Star Wars Weapons 2.2 Update Breakdown Trailer Script

Introduction

Hello everyone and welcome to the Star Wars Weapons 2.2 Update. My name is TheSting, and I am the sole developer of this Update to Elratie's Star Wars Weapons. In this document, I will be taking you through the changes and additions I have made to the Weapon Mod. I will also be talking about the future of the Star Wars mods once all of the 2.2 updates are complete.

Additions

With the update, I decided to add a few of my own weapons to the mod, based off of weapons from the 2008 LucasArt release Empire at War as well as new resources for the weapons to use.

Proton Torpedo Batteries:

Proton Torpedoes are a flagship weapon of the Star Wars franchise and I was surprised to find that the Weapon mod did not have a ship version of the weapon. They had existed as fighter based weapons in the Empire and Rebel ship packs. Proton Torpedoes have 3 tiers and feature their own custom graphics and damage characteristics. They bypass shields completely and deal 25% extra damage to armour, as well as deal a massive 100% more damage to hull. They are High Damage-Low Firerate weapons and are most effective against larger vessels. They fit into the Guided weapon slot only.

Proton Beam:

The Proton Beam is the first of the Empire at War weapons added into the mod. It was the special ability of Admiral Piett's *Accuser* Star Destroyer. It is an X slot weapon, which means it is as powerful as it is expensive. However, it acts in a more unique fashion that Vanilla X slot weapons. It is able to fire in any direction and has no

minimum range. To compensate for this, the beam has a lower maximum range and a much longer cooldown than normal X slots. It features its own custom graphics and custom sound effects. Although in Empire at War it was effective against every type of hitpoint, for balance reasons I have made the Proton Beam ineffective vs shields, and extremely effective vs armour and hull.

Shield Leech:

The Shield Leech is the anti-shield counterpart of the Proton Beam. It is based of the ability of the Keldabe-Class Battleship with the same name. It acts exactly the same as the Proton Beam, however it deals 0 damage to armour and hull, but is extremely effective at nullifying shields. It also gives a passive shield regen buff of +2 HP per day.

Ion Blast:

The Ion Blast is based on one of the spinal mounted weapons of the Aggressor-Class Star Destroyer. It is Similar to the Shield Leech in its damage performance. While being an L slot weapon, it acts similarly to an X slot weapon, as it features a minimum range and maximum firing arc. However, it is restricted to the Battleship class, and it is recommended to be equipped on the 2x L slot Battleship Bow Section to be paired with the Plasma Blast.

Plasma Blast:

The Plasma Blast is the counterpart to the Ion Blast. It acts in very much the same fashion as the Ion Blast, except that it is extremely powerful against hull and armour, but its power is limited against shields. The 2 Blast weapons are designed to be paired together on the same ship. I created these with the aim of being as accurate as possible to the Empire at War versions, and as such the two Blast weapons have poor accuracy and tracking than when compared to other L slot and even X slot weapons against small ships. However, they will prove to be extremely effective siege weapons thanks to their massive raw damage stats.

Equipping the Blasts:

The Ion/Plasma Blasts are both L slot weapons. They are restricted to the Battleship class only and are meant to be equipped on the Bow section that has 2 L slots. However, there is nothing stopping you from equipping a Battleship entirely with these.

They are balanced to be in between the power and accuracy of Kinetic Artillery and the Mega Cannons to prevent an overpowered spam tactic.
The Blast weapons in Empire at War do not fire simultaneously, instead, the Ion Blast fires first, followed roughly 3 seconds later by the Plasma Blast. This is represented in SWW by giving the Ion Blast a 3 second shorter windup than the Plasma Blast.

Resources:

With the Le Guin update, the moddability of resources in Stellaris has become very easy, due to the fact all resources now act as consumables. This has opened up the door for me to add in 2 new strategic resources: Kyber Crystals and Tibanna Gas. Tibanna Gas will replace the energy upkeep of ALL Star Wars Weapons, and will also be an additional cost alongside the alloys, as Star Wars weapons overall are slightly more powerful than Vanilla weapons. It is only found in gas giants, but it is extremely common. Kyber Crystals will be the Strategic Resource cost for all Star Wars Weapons. The Strategic Resource cost only applies to T4 and 5 Ion cannons and Turbolasers, T3 Disruptors, T4 and 5 Concussion missiles and T3 Proton Torpedoes. It is also used as the upkeep cost for the reimagined Conqueror Super Laser. They are about as common as Rare Crystals on the galactic map. I do have plans to implement buildings and Starbase modules to artificially create both resources

Changes

Moving into the changes, a lot has been done to make designing your ships and your fleets a lot more intricate than Vanilla. No weapon is the Ultimate weapon and every weapon serves its own unique purpose.

Turbolasers:

To start, Turbo Lasers are now very powerful slow firing cannons, with poorer range, accuracy and tracking than vanilla weapons. To compensate, they are extremely powerful against armour and hull but struggle against shields. All turbo laser graphics have been made larger and ever so slightly slower to make them more visible

Ion Cannons:

Ion Cannons now act as the anti-shield counterpart to Turbolasers. They deal no armour or hull damage, but to compensate they have a 300% boost to shield damage, and very consistent damage, giving it a very high DPS value. They now also have 5 tiers instead of the previous 3.

Disruptors:

Disruptors are now an extension of the Turbo laser's anti-armour capability. The suffer when used against shields, and are less effective than turbos against hull, but have higher raw DPS than turbos of the same tier. Based on Plasma Weapons for its balancing vs Turbo Lasers, as Plasma Weapons are related to Laser Weapons in damage modifiers

Concussions:

Concussion Missiles now only fit into the Guided slot, limiting them to cruisers and corvettes only. They bypass shields completely, and are very effective against small ships, supplementing the ineffectiveness of Proton Torpedoes vs small ships. The Ion Pulse variant of Concussions remain unchanged in terms of role and damage modifiers

Super Laser:

The Conqueror Super Laser is now a T slot weapon instead of an X slot weapon. Its stats have been buffed so its power is in line with the Vanilla Perdition Beam. It pierces both shields and armour by 75% and has a massive hull damage modifier. It is unable to target small vessels and prioritises vessels based on size instead of range like normal weapons do.

End

This wraps up the breakdown of the Weapon Mod Update. I've spent a lot of time on everything mentioned here, fine tuning all the stats and balancing the modifiers, but there will still be ways to improve the mod. If u want to submit a bug report, or suggest a new weapon or change, please join the discord below.
Here is a roadmap of what I expect to happen with the Star Wars mods over the next few months.
Once the Weapon mod is released, I will be entering a 2 week "maintenance period". This will allow me to move my focus on to some college work while making sure the Weapon Mod works as smooth as possible. In late February/Early March I aim to have the Imperial Ships mod updated. More details on what changes/additions will be made to the ship packs will be posted on the Discord in the Description. The rebels ship pack update is to be confirmed, but currently, I'm looking at a summer release.

Thank you all very much for taking the time to read this breakdown. The support I have received throughout the development of this update has been incredible, and I just wanted to take this moment to thank every single one of you for your continued support on my work.