Myriad Campaign Design

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# Accolades

* **Fire From Cover**
  + Destroy **X** enemy ship(s) from behind terrain cover.
  + Points – 10 per level
  + Levels – 1 Ship / 10 Ships / 100 Ships
* **It’s a Trap!**
  + Disable or destroy **X** enemy mines without them detonating.
  + Points – 10 per level
  + Levels – 1 Mine / 10 Mines / 25 Mines
* **Kamikaze Run**
  + Destroy **X** enemy ships by colliding with them.
  + Points – 10 per level
  + Levels – 1 Ship / 10 Ships / 50 Ships
* **Survival of the Fittest**
  + Survive for at least 5 seconds while below 20% of your ship’s maximum shields.
  + Points – 20
  + Levels – N/A
* **Quick Draw**
  + Receive the first enemy ship kill of a match.
  + Points – 10
  + Levels – N/A
* **Ambush!**
  + Your ship must be destroyed by at least 3 enemy assists.
  + Points – 20
  + Levels – N/A
* **Premature Detonation**
  + Accidentally commit suicide by charging a Plasma Charge for too long.
  + Points – 10
  + Levels – N/A
* Chaos is King

# Power-ups (Enhancement Retrofits)

* **Double Damage** – Player ship damage is increased by 100%.
* **Quad Damage** – Player ship damage is increased by 300%.
* **Speed Boost** – Ship speed is increased by 100%.
* **Plasma Bulwark** – Shield ability effects are increased by 100%. Does not affect shield capacity.
* **Shield Boost** – Maximum shield capacity is increased by 30%.
* **Cloaking Shield** – When activated the ship is cloaked with an invisibility shield that lasts until the ship is hit or fires. This enhancement has 3 charges (uses).
* **Juggernaut** – Upon activation of Juggernaut, the player’s ship is treated as invincible and can now collide with enemy ships, asteroids and terrain without being destroyed in the process.
* **Cyclone** – The ship’s rotational axis is supercharged, creating a continuous rotation that can be used to spread shots 360 degrees for 3 seconds.

# Enhancements ( = Shield,  = Energy)

## ***Unique Abilities***

* **Long Range Targeting**
  + Shots travel **X1**% further but their damage is decreased with by distance traveled.
  + ***Ranks*** – **X1** (*Distance*) 25% / 50% / 75%
  + ***Cooldown*** – Passive.
  + ***Cost*** – Purchase from Hangar.
* **Graviton Vortex**
  + A cosmic anomaly made of countless graviton particles constantly colliding with each other, creating enough force to bend and warp space-time at the center of the vortex. The Graviton Vortex has been fine-tuned to only produce enough gravitation force to affect smaller objects and projectiles. The Graviton Vortex lasts **X1** seconds and collects enemy projectiles, any projectiles still alive after the vortex dissipates are flung away with their respective velocities. The vortex’s owner also tunes their weapons, and team weapons, with immunity to the vortex’s gravitons.
  + ***Ranks*** – **X1** (*Duration*) 5 Seconds / 6 Seconds / 8 Seconds
  + ***Cooldown*** – 15 Seconds.
  + ***Cost*** – 30%*Base * + 10
* **Hyper Jump**
  + The ship makes a controlled teleportation jump through battlefield space from one location to another. Maximum of **X1** distance.
  + *Shares availability with Slapdash Jump.*
  + ***Ranks*** – **X1** (*Distance*) 400 Pixels / 600 Pixels / 800 Pixels
  + ***Cooldown*** – 10 Seconds.
  + ***Cost*** – 15%*Base * + 10
* **Slapdash Jump**
  + The ship makes a random unsafe teleportation jump through battlefield space from one location to another unknown destination. This ability costs **X1** shield integrity instead of energy, therefore if the activation of this ability would completely deplete the ship’s shield integrity then it is disabled.
  + *Shares availability with Hyper Jump.*
  + ***Ranks*** – **X1** (*Shield Integrity*) 20%*Base * + 10 / 15%*Base * + 10 / 10%*Base * + 5
  + ***Cooldown*** – 10 Seconds.
  + ***Cost*** – **X1** Shield Integrity.
* **Plasma Magnet**
  + This ability magnetically charges plasma projectiles in **X1** pixel radius around the player’s ship, causing them to be pulled toward it for **X2** seconds or until another ability is used.
  + ***Ranks*** – **X1** (*Area of Effect*) 300 Pixels / 350 Pixels / 400 Pixels
  + ***Ranks*** – **X2** (*Duration*) 1 Seconds / 2 Seconds / 3 Second
  + ***Cooldown*** – 6 Seconds.
  + ***Cost*** – 20*Base * + 4
* **E-Bomb**
  + The E-Bomb is a projectile that administers a non-lethal blast of electromagnet energy. When released, the electromagnetic energy disables any electrical systems in **X1** blast radius for **X*2***seconds.
  + ***Ranks*** – **X1** (*Area of Effect*) 250 Pixels / 300 Pixels / 450 Pixels
  + ***Ranks*** – **X2** (*Duration*) 4 Seconds / 5 Seconds / 6 Seconds
  + ***Cooldown*** – 15 Seconds.
  + ***Cost*** – 30%*Base * + 10

## ***Shield Special Abilities***

* **Deflection Burst**
  + Consumes **X1** shield strength from the player’s ship, harnessing the energy to deflect all collision-bound enemy projectiles for **X2** seconds.
  + ***Ranks*** – **X1** (*Shield Cost*) 20%*Base * + 10 / 15%*Base * + 10 / 10%*Base * + 10
  + ***Ranks*** – **X2** (*Duration*) 1.5 Seconds / 2 Seconds / 3 Seconds
  + ***Cooldown*** – 10 Seconds.
  + ***Cost*** – **X1** Shield Strength.
* **Reflective Shields**
  + When triggered, the ship’s shield protects against collision-bound projectiles by reflecting them right back the way they came for **X1** seconds.
  + ***Ranks*** – **X1** (*Duration*) 1.5 Seconds / 2 Seconds / 3 Seconds
  + ***Cooldown*** – 3 Seconds.
  + ***Cost*** – 18%*Base * + 2
* **Conversion Shields**
  + When triggered, the ship’s shield receives incoming projectiles, converts them to their own projectiles, and reflects them back at the enemy ship for **X1** seconds.
  + ***Ranks*** – **X1** (*Duration*) 1.5 Seconds / 2 Seconds / 3 Seconds
  + ***Cooldown*** – 5 seconds.
  + ***Cost*** – 20%*Base * + 5
* **Chroniton Field**
  + The player’s ship generates a force field that manipulates chronitons (time particles) to slow down incoming projectiles by **X1**% magnitude for 5 seconds.
  + ***Ranks*** – **X1** (*Magnitude*) 75% / 50% / 25%
  + ***Cooldown*** – 30 Seconds.
  + ***Cost*** – 40%*Base * + 10
* **Back-Up Shield**
  + When the player’s ship is “Stunned” or “Not in Control” the Back-Up Shield ability is activated, reducing damage taken by **X1**% until the ship is no longer “Stunned” or “Not in Control”.
  + ***Ranks*** – **X1** (*Mitigation*) 30% / 40% / 50%
  + ***Cooldown*** – Passive. Internal trigger only once per 20 seconds.
  + ***Cost*** – Purchase from Hangar.

## ***Plasma Round Enhancements*** *(Ranks are inherited)*

* **Plasma Round**
  + Simple single shot round.
  + ***Ranks*** – (*Size*) 10 Pixels / 16 Pixels / 24 Pixels
  + ***Ranks*** – (*Velocity*) 512***PixelsPerSecond*** / 640 ***PixelsPerSecond*** / 768 ***PixelsPerSecond***
  + ***Ranks –*** (*Damage*) 8 Damage / 10 Damage / 12 Damage
  + ***Ranks –*** (*Duration*) 1 Second / 1.25 Seconds / 1.5 Seconds
  + ***Cooldown –*** 0.5 Seconds.
  + ***Cost –*** 6%*Base * + 4
* **Directional Round**
  + The player’s ship fires **X1** plasma rounds spaced evenly around 360 degrees.
  + ***Ranks*** – **X1** (*Quantity*) 6 Rounds (60) / 8 Round (45) / 16 Rounds (22.5)
  + ***Ranks –*** (*Damage*) 8 Damage / 12 Damage / 16 Damage
  + ***Cooldown –*** 5 Second.
  + ***Cost –*** 8%*Base * + (2 \* Rank)
* **Scatter Round**
  + The ship fires **X1** plasma rounds in a 45 frontal cone.
  + ***Ranks*** – **X1** (*Quantity*) 2 Rounds (27.5) / 3 Round (15) / 4 Rounds (11.25)
  + ***Ranks*** – (*Damage*) 6 Damage / 8 Damage / 10 Damage
  + ***Cooldown*** – 2 Second.
  + ***Cost*** – 16%*Base * + 4
* **Bloom Round**
  + Acts like a normal plasma round until collision or minimum distance traveled is met, at which point the round detonates. Upon detonation the round produces a 360 fan of **X1** evenly spaced plasma rounds.
  + ***Ranks*** – **X1** (*Quantity*) 6 Rounds (60) / 8 Rounds (45) / 16 Rounds (22.5)
  + ***Ranks*** – (*Damage*) 6 Damage / 8 Damage / 10 Damage
  + ***Ranks*** – (*Duration*) 0.4 Seconds / 0.5 Seconds / 0.6 Seconds
  + ***Cooldown*** – 2 Seconds.
  + ***Cost*** – 16%*Base * + 4
* **Swarmer Round**
  + A hybrid between Bloom Round and Seeker Round. Upon detonation the round produces a 360 fan of **X1** evenly spaced ***Seeker Rounds***.
  + ***Ranks*** – **X1** (*Quantity*) 6 Rounds (60) / 8 Rounds (45) / 16 rounds (22.5)
  + ***Ranks*** – (*Damage*) 6 Damage / 8 Damage / 10 Damage
  + ***Ranks*** – (*Duration*) 0.4 Seconds / 0.5 Seconds / 0.6 Seconds
  + ***Cooldown*** – 3 Seconds
  + ***Cost*** – 16%*Base * + 4
* **Seeker Round**
  + A plasma round that finds the closest enemy ship and locks onto its signal. This round follows that signal until it has a collision.
  + ***Ranks*** – (*Damage*) 10 Damage / 12 Damage / 14 Damage
  + ***Ranks*** – (*Duration*) 2 Seconds / 3 Seconds / 4 Seconds
  + ***Cooldown*** – 2 Seconds.
  + ***Cost*** – 10%*Base * + 5
* **Tracer Round**
  + The first shot of a Tracer Round marks where the following shots will aim for. The following shots will only lock-on if the initial Repeater Round successfully hits a target. With the initial shot a success, your following **X1** rounds are locked on the target of the initial Tracer Round.
  + ***Ranks*** – **X1** (*Quantity*) 3 Rounds / 4 Rounds / 6 Rounds
  + ***Ranks*** – (*Damage*) 10 Damage / 12 Damage / 14 Damage
  + ***Ranks*** – (*Duration*) 2 Seconds / 3 Seconds / 4 Seconds
  + ***Cooldown*** – 5 Seconds.
  + ***Cost*** – 10%*Base * + 5

## ***Plasma Charge Enhancements***

* **Plasma Charge**
  + A Plasma Charge is a heavy damage projectile that detonates in **X1** seconds and explodes, causing **X2** damage in an **X3** pixel radius. The projectile can be ‘charged’ before being shot, doing this runs down the time it takes for the Plasma Charge to explode; holding the charge for too long will result in suicide (*See Premature Detonation*). Splash damage is equal to ½ Damage multiplied by the scale of distance from the Plasma Charge origin.
  + ***Ranks*** – **X1** (*Explosion Time*) 1.5 Seconds / 1 Second
  + ***Ranks*** – **X2** (*Damage*) 15 Damage / 20 Damage
  + ***Ranks*** – **X3** (*Area of Effect*) 64 Radius / 96 Radius
  + ***Cooldown*** – 2 Seconds.
  + ***Cost*** – 14%*Base * + 6
* **Sticky Charge**
  + A variation of the Plasma Charge that does not start its timer until it makes contact with an enemy ship and clings to it. Instead of starting its timer right away, the Sticky Charge detonates on **X1** distance traveled in case the charge does not attach to an enemy ship.
  + ***Ranks*** – **X1** (*Detonate Distance*) 512 Pixels / 768 Pixels
  + ***Cooldown*** – 3 Seconds.
  + ***Cost*** – 20%*Base * + 4
* **Vampyr Charge *(\*Requires Mender Class)***
  + A variation on the basic Plasma Charge that when shot at an enemy ship and makes contact, attaches to the enemy but does not detonate or explode. Instead, the Vampyr Charge siphons **X1** shield integrity from the enemy over **X2** seconds, and then sent to the Vampyr Charge’s owner.
  + ***Ranks*** – **X1** (*Shield Strength*) 25%*Base * / 50%*Base *
  + ***Ranks –* X2** (*Duration*) 2 Seconds / 3.5 Seconds
  + ***Cooldown –*** 6 Seconds.
  + ***Cost –*** 20%*Base * +5
* **Magnetic Charge**
  + A tricky charge that does not detonate at all, instead it attaches to a ship and emits a magnetic plasma field. This magnetic field attracts all plasma projectiles within the **X1** pixel radius surrounding the Magnetic Charge origin.
  + ***Ranks*** – **X1** (*Area of Effect*) 250 Pixels / 350 Pixels
  + ***Cooldown*** – 6 Seconds.
  + ***Cost*** – 20%*Base * + 5

## ***Bomb Equipment***

* **Plasma Mine**
  + A stationary explosive that can be dropped by a ship. This mine is trigger by **X1** proximity of enemy ship and damages all enemy ships in **X2** radius of mine origin, less damage further from origin.
  + ***Ranks*** – **X1** (*Proximity*) 18 Radius / 24 Radius / 30 Radius
  + ***Ranks*** – **X2** (*Area of Effect*) 24 Radius / 30 Radius / 36 Radius
  + ***Cooldown*** – 1 Second.
  + ***Cost*** – 1 Bomb Kit
* **TimeR Mine**
  + Basic timed Plasma Mine that is triggered after reaching **X1** seconds. All enemy ships in the area of effect **X2** radius are damaged. Splash damage is equal to ½ Damage multiplied by scale of distance from Plasma Mine origin.
  + ***Ranks*** – **X1** (*Duration*) 5 Seconds / 3 Seconds / 1 Second
  + ***Ranks*** – **X2** (*Area of Effect*) 24 Pixels / 30 Pixels / 36 Pixels
  + ***Cooldown*** – 1 Second.
  + ***Cost*** – 1 Bomb Kit

## ***Class Exclusive Abilities***

* **Quick Shield Boost *(\*Requires Mender Class)***
  + Quick Shield Boost is a defensive Seeker Bullet that looks for a friendly team ship and regenerates **X1** shield integrity instantly on impact. The Mender ship’s target is set by placing the mouse cursor over a friendly ship and triggering the ability.
  + ***Ranks*** – **X1** (*Shield Integrity*)
  + ***Ranks*** – (*Range*)
  + ***Cooldown*** – 5 Seconds.
  + ***Cost*** – 16%*Base * + 4
* **Shield Renewal *(\*Requires Mender Class)***
  + To utilize Shield Renewal, the Mender targets and imbues a friendly player’s ship with **X1** shield integrity over **X2** seconds. The shield integrity is renewed every tick from the ability, a tick occurs every 0.5 seconds.
  + ***Ranks*** – **X1** (*Shield Integrity*) 10 / 15 / 20
  + ***Ranks*** – **X2** (*Duration*) 5 Seconds / 3 Seconds / 2 Seconds.
  + ***Cooldown*** – 2 Seconds.
  + ***Cost*** – 10%*Base * + 5
* **Absorb Shield *(\*Requires Mender Class)***
  + When activated, this shield turns all incoming projectile damage into shield integrity at a ratio of **X1** for **X2** seconds.
  + ***Ranks*** – **X1** (*Ratio*) 25% / 50% / 75%
  + ***Ranks*** – **X2** (*Duration*) 3 Seconds / 4 Seconds / 5 Seconds
  + ***Cooldown*** – 10 Seconds.
  + ***Cost*** – 20%*Base * + 10
* **Holographic Decoy *(\*Requires Engineer Class)***
  + The player’s ship creates a set of 3 identical decoy ships that draw fire from the actual ship. Decoys only have **X1**% of the real ship’s maximum shield capacity, cannot make attacks and move randomly around the battlefield.
  + ***Ranks*** – **X1** (*Shield Strength*) 20% / 30% / 40%
  + ***Cooldown*** – 30 Seconds.
  + ***Cost*** – 20%*Base * + 10
* **Vengeful Guardian *(\*Requires Sentry Class)***
  + The player’s ship activates its defenses, taking **X1**% less damage. During this ability all enemy fire is redirected to the player’s ship from friendly team ships. Only friendly ships within **X2** radius of the ship origin will be affected. Vengeful Guardian lasts 5 seconds or until the player’s ship is overwhelmed by damage and is destroyed. The player’s ship is immune to shield capacity manipulation for the duration of this ability.
  + ***Ranks*** – **X1** (*Mitigation*) 50% Less / 70% Less / 90% Less
  + ***Ranks*** – **X2** (*Area of Effect*) 200 Radius / 250 Radius / 300 Radius
  + ***Cooldown*** – 30 Seconds.
  + ***Cost*** – 20%*Base * + 20

# Faction Special Abilities

*Faction Specials can only be triggered after a player has been awarded a Killstreak of 5 or more. Once the player gets a 5 count Killstreak he/she is alerted on screen that they can now use the Faction Special. Because of the magnitude of these abilities, they come with relatively long Cooldown timers so that they are not abused.*

* **Chain Laser**
  + A powerful laser is fired at an enemy ship, upon collision with an enemy ship the laser attempts to make a linked shot with another enemy ship within a limited range of the last ship. For each ship after the first that is hit in this way the damage is reduced by 10%. This ability can only affect up to 4 enemy ships at a time.
* **Cosmic Wake**
  + The player’s ship acceleration systems are supercharged, propelling the ship at super speed. The resulting ripples in the fabric of space-time leave a cosmic wake from the player’s ship. Any enemy ships caught in the Cosmic Wake’s area are immediately knocked away, Stunned for 3 seconds and are dealt **X** damage. Damage is calculated using the ship’s charge rank damage and the point of collision with the Cosmic Wake in regards to the length of the area.
* **Sonic Blast**
  + A powerful charged blast emitted by the player’s ship that continues on its path regardless of enemy ships it may have already hit. The blast also ignored special shield abilities and its damage cannot be mitigated.
* **Chaotic Ballad**
  + The player’s ship makes 6 continuous Hyper Jumps throughout the battlefield. After each Hyper Jump the ship is given a moment to make an attack before it must Hyper Jump again. If no attack is made during the allotted time, the ship will be forced to make a random Hyper Jump. (Standard teleportation rules apply: enemy ships occupying the space to be jumped to are destroyed unless otherwise instructed.)
* **Relentless Assault**
  + Throws the player’s ship into overdrive, amplifying all the ship’s offensive systems. Ship speed is increased by 100%, damage done by 50%, and attack speed reduced by 50%. Unfortunately, the power was rerouted from the ship’s defenses to its offenses, causing the ship to receive 50% more damage through this abilities duration.
* **Solar Incineration**
  + Unleashes the power of an exploding star, emitting from the player’s ship a shockwave of crippling energy. Enemies hit by the energy blast suffer X damage and a loss of 30% ship speed. The affects of this ability lasts 5 seconds.

# Playable Ship Classes

* **Sentry – Heavy defensive ship.**
  + Shield: +10
  + Damage +0
  + Energy: +5
  + ShieldRegen: +10
  + EnergyRegen: +5
* **Reaper – Heavy assault ship.**
  + Shield: +0
  + Damage: +10
  + Energy: +10
  + ShieldRegen: +0
  + EnergyRegen: +10
* **Mender – Shield capacity manipulation ship.**
  + Shield: +0
  + Damage: +0
  + Energy: +10
  + ShieldRegen: +20
  + EnergyRegen: +10
* **Engineer – Energy and stats manipulation ship.**
  + Shield: +0
  + Damage: +5
  + Energy: +20
  + ShieldRegen: +0
  + EnergyRegen: +15

# Enemy Ships

* Behemoth
  + Speed – Slow
  + Weight – 100 tons
  + Range – Medium
  + Damage – Heavy
* Cyrano – Patrol Unit.
  + Speed – Fast
  + Weight – 30 tons
  + Range – Short
  + Damage – Light Damage
* Dervish – Mobile Fire-Support Unit.
  + Speed – Medium
  + Weight – 55 tons
  + Range – Medium
  + Damage – Light
* Cauldron
  + Speed – Medium
  + Weight – 65 tons
  + Range – Short
  + Damage –Heavy
* Ontos
  + Speed – Slow
  + Weight – 95 tons
  + Range – Long
  + Damage – Medium
* Cerberus – Equipped with Mini EMP.
  + Speed – Slow
  + Weight – 95 tons
  + Range – Medium
  + Damage – Medium Damage
* Specter – Friendly Armor Support & Stealth Unit.
  + Speed – Fast
  + Weight – 35 tons
  + Range – Short
  + Damage – Light
* Supernova
  + Speed – Slow
  + Weight – 90 tons
  + Range – Long
  + Damage – Heavy
* Mad Cat
  + Speed – Medium
  + Weight – 75 tons
  + Range – Long Range
  + Damage – Heavy
* Phantom
  + Speed – Fast
  + Weight – 40 tons
  + Range – Short
  + Damage – Medium
* Cataphract
  + Speed – Slow
  + Weight – 70 tons
  + Range – Long
  + Damage – Medium
* Cicada
  + Speed – Fast
  + Weight – 40 tons
  + Range – Medium
  + Damage – Medium
* Annihilator
  + Speed – Slow
  + Weight – 100 tons
  + Range – Long
  + Damage – Medium
* Zeus
  + Speed – Slow
  + Weight – 80 tons
  + Range – Long
  + Damage – Heavy
* Thor
  + Speed – Medium
  + Weight – 70 tons
  + Range – Short
  + Damage – Heavy
* Loki – Equipped with Mini EMP.
  + Speed – Medium
  + Weight – 65 tons
  + Range – Short
  + Damage – Medium
* Zephyr
  + Speed – Fast
  + Weight – 40 tons
  + Range – Long
  + Damage – Medium
* Galleon – Weak defenses.
  + Speed – Fast
  + Weight – 30 tons
  + Range – Medium
  + Damage – Medium
* Kraken
  + Speed – Slow
  + Weight – 100 tons
  + Range – Medium
  + Damage – Heavy
* Gladiator
  + Speed – Slow
  + Weight – 95 tons
  + Range – Long
  + Damage – Heavy
* Co’Dez
  + Speed – Fast
  + Weight – 40 tons
  + Rank – Long
  + Damage – Heavy

# Battlefield Game Modes

## Free For All

“Free for All” is a game mode where there are no teams, therefore every player must fend for themselves. This game type is very straight forward, shoot to kill and stay alive. There is only one objective in this mode, highest score dominates the leaderboard.

Options – Time Limit, Kill Limit, Instant Kill, Spartan, Faction Friendly, No Faction Specials

## Team Deathmatch

Team Deathmatch pits players against one another in a team setting, forcing them to use teamwork to conquer the other team’s players. Like in Free for All, the only objective is to destroy the enemy and top the leaderboard.

## King of the Hill

In King of the Kill two teams fight for control of a central base. Players start on opposite sides of the battlefield and must navigate their way to the objective base’s location, usually located in the middle of the battlefield. The base’s capture timer does not increase until there is only one team occupying the base. Also, the capture timer does not reset automatically upon the opposite team’s occupation, instead the timer decreases and then resets after hitting zero. When a ship is destroyed it must respawn back at its own team’s ‘spawn zone’, the area at which the team spawned from when the match began. There are two strategies for this game mode.

1. Splitting your team into two groups, send one group to capture the base and another to control the flow of enemy ships by assaulting the enemy’s ‘spawn zone’.
2. Simply try to control the objective base by dominating the enemy team.

To help the team that is being assaulted at their ‘spawn zone’, there are ‘spawn zone’ Sentries that can be activated every 2.5 minutes that defend that area for 45 seconds. The Sentries unleash an onslaught on the opposing team that is assaulting the ‘spawn zone’. Once the objective base is captured by a team, the round is over and both teams restart from their ‘spawn zone’. At the end of the match, the team with the highest number of base captures is the winner.

## Tactical Campaign

Tactical Campaign is a giant team game that mixes player versus player combat and NPC driven objectives. Both teams must make their way from their bases on opposite ends of the battlefield while assaulting NPC controlled zones along the way until they arrive at the enemy’s main base. For every NPC zone a team controls, that team gains power-ups. The first team to destroy the other team’s main base wins. If the match time runs out before a team’s main base is destroyed, the winner is the team that controls the most NPC zones.

## Reactor Fields

The objective of Reactor Fields is to reach the resource limit first. Resources are gathered by capturing and holding control of Reactors throughout the game. The more Reactors a team controls, the more resources they gather per resource cycle. If no team reaches the resource limit before the match time is up, the team with the most resources wins.

## Juggernaut – (Locked)

One of the special game modes that is unlocked after completing Myriad’s offline campaign mode. Locked game modes do not increase a player’s rating.

The Juggernaut game is a variation of “Free for All” that selects a player to be the ‘Juggernaut’ ship. The ‘Juggernaut’ ship is given the Juggernaut power-up until they are killed or until the round is over. When the ‘Juggernaut’ ship is killed the power-up is passed to the player that made the killing shot for the remainder of the round.

## Search and Secure

One defense team must seek out the active base and defend it from the second assault team until another base is activated. Every time a base is activated the defending team must find, secure, and protect it from being captured by the assault team. If the assault team captures the active base then that team becomes the defense team, and vice versa. Activation of a new base happens every 2 minutes and to capture the active base the assault team must occupy it for 15 seconds. The capture timer increases when only the assault team occupies the base, and is instantly reset when the defense team occupies the base. The defense team gets 30 seconds to redeem themselves by recapturing the base. A successful base defense is worth 100 points, a base capture is worth 150 points, and a redemption capture is worth 50 points. The team with the most points wins at the end of the time limit.

## Capture the Flag

In Capture the Flag both teams begin each round at their flag. Each team must make their way over to the enemy’s flag, acquire the flag and proceed back to their flag in order to complete the capture. A flag capture can only occur if the team with the enemy’s flag still has their own flag at their base. To pick up the enemy flag a ship must be near the said flag and click on it, initiating the grab timer that lasts 2 seconds. If the flag carrier is killed, that ship’s team can pick it back up by being the first to click on the flag. If the first to click on a dropped flag is that flag’s team then the flag is sent back to its base. Unlike picking up a flag from a base, picking up a flag that has been dropped is instant upon mouse click. An entire match lasts three, five or seven rounds and each round last 5 minutes or until a flag is captured.

## Arena

To enter Arena matches players must create or join an Arena Team outside of the battlefield itself. Once a player is on an Arena Team the whole team can queue up for a match together. Matches are created by finding two Arena Teams with similar rankings. Arena Teams start out with a ranking of 0 and must build their rank by winning matches, although if an Arena Team loses a match their rankings decreases. The objective of an Arena match is to be the last team standing.

# Battlefield Options

* ***Time Limit*** – How long the match has until the game is over.
* ***Kill Limit*** – Once this limit is reached by a single player the game is over. Set to **~~0~~** for no kill limit.
* ***Team Kill Limit*** – Once this limit is reached by a team the game is over. Set to **~~0~~** for no kill limit.
* ***Instant Kill*** – All shield strength is disabled, special shields still work when activated, causing a single attack to kill a player’s ship.
* ***Respawn Time*** – The amount of time in seconds it takes a player’s ship to respawn. Set to **~~0~~** for instant respawn. Set to **-1** for respawn on next round. The maximum respawn time allowed in single round matches is 10 seconds.
* ***Spartan*** – Players’ ship enhancements are disabled and enter the match with nothing. Whenever a ship is destroyed the ship’s power-ups are cleared and it drops between one and three random power-ups, any ship can pick them up. After each round all ship power-ups are cleared.
* ***Asteroids*** – If turned on then asteroids are constantly generated from the battlefield. Any ship that is hit by an asteroid is destroyed on impact.
* ***Ship Collision*** – Enabling this option allows ships to destroy one another on collision.
* ***Faction Affinity*** – Ships of the same faction do less damage to each other.
* ***No Faction Specials*** – Disables player ships from using their faction special abilities triggered by Killstreaks.
* ***Spartan Power-Ups*** – Selects the Power-Ups available when using the Spartan option.
* ***Number of Rounds*** – Tells how many rounds the match is made up of. The choices are 3, 5 and 7.