



v.1.4.1 Update

!!Warning!!

While operations continue unimpeded, ships continue to go missing without recorded cause - All fleets are to report any unusual encounters to their sector commander immediately. This information is vital, however it is left to the discretion of all ship commanders to decide whether to retreat for report or engage. Good hunting.

ADDITIONS

Barrel Roll – Players are now able to control the side-to-side rolling of their ships, allowing them to bring additional weapons to bear to meet a situation (such as rolling away weapons still recharging or when two ships maneuver over/under one another during collision avoidance.

Barrel Roll Hotkeys – [(roll left) and] (roll right) The stop (s) hotkey will halt mid-progress.

Pursuit Mode – Players can now tell a selected ship to pursue their target. This is handy for when a player wants to sic their fleet at a specific target, but want to devote their attention elsewhere for a while, or if an enemy ship, particularly ones with destroyed engines, drift off the combat plane and out of weapons range. Once the target is destroyed, ships will return to the combat plane automatically. Pursuit mode can be initiated from the fleet controls (top left) or selected ship controls (underneath the weapons panel.) Selecting a different AI stance for a ship will break pursuit mode.

Pursuit Mode Hotkeys – F6 (CTRL-F6 for fleet-wide order)

Key Bindings Visible In-Game – Key bindings can be reviewed for reference from the game options screen (either in the main menu or in-game.)

Trade Sector Summary – In the Empire Summary screens (click the Empire budget pie-chart) a new tab on the right will give players a summary of their trade sectors – how they're performing, if they require more freighter ships, etc. As with the other summary lists, players can double-click to leave the summary screen and go directly to view the sector on the Strategy Map.



1.4.1 Appendix to Born of Blood Manual

Cycle Secure Trade Sectors – When in the Strategy Map, players can quickly cycle through their secure Trade Sectors, using CTRL+Tab (or CTRL-SHIFT+Tab to cycle backwards.)

Delete Saved Games – In the Load Game window, players now have the option of deleting a selected saved game. Handy for housekeeping purposes, as players no longer have to manually delete the saved games in the Born of Blood game directory.

AE Auto-fire – Area effect weapons can now be toggled to auto-fire during combat.

AE Auto-fire Hotkeys – A (press again to turn auto-fire off.)

Split Fleet – In the Strategy screen, right-clicking a fleet list will bring up the option to split the fleet up. Handy for splitting up a newly minted selection of exploration ships that players intend to send out in opposite directions.

Star Map Preferences – The most recent star map and (combat) sensors screen settings are now saved with a player's profile for use in later games.

And Now, The Shipping Report;

- The game now has increased bounty for killing freighters.
- Idle freighters now automatically move to a sector when it becomes secure.

