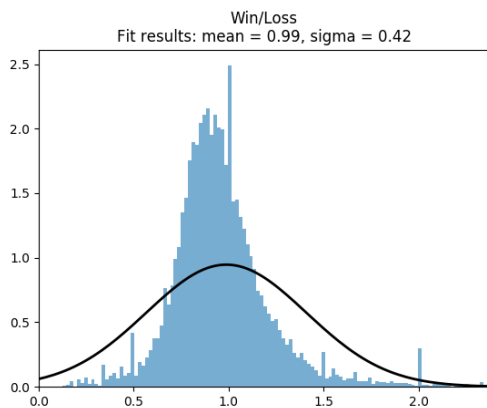Kekistan, July 2017

Everything works as intended.

1. Introduction and random information – You can skip this part

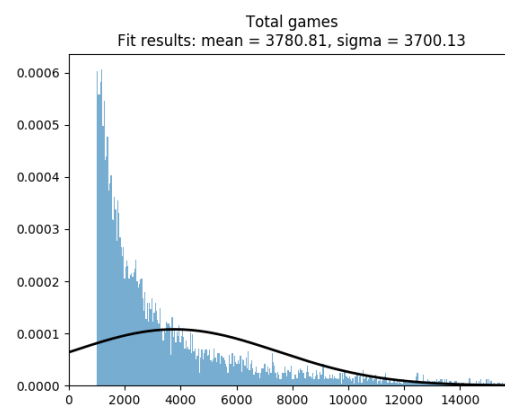My English is bad, really bad – sorry for that.
I feel it should be here because there will be some random (probably niri) posting which will point out that I'm a noob, can't adapt and don't know what I'm talking about on a base of 'coz I said so'.
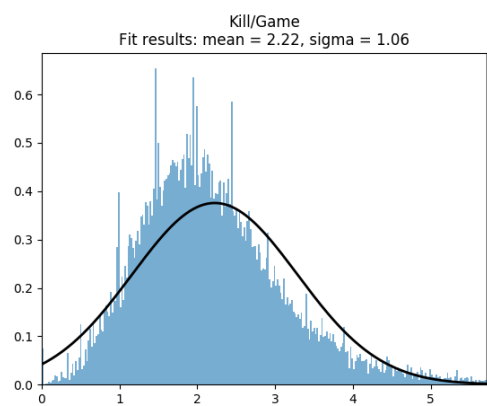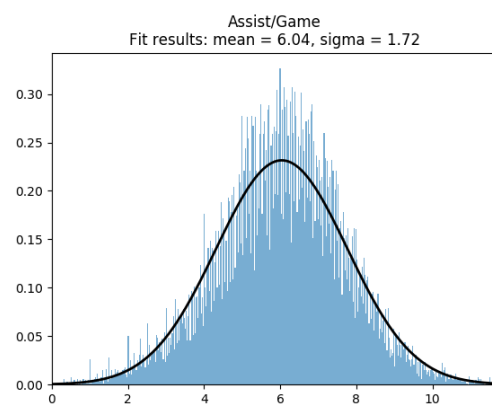

Random profile screenie

Random data 1

Random data 2

Random data 3

Random data 4

Everything works as intended.

According to profile provided by game and random data analysis based on 30k players - I'm just an average player with some experience (~1800h of gameplay over 4years). I've been participating in all game modes, been in and on receiving end of Kill Squads, spammed Dreads, old SecCon (same thing as league atm). All that while in random noob corporations such as Ninja, DESU, WPK or NASA.

Data in js dump - https://raw.githubusercontent.com/MightyEnki/sc-thingie/master/lies_raw.txt
Script to get data is somewhere in this - https://raw.githubusercontent.com/MightyEnki/sc-thingie/master/pilot_nicks.py

2.   Gameplay and stuff

2.1.   PvP

2.1.1. Kill Squads Time

tl;dr Squads were in regular queue but developers didn't like it. Enjoying squad play had to go.

Ancient times, beginning of craft system. Meta was focused on T3, it was awesome place to learn how to play in team, develop flying skills and tactical awareness. For me it was nice transition from learning basics in T2 to having almost all modules unlocked with possibility to flight with and against best players in game. Sure got my ass handed to me on many occasions but killing those on top made it worth it. You could always login, get friends in squad and have almost instant games. Developing counters to kill squads and in time becoming one was really rewarding. Tactics were based either to delivering as much damage as possible to enemy or countering first tactic with support ships – ECM, tackler.

That time had few problems, the biggest for me was dead T4, there was no games in R10-12 queue. T5 was better but you would encounter same players all the time. The next one was caused by introduction of new craftable modules like instant Reverse Thrusters for LRFs or A1MA multipurpose module – it was auto aim, simply cheat module with lazors.

Unfortunately developers decided at some point that squads in general queue is bad for the game and it has to go. First squads were removed which pushed lots of good, competitive players out of game. After some time squads were reintroduced but required same squad on opposite site – leader had to be from different corporations – it wouldn't be bad if there still were people willing to play in squads. Leagues were added around same time but scheduled time to play it and few teams ended up with long wait times.

2.1.2. Triple Tier queue

tl;dr Awesome endgame with 10s of different ships to choose from.

IIRC queue was divided like this:
- T1 – R1-6
- T2 – R7-10
- T3 – R11-15

Which made sense and provided nice learning curve, it gave almost linear module introduction slowly adding new game modes and getting games against more and more skilled players. T1 as introduction to basic ship builds and different tactics without getting farmed by veterans (well only after developers blocked veterans from playing low level PvP). T2, almost every module unlocked, 4 active slots, great place to polish up favorite play style. T3 – The end game, lower ranking ships lacked some implants but were recompensed with damage and resistance buffs. Having dozens different ships in queue delivered variety in games and unique touch of each battle.

It was introduced while having destroyers, Dart and Gargoyle while all of them were still new and unbalanced ending up with R11 ships owning almost all games. Squads are around or rather imitation of former awesomeness – 2 man is best one could hope for.

3

Everything works as intended.

2.1.3. Mid-game join

tl;dr we here, it's quite shit

2 man squads is best we can get. Broken, unbalanced, P2W content everywhere. Team play can be encountered only in different modes. In past few weeks getting in to game under 2min was possible only during Russian prime time.

New feature was introduced here – mid game join game – to decrease queue times which sounds like great idea. It came with amazing side effects. One is join lag, every time someone joins game you are likely to experience game lagging – it's caused by some random asset loading, synchronizing clients or something else. While flying fast ships can lead to crashing with random map elements. Other effect is joining game which is already lost/won in extreme cases I didn't even have time to spawn.

There is trend in ship choice – based on my T5 pew pew. Half ships on the map are one of these: Tai'Kin, Thar'Ga, R14 destroyers. First two are most maneuverable, with highest damage output and healing capability among respectively Interceptors and Fighters. Destroyers being able to tank even as much as 500k dmg.

Battle outcome can be predicted with high accuracy by simply checking which team has more alien ships.

- More game modes needed

Team Battle and Survival mode is dominated by Tai'Kins in enemy spawn, Destroyers and LRFs. Those modes have two mechanics which give ships above massive advantage. First – if killed in spawn, team's point pool is decreased by 3 points instead of 1. Second – despite having over triple tank capability destroyers count as single kill. I'd say LRFs lost their superiority in recent updates.

Common ship distribution in games

2.2. PvE

Thanks to Waz'Got missions I got back to this mode after 2 years, let's start with changes:

- + Increased number of missions

Everything works as intended.

+ Increased difficulty
+ Still can solo missions
+ More random spawn points

− Missions are artificially prolonged by delayed bot spawn when objective is to kill x amount of bots
− Some missions are almost impossible to finish with random queue without destroyer
− Increased queue time – been in solo queue over 5 min few times

Overall PvE is awesome for farming credits and spamming assignments but some maps require destroyer to finish it in reasonable time.

2.3. Sector Conquest & League

Ideas behind both modes are great. Created for competitive gameplay on med-large scale (5-12 players each side) involving skill, tactic, cooperation and of course great rewards – some of the rarest materials.

2.3.1. League

Basically old SecCon 5v5 – Capture the beacons, if ship dies you lose it – up to 4 ships in line up. According to forum this should be place for – now not existent – kill squads to clash, advance in leaderboard and get monos. Two leaderboards give option to advance, play against better opponents, develop personal playstyle and tactic.
That's where reality comes in… 15 maybe 20 teams which actually try to play some competitive games, rest is just doing this: Go to beacon as fast as possible → kill drone or two – gain 15 points → just finish game – ends up with feeding enemy → do in 4 times, get your monos and be done with it.
The main tactic among those 'competitive' teams is beacon rush

2.3.2. SecCon

- 2 biggest corps
- Design to lose sector
- Best become bestest XD – this one is just stupid but oh well

Dreadnought battles, fuck yea! You get together with other people, make corporation, gather resources and build big ass Dread. Once you done it gather wing for scheduled battles and wreak havoc! Game mode is played on moving map – between dreads – with big cannons shoot at each other, planting bombs, capturing dreadnought's key modules and dealing with bots spawned from each dread. All that divided between three levels – T3, T4 and T5. For each win corporation gains influence points over sector is started game against. After taking control of the sector each player gets possibility to gain resources. Resources are acquired after won game in rank range specified by sector – amount of times it can be gathered is defined by tokens. After taking over sector 2 tokens are given and additional one each next day holding it. Each sector can have up to 7 tokens. Sounds great? It almost is.

In reality due to low population fighting bots on enemy side isn't uncommon. Same goes to facing different tier opponents depending on which side are its either awesome easy game or getting on a verge of rage quit.

2.4. Dessies

- Team battle / survival
- Surviv – 500k dmg tank ffs
- LC shield
- Craft modules
- Damned advantage of old farmers – limited space was "designed" to stop that XD

Everything works as intended.

- Some other shit

2.5. Alien

2.5.1. Thar'Ga

My experience flying is based on following build

My noobish Thar'Ga build

- Best gunship in game
- OP regen
- Wiggles
- Highest dps

Gunship bubble comparison

2.5.2. Tai'Kin

- Thar'ga x3 aka Just fuck this shit
- Jump
- Auto aim
- Highest rotation/strafe
- Personal heal at brokk level

Everything works as intended.

2.5.3. Waz'Got

- Implemented in stages
- Containers
- Nothing much yet

2.6. Craftables

2.6.1. Ships

- Passives
- T4 for $$
- T5 for 500 monos/each
- F module

2.6.2. Modules

- 70 monos for 2% improvement mk4 → mk5
- RT
- Energy converter thingie

3. Resources and Trade

- Fucking joke
- Min price
- GS prices
- Fucking limited space at retarded levels
- Forced communication during trade with people which don't speak same language
- Insanely rare shit
- Random stuff from pack which loots randomly

4. Patches and what to expect of them

- Fucking joke
- Half of changes aren't included in patch notes
- Not everything is translated to English from Russian patch notes
- Half-baked releases – even super test during WoT beta were more professional
- Broken content available for 100€ or insane amount of farming

5. Summary, I guess

At the time of writing this F2P model is nonexistent. Ships which give advantage and have big influence on the battlefield can be acquired by
- months of heavy grind (at least 3-4h/day) while being in corporation which own Sectors with useful resources (Monocrystal, Electrum, Xeno) doing mainly missions for unique parts
- Paying:
    - For Ellydium ship - 50€ for R5 naked ship or parts worth 15 000 GS (40€ GS pack) + few 10 000 GS for resources to upgrade it to T5 and equip with craftable modules
    - For Destroyer – 40 000 GS should be enough for getting fully customized T5.

There will be someone which will point out that one could farm enough resources for those ships while they got out just by doing daily missions which is true BUT that's only taking in consideration old players which had sufficient equipment at the time to do those missions.

Match Maker is just broken – maybe not MM itself but few unbalanced ships which are abused.

Everything works as intended.

Ships like Tai'Kin, Vigilant, Thar'Ga or Tytant are technically breaking the Rules of Conduct:
- 7.3. Use of exploits in game mechanics to gain a personal benefit or an unfair advantage.
- 10.1. The project administration reserves the right to ban the player's user account for 3 days or more, up to and including a permanent ban, **as a result of the player performing actions that do not fall under the described violations, but still cause a widespread negative reaction from other players.**

As much as I love core PvP mechanics, variety in equipment and gameplay preferences this game became so full of bullshit and P2W, it's hard not to write few words about current state of SC.
Although we got promise of ship rework to make them all balanced, fresh and unique, I'm afraid we'll get same old cash grab system with releasing a lot of unbalanced content – such state will last for until next content is ready to release – only then older things get some nerfs.

Something, something. Random bullshittery 42.

Everything works as intended.