Stellar Warfare Mod for Space Empires V

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## Introduction

Stellar Warfare Mod is a mod for Space Empires V which turns the focus of the game away from diplomacy and toward the strategies and tactics of interstellar warfare.

## Major Features

* Four major “tiered” theoretical technologies, each with 3 tiers and 5 levels per tier.
  + E.g. research “nuclear physics” to level 3 and you unlock “quantum physics” which gives you a whole new set of items to research.
* The first level of any new technology costs much more to research than subsequent levels.
  + This represents the cost of “bleeding edge” technology, and encourages empires to focus on a few main techs.
* Many items (especially weapons) require two technologies to advance for a level-up.
  + E.g. a “gravitic torpedo” requires research into both Torpedoes and Subspace Physics.
* Resource usage depends on what you are building, not “all minerals all the time”!
* Entirely redone set of weapons and other tech items
  + Weapons include mass drivers, miniguns, lasers, phasers, blasters, and more!
  + New components include a Propaganda Broadcast (send with your invasion fleets to boost ground combat strength!)
  + New facilities include planetary sensor arrays and ground fortifications.
  + Engines are now divided into "thrusters" and "reactors", similar to SJ's [Carrier Battles](http://imagemodserver.dyndns.org/other/MM/SE4/Mods/CarrierBattles/) mod for SE4.
* Entirely redone, more realistic damage types
  + All damage types are capable of killing crew.
  + Most damage types can pierce armor, shields, or both, to some degree.
  + New damage types like “antimatter” (weak vs. shields, devastates armor and internals), “psionic” (slows ship and prevents weapons fire), and “poison” (similar to “kills crew”, but living armor will take heavy damage to protect the crew!)
* Ships need crew dependent on which components they install, not based on their hull.
* All weapons have a "preferred" range; instead of being the most accurate at range zero, they are most accurate at their preferred range. Strategies are set so short/medium/long range correspond to these ranges. (Was previously a blind spot, but that was breaking targeting)
* New, (hopefully) more tactically useful sets of fleet and task force formations
* Entirely redone set of component mounts, including Carronade (short range, more damage) and Artillery (the opposite).
  + Mounts for other items than weapons
  + Engines have Overthruster mount (smaller size, more supply usage) and Efficient mount (the opposite)
* All armor negates some damage, but is also leaky versus certain weapons.
  + Shields are leaky as well, and while weaker than armor, they regenerate very quickly!
* All technologies are marked “racial/unique”.
  + This prevents most tech sharing treaties.
  + Eventually I’ll add a scripted penalty for empires who share tech; for now, doing so is considered against the spirit of the game!
* Resources on planets and asteroids change over time so as to force players to expand into various types of collectors.
  + Minerals increase on asteroids, decrease on planets.
  + Organics increase on planets, decrease on asteroids.
  + Radioactives decrease on both planets and asteroids, but you can produce them with solar generators as well as the more traditional options.
* Hybrid racial/unique techs - all racial techs can also be found via ruins, and can also be researched normally at the top of the tech tree.

## Game Simplifications

* No trade treaties, espionage, or sabotage.
* No ice planets, just rock and gas. Also colonizable asteroids, because there is no stellar manipulation!
* Theoretical technologies provide some items on their own, without the need for as many separate “applied” technologies.
* Fewer levels per technology, component, facility, etc.
  + Most items have five levels; some technologies that span several “tiers” have more.
* Fewer extraneous digits in resource, points, supplies, ordnance, etc. quantities.
  + Your homeworld starts building at a rate of several hundred of each resource, not several thousand!
  + But most items are cheaper, too.
* Fewer unit types (no mines, satellites, drones, or weapon platforms).
* Fewer hulls per unit type (three warships, one carrier, two freighters, one troop, two bases, and two fighters).
* Fewer but bigger sectors in each star system.
  + This both speeds up turn processing and makes the system view easier to look at. What a deal!
* Smaller combat arena with smaller time limit.
  + No need to scroll, and it speeds up turn processing too!
* Life support is built into crew quarters.
* Resource generation simplified – one facility/component can collect all resources.