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Battlefleet gothic armada 2 manual

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The Battlefleet Gothic: Armada Game Guide offers detailed information on the singleplayer campaign, including descriptions and highlights for main and side quests. It also provides relevant details about the campaign mechanics and available factions. In addition to the campaign guide, this resource includes:

- * A comprehensive description of all available units, with evaluations and comparisons within class and nation
- * Information on modifying abilities and ship evaluation in combat
- * Explanation of base equipment modification mechanics
- * "General Advice" chapter containing crucial information for operating in the Gothic Sector

Furthermore, the guide covers all game modes within the campaign and outside it, as well as provides advice on choosing the right units for specific missions. Key features of the Battlefleet Gothic: Armada Game Guide include:

- * Comprehensive guide to all game mechanics
- * Highlighted mission types within the campaign and beyond
- * Complete list of available units across all factions
- * Evaluation and comparison of unit efficiency within each class
- * Detailed information on ship's workshop, weapon evaluation, and mods for each faction

The guide is written by Lukasz Wisniewski (www.gamepressure.com) and is not associated with or endorsed by Focus Home Interactive or Tindalos Interactive. To conquer multiple Sectors in the game, each consisting of various Systems with distinct planets and connection paths, a player must strategically attack and defend using multiple fleets with unique capabilities and limitations.

NON-CRITICAL BONUS OBJECTIVES: Optional secondary objectives, such as Data Recovery, Assassination, Convoy Escort, Blockade, and Siege, now provide additional rewards. Completing these tasks can offer bonus resources, improved faction standings, increased movement points for fleet ships, reduced system evolution costs, or special favors against Chaos Gods.

MULTIPLE FLEETS: In this updated game mode, players control multiple fleets of ships, each with its own Commander, Flagship, and Fleet designation. Fleets have specific strength limits but can be combined for battles, allowing up to three fleets per engagement. Reserve ships from inactive fleets can warp in during battle to supplement active fleet capacity.

STANCES: The original Special Orders have been replaced by permanent Stances, providing long-term effects until changed or deck damaged/destroyed. These stances enable players to adapt their tactics and gameplay strategies throughout the campaign sector map battles. New game mechanics introduced to enhance gameplay experience. Stance cooldown time now reflects switching between ship stances during fleet setup, allowing for more strategic planning.

STEALTH NERF/DETECTION BOOST: Stealth capabilities limited to Escort and Light Cruisers; all Escorts granted new Sensor Pulse ability to detect and mark stealthed ships, rendering them undetectable for 45 seconds. Escort ships repositioned as forward scouts, providing valuable reconnaissance.

KILLABLE CREWS: Ship crews can now be killed, with crew Stage Size determining total crew complement. Ships suffer debuffs based on lost crew, with permanent damage occurring at various stage thresholds: complete crew loss renders ship inoperable. Crew deaths typically occur during enemy Assault actions or as collateral damage from ship strikes.

50% RANGE INCREASE: All weapon and ability ranges increased by 50%, affecting max-range shots and upgrades.

NON-BLOCKING ARMOR: Armor rating now represents a damage-reduction ratio, rather than a flat block chance.

AMMO CAPACITY: Certain abilities have ammo capacity and consumption rates, such as Torpedo skills and fighters, adding a new layer of strategy to gameplay. In BGA2, enemy fleets are now more aggressive as they rip torpedoes off at your ship's initial range to weaken them before engagement. To compensate, Imperial ships have increased damage output and tougher fighter planes that are harder to take down with defense turrets. The upgrade system has been split into three separate systems: Commanders' abilities, crew upgrades within a Fleet, and research Tech Trees for armada-wide upgrades. Each Commander's flagship now holds active abilities, which unlock as they gain experience levels. Basic Crew upgrades have been replaced by passive boosts to ships based on their crew level within a Fleet. Passive skillslots on Commanders affect only their fleet, while Tech Tree upgrades provide upgrade points at Reknown levels. Crew experience levels offer significant bonuses, such as Bravery +6, Skill Cooldowns -15%, Weapons fire rate +15%, and Warp Risks -30%. The economy has been enhanced in campaigns, where resources are spent on ships and upgrades, and only certain planets give income. Each active ship has an upkeep cost, requiring careful balance between fleet strength and affordability. Shipyards have been introduced, which must "front-load" their construction capacity to build ships. Construction Points increase with each size classification, making it necessary to find large systems with multiple planet shipyards to build larger ships. Ships no longer recover from damage instantly between turns, and extra resources cannot be spent to repair them quickly on higher difficulties. Hull strength, crew count, and system boosts play a significant role in determining how much damage a ship can withstand. Additionally, destroyed subsystems can persist for several turns, adding to the challenge. Furthermore, fully destroyed ships are gone, leaving commanders with limited options to replace them. Commander safety also varies greatly between campaigns and PvP battles. In campaigns, losing a primary storyline commander's flagship to Mutiny results in instant defeat, whereas in PvP battles, there is more flexibility. The key difference lies in campaign longevity and the need for long-term strategy, whereas in PvP, ships can be sacrificed if necessary. RAIDS pose an additional threat as systems can be attacked by random raids, especially from high-threat factions. Certain planets may increase the likelihood of a raid. RAIDS have a countdown timer and will always capture undefended systems. A battleplan or 5-unit expenditure can delay the attack by one turn or cancel it entirely. The Campaigns now feature a time limit divided into Objectives and Urgency. Multiple Objectives are present throughout each campaign, with an increasing Urgency meter that resets upon completion. Filling the meter instantly results in game loss after roughly 20 turns of non-completion. Therefore, careful planning of tactics and economy is crucial to avoid defeat. The use of ships can be optimized in various ways to reduce unnecessary expenses. Additionally, the Urgency Meter can be lowered by spending Battleplans resources. Other important game mechanics specific to the Campaigns include: Different defense strategies are employed by NPC-controlled systems compared to your own. For instance, NPCs can construct Space Stations in certain systems that would normally be inaccessible due to planet type limitations. Enemy Minefields also have different effects on fleet attacks, requiring a maximum of two fleets to launch an attack, whereas your own minefields delay enemy attacks by one turn. Furthermore, enemy forces can rapidly repair their fleets compared to you. Faction-specific planets have unique effects on gameplay. For example, holding an Agri World in the Imperium reduces resource costs for upgrading planets, while Chaos-held Agri Worlds decrease the Bravery of Imperial ship crews. It is crucial to double-check the planet's effect before upgrading, as some factions gain more benefits from certain planet types than others.