

Shadow Armada Revisions

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March 23rd, 2007

1. Bug fixes

- Shields now properly repair and regenerate

2. Interface Changes

- Chatting has improved in the ship maker and test games. Hold “F2” in a test game to see any lobby chat since entering the ship maker. Also, responses may be typed in test games. I am sorry that I could not put an actual chat box in the ship editor.
- Various tooltips have been refined or edited for more purposeful content
- Clicking and holding on the player status (Upper-left corner of screen) in game now reveals an improved player list. Green names indicate players which have advanced, white names indicating still plotting their moves, red and purple names are viewing the last turn.
- If firing too many missiles, the armory will pulse orange to indicate you will hurt yourself.
- Shadow Armada now features a few hotkeys:

| CTRL + Key | Effect |
|------------|---------------------------|
| T | Target Selector |
| A | Advance |
| D | Slide missile queue left |
| F | Slide missile queue right |

3. Game Mechanics

- Using 4 or more launchers will deal piercing damage to your ship.

| Launchers | Damage |
|-----------|--------|
| 4 | 1 |
| 5 | 2 |
| 6 | 5 |
| 7 | 9 |
| 8 | 13 |
| 9 | 18 |
| 10 | 26 |

- Self destructs now fling more missiles
- Spendable skill points have been limited to 60
- Skill effects have been improved to account for the new limit on spending
- Default ships were all rebalanced for \$100,000
- Default normal game mode is now \$300,000

4. Multiplayer Changes

- Only HostBot hosted games will now affect players’ statistics
- Commander mode will now reset accounts with less than \$100,000
- Kills and deaths are now listed as thousands of dollars
- Sandbox mode in online games no longer stops the timer
- Normal Ladder
 - Shadow Armada now features a normal ladder, whose rankings are updated daily around midnight GMT-08
 - Players are allowed to compete in both Commander-style maps, official standard maps, and “goofy” scripted maps such as the shrinking game (Z_Pacman.mis)
 - Fund allocations are default at \$300,000 per player per game, but may vary by map
 - Typing !loadmap in a normal or goofy ladder hostbot game will load a random map for at least the number of players in the game
 - “Goofy” hostbots are named as such because they will load both normal and scripted maps

- Players with a hatred for scripted maps may just join “Normal Ladder” host-bots
 - Computer kills count as half of an un-ranked player
5. Tutorials
- All tutorials have been updated for the current game settings and loadouts
6. Ship Part Changes
- Components
 - High Shield
 - * Base Cost up to 4000
 - * Now have 3 health
 - * 100% chance to regenerate 1 hp per turn
 - * Renamed to “Aquifer”
 - Core mass up to 70
 - Constrictor mass up to 70
 - Scanner
 - * Health raised to 1
 - * Scanning range raised to 100
 - * Base price set to 1000
 - Regenerator
 - * Heal chance changed to 25% per turn
 - * Regenerates own health 50%
 - Missiles
 - Pig Pen - A new long-range ballistic defense
 - Nuke - Damage set to 25, non-piercing
 - Megamissile - Damage set to 12, non-piercing
 - Swarmer
 - * Power set to 3
 - * Clusters changed to 3
 - * Velocity up to 800
 - * No longer piercing
 - * Range further extended
 - Missile Packs now spread 14 degrees instead of 25
 - Chaff Shots produce slightly fewer clusters
 - Pulsar Waves
 - * Range increased to 180 instead of 120
 - * Damage changed to 3 piercing
- Arrowheads now have 15 self-targeting; lowered base price to 3000
 - Railgun
 - * Damage now set at 1 non-piercing
 - * Self-targeting of 20 degrees
 - * Stops target for one click
 - Twin seeking raised to 90, base price to 1800
 - Hunters now have stopping (5) (Half a turn of stopping)
 - Wraith Blast effective range raised to 38 from 30
 - Super Shield Wave base price cut to 3000
 - Metal Whips fire faster, have 50% larger range
 - Boosters
 - Invincibility
 - * No longer stops ship
 - * Inflicts 2 piercing damage on user
 - Targeting upgrade now gives 100 targeting
 - Chassis
 - Interceptor mass down to -60, base targeting set to 0
 - No chassis eject the luxury pod anymore
 - Destroyer now ejects 3 fighter drones; replenish rate set at 46%
 - Some chassis (Exterminator) now feature a “Steel Shell.” This is an unrepairable layer between shields and components which blocks damage
 - Minelayer replenish rate down to 80%
 - Exterminator no longer has damage reduction. Features an 8 hp steel shell instead.
 - Archers now have 150 base targeting