# Teleportation

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The article about the Teleportation (Beam) mechanics of the player-controlled host stations, which is used to move host stations in a level.

(This page is currently under construction!)

## 1 Overview

Teleportation (Beam) is a gameplay mechanics that allows the players to move around their host stations in a level by repositioning them on a visible sector with a secured line-of-sight.

## 2 Mechanics

All player-controlled host stations in the game are equipped with an advanced teleportation module. Which allows them to re-materialise at the other parts of the level, as long as sufficient energy is available. Teleportation allows the instant relocation of the player's host stations to the other locations around the level in a matter of seconds which is quite convenient.

Beam energy is used to teleport the host stations around the level. The energy expenditure for teleportation from Beam Energy battery is directly relative to the magnitude of a beaming distance. The larger the distance, the larger energy will be required to initiate the beam action. It is also worth noting that unlike the player, the AI cannot teleport their host stations, and instead rely on manual movement of their host stations to reposition themselves in the level.

Beaming has several advantages over manually movement. One of the major advantages is the very fact that the beaming process is almost instant compared to normal movement. Most importantly, the cost for teleportation over controlled friendly power stations is completely free of charge, regardless of the actual distances between the player's host stations and the power stations. This means exerting a control of power stations scattered around the level allows a rapid deployment and manoeuvre of the host station, effectively increasing and fortifying the sphere of influence and map control for the faction.

Beaming over a large distance costs a lot of energy (except when beamed on top of the friendly power station sectors). To compensate this, the player can decide to make multiple 'chain' beams over a short distance to cover a large area. This is an energy efficient method to displace a large distance without having to spend too much energy. Such restrictions exist to prevent exploitation of beaming function to always reliably escape a dangerous situation. If the players are forced to perform a small beam over the distance, at least they can be tracked much more easily. This also renders securing a safe beam point around the level even more crucial.

## 3 AI and User Differences

Unlike the player, AI players cannot teleport their host stations. Instead, AI can relocate their host stations by flying around like a normal unit. While this does not cost energy, it has significant drawbacks compared to the instant and more reliable teleportation method.

Host stations are massive entities and their slow movement speeds mean that the moving host stations can be easily tracked by nearby enemies, and while repositioning between two displacement points the AI host stations become even more vulnerable and susceptible to attack since there is no other emergency method to escape volatile situations. AI host stations will also damage and destroy buildings they come across in their path by collision to make room for themselves, and they will also attempt to climb up any elevations in their path. Which acts as a further deterrent to their movement.

## 4 Strategy & Tactics

Coming soon.

## 5 Notes

Coming soon.

## 6 Trivia

Coming soon.