

Sensor Stats Buff Proposal for Battleships. Lets take a look at all the current Battleships Sensor Strength, Lock Range and Scan Resolution, grouped by tiericide role.

Ship Name	Sensor Strength	Lock Range	Scan Resolution
COMBAT BATTLESHIPS			
Tempest	24	84.38	125
Maelstrom	25.2	93.75	112.5
Dominix	26.4	87.5	112.5
Hyperion	27.6	75	137.5
Armageddon	25.2	81.25	137.5
Abaddon	26.4	100	106.3
Rokh	28.8	112.5	93.8
ATTACK BATTLESHIPS			
Typhoon	22.8	81.25	143.8
Megathron	25.2	90.63	118.8
Apocalypse	24	91.25	118.8
Raven	26.4	93.75	106.3
EWAR BATTLESHIPS			
Scorpion	28.8	112.5	137.5

The Lock Ranges highlighted in Cream display Battleship lock ranges which are below 100km, 100km is an important number for a Battleship because it means they cannot use a Micro Jump Drive as a position tool offensively without sacrificing slots or rigs for additional targeting range.

An alternative to this 100-110km base is to give all or just large MJDs a scan res boost immediately after end of cycle and/or a lock range boost upon activation. It allows brawling battleships to more effectively use MJD offensively.

On the subject of Lock Ranges, many Battleships lock range is far below their effective range, The Raven is a noticeable example here, where it has an unmodified range on Cruise Missiles which is less than half of it's effective lock range. Almost all the Lock Ranges on the Battleships for *unmodified* long range weapon systems are far below said weapon systems optimal

ranges. Taking a look at the Hyperion, With 425mm Railguns fitted, and no modules used to boost the range of these modules, using any other ammo type aside from the 2 closest types (Antimatter, Plutonium) causes it to have a falloff range exceeding it's lock range. With a Single Tracking Computer module it's lock range is shorter than the effective range of 425mm Railgun IIs with Antimatter loaded.

Lock range and Sensor Strength are important attributes on Battleships, as it determines how easy a ship is to control with Ewar. Battleships are the least mobile sub-capital ships in the game, typically, so therefore they are easier to control with range and mobility. Battleships are also punished by far the most if they choose to leave the field and come back (If they are being permanently controlled by a ship like a Celestis, for example). Many Battleships Targeting Stats are competed with heavily by Cruiser sized ships, which also have significantly better mobility, warp speed, as well as appropriate weapon systems to deal with typical control ships. This combination of poor mobility coupled with poor targeting stats makes battleships extremely vulnerable to Ewar.

Here are a few notable examples, trying to ignore specialised ships like Recons, and Heavy Assault Cruisers which have more emphasis on targeting stats as part of their ship design. Similar ship roles will be compared.

Example Blackbird Versus Scorpion

Ship Name	Sensor Strength	Lock Range	Scan Resolution
Scorpion	28.8	112.5	137.5
Blackbird	24	106.25	287.5

As you can see, The Scorpion has very little advantages over the Blackbird in Both Sensor Strength and Lock range, With the Blackbird having a significant advantage in Scan Resolution. The Blackbird also has much better mobility to better position itself and deal with hostile electronic warfare, as well as mitigate damage.

Similar to the combat focused battleships. An unmodified Tech II Racial Jammer on a Scorpion has almost double Optimal+Falloff of the Scorpions base lock range.

Example Caracal vs Raven

Ship Name	Sensor Strength	Lock Range	Scan Resolution
Raven	26.4	93.75	106.3
Caracal	19.2	71.88	337.5

The Raven only offers 30% more Sensor Strength and Lock Range over the Caracal, despite having more than double the Caracals effective range, With less than 1/3rd of the Scan Resolution of the Caracal, and almost half the mobility.

Proposed Changes. Stats are placeholder and used more as a guideline.

- + Increase all Battleships warp speed by 10%, bringing them up to 2.2 AU/s. (Marauders/Blackops can be boosted to 2.42/2.40 AU/s if so desired). This allows a Battleship to Achieve 3.0 AU/s warp speed with 2 Hyperspatial rigs. Machariel would probably need to have 3.0AU/s as a set role bonus instead of 50% warp speed.
- + Increase all T1 Battleships max lock range by 25%. This would allow the majority of them to achieve a 100km or greater lock range for better use of the Micro Jump Range offensively for Short Range weapon systems, and better allow them to make use of Long Range weapon effective range.
- + Increase the Sensor Strength of Combat BS + The Scorpion by 20%. Increase the Sensor Strength of Attack BS by 10%.
- + Increase the Scan Resolution of Combat BS + The Scorpion by 10%, Increase the Scan Resolution of Attack BS by 20%.

After Proposed Changes			
Ship Name	Sensor Strength	Lock Range	Scan Resolution
COMBAT BATTLESHIPS			
Tempest	28.8	105.475	137.5
Maelstrom	30.24	117.1875	123.75
Dominix	31.68	109.375	123.75
Hyperion	33.12	93.75	151.25
Armageddon	30.24	101.5625	151.25
Abaddon	31.68	125	116.93
Rokh	34.56	140.625	103.18

ATTACK BATTLESHIPS			
Typhoon	25.08	101.5625	172.56
Megathron	27.72	113.2875	142.56
Apocalypse	26.4	114.0625	142.56
Raven	29.04	117.1875	127.56
EWAR BATTLESHIPS			
Scorpion	34.56	140.625	151.25