Active Scanner Proposal [1]

For Pokey's EWAR Workshop

Design Goals

- To make Active Recon more "active"
- To pay better WP rewards for Active Recon
- To better balance risks and benefits of Active Recon
- To remedy once and for all the persistent and evil Scannerina
- To make the mini-game of Hide & Seek more dynamic, involved and (hopefully) fun

The Present

Active Scanners are currently tiered by scan precision and differentiated by a handful of operational properties; namely, scan range, scan angle, visibility duration, and cooldown. In essence, these EQ take a "snapshot" of a given area and return target position intel for a specified duration of any unit, vehicle or equipment with scan profile greater than or equal to the scanner's precision.

The Proposal

Lose the snapshot and replace it with a beam. The proposed Scanner would behave similarly to Cloak in that its reserves would gradually drain while scanning, recharge while inactive and have a minimum base charge below which activation cannot occur. As before, any object/unit with scan profile greater than or equal to the scanner's precision will be painted, and said returns will remain painted so long as they are actively "lased" by the Active Scanner's beam. If for any reason a lased return exits the scan beam or drops below the beam's precision threshold, that return will immediately cease being scanned. Scan returns are shared team-wide; if/when a lased return is killed/destroyed by friendlies -- be it by teammate or squadmate -- the unit providing active recon is paid Recon Assist WP. The proposed "beam scanners" would maintain existing STD/ADV/PRO precision tiers but would employ modified operational properties such that different types of scanners have different coverage areas, scan reserves and recharge rates.

Spitballing Properties

The scanner properties Precision, Range and Angle under this proposal would remain intact, with tweaking of values here and there. Target Visibility would become Scan Reserves. Cooldown would become Scan Regen. At the standard tier, for example, we'd have three 46dB scanners. One "flux" variant with long range, narrow angle, high reserves and slow recharge (regen). One "proximity" variant with short range, wide angle, low reserves and fast recharge. One "vanilla" variant with moderate range, moderate angle, moderate reserves and recharge. Here are some Spitballed Figures, for your viewing pleasure.

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[1] Version 1.0 - Aug 24 2015