UFO and crew diversity, v.1.4.1

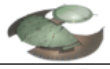
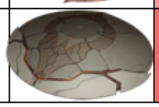
This mod adds a large variety to gameplay due to the random generation of UFO and alien crew. Features is similar to inspired me original mod “Dynamic UFOs”, but closer to original gameplay, have more wide variations and alternative tweaks.

Also this mod fully supports two new UFO (Assaultlander and Dreadnought) from great mod "Furies, Terror, and Dreadnoughts Oh My".

Features (in additional to original mods):

Geoscape

1. Additional missions available for most UFO type according its xenopedia profiles. New UFOs mixed with other, not replace it. Summary info in attached picture.

UFO type	Picture	Hit points	Speed	Spawn time from	Available mission								
					Air Superiority	Base Attack	Bombing run	Construction	Ground Attack	Research	Scout	Supply	Terror
Lightscout		350	1 400	0						+	+		
Scout		900	2 000	50						+	+	new	
Corvette		1 700	1 400	150		+		+	+	+	new	+	+
Bomber		1 700	1 400	200			+						
Landingship		2 300	1 800	300		+		+	+	+		+	+
Cruiser		3 000	2 400	400		new		new	+	+		new	+
Assaultlander		4 000	4 000	450		new							new
Strikecruiser		4 300	2 400	450			+						
Carrier		4 000	2 800	550		+		+	+	+		new	new
Battleship		7 000	3 300	600		new	new		+				+
Dreadnought		10 000	4 800	650		new	new						new

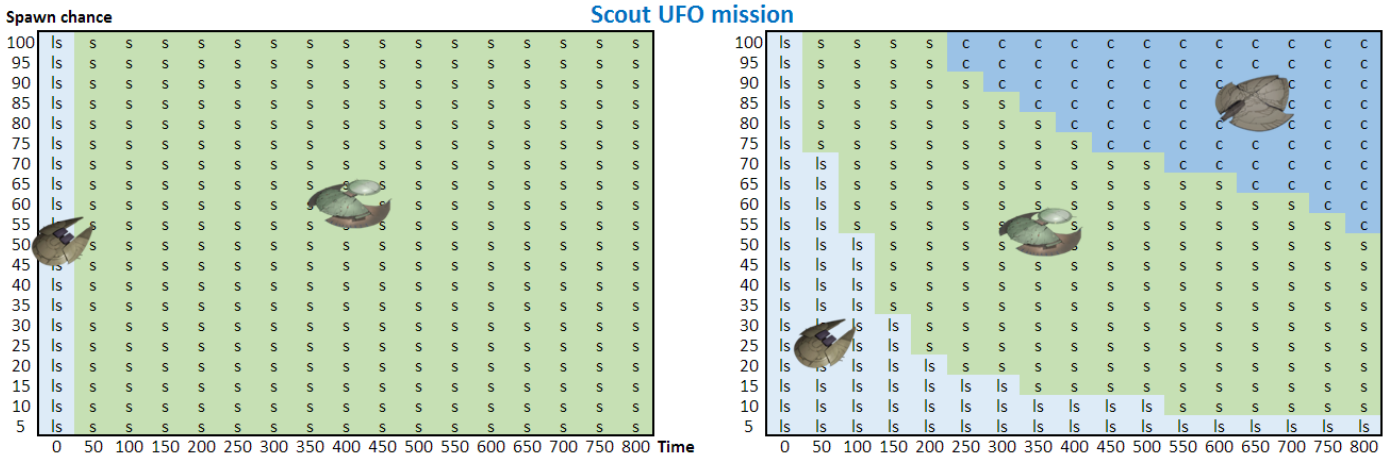
Fighter		150	1 800	50	+								
Heavyfighter		350	2 800	250	+								
Interceptor		500	3 800	500	+								

2. Progress are more predicate. Advanced UFOs can visit to Earth early than vanilla Xenonauts, but no so early than in Dynamic UFOs. More advanced UFO replacing small types gradually. Over time big UFO just increasing spawn chance. However small UFO still be spawn in late game with low chance, mostly in non-combat missions.

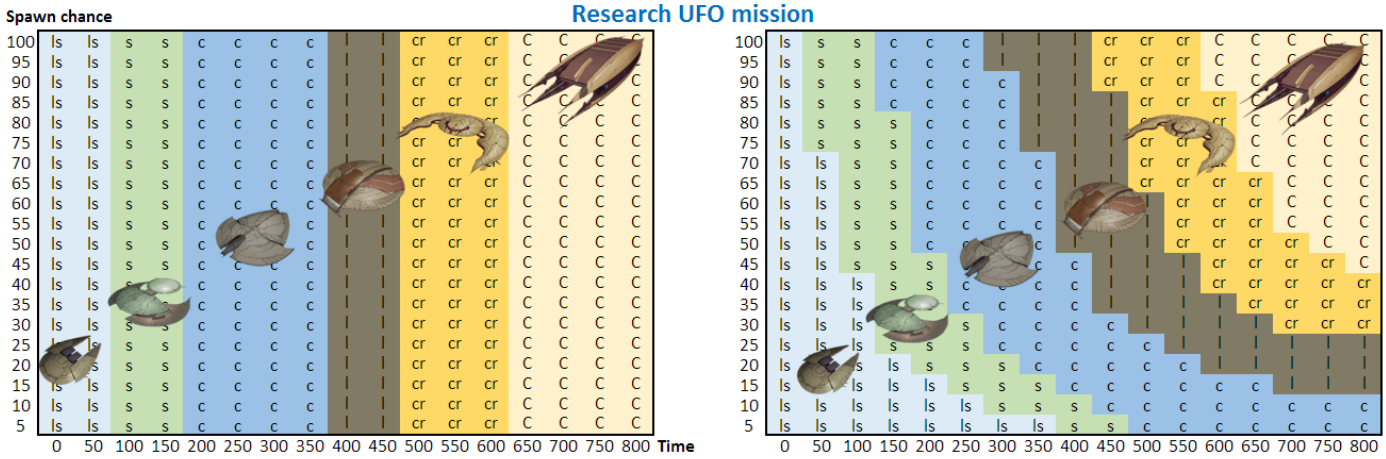
Original Xenonauts

UFO and crew diversity mod

Scout UFO mission



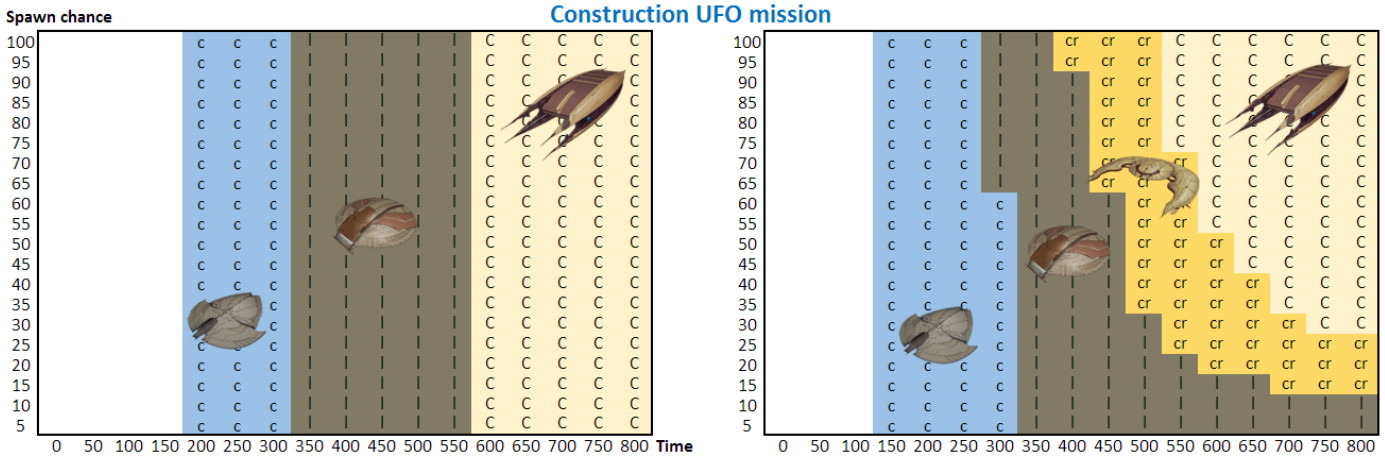
Research UFO mission



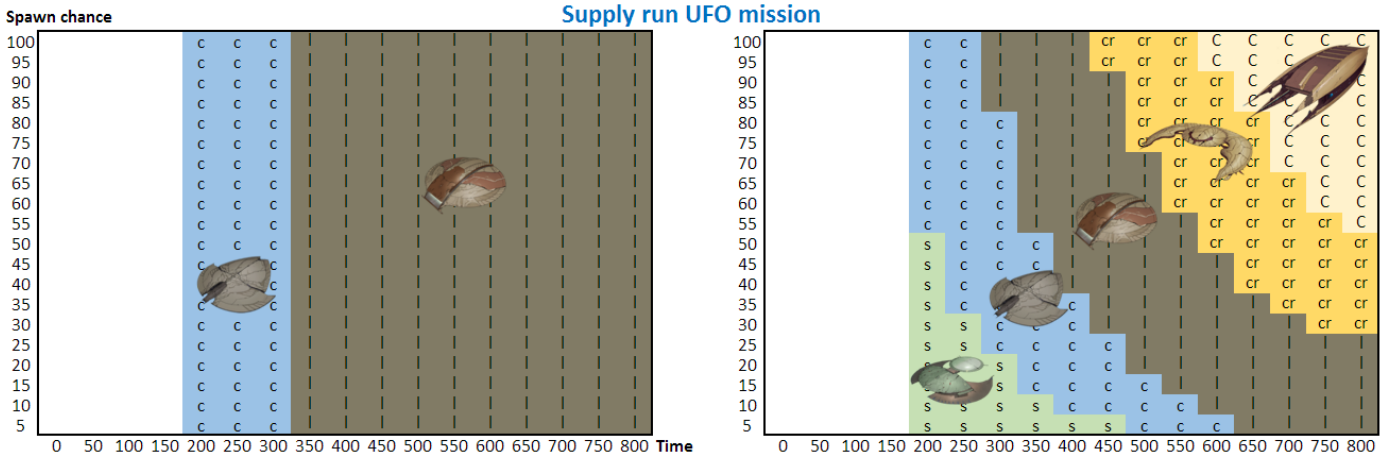
Original Xenonauts

UFO and crew diversity mod

Construction UFO mission



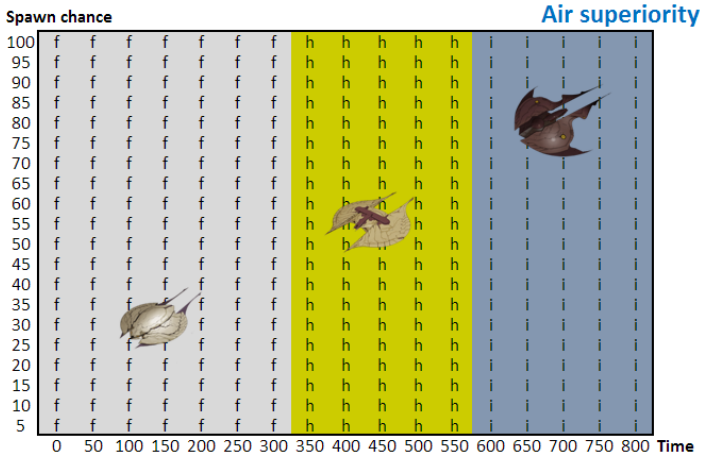
Supply run UFO mission

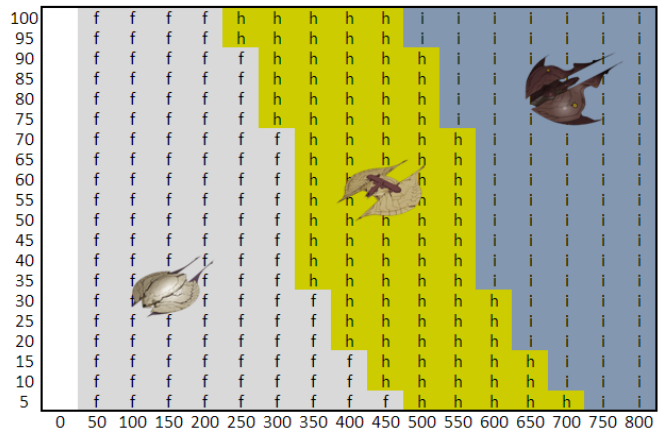


Original Xenonauts

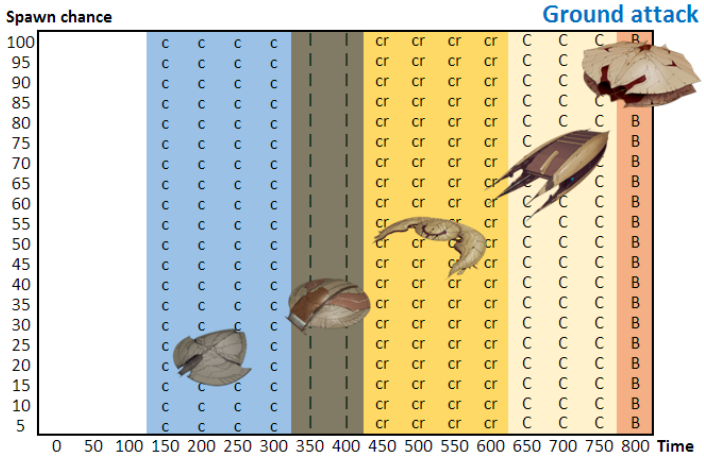
UFO and crew diversity mod

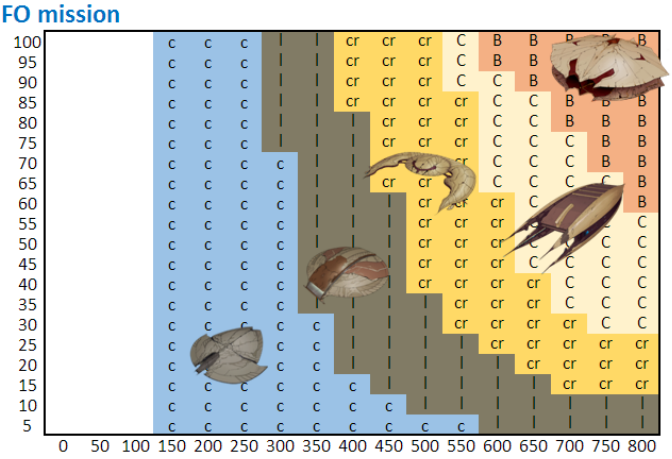
Air superiority UFO mission





Ground attack UFO mission

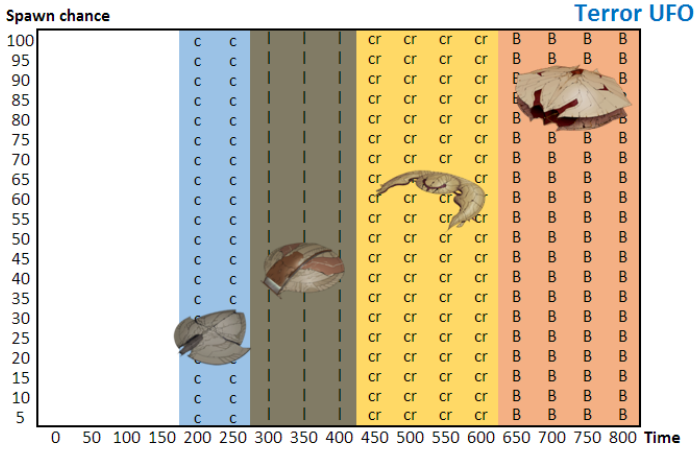


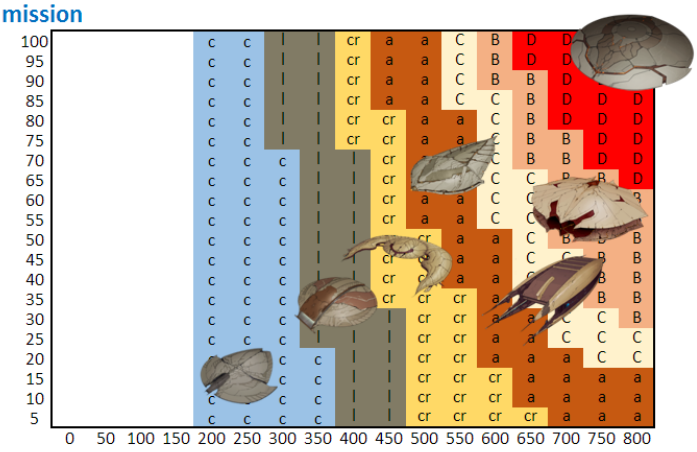


Original Xenonauts

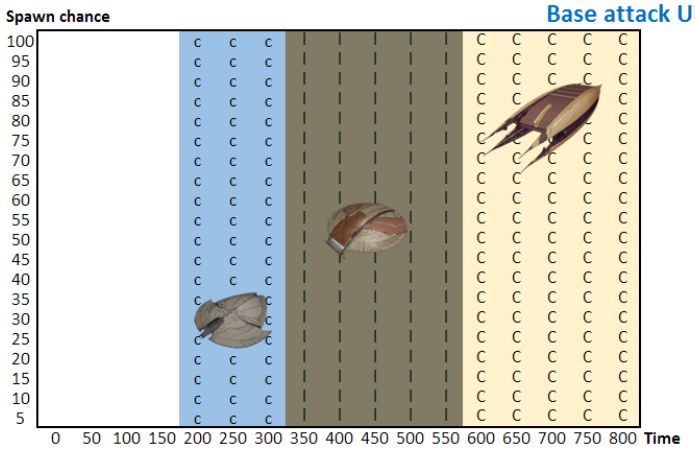
UFO and crew diversity mod

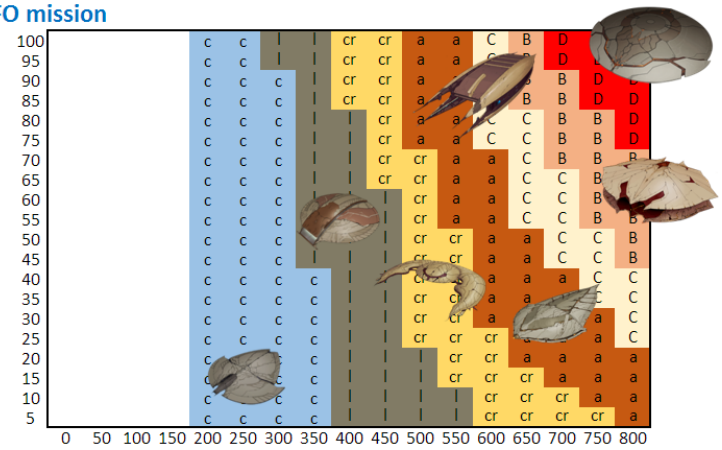
Terror UFO mission



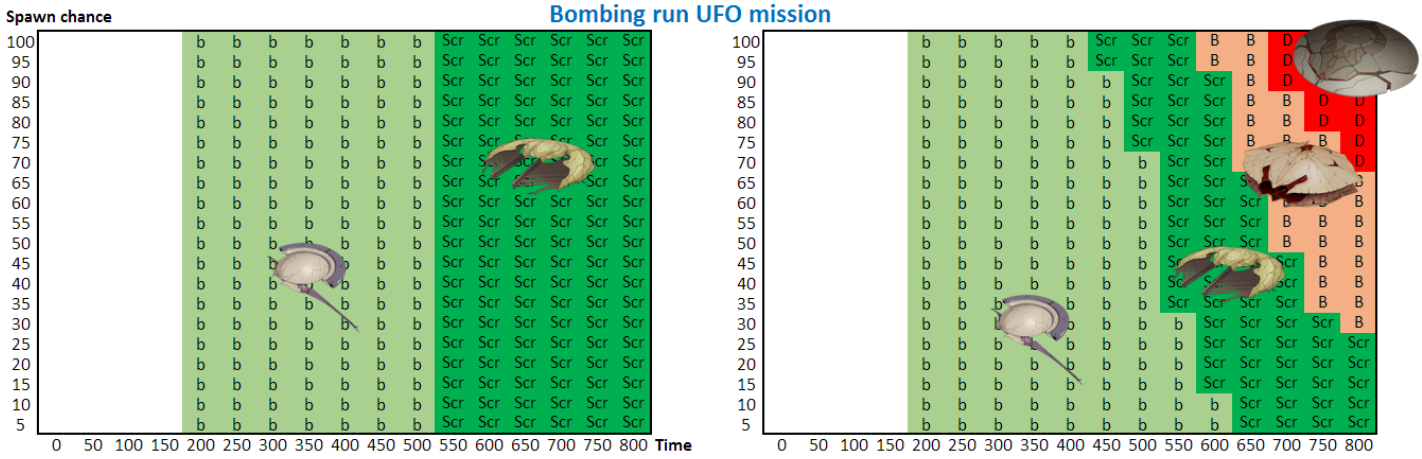


Base attack UFO mission





Original Xenonauts | UFO and crew diversity mod



3. Special missions like bombing run and alien base construction now is occurring more often. Details about tweaks in table below.

Mission type

	Air Superiority		Base Attack		Bombing run		Construction		Ground Attack		Research		Scout		Supply		Terror	
	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod	Orig	Mod
Ticker (time)	20	50	200	200	200	200	250	150	150	150	0	0	4	0	200	200	200	200
Chance	150	100	100	80	20	50	60	80	80	100	80	100	200	100	60	80	20	50
Escort chance	500	1000	500	500	250	500	500	500	500	250	0	0	0	0	0	0	500	500
Once per wave	true	false	true	true	true	false	true	true	false	false	false	false	true	false	false	false	true	false
Landing chance											10	15		10				

Orig - Original Xenonauts
Mod - UFO and crew diversity

Ground Combat

1. Crew depends of UFO mission type.

	UFO mission types					
	Research	Scout / Supply run	Construction	Bombing run / Ground Attack	Base Attack	Terror
Overall crew size	normal	small	large	normal	normal	large
Non-combatant and low-level troops	many	few	many	few	none	none
High-level troops	few	few	normal	normal	many	many
Drones	few	few	normal	few	normal	many
Behaviour of crew in ground combat	defensive	normal	normal	aggressive	aggressive	aggressive

2. There is a random chance to decrease or increase UFO crew sizes and alien bases staff within approximately +/-30%. Also, alien behavior can be variated. For example, in a ground combat can be 2 aggressive aliens outside UFO and 5 aliens defending UFO from inside. But in next exactly the same mission, it can be opposite situation.

3. Adjusting aliens, which can be spawn together. It gives an opportunity to feel the specifics of each race, not turning the game into a jumble.

	Main races		
	caesans	sebillians	andron
Aliens in crew	caesans	sebillians	andron
	-	low-level harridans	harridans
	-	reapers	-
	wraiths	-	-
	drones	-	drones

4. Drones encounter much more frequently – in UFO, alien bases and even at Xenonauts base attack! Lightdrones can be defenders of the UFO (inside and outside it). Light- and mediumdrones remains even in advanced UFO.

5. Wraiths appears little early and more numerous. Enable in game new aliens - Wraith_Soldier and Wraith_Officer (with cool green mask).

6. Harridans now try to stay in open air, where they can use its ability to fly.

7. Little more officers and leaders. Also now they participate in main combat, not only waiting in command room.

8. Alien bases have more low-level residents (non-combatants, psions, guards).

9. All alien crew are slightly temper aliens with previous variants of equipment (guards, soldiers, warriors).

10. Dreadnoughts contains only elite troops.

11. Rebalanced survivality of alien after UFO crash. Chance of powercore explode after UFO shutdown increased from 20 to 33%. Chance of alien death after core explode now is 33% and if core don't explode - 10% (was before 25% both).

Changelog

v1.4.1 – Small fix (airplane.alien.battleship.andron.xml)

v1.4 – Fully rebalanced Ground combat part.

v1.3 – Fully rebalanced Geoscape part.

v1.2, v1.1 – Minor tweaks

Installation

1. Install Xenonauts: Community Edition http://steamcommunity.com/sharedfiles/filedetails/?id=524885857 or http://www.goldhawkinteractive.com/forums/showthread.php/11882-What-is-Xenonauts-Community-Edition-how-do-I-get-it
2. Install and activate in the modloader «Furies, Terror, and Dreadnoughts Oh My». Available at modpack of Xenonauts: Community Edition
3. Optional, recommended. Install and activate mod «Dynamic UFOs». Available at http://steamcommunity.com/sharedfiles/filedetails/?id=335071893 or http://www.goldhawkinteractive.com/forums/showthread.php/10908-v1-06-X-CE-v0-21-Dynamic-UFO-Spawns-%28v1-0%29
4. Install and activate this mod "UFO and crew diversity». Place it on top in the mod list.
5. Run Xenonauts and have fun

Authors of original mods:

1. «Dynamic UFOs» - kabill.
2. «Furies, Terror, and Dreadnoughts Oh My» - SkaianDestiny, Kabill, Dpelectric, Langy, Ilunak.