

# BattleTech Backer Beta v0.6.0 Changelog:

## Front End Changes

- **An Options Menu** that allows you to change your settings and remap your keyboard shortcuts. (Currently only available from the Main Menu.)
- Unlimited lance value option now available - Steiner Scout Lance, reporting for duty.
- The lance preset dropdowns now only show those for the chosen cBill bracket.
- Empty Lance slots are now allowed if "Require Full Lance" is false. (Now showing: Atlas v. Swarm of Locusts.)
- Customizing a lance sets the preset to "NONE".

## Gameplay Changes

- **Firing Accuracy:** We've revised how Shot Difficulty modifiers translate into a percentage chance to hit; it's now simpler to explain and parse. Your base chance to hit with a ranged attack is 65% + 2.5% per point of Gunnery skill. This is then reduced for each point of Difficulty. The first 10 points of Difficulty reduce your chance to hit by 5% each. All points past 10 reduce your chance by 2% each.
- **The EVASIVE state has been revised and consolidated with movement to-hit modifiers.**
  - The farther a 'Mech moves (by any type of movement), the more EVASIVE charges it receives, up to a maximum of 6.
  - Each EVASIVE charge makes the 'Mech +2 Difficulty to hit with ranged attacks.
  - Each time an EVASIVE 'Mech is attacked, it loses one EVASIVE charge.
  - The EVASIVE state is lost when the 'Mech has no EVASIVE charges remaining, or becomes UNSTEADY.
- **New Sensor Lock behavior:** Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges.
- **New Evasive Move behavior:** This unit generates an extra EVASIVE charge from movement actions (up to the maximum of 6).
- **The Firestarter BattleMech!** We're excited to see how flamers change your gameplay.
  - Flamers deal heat damage to targets, and can be fired during melee attacks like other Small Weapons - but come with a very limited amount of ammo.
- **MechWarriors available in Skirmish now have two abilities.**
- **Morale System replaced with Fury.** Fury is gained when 'Mechs take structure damage, lose locations, and are destroyed. When the FURY meter is full, you may FOCUS a MechWarrior for one turn, causing their attacks to always hit and ignore COVER, GUARDED, and EVASIVE.
- **Crits are more frequent and more powerful.** Specifically:

- Components only require a single hit to be destroyed by a crit (instead of 2)
- Weapons no longer have a “misaligned” state - the first crit damages them, the second crit destroys them.
- **Stability works differently now** - it accumulates slower and also bleeds slower, and in larger discrete chunks.
  - These discrete stability pips now display in the UI.
  - ‘Mechs permanently lose one stability pip when they lose a Leg (one stability pip turns red.)
  - UNSTEADY is not automatically removed if you don’t move; instead, two stability pips are removed (which \*could\* remove UNSTEADY.)
  - A normal move bleeds off one pip of instability.
  - Sprint and jump don’t remove any instability.
  - Bracing still clears all instability.
- **Rear-shots now consider arms and legs as part of the hit-table**, they no longer always hit one of the rear-torso locations (however, these tables are weighted significantly towards the rear torso locations.)
- **When Mechs get knocked down, they get bumped back in the initiative track by one phase** for their next action, down to a minimum of Phase 1
- **A/C damage has been reduced** (previous: 25/50/75/100, current: 25/45/60/100) for AC2, 5, 10, and 20 respectively
- **Global heat has been tuned down** by about 10%.
- Indirect Fire: your Tactics skill now determines your penalty; so high tactics means lower penalty.
- Standing in Rough Terrain gives you a defense bonus against melee attacks.
- Heads have slightly more structure, and LRM volleys ignore the head location when clustering (if the attack didn't hit the head in the first place.)
- Called Shot: gunnery now determines your base to-hit instead of tactics; tactics determines how much additional weight your selected location for the called shot gets.
- Updated Called Shot Popup so it shows % likelihood of different parts being hit.
- PPC now applies a to-hit penalty to the target when it hits, for the target's next turn.
- Change heat multiplier from 1.65 to 1.5.
- Change all head structure amounts from 15 to 16 - prevents AC10 one-shotting (given the current 60 pt damage at least)
- Water mask updates:
  - Changed move cost from 1 to 1.5
  - Changed heat sink multiplier from 2 to 1.5 (i.e. Water doesn't increase heat dissipation as much - previous: 200%, current: 150%).
- Melee attacks against Prone or Shutdown Mechs should always hit.

## UI Changes

- Units that will be able to have LOS on YOU if you make a prospective move are now highlighted with an eyeball icon (even if they are blips.) This should help indicate asymmetric LOS situations.
- New indicator for rotate-in-place. Just click the unit to see its targeting cone and reposition as desired.
- Increased the rotate-in-place threshold from 15 to 22 - should make rotate moves easier to achieve.
- Weapons sorted on the weapons panel based on the order they're fired.
- Show a called shot floatie over the target when a called shot happens.
- Extra messaging when ammo explodes.
- Changed verb for confirming melee action from "Attack" to "Melee".
- Don't allow blips to be targeted for DFA.
- Improvements have been made to the warning UI for heat & stability bars.

## AI Changes

- Don't allow Last Man Standing units to sensor lock.
- Add a multiplier that makes Called Shot targets more attractive when calculating vulnerability.
- Add support for AI using Focus ability.
- Sprint To Combat now respects Lance Spread Distance.
- Created "Last Man Standing" Dynamic role.
- Changes to support scouts for lance defs, tuning changes for sprint, and tuning for the scout role.
- Changed move to-hit thresholds from 60/180/300 to 60/140/220.
- Fix an observed case of far away units not sprinting to combat.
- Support Called Shots.
- Removed behavior where AI would sometime charge towards combat when that would overly expose them to weapons fire.
- Created influence factor to try to avoid being where lethal damage could be inflicted on the moving unit.
- Brace less when defensive.
- Support multi-targeting.
- Targeting: pass in more targetLocations and targetIsEvasive flags to allow us to calculate expected damage in case the AI decides to sprint.
- Test for hostiles behind me when we would choose to brace.
- Do not reserve if hostile units could attack us from behind.
- Substantial rewrite of sprint vs regular move influence map calculation engine.
- Clean up influence map calculations for units far away from combat.
- Made influence factors have a "regular" and a "sprint" weight.

## Miscellaneous

- Set a tiny visibility range for when a 'Mech is shut down, so the player can see incoming weapons fire against the shut down 'Mech.
- VFX tweaking for default AC/10/20's to have that nice big chunky tank cannon effect.
- Added a delay to firing small weapons after melee.
- Jump sequence timing adjustments.
- Attempting to further harden against the fastest clickers in the world.

## Bugfixes

- Fixed Pilot.MaxTargets so that it returns 3 if you have the MultiTargeting ability, and 1 otherwise.
- Fixed weird toasts when mechs fall down.
- Bresenham line test - don't check at every step!!! Just check the beginning and the end of the line. Should save about a third of our processing time from Bresenham lines!
- Fixed a bug where right leg damage was never factored into movement, and left leg damage was factored twice.
- Make sure that when Mechs restart, they always sink heat to the correct level
- Make sure the final attack in a mission plays out before we show "mission complete" dialog, so players can appreciate their victory.
- Make sure overheating mechs only do the shutdown step if they haven't shut down already.
- Made Mech variant display in the targeting computer.
- Fixed the location displayed for called shots.
- Fixed incorrect values being shown on damage floaties, when target was braced or in cover
- Fixed discrepancy between jump destinations shown and reachable
- Fixed: weapon slots shouldn't show % when hovering on blips
- Fixed bug where using multi-fire deselected all used weapons.
- Fixed rounding errors in UI when displaying percents.
- Fixed up Evasive floaties & descriptions to say Evade instead of Dodge.