

Update 26 Release Notes Draft (Dev-Branch)

*These release notes are draft and may be **incomplete** or **different** from the final changes in Update 26. Some changes described in these notes have not yet been implemented in the dev branch build.*

New Content

- Crane
 - A heavy mobile Crane used to lift vehicles and very heavy equipment.
- Flatbed Truck
 - A heavy shipping vehicle that's used to transport large objects and light vehicles.
- Freighter
 - A massive shipping vessel that's used to transport large objects and heavy vehicles.
- Shipping Container
 - A container that can carry large quantities of items and can be transported by certain vehicles.
- Production Parts
 - A large crate of parts used to assemble vehicles
- Construction yard
 - An area where certain structures can be built and prepared for shipping.
- Component Mine
 - An old mine that automatically gathers Components.
- Fuel Tanker
 - A truck modified to transport large amounts of Fuel.
- Oil Well
 - An old well that automatically gathers Crude Oil using Fuel.
- Crude Oil
 - Unprocessed oil that can be refined into valuable fuel.
- Salvage
 - Salvage that can be recycled into other resources at a Refinery
- Heavy Explosive Material
 - Resource used for producing heavy explosive weapons.
- 6x New Garrisoned Houses for the new "Village" theme
- 8x New map regions

New Persistent World

- The world has been completely redesigned
- World is one continuous landscape divided into hexagon shaped regions
 - Borders are precise
- Port Bases no longer exist
- Starting conditions (victory towns, starting front line, resource distribution) are completely reconfigurable on a per war basis
- Resource Field and Mine distribution are randomized every war
- Immersive border travel

- Neighbouring region landscape is streamed, allowing you to see the destination area before travelling
- Travelling experience is more seamless, as a blurred in-game view is now shown instead of a separate load screen
- Travel mechanic is more robust, resulting in less bugs and issues when traversing between regions

Unified World Map

- Region and World map have been combined into one continuous unified view
- Worldwide map intelligence is visible from any region
- Pans and zooms like “Google Maps”
- Map features fade in and out dynamically
- Added new map filter for map location names

Gameplay Changes

- Advanced Construction Technology
 - When unlocked in the Tech Tree, enables Construction Vehicles to build all defensive structures, and walls
- Refinery changes
 - Refinery now has a stockpile for holding resources
 - Refinery orders can now be made public, which puts refined materials into the stockpile
 - Refinery can now refine the following resources
 - Salvage to Basic Materials, Diesel, and Explosive Materials
 - Components to Refined Materials
 - Sulfur to Heavy Explosive Material
 - Crude Oil to Petrol
 - Tech Parts to Upgrade/Research Parts
 - All refine speeds and rates have been updated to reflect the new economy
- Production Parts
 - Production Parts must be submitted to the Vehicle Factory or Shipyard in order for certain vehicles to be built (they are a replacement for Blueprints)
 - Production Parts are built at the Construction Yard and must be shipped to a destination via Crane/Shipping vehicle
- Fuel changes
 - Vehicles no longer consume fuel from it's inventory, but have a fuel tank instead
 - Fuel items (Diesel/Petrol) must be equipped and “used” on the vehicle (like a First Aid Kit) in order to refill it's tank
- Resource Field changes
 - Resource fields have new visual designs, layouts, and mechanics
 - Salvage, Component, and Sulfur Nodes all look and work the same way now
 - Fields contains a large quantity of resource nodes
 - Fields eventually deplete and take a significant amount of time to replenish
 - Salvage fields take 80-140 minutes to replenish
 - Other fields take 6-10 hours to replenish

- Contains central structures that displays the amount of remaining resources nodes before replenishment is necessary
- Resource Mine changes
 - Mines are now public structures and not “Factories”
 - Mines now have two fuel tanks (Diesel/Petrol) and will continue to produce resources as long as they are kept fueled
 - Mines are now directly fueled by a Fuel Tanker or by an equipped Fuel item
 - When filled with Petrol, mines produce a higher number of resources per cycle
- Garrisoned House Tiers
 - Garrisoned Houses can now be upgraded through 3 tiers
 - Tier 1 - Reduced armour
 - Tier 2 - Increased armour
 - Tier 3 - Increased armour, fires AT Rifle shots at vehicles
 - Tier 2/3 can only be built if House is connected to a Tier 2/3 Town Base
- Refinery/Factory/Storage Depot/Ammo Factory must now be faction claimed before they can be used
 - Stockpile is decimated by 50% when structure is rebuilt by the other faction
 - Facilities are destroyed when structure is rebuilt by the other faction
- Facilities no longer lose Upgrade Parts when they are destroyed and rebuilt by the same faction
- Drawbridges now have ladders on both sides, enabling water logistics players to activate them during water supply runs
- All bases now use Operating Posts and Radio Facilities
- Operating Post is no longer required for spawning or downloading map intel
- Win Condition
 - To claim a town towards the victory condition, a Civic Center Facility must be built
 - Upgrading town bases to Tier 3 is no longer required
 - If the majority of towns/regions in the world are claimed by one side without the win condition triggering, there will be a chance of an uprising at a town of the dominant faction
 - *This is to prevent one side from pushing the other completely out of the world instead of triggering the win condition*
- All resource gather rates have changed
- Scrap is no longer a resource in the game (it has been replaced by Salvage)
- Storage Depot now has a vehicle wing that can store vehicles
- Blueprint mechanic is no longer in the game (they are replaced by Production Parts)
- Vehicles are now have encumbrance, which means they get a speed bonus if their inventories are empty (Currently only affects Truck, L.U.V., Flatbed Truck, Barge, and Freightler)
- Rocket is now directly fueled by a Fuel Tanker or by an equipped Fuel item
- Tech Center has been removed and the Tech Tree is now accessible from any Town Base

Game Balance

- **Important Note:** *The entire economy has changed, so many changes listed here are not relevant in the context of the game prior to update 26*
- Amount of
- Buildable Structure costs
 - Bunker changed from 120 to 75 Refined Materials
 - Gun Turret changed from 70 Refined Materials to 80 Basic Materials
 - Gun Nest changed from 50 Refined Materials to 100 Basic Materials

- Keep changed from 400 Refined Materials to 300 Basic Materials
 - Town Hall changed from 200 Refined Materials to 200 Basic Materials
 - Outpost changed from 100 Refined Materials to 100 Basic Materials
 - Tank Trap changed from 15 Refined Materials to 25 Basic Materials
- Item Costs
 - All Light Tank and Battle Tank ammo costs have been updated and now require Heavy Explosive Materials
 - All items that previously required Blueprints to produce no longer require them
 - All items that previously required Blueprints to produce have had their costs slightly adjusted to account for this
- Starting conditions
 - Starter town base stockpiles now contain more items than before
 - Starter town Storage Depots start with 10 Trucks each
 - Starter town logistics structure facilities now start built
- Facilities
 - All facility costs for Refineries and Factories have been reduced to 20 Upgrade Parts and no longer increase as each facility is upgraded
 - All Ammo Factory facility costs have been reduced to 25
 - Town Base
 - Small Garrison Facility cost changed to 25 Upgrade Parts
 - Large Garrison Facility cost changed to 50 Upgrade Parts
 - Civic Center cost changed to 25 Upgrade Parts
 - Advanced Mining Facility cost changed to 15 Upgrade Parts
- Water Vehicles
 - Barge speed increased by 25%
 - Landing Ship speed increased by 25%
 - Gunboat speed increased by 25%
- All vehicles that previously required Refined Materials to build at the vehicle factory now require Basic Materials instead (at the same cost)
- Garrison Camp health decreased by 50%
- Garrison Base health increased by 50%
- Town Hall health increased by 50%
- Fortress Wall health increased by 50%
- Bunker health increased by 50% and now fires AT Rifle shots at vehicles
- Damage required to disable a truck has been increased by 50% (making it far more durable)
- Classic Salvage Mines (Upgrade Part) have been removed from the game
- Resource Mines are no longer part of the Tech Tree
- Retrieving items from a Cargo ship is now 100% faster
- Armoured Car, Half-Track, Light Tank, and Battle Tank inventory size reduced by 1 since they no longer require a slot for Fuel
- Soldier Supply production time has been reduced by 33%
- Garrisoned Supplies production time has been reduced by 50%
- Positions of Fort and Metal Wall have been swapped in the Tech Tree
- Armoured Car, Half-Track, Light Tank, and Battle Tank inventory size reduced by 1 since they no longer require a Fuel slot
- Town Base & Fort map intelligence detection radius increased by 50%
- Sulfur now requires a Sledge Hammer to gather
- Storage box cost increased from 25 to 35 and capacity increased from 15 to 25

- Salvage (previously Scrap) encumbrance has been significantly reduced

Other Changes

- Cargo Ship has been renamed to Landing Ship
- Many help tooltips have been updated to reflect the latest changes in the game
- Home regions have been updated to reflect the latest changes in the game

Bug Fixes

- Coming with final release