

### **Description**

Homeworld2 Enhanced is an add-on modification that incorporates two variations of the Vaygr and Hiigaran factions as separate playable races. This mod preserves the balance and feel of the original game, and the new units mirror the unit hierarchies of the existing races. This modification makes no attempt to change the balance of the original units or original races aside from slightly improving the Vaygr so they are no longer underpowered. The reason for this is in standard Homeworld2, the Vaygr were slightly underpowered due to their slow resource processing; likewise, the race that was most often played were the Hiigarans. This made the standard game very repetitive quickly. This mod makes the game more interesting by using ship models from the Modernization Ship pack mod for the new factions and by adding in new visual and sound effects from the v1.2CP modification. Additionally, some underpowered and relatively useless units from the original game have had their stats bolstered, such as the Lance Fighter and Hiigaran Gunship Corvette.

### **Universal Additions**

Numerous new weapon and sound effects have been added to the game, including the following:

- More frequent deathrail effects for fighters and Corvettes.
- Fighter dogfight attack styles.
- The removal of the multiplayer kick-player screen.
- New effects for: Laser cannons, small kinetic bullets, missile explosions, refined Lance beam size, shorter fighter, corvette and missile trail lengths by 50%.
- The addition of CnlPeppers' Parallax Shaders.

### **Changes to the Vaygr**

- The Lance Fighter's armor has been slightly increased from 30 to 40, and the Lance beam damage and accuracy against fighters has been slightly increased, making the Lance Fighter decently effective against Platforms and Resource Collectors.
- The Bomber's weapon range has been slightly increased (from 1800 to 2000), and it now requires two hits from an Interceptor's cannon to be destroyed.
- The Corvette unit cap has been slightly increased from 12 to 16.
- The Command Corvette has an upgradeable sensor ping ability.
- Fusion Missile speed increased to 350 m/s from 250 m/s.
- Vaygr mine lifetime has been greatly increased.

### **Changes to the Hiigarans**

- The Bomber's weapon range has been slightly increased (from 1800 to 2000), and it now requires two hits from an Interceptor's cannon to be destroyed.
- The Gunship's weapon range has been slightly increased to boost effectiveness (from 1200 to 1400).
- The Hiigaran mine lifetime has been greatly increased.
- The Gun Platform role description has been corrected.

## **The Vaygr Advanced Playable Race**

Unlike the standard Vaygr, the Vaygr Advanced focus more on Frigates than on Corvettes. They are able to build their basic frigate much faster, however, they lack a dedicated Anti-Corvette Corvette, forcing them to rely on either the Lance Fighter or the Battle Frigate, which is expensive to field and not nearly as effective as the Hiigaran Torpedo Frigate. Advantages over the standard Vaygr are the ability to use the Heavy Laser Frigate against resource collectors, and the combination of Lance Gunships and Assault Fighters can quickly demolish enemy fighter swarms.

### **Survey Scout**

**Assault Fighter:** Unlike the Assault Craft, the Assault Fighter only comes in a squadron of five. In comparison, the Assault Fighter is bulkier and slower but has stronger weapon systems.

**Strategic Bomber:** The Strategic Bomber is expensive to field, but is significantly more powerful than the standard Bomber. It fires its missiles infrequently and only comes in a squadron of four, making it easy to intercept.

### **Lance Fighter**

**Lance Gunship:** The lance Gunship is a powerful anti-fighter corvette. In large numbers, it can be effective against resource collectors and Corvettes, though it is best used solely as an Anti-Fighter unit.

**Assault Corvette:** An Anti-Frigate Corvette armed with a heavy rail gun turret that allows it to constantly bombard its target. Although it does less damage than the Laser Corvette, it is more difficult to intercept and can constantly bombard frigates with fire while the Laser Corvette has to perform slow attack-runs. The Assault Corvette is more effective against Frigates, whereas the Laser Corvette was more effective against Capital Ships.

### **Command Corvette**

### **Minelayer Corvette**

**Heavy Laser Frigate:** This is the basic Anti-Frigate/Capital Ship Frigate, armed with two powerful pulse laser cannons. It is quick to build compared to the Heavy Missile and Ion Cannon frigates, but has significantly less armor.

**Battle Frigate:** A mediocre Anti-Corvette Frigate that is also decently effective defending against Fighters. Aside from Lance Fighters, this is the Vaygr Advanced race's only other dedicated Anti-Corvette unit.

**Missile Frigate:** This is an expensive, slow and defenseless Anti-Capital Ship Frigate armed with a single heavy anti-ship missile. The damage per second is slightly less than the upgraded Torpedo Frigate, however the weapon range can be upgraded to 6500 meters.

### **Infiltrator Frigate**

### **Destroyer**

**Battlecruiser:** This is equal to the default Vaygr Battlecruiser, except it is armed with three heavy missiles instead of the Trinity Pulse Laser cannon array. The heavy missiles do slightly less damage than the Trinity Pulses, however they are accurate against Frigates and Platforms and have a slightly bigger off-boresight engagement envelope.

Laser Platform: This is the same as the Gun Platform, except it fires laser pulses at twice the rate of fire, but at only have the gun platforms damage per shot.

Missile Platform

### **The Hiigaran Advanced Playable Race**

The Hiigaran Advanced relies more on their Corvettes, and have powerful all-around Corvettes unlike the original Hiigaran faction. The frigates are still extremely effective, the original Ion Cannon frigate is retained and the torpedo frigate is replaced by a more capable missile frigate.

Scout

Strike Fighter: This is equal in specifications to the Vaygr Advanced Assault Fighter. It is slower, bulkier but more heavily armed than the standard Interceptor.

Fighter-Bomber: This is a fighter that has half of the Bomber and Interceptor weapons. It is effective for late-game situations when you need multi-role support fighters for Battlecruisers and Destroyers.

Strategic Bomber: The Strategic Bomber is expensive to field, but is significantly more powerful than the standard Bomber. It fires its missiles infrequently and only comes in a squadron of four, making it easy to intercept.

Escort Gunship: A slow but heavily armored gunship with twice the firepower of the default gunship. These are extremely effective against fighters and resource collectors.

Heavy Pulsar Gunship: Unlike the normal Pulsar Gunship, this variant requires an advanced research module, but is slightly faster and has half the anti-fighter capability of a normal Gunship as well as an improved Pulsar turret.

Minelayer Corvette

Missile/Torpedo Frigate: An improved version of the original Torpedo frigate with improved acceleration and an added pulsar turret.

Escort Frigate: Rather than defending against fighters like the Flak Frigate, the Escort Frigate is better used to assault fighters as compliments to gunships and interceptors. Armed with two rapid-firing rail gun turrets and two missile launchers.

Ion Cannon Frigate

Defense Field Frigate

Marine Frigate

Ion Destroyer: Destroyer armed with two forward-facing ion cannons instead of missile launchers. The Ion Destroyer also has two anti-strikecraft defense turrets.

Battlecruiser: Replaces the Ion Cannon turrets with fast-firing plasma cannon turrets.

Flak Platform

Ion Platform