Brain unit

- You can attach or detach your brain unit

- Brain inventory preserved

- You can’t detach brain when assault was already started

- Brain unit has separate life support system and don’t use life support points

- Thanks to this brain unit can walk in open space

- Brain unit may participate in missions, it will receive exp-points if mission was successful

- When brain unit is on the battlefield communication points are not used, because brain controls units locally without using ship as a relay

- With each level brain receives one skill point, which you can spend to make brain unit more powerful

- You can spend skill points only when brain is attached

- Each player has his own brain, and spends skill points separately

- Each level give +1 HP to brain regardless of skill points

- Brain units must be attached if you start mission without brain, because brain unit must be connected to ship’s communication systems to control troops on the surface

Brain skills

- Skills are activated via a single element in pie-menu

- Scanner skill shows units nearby. Blue – friendly, red – hostiles, which can be hit directly, yellow – hidden hostile, green – brain’s aiming dot.

- Scanner levels increase scanner range

- You can toggle scanner on and off

- Quantum splitter converts item’s mass to quants, which then can be used to produce simple items

- Only one random item available at start but you can fund other blueprints in abandoned ships

- Splitter levels increase splitting effectiveness

- Healing skills fix units completely including wounds etc.

- Telekinesis skill are the same skills as Psyclone’s, but units don’t affect each other and immune to psi-inhibitors and psi-catalysts

- After some level brain will start to regenerate, and regeneration speed will be higher with each level

- Brain skills recharge when brain is attached to the ship

Brain orders

- You can give orders to multiple units via brain’s PDA menu. All affected units will blink while you’re selecting orders.

- ‘Toggle go to’ – if enabled, then all nearby units in sentry mode will be sent to the first go to point you specify for your brain unit, and the brain unit itself will stay in sentry mode

- ‘Follow’ – make all nearby units to follow your brain unit

- ‘Dig’ – put all nearby units in gold dig mode

- ‘Sentry’ – put all nearby units in sentry mode

- ‘Brain hunt’ – put all nearby units in brain hunt mode

- ‘Link’ – link all nearby units to your brain unit. Linked units will aim and shoot at the same point your brain looks at. If you switch your brain, then units will unlink and you’ll need to link them again.

Bombs

- You can buy bombs in item shop

- To request an orbital strike select LZ and press left or right. Select payload using UP,DOWN then press FIRE to start targeting. Press FIRE to start orbital strike

- Payload capacity depends on number of bomb bays, each can hold up to 5 bombs

- Bombs launched simultaneously by every bay

- Orbital strike is less accurate when bombing unseen area

- You can't sell bombs

Ship navigation

- You can upgrade or change your ship only on SHIPYARD locations, Trade Star is only a shop now

- You can buy powerful weapons at BLACK MARKET locations using the usual shop panels

- Item selection at BLACK MARKET is randomized and change from time to time

- Prices on those items and actors are extreme

Assaults and counterattacks

- You can counterattack invaders after assault but the time to put your troops together is very limited

- Successful counter attack increases your reputation with attacking faction without any other penalties

- Counterattacks are quite hard and that’s intentionally

- All items left on the ship after assault will be collected automatically if you choose to counterattack

Turrets

- You can buy turrets in ordinary body shops

- Turrets are stored in separate storage because they are controlled and distributed by separate ship subsystem

- Turrets are spawned automatically when needed and removed after that

- Turrets don’t need life support points

- If turret was destroyed the last time it was deployed turret point becomes empty and player need to load another turret there

- You can’t sell turrets

- Vanilla turrets are always available, any other turrets need to be unlocked with enough reputation

Missions

- All items are collected automatically if no hostiles left on the map

- You don’t need to return to LZ if no hostiles left on the map

- You MUST return to LZ if there is at least one hostile unit on the map, any units not close enough will be abandoned, including brain units

Reputation

- Complete missions to improve reputation

- If you fail or abort mission you’ll get reputation penalties from both sides

- Reputation unlocks items available at the trade star

- It does not matter what faction is your main, only your reputation speaks for you

Other

- TDExplosives take ten times less space in storage

- You can disable vanilla scenes, but make sure you have other enabled