

Star Conflict

in a nutshell

by some noob ~ Tillo

Kekistan, July 2017

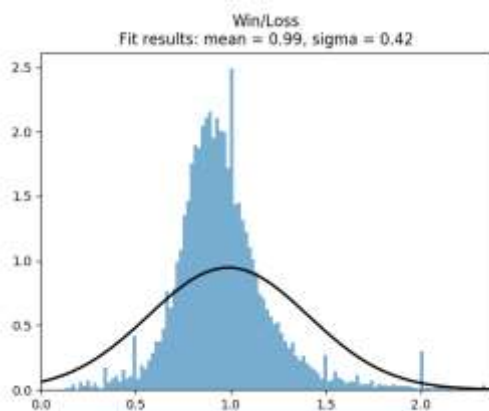
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1. Introduction and random information – You can skip this part

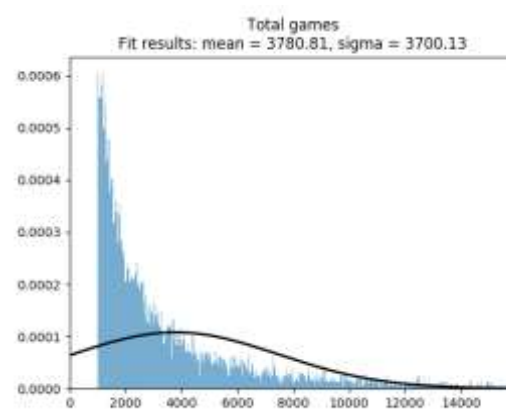
I feel it should be here because there will be some random (probably niri) posting which will point out that I'm a noob, can't adapt and don't know what I'm talking about on a base of 'coz I said so'.



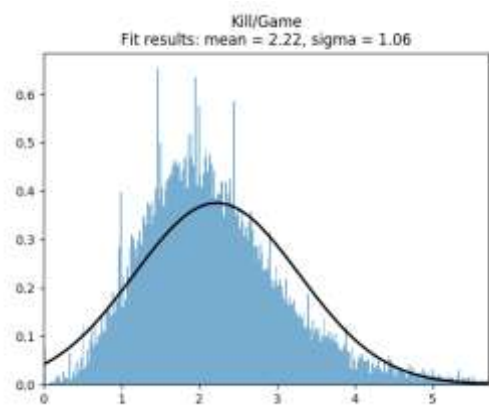
Random profile screenie



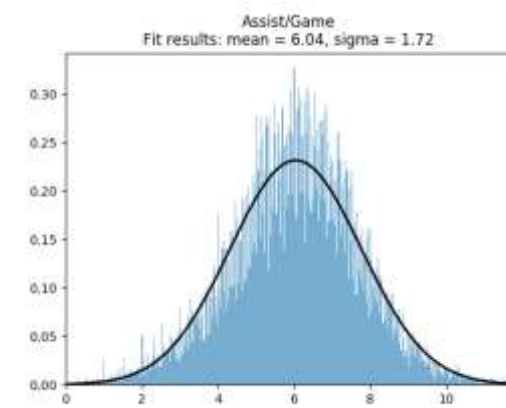
Random data 1



Random data 2



Random data 3



Random data 4

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/likes_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

- Good old times
- Skillz mofo
- Devs dunt like it so fuck you squads

2.1.2. Triple Tier queue

- One of the best MM if not best – with boosts to lower rank
- R10-15 <3
- Variety, skillz, fun

2.1.3. Mid-game join

- Join lost/won games
- Join lag
- No squads
- Still long que – at times over 5 min solo queue

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
- + 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 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
- Reward
- Best become bestest XD – this one is just stupid but oh well

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
- 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

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.

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.