



# I. The Renegades - the new alien threat, who keeps the ancient secrets of the best warfare technology in the universe

- Renegades are non-player characters, who appear in each solar system and last there for minimum 1 hour and maximum 3 hours
- Victory or Draw against a Renegade will grant you the precious Upgrade points, which will be required for each upgrade of your ships
- There are several different tiers of Renegades and each of them uses a different type of units against its enemies
- The difficulty of the Renegades is determined by the highest level of Shipyard among your planets, which means the higher level your building is, the more units the Renegades will use against you
- The population of units, used by the Renegades, depends on your population in attack, and the more population you send, the more benefit you can get
- Attacking a Renegade with the whole population of ships from your planet, grants you bonus Upgrade points
- Renegades can be attacked only from players' planets and not from Team planets
- You can fight against Renegades unlimited amount of times per day



## II. New flights - Renegade Espionage and Renegade Attack

- While the normal Espionage flight is being used to spy other players, the Renegade Espionage is used to spy Renegades in order to get information about their ships type and proportion
- Renegade Attack means exactly what you think – reach the hostile target and fire at will
- After each successful attack on Renegades, they will become more powerful for the next few hours (work separately for each player)
- After any of their units is being eliminated, it leaves no scrap
- There will be a new Premium option, called Consumables, which will help you to fight against the evil aliens by increasing some of your statistics



## III. New breed of defense units which will use two types of weapons against the enemies

- Laser-Ion type
- Laser-Plasma type
- Ion-Plasma type
- The new defense units will not be available for purchase in the Auction at the moment

## IV. Defense unit removed - Photon cannon / Photon matrix / Photon tissue

## V. Science Megashields will be split into 3 new different sciences for each type of Armor

- Light Armor
- Medium Armor
- Heavy Armor

## VI. Changes in the Battle system

- The complicated damage reduction depending on the type of weapon against the type of armor will be entirely removed
- Every War ship and Defense unit will have a priority target now – if the target is on the enemy side in the battle, the ship or the defense unit will attack it first
- Every War ship will have bonus damage (20% damage increased) against 2 other War ships and also penalty (20% damage decreased) against 2 other War ships



- Each type of units will fight as one whole group now

## VII. Changes in units' Armor

- The "Solid" armor type of the units will be removed
- "Normal" armor will now become "Medium" armor
- The default Light Armor percentage will be 3% for all units
- The default Medium Armor percentage will be 6% for all units
- The default Heavy Armor percentage will be 9% for all units

## VIII. War ships' skills - every War ship will have its own skill, which will provide bonus during the battle round to another friendly group of ships or to all friendly groups of ships

- Ignore armor - applies on a friendly group of ships, providing them opportunity to hit their enemy through its armor. Owned by: Scout / Rogue fighter / Nox Darth
- Devastate - applies on a friendly group of ships, increasing their attack from 2 to 2.5 times (does not stuck with Critical Damage). Owned by: Cruiser / Interceptor / Nemesis
- Bonus life - applies on all friendly groups of ships, providing them bonus life. Owned by: Guardian / Shieldbot / Absorber
- Armor boost - applies on all friendly groups of ships, providing them bonus armor. Owned by: Battlecruiser / Space Armada / Ghost
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- **Revival** - chance to revive some of the lost friendly ships during the battle round. Owned by: Destroyer
- **Mega power** - applies on a friendly group of ships, increasing their attack power. Owned by: Goliath
- **Freezing** - applies on a hostile group of ships, reducing their attack to 0. Owned by: Hornet
- **Artillery bonus** - applies on a friendly group of ships, providing them bonus attack against defense units. Owned by: Bomber / Bomberbot / Sporethrower



#### IX. Changes in units' statistics

- The Life of Guardian / Shieldbot / Absorber will be reduced
- The Hangar of Ghost will be reduced

