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ITEMS & CO-PILOTS

- **Nrasan [Co-Pilot]**
 - Nrasan Warp Tech status effect duration increased from 10s to 15s
- **Effects for Randomized Items**
 - **Repulsor** - Maximum force rolled reduced by 50%
 - **Resonate** - Maximum force rolled reduced by 50%
 - **Neutronic** - Maximum force rolled reduced by 50%
- **PVE Axiom**
 - Axiom Culex and Lamna have had a 35% damage reduction to their railguns
- **PVE Innokkulum**
 - Argutum has received a similar reduction in damages to the Player Argutum variant

SHIP CHANGES

- **Argutum [Cruiser - Offensive-Utility]**

- **Intrinsic Passive:** Precision Strike Matrix
 - Damage bonus for missiles from signature has been decreased by 50%
- **Intrinsic Active (W):** Target Painter
 - Signature bonus reduced from 1 to 0.6
 - Duration increased from 5 to 6 seconds

Dev Comment:

As fun as the Argutum is, the missiles are dealing too much damage as we'd like. Especially when using a fleet of Argutums, the signature damage bonus in conjunction with the stacking of target painters meant that with just 2 or 3 Argutums, missiles could be doing up to 800 - 1,000 damage per missile. Then take into account you have multiple of these ships with at least 2 missile launchers at minimum, this was just too much damage. This strategy should still be strong, but not so broken. This also will change the Argutum NPCs in expedition who are also receiving a similar change.

- **Escutcheon [Frigate - Defensive-Support]**

- Base Max Hull increased from 1,950 to 2,150

- **Coelacanth [Cruiser - Defensive-Support]**

- **Intrinsic Active & Passive (W):** Safeguard Shielding
 - Energy Regen bonus removed
 - Energy Insulation bonus reduced from 50% to 20%
 - Shield and Hull Healing increased from 18 to 20
 - Now increases healing received by 15%, both Shields and Hull
 - This healing bonus applied by Safeguard Shielding, works out to 46 healing per second as the healing bonus from Safeguard Shielding affects the healing per tick provided. Multiple Shielding stacks with this bonus
 - Active effect cooldown reduced from 40s to 25s.
 - Active effect energy cost reduced from 300 to 200
- Base Max Hull increased from 2,500 to 3,000
- Max Cargo reduced from 9,000 to 5,000
- Upgrade Slots increased from 3 to 4
- Turn Speed increased from 1620 to 1850
- Max Move Speed increased from 1575 to 1850

Dev Comment:

The Coelacanth felt very uninteractive and underwhelming to use previously. Additionally, the healing from the ship felt underwhelming. This change should make it a much better ship to other support ships with, additionally, the bonus healing received stacks with multiple Coelacanth. The base Hull felt too weak as it became a ship to prioritize, this along with the move speed changes and extra upgrade slot for flexibility should make this a strong go-to support ship.

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- **Cyrtorchis [Cruiser - Offensive]**

- **Intrinsic Active (W):** Prismatic Core Diversion
 - Bonus Rate of Fire reduced from 50% to 40%
 - Duration increased from 2.5s to 3s
 - Now reduces healing received to your own ship by 40% for the duration
 - Energy cost reduced from 225 to 190
 - Cooldown reduced from 15s to 13s

- **Lamna [Cruiser - Offensive-Utility]**

- Max Speed increased from 1,687.5 to 1,700
- Acceleration increased from 1,593.75 to 1,700
- Turn Speed increased from 2430 to 2800

- **Cicuta [Battlecruiser - Offensive]**

- **Intrinsic Active (W):** Omnidirectional Drive Accelerator
 - Cooldown decreased from 20s to 16s
 - Energy Cost decreased from 400 to 200

[NEW FEATURE]

- **Intrinsic Active (E):** Omnidirectional Anchor

The Cicuta can reduce incoming physics forces applied temporarily at the expense of energy.

- Temporarily increase Anchoring by 0.75. Reducing all incoming physics forces applied to the Cicuta by 75% for 2 seconds
- Cooldown: 10s
- Energy Cost: 200
- Max Hull decreased from 2,000 to 1,800
- Max Shield increased from 4,750 to 5,000
- Mass reduced from 112.5 to 105

- **Harpax [Frigate - Offensive]**

- **Intrinsic Active (W):** Delta Inverter
 - Additional functionality: Now decreases your ship's signature by 0.3 for 3 seconds after use

- **Maclura [Frigate - Defensive-Utility]**

- **Intrinsic Active (W):** Controlled Magnetic Overload
 - Additional functionality: Now additionally restores 650 shields to nearby friendly ships, does not apply to self

- **Silverfish [Battlecruiser - Offensive-Utility]**

- **Intrinsic Passive:** Drone Control Extension
 - Additional functionality: Now also provides 500 bonus Hull and Shield to Drones

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- **Ribeti [Cruiser - Utility-Offensive]**
 - Upgrade Slots increased from 3 to 4

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VFX, SFX & UI

- **Main Menu Gameplay Guide**
 - Added a guide to the main menu that has lots of useful tutorial information for different areas of the game

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BUG FIXES

- Fixed an issue causing instant effect abilities not to play sound (Lamna, Cyrtorchis, Cicuta)