

Sleeper overview

Description

Large ancient structures that appear to serve a defensive purpose, but are inactive for now. The ai has considered integrating them into its defenses, but will only do so when the humans have actually made themselves known as a threat to it. Their motif centers around being ancient when naming them.

Purpose

Their whole schtick is to be a defensive force rather than an offensive one. Scourge, nanocaust and the like only really focus on attacking and rarely if ever pull units to defend. Sleepers are the inverse. They will rabidly defend territory of their owners or themselves and will only attack if there is no significant enemy presence on their planets.

The ai will only attempt to wake them up if you have a certain AIP threshold. higher sleeper intensity decreases AIP threshold. (intensity 1 is about 450 aip, 2 sleepers max. Intensity 10 is 100 aip 8 sleepers max). They also serve as a way to exchange hacking points to gain powerful defenses (that are automated). In a game with other minor factions, they could act as a 3rd target for the marauders/nanocaust/dark spire to raid.

Lobby settings

If you set Friendly to players, the AI cannot use sleepers in any way. AIP penalty still exists.

If you set hostile to all, then standard gameplay applies.

If you set hostile to players, then you are unable to hack sleepers.

Additionally, you can opt to add in sleeper modifications(think ai shark A/B, reconquest waves, etc). if this is enabled, you and the ai can hack sleepers to improve/sabotage them. See sleeper hacks for more info.

Optional difficulty levels.

If unable to code difficulty, try to default to moderate difficulty.

If you set difficulty to easy, the ai will not react if you have sleepers on your side, as well as raising the AIP bar required to trigger ai into waking up sleepers.

If you set difficulty to moderate, the ai will gain tremendous bonus to wormhole budget

income, as well as hunter fleet, and every sleeper awake and allied to players adds 10 AIP. neutral sleepers still add AIP, but do not add bonus to wormhole and hunter budget.

If you set difficulty to hard, the ai will go BERSERK the moment a sleeper awakens. A flat x10 aip penalty happens the moment a sleeper awakens, where x is the intensity of sleeper faction. In addition to moderate, the ai will also gain huge bonuses to CPA, making them spawn faster and with greater force. Even with sleepers defending you, this should give you a tough time. Expect hunter killers to spawn as well.

Mechanics (sleepers are dormant)

If you do not provoke the ai into waking up sleepers, you have the option to kill the sleepers, or hack them to join your side. Sleeping sleepers are VERY weak in comparison to awake sleepers in terms of HP. Maybe the same as a wormhole guardpost. An awake sleeper in comparison has hp of maybe MK4 Macrophage.

If you want to subvert the sleepers to your side, you only need to hack one sleeper to cause all of them to join your side, but the hack is equivalent to a spire archive hack as well as adding AIP (not sure how much as of now. Maybe scale with sleeper intensity).

When you cross the AIP threshold, the AI will attempt to wake up the sleeper closest to a human planet (random if there are multiple sleepers the same distance. If you have scouted a planet with the sleeper it's trying to awaken, a notification will pop up (e.g, the ai is trying to wake up a sleeper on Frieland!). If you haven't scouted the planet with the sleeper that's being woken up, a notification will pop up, but will not tell you which planet (e.g, the AI is trying to wake up a sleeper somewhere in the galaxy!) While the AI is waking it up, you have 2 timers, the 1st timer is how long you have where you can interrupt the waking of sleepers without consequence. if 1st timer runs out, 2nd timer begins. if you interrupt during 2nd timer, the sleeper will be confused and declare both you and ai as well as minor factions hostile. if 2nd timer runs out, well, it joins and defends the ai. You can interrupt a sleeper awakening by either killing a special building the ai has placed (maybe a variant of your hacker), the ai command station, or the sleeper itself.

Sleepers are networked, and thus explains why you can only hack one/ai will only wake one up and if one has sleepers, the other side can't get them. A security protocol in sleepers prevents other sleepers from waking up unless an awake sleeper is present, notably, sleeper prime.

Mechanics (awake)

When a sleeper wakes up, that sleeper becomes sleeper prime. Sleeper prime has much more hp than regular sleepers, as well as additional weapon power. There may be only one sleeper prime per faction. If you attempt to hack a sleeper while the ai is trying to wake a sleeper up, you will be unable to hack it. Vice versa, the AI cannot attempt to wake a sleeper up if you are in the middle of hacking it.

Sleepers are irreplaceable, and there is no method of getting new sleepers into the game other than initial seeding.

In order to attack, sleepers build hangers rather than spawn ships themselves. Hangers can go up to mark 4 with sleeper prime's up to mark 5. ~~Similar to dyson sphere units, sleepers have 4 units going from weakest to strongest: Obsolete (swarmer), Fossil (standard fighter), Echo, (starship) Venerable (dyson bastion/dark spire eidolon).~~ Hangers allow sleepers to attack via marauder style aggression (friendly to players) or by waves (like the ai's warpgate if hostile.). Mark 5 hangers produce "prime" versions of sleeper ships, which are generally more powerful. Sleeper hangers only attack planets adjacent to them. You can colonize a planet in ai territory in order to "encourage" a sleeper to move there and attack adjacent ai planets. If a sleeper is not present, a hanger cannot be mark 3 or mark 4 and they will downgrade to mark 2 if they are mark 3 and mark 4. This is to prevent marauder like shenanigans, as well as make it so a game where the ai has tons of sleeper hangers on it's planets not impossible.

While mobile, sleepers (except for sleeper prime) are unarmed (possibly replicated with "if i am moving, attacks do 0 damage"), thus creating a moment of vulnerability for you and the ai to attack it. When stationary, sleepers weapons come online. Regular sleepers have a beam cannon weapon (general purpose), fortress missiles (anti swarm), and a sabot weapon (anti starship/big guy). I'm not sure atm if this is too powerful, so I may give it an eye effect where you have to outnumber sleeper and its allied forces 4-1. Sleeper prime on the other hand, is not as limited, and can use the listed weapons while mobile, and when deployed/stationary, gains an ion cannon, and has logistic and military command station buff (increases move speed and attack damage of friendly ships).

~~As of right now, i'm not sure which one will be better, but i have 2 ideas on what happens if sleeper prime dies. Idea a) if sleeper prime dies, a feedback loop causes all other sleepers to self destruct. If there are still hibernating sleepers, those one remain unaffected, and a new sleeper prime can be awakened. Idea b) if sleeper prime dies, a random awake sleeper will become sleeper prime.~~

———If sleeper prime dies, a random awake sleeper will become sleeper prime. If all currently awake sleepers die and there are still hibernating sleepers, those ones can still be woken up by both you and the ai, starting the same process as described above.

Player Friendly awake

When allied to players through hacking, sleeper prime will then attempt to wake up other sleepers seeded around the galaxy. The ai, having been robbed of one of its pet projects will get PRETTY mad at you. This is represented as increase in AIP, bonus to CPA attacks and increased Wormhole invasion budget. Not to worry though, sleepers will help you! After waking up Sleeper prime, you have a little bit of time to decide if you want to escort sleeper prime or not. Almost 95% of the time, sleeper prime will be able to wake up other sleepers without your assistance. Just be careful that sabot guard posts and mass drivers aren't in its path. The ai will also usually prefer to attack sleeper prime before anything else. The sleeper prime's weapons and high health should keep it functional, but if it dies, the AI will immediately attempt to wake up a different sleeper, if no other sleepers are awake. Should sleeper prime make it to another hibernating sleeper, after a short delay (maybe 1-2 minutes), the hibernating sleeper becomes awake and will follow the prime sleeper to wake up other sleepers. Should sleeper prime die while there are other awake sleepers, a random awake sleeper will become sleeper prime.

Once all sleepers are awake, they will distribute themselves amongst your planets, while sleeper prime will settle down on your homeworld. Sleepers will then build defences there, as well as attack adjacent ai/hostile neutral minor faction planets. Sleepers produce ships similar to marauder raider starships, only they'll use a wider variety so not all the sleeper ships will get one shot by sabots. The sleeper attack force will kill everything that doesn't cost AIP increase. Sleepers are capable of redeploying to other planets you own, and tend to favour going to planets that are under threat from the ai, such as a planet with an incoming wave. However, sleepers try to spread themselves out so there's only 1 sleeper per planet. Having multiple sleepers on a planet will NOT increase their turret and special defense cap (see below). Sleepers WILL travel through ai planets to reach other player owned planets. Sleeper defences have a cap of up to 60 mk4 regular turrets and 6 sleeper unique defences per planet. Sleeper defences will not decay or run out of supply if the sleeper moves to a different planet.

Neutral awake

If neutral, they behave like marauders. After waking up all available sleepers, sleeper prime will colonize a planet, then as long as they are adjacent to one another, other sleepers will follow suit. they construct turrets and ships to defend their planets, as well as attack adjacent planets, but that's it, effectively creating a NO GO HERE zone. As an incentive to attack

sleepers, sleepers have a science bounty of 2,000 and sleeper prime has a science bounty of 6,000. A dormant sleeper has a science bounty of 1,000.

Player hostile

If hostile to players, Sleeper prime will do much the same as if it was player allied. It will attempt to wake up other sleepers. If you manage to destroy sleeper prime without it waking other sleepers up, then the ai will begin trying to wake up another random sleeper. Once all available sleepers are awake, they will deploy to different planets controlled by ai, and sleeper prime will be at the AI homeworld. Sleepers will then proceed to build defences on their planets. AI sleepers will only send attack ships against enemy forces adjacent to a sleeper planet. Sleepers will redeploy themselves to wherever they think you will attack next. Sleepers will NOT travel through player owned planets. Sleepers retain their science bounty. Also, their defense caps have been reduced to 20 regular turrets, 2 unique defenses and 1 harbinger hanger.

Non-Player Mechanics Summarized

Phase 1: Asleep. Effectively neutral.

Phase 2: Caused by the AI upon hitting thresholds, or a Minor Faction team gaining control of a Sleeper planet.. Respective faction builds Instigator style base targeting a specific Sleeper. If base is destroyed, goes back to Phase 1. Still does nothing.

~~Phase 3: AI has awakened the sleeper but it is still installing a control code, destroying the instigator now will awaken the sleeper, but it will become hostile to all. Still does nothing.~~

Phase 3 (Prime): The instigator has successfully implemented the control code. Once awakened by the AI, it turns Prime, and will move around the galaxy, claiming other unawakened Sleepers to defend its owner's territory.

Phase 4 (Prime): Moves back to its owner's homeworld to defend.

This can also be used for minor faction teams

Sleeper Unique Static-D

Sleeper defences have a cap of up to 60 mk4 regular vanilla turrets and 6 sleeper unique defences per planet. Sleeper defences will not decay if the sleeper moves to a different planet. While sleeper defenses are subject to change due to unique mechanics, the mobile units are not as likely to change. In order to build defences, sleepers must charge up metal reserves, similar to a macrophage tellium or Neinzul roaming enclave's BP. a quick note, sleeper "unique defenses" function more like AI guard posts in the sense of damage and health. I also didn't add their stats in yet. A unit's "tier" is it's starting mark. Everything sleeper related will most likely have a "prime" version of itself, only buildable by sleeper prime's hangers. The prime buff has a range of effects on turrets, but generally on ships, just buffs their stats. Regarding mobile sleeper units, Tier 1 is allowed on all intensities. They are usually nothing more than slightly above average strike craft that are just annoyances. Tier 2 is a big step up in threat overall, but still easily dealt with at mid game. They are only on intensities 2+. Tier 3 is designed to be a legitimate threat to both the player and AI. they are a bit harder to take down, but can still be taken out by a well prepared fleet. Tier 3 units show up at intensities 5+ Tier 4 units have your name, and they will cause you great pain and suffering. Only shows up at intensities 7+. If tier 4 units have your name on theme, tier 5 units are more of a "to whom this may concern". If you don't have a mk7 ark or golems, you WILL die. No questions asked. If AIP is lower than 1,000, watch in awe as these units wipe out the ai opposition. ALL OF THIS IS SUBJECT TO CHANGE, but close to being finalized.

Sleeper

A powerful automatic defense structure, sleepers guard whatever it is they have been told to defend. They are armed with fortress missiles, a general purpose beam weapon and a sabot canon. However, in order to move, sleepers must divert all weapon power to it's engines, so when moving, a sleeper cannot attack, thus creating a moment of opportunity for opposing forces to strike. When deployed to a planet and not moving, sleepers can build structures. Gains 200 metal/second. Stores up to 1,000,000 metal.

Stats:

HP:10,000,000 Shields:10,000,000 Armor:300mm Speed:300 Engine:20gx Albedo:.7
Mass:7tx Energy:50,000 Metal:50,000,000

Weapons: Ruin Missiles: 4,500 damage, 5 second reload. 9,000 range. If target has armor of 50mm or less, deals 4x damage. Multishot 20

Archaic Beam: 20,000 damage, 5 second reload, 12,000 range. Deals 2x damage to stacks.

Ordovician: 1,000 damage, 10 second reload, 18,000 range. Deals 100x damage to targets with mass 5tx or greater.

Sleeper prime.

What happens when you give a superfortress steroids? You get this battlestation. Armed with fortress missiles, a powerful beam weapon, a MULTI SHOT SABOT, a rapid fire ion cannon, ~~an onboard drone production facility~~ and a mk4 logistics and military command station aura. Sleeper prime is also not limited in regards to it's weapon systems and can freely fire while on the move, albeit losing the ion cannon ~~and drone production facility~~. Sleeper prime has the ability to build the same structures as sleepers, but they are prime versions. Aka better. Gains 500 metal/second. Stores up to 5,000,000 metal.

Stats:

HP: 20,000,000 Shields:25,000,000 Armor:400mm Speed:300mm Engine: 20gx Albedo:1
Mass:7tx Energy:100,000 Metal:100,000,000

Weapons: Ruin Missiles: 9,500 damage, 5 second reload. 9,000 range. If target has armor of 50mm or less, deals 5x damage. Multishot 30

Archaic Beam: 100,000 damage, 5 second reload, 12,000 range.

Cambarian: 1,000 damage, 10 second reload, 18,000 range. Deals 100x damage to targets with mass 5tx or greater. Multishot 5.

Ion Cannon: Ionizing: 90% of targets max health if target <=mk 7 and albedo .4. multi shot 4, 3 second reload, infinite range.

~~Drone Hanger: spawns sleeper obsoletes, derelicts and lockheed's once every 3 seconds. Max amount of each is 20.~~

Planetary speedbooster: 4.5x. Planetary amplifier 2x.

Harbinger Hanger

A sleeper structure that lets it attack indirectly. Hangers produce sleeper units that defend or attack hostiles. Hangers mark up over time from 1 to 4, but a sleeper is required to be on the same planet as a hanger in order for a hanger to mark up to level 3 and 4. If a hanger is mark 3 / 4 and the local sleeper leaves, the hanger will immediately regress to mark 2. If a sleeper returns, they will immediately mark up to what they were before. Hangers are the only sleeper structure that does this. Each hanger has a cap in strength that determines how many ships it can build. Strength cap from mk1 to 4 is 10, 20, 40, 80. Hangers only allow sleeper ships to attack adjacent planets. Each planet can support 2 hangers max. The prime version of the hanger produces prime sleeper ships which are stronger than their normal brethren. Unlike regular hangers which can only attack adjacent planets, prime hangers can unleash their own version of a CPA, and will spawn accumulated strength on sleepers, and will attack adjacent enemy worlds. Prime hangers have a strength cap of 160. CPA max strength per prime hanger is 100-600 depending on intensity. Costs 150,000 metal to build, and is almost always built last. Is also not bound to the 6 sleeper exclusive defense per planet rule.

Echo turret (OPTIONAL)

A unique sleeper defense, this turret shoots a bouncing energy pulse that ricochets off its initial targets into more targets. Differs from AOE splash attacks by not having a circular AOE, but after the initial shot hits a target, the energy pulse checks if other enemy ships are in range. If yes, bounce to closest one. If no, energy pulse dissipates. This can extend the effective range of the echo turret. A target cannot be hit by the same energy pulse twice.(e.g, energy bounces to target a, then b, then c. The only other targets in range are a and b. The projectile dissipates due to no valid targets). As it increases in level, so do the number of bounces. The prime version gains increased bounce amounts and health but nothing else. Deals bonus damage to targets with armor 30mm or less. Cap is 3 per planet. Costs 75,000 metal. If unable to replicate the bouncing effect, a simple change to AOE like a grenade launcher turret can do.

Perennial turret

A unique sleeper defense. This one has a weaker than average weapon, but has an impressive tachyon system. Designed to sniff out cloaked units for other allies to target. As it increases in level, the decloak (but not weapon) range increases. Deals bonus damage to targets with high albedo. The prime version can decloak ships up to 9.0 albedo and the weak weapon gains paralysis. Cap is 4 per planet. Costs 30,000 metal.

Slugger turret (needs a name)

A unique sleeper defense. Uses a projectile that partially phases through shields, thus allowing a certain percent of damage to hull. Has attack bonus against higher mass ships but nowhere near to the extent of a mass driver/sabot guard post. It's high range should keep it out of harm's way for a while. Higher marks increase the shield pierce. The prime version is basically a sabot with 100% shield pierce. Cap is 2 per planet. Costs 100,000 metal

Forerunner turret

A unique sleeper defense. It's rapid fire multi shot weapon deals 10x the damage against shields, but has very low base damage. Effective against hulls that rely on shields more than hull like the vanguard. Prime version can strip shields in one shot like dire plasma guardian. Cap per planet is 1. Costs 150,000 metal.

Scutum Turret (OPTIONAL)

A unique sleeper defense. While it has an unremarkable medium powered weapon, it has an aura similar to that of a Stealth guard post. The aura recharges the shields of friendly ships close to it at 1/2/3/4%/second, even when ships are in combat. The prime version has a planetary aura. Good for battles of attrition, but weak against fusion reaction units. Cap per planet is 1. Costs 150,000 metal

Anomaly Turret

A unique sleeper defense. Has a strong multi shot gun effective against targets with 90mm armor and above, and scrambles targeting data on itself. Melee units are effective against it. If an enemy is 2,000 range or farther, all damage dealt to a targeting scrambler is reduced by 75%. The prime version is a 99% damage reduction with increased range. Cap per planet is 2. Costs 125,000 metal.

Apparition Turret

A unique sleeper defense. Uses a strong multishot missile system that wipes out most fleet ships, and cloaks to ambush. Use frigates/starships to wipe these out. Deals bonus damage to targets with armor 50mm or less. The prime version instead switches from dealing bonus damage to armor 50mm or less to mass 5tx or greater, lower amount of shots and increasing in damage. Take out prime versions with fleet ships.

Miasma Generator

A unique sleeper defense. Remember the attritioners from AIW:C? This is basically them, minus the infinite range. Using some sort of strange tech, the Miasma generator produces a pretty large ion storm around itself, damaging any hostiles that enter it. High health ships can usually withstand the storm long enough to take out the Miasma Generator. The prime version extends it's range to be planetary, while slightly reducing damage, making it exactly like an AIW:C attritioner. (credit to Avenger1649 for the name and inspiration/idea)

Drone Hanger (needs a name)

A unique sleeper defense. Unlike the standard hangers, these drones cannot leave the planet they're stationed on and cannot send attack waves. They produce fusion bomber, mlrs corvettes, raiders and vanguards (for now, until i can think up some original names for sleeper drones). Strength cap per drone hanger is 2/4/8/16. Drone hangers have a planet cap of 2. Costs 125,000 metal.

Sleeper unique mobile units

Sleeper Obsolete

Stats:

HP:10,000 Shields:7,000 Armor:90mm Speed:600 Engine:7gx Albedo:.3 Mass:.3 Energy:200 Metal: 1,500

A tier 1 sleeper unit. Just like its namesake, it is generally obsolete in combat. It's only notable trait is that it has relatively high hp.

Weapon: obsolete cannon. 500 damage 5 second reload 5,500 range. Mk1

Purpose: just to be an annoyance.

Sleeper Derelict

Stats:

HP:3,000 Shields:9,000 Armor:40mm Speed:400 Engine:7gx Albedo:.3 Mass:.6tx Energy:500 Metal:2,000

A tier 1 sleeper unit. Mostly just scrap mashed together to form a semi functional ship. Weapon: Disrepaired scrap launcher: 250 damage 8 second reload 6,000 range. AOE of 400, max targets is 6. Deals double damage to stacked units. Mk1

Purpose: also be an annoying thing.

Sleeper Lockheed

Stats:

HP: 4,000 Shields:6,000 Armor:50mm Speed:1500 Engine:22gx Albedo:.3 Mass:.6tx Energy: 400 Metal:1,500

A tier 1 sleeper unit. Designed as an oversized engine strapped to a pile of scrap metal, this thing can charge quickly to it's targets.

Weapon: Rusted scrap gun: 183 damage, 2 second reload 5,000 range. Mk1.

Bonus: if i have been on the planet for less than 5 seconds, movespeed is boosted by 2x.

Sleeper Scrapper

Stats:

HP: 3,500 Shields: 3,500 Armor:30mm Speed:750 Engine:10gx Albedo:.3 Mass:.4tx Energy: 300 Metal: 750

A tier 1 sleeper unit. It's essentially a precise beam weapon mounted onto a small engine. Dangerous against large ships in swarms.

Weapon: Scrap rapier: point beam weapon. 20 damage, 3 second reload, 6,000 range. If target has mass of 4tx or higher, weapon deals 75x damage.

Sleeper Plague

Stats:

HP:4,000 Shields:4,000 Armor:50mm Speed:600 Engine:7gx Albedo:.3 Mass:.4tx Energy: 400 Metal:1,000

A tier 1 sleeper unit. It's weapon fires nanobots that take over an enemy ship's systems.

Weapon: viral injector: 10 damage, 3 second reload, 5,000 range. Deals 2,500 zombification damage, 10,000 zombification damage needed for effect to trigger.

Sleeper Fossil

Stats:

HP:12,000 Shields:15,000 Armor:80mm Speed:500 Engine:9gx Albedo:.45 Mass:.7tx Energy:700 Metal:12,000

A tier 2 sleeper unit. Much more threatening compared to the Obsolete, but should pose no problem to players who have a couple mark 2-3 ships or the AI at +200 AIP. Speed is of fusion bomber levels.

Weapon: Hoary missiles. Multi shot missiles that deal bonus damage to most fleet ships. 2250 damage. If the enemy armor is 50mm or less, deals 6 x the damage. Multishot of 5. 9 second reload 6,000 range. Mk2.

Purpose: functions as an effective counterpart to the missile corv.

Sleeper Whisper

HP:15,000 Shields:15,000 Armor:50mm Speed:700 Engine:7gx Albedo:.7 Mass:.3 Energy:200 Metal: 1,500

A tier 2 sleeper unit. Uses cloaking to ambush. Tends to focus down structures and starships/frigates. Speed is the same as assault starship.

Weapon: Primordial Bomb: fusion reaction: deals 80% damage directly to target's hull 15,000 damage. 5 second reload, 5,000 range. Mk2.

HP: 35,000 hull/10,000 shield 2,000 cloak points. Loses 20% cloaking per shot.

Purpose: functions as a raid starship replacement.

Sleeper Spirit

Stats:

HP:15,000 Shields:30,000 Armor:70mm Speed:600 Engine:12gx Albedo:.45 Mass:.7tx Energy:1,000 Metal:20,000

A tier 2 sleeper unit. Uses space plane damage reduction to avoid unfavourable fights. If enemy attempts to target the spirit and is more than 5,500 range units away, damage received is reduced by 75%. Speed is the same as pike corv.

Weapon: Sentinel laser: 8,000 damage, 2 second reload. 8,000 range. Mk2. 20,000 hull/30,000 shields

Purpose: space plane if it was more deadly.

Sleeper Tank Killer

A tier 2 sleeper unit. Packs a big punch but has a lengthy reload.

Sleeper Echo (OPTIONAL)

Stats:

HP:50,000 Shields:350,000 Armor:120mm Speed:400 Engine:21gx Albedo:.45 Mass:5tx.
Energy:7,000 Metal:250,00

A tier 3 sleeper unit. Better bring in the big guns to take down these guys. While their total HP is quite high, their actual hull is quite low. Shield piercing units like fusion bombers and raider starships/frigates are of good use against these guys. Speed is of vanguard levels. Weapon: Aeon cannon, Shot bounces to other targets in 1,000 range. Max targets of 12. 1000 damage. If the enemy ship uses less than 800 gw, deals 15 x the damage. 5 second reload. If unable to replicate the bounce effect, simply change to grenade launcher type.

Purpose: front line tank as well as anti swarmer.

Sleeper Ancile

Stats:

HP:100,000 Shields:600,000 Armor:120mm Speed:500 Engine: 22gx Albedo:.7 Mass:.5tx
Energy: 15,000 Metal:250,000

A tier 3 sleeper unit. While the Ancile itself isn't too dangerous, the support it gives to its allies is quite deadly overall. Kill these quickly! Spawns are lower compared to other tier 3 units. Speed is of assault starship levels. Weapon: obsolete cannon: 1,000 damage 2 second reload 7,000 range. Repairs nearby allies at a rate of 5,000 hp/second, range 5,000. Bubble forcefield radius 6,000

Purpose: shield/support. Bubble force field can allow repairs during combat.

Sleeper Venerable

Stats:

HP:750,000 Shields:500,000 Armor: 200mm Speed:400 Engine:25gx Albedo:.7 Mass:6gx.
Energy:30,000 Metal: 2,000,000

A tier 4 sleeper unit. Hope you have an artillery golem. Speed is of Dyson Bastion levels.
Weapons: Archaic Beam: 25,000 damage 15,000 range. Deals 2x damage to stacked units. 2 second reload. Ancient vulcan: 1,000 damage 10,000 range, deals 3x damage to units with 30mm armor or less. 1 second reload. Jammer hoary missiles: 2250 damage, normal range, deals 6x damage to units with armor 50mm or less, jams enemy weapons. Multishot 5. HP: 750,000 hull/500,000 shield. MK4.
Purpose: powerful killer.

Sleeper Praetorian

Stats:

HP:600,000 Shields:800,000 Armor: 200mm Speed:350 Engine:25gx Albedo:.7 Mass:6gx.
Energy:30,000 Metal: 2,000,000

A tier 4 sleeper unit. Make sure you have a way to reliably destroy Sleeper Venerables if you plan to take these on. Speed is of dyson bastion levels.
Weapons: Energy Spears: 10,000 damage 14,000 range. If target's mass is 5x or higher, deals 10x damage. 8 second reload. Multishot 12. Greek Fire bomb: 4,000 damage 16,000 range. If target's mass is 1x or under, deals 5x damage. 8 second reload. AOE 1,000. Deals 2x damage to stacked units. Max targets of 50. HP: 600,000 hull/800,000 shield. MK4.
Purpose: focus on anti swarm with some degree of power against heavy starships.

Sleeper Ancient (OPTIONAL)

A tier 5 sleeper unit. Hope you have an insurance policy. Weapons: primordial point defense: 10,000 damage 7,000 range. 2 second reload. Multi shot 20. Disectors: 100,000 damage, 12,000 range. Beam weapon, damages all targets intersected. Deals 2x damage to stacked units. Multishot 4. 10 second reload. Apocalypse missile: 500,000 damage 20,000 range. Can only fire on immobile targets and non king/flagship/arks. 20 second reload. 15,000,000 hull/500,000 shields.

Purpose: a powerful siege unit. Its long range keeps it safe as it slowly whittles down buildings with its apocalypse missile. Missiles tend to target whatever has highest hp.

Sleeper Awakened (OPTIONAL)

A tier 5 sleeper unit. This puts an AI mothership to shame. Weapon: entropy array: 24,000 damage, 15,000 range. 2 second reload. Multishot 300. 8,000,000 hull/8,000,000 shields.

Purpose: remember the mothership from AIW:C? Well here it comes. Short description and to the point, this unit is designed to just straight up eliminate anything through raw dps. Try to kite it with sniper ships.

Sleeper Holocene

A tier 5 sleeper unit. Recommendation? **RUN.**

Sleeper Oblivion

A tier 5 sleeper unit. Extinction is the rule. Survival is the exception.

Sleeper hacks (OPTIONAL)

If you enabled sleeper modifications in the lobby, the sleepers can be hacked to increase/decrease their abilities. While an upgrade hack is underway (both for you and the ai) sleepers and anything associated with them shut down and are unable to attack, move, build, etc. This is a golden opportunity to take out a sleeper or two, as their normally hard to kill defenses and ships become glorified bricks in space. If you decide to hack a friendly sleeper, you should make sure you can defend your planets without them. The ai WILL notice you hacking a sleeper, and instead of spawning ships on their CSr (like almost any other hack where ai units will spawn on the object being hacked like Super terminal or spire archive), will usually send a wormhole invasion to a planet with a sleeper. If there is not enough ai progress to unlock wormhole invasions or wormhole invasions are disabled, half the warden fleet turns into hunter fleet/threat fleet. Not only will you have to deal with a wormhole invasion but the hunter fleet and threat fleet will also rally at a planet and then race straight towards a sleeper, ignoring anything else, even unguarded command stations! The hunter and threat fleet do not necessarily target a sleeper with the one with an ai wormhole on it but will sometimes do so. A degrade/sabotage hack will instead provoke a strong sleeper and ai response. As of now, only humans can use degrade/sabotage hacks.

Each sleeper can only be hacked once. You can neutralize an ai hack by destroying a special building it places or by destroying the sleeper that is being hacked itself.

Increase sleeper defense cap hack. 30 hacking points. This hack raises the cap of vanilla turrets by 15 and sleeper exclusive defenses per planet by 2. Also increases sleeper exclusive defense per planet cap by 1 (by that, i mean, scutum turret planet cap goes from 1 to 2 or anomaly turret from 2 to 3). Human hack time: 240 seconds. Ai hack time: 480 seconds. Upgrade type hack. Stacks.

Increase sleeper harbinger hanger strength cap: 45 hacking points. increases strength cap of every hanger by 10/20/30/40/50 depending on mark. Prime harbinger hanger's exowave attack max strength is increased by 30. Human hack time: 300 seconds. Ai hack time: 600 seconds. Upgrade type hack. Stacks.

Obtain Sleeper ships: Get tier 1 ships for hacking derelict sleeper, get tier 2 ships for hacking awakened hostile sleeper.

Aggression hack: 50 hacking points. This hack removes safety protocols and will make sleepers aggressive. They will deploy onto hostile planets to build defenses aggressively as well as go on the attack. Increases sleeper weapon damage, range and move speed. Sleeper prime will not move from ai/human/sleeper homeworld. Human hack time: 450 seconds. Ai hack time: 600 seconds. Upgrade type hack. Can only be used once.

Anti theft hack: 45 hacking points. This hack allows sleeper units to remain unaffected by nanocaust/zombifying ships and tractor beams. They will not turn. Human hack time: 300 seconds. Ai hack time: 450 seconds. Upgrade type hack. Can only be used once.

Anti prime hack: 80 hacking points. Literally everything except sleeper prime itself has the prime buff removed from them, as well as being unable to receive the prime buff. Hack time: 450 seconds. You only need to hack a regular sleeper for this to work. Degrade/sabotage type hack. Can only be used once.

Achievements (OPTIONAL)

"Wake up!": hack a sleeper to join your side

"Ambush!": killed a sleeper while it was moving

"War never changes": be in a 3+ way war between you, sleepers and the ai

"Titan slayer": destroyed sleeper prime

"Defense grid": have 8 sleepers (including prime) defend your territory. (possible only on intensity 9+)

"Put to rest": on intensity 10, kill all sleepers. doesn't matter if they're dormant, hostile to everyone or hostile to players.

"Stolen!": destroy an AI hacker attempting to wake up a sleeper and hack that same sleeper to join you.

"Deep sleep": on intensity 5, win the game without any sleepers waking up or being destroyed.

Additional names

Sleeper shroud

Sleeper shadow