

R25j - R25m (Latest Version)

General Changes

- **1.02+ R25 is now available as a patch**, meaning the Campaign, Global Conquest, and custom maps are now all compatible with it.
- Fixed a bug that prevented structures from being placed on terrain where a structure had recently been destroyed.
- Fixed an issue that caused the Stasis Shield to ignore garrisoned Hammerhead infantry.
- Improved the fix for the Avatar commandeering technology exploit, preventing multiple Avatars from commandeering the same unit.
- Adjusted the GDI Refinery's geometry to prevent Harvesters from getting stuck inside it.
- Fixed an issue that caused units inside Stasis Shields to be affected by Phase Field when caught within its radius.

- Fixed the Scrin “Beacon Placed” sound so that it now plays the correct audio.
- Fixed a bug that caused drop pods to be unaffected by the Stasis Shield.
- Increased the number of repair drones at Battlebases from 3 to 4.

Skirmish AI Changes

Campaign

- Fully adapted/fixed campaign maps will follow (with map specific fixes).
- Revamp entire General AI behaviour from scratch with compatibility for 1.02+.
- Fix and improve incomplete/incorrect Attack states (Proactive, Reactive & Context Specific).
- Scale Easy, Medium & Hard to a more suitable consistency.

Skirmish

- Recreated Skirmish AI logic from scratch to comply with 1.01/1.02/1.02+ economy changes.
- Improved Personality types with distinct behaviours for each.
- Medium & Hard now have proper scaling in difficulty in relation to Easy and Brutal.
- Brutal retains base game 200% resource modifier.
- Fixed incorrect unit listings, target types for prioritized targets (Engineers, Commandos, Bridges, Husks, Garrisons) for sub factions.
- Improved Budget management definitions.

- Fixed an issue where the AI would crash the game if it made Steel Talons Heavy Harvesters.
- Fixed an issue where reload/dock based aircraft would formation move for some states instead of moving at native speed.
- Fixed cases whereby Opening Moves would request to build units that are not available at certain tech levels.
- Fixed cases whereby certain subfactions would request to build unit(s) in their Opening Moves and Unit Preferences that they do not have access to or do not exist/were cut from the game during development.
- Unit Preferences have been redesigned to be dynamic depending on specific battlefield/match conditions.
- Improved reactivity based on personality type and match conditions.
- AI now garrisons Epic units if idle/free infantry are available.
- AI will make more frequent use of Support Powers.

Global Conquest

- Global Conquest Support for all supported EA maps in 1.02+ has been implemented.
- Special thanks to Desolator Trooper for Global Conquest building map placements.
- 1.02+ Maps added to Global Conquest:
    - Pipeline Problems
    - Barstow Badlands
    - Schlachtfield Stuttgart
    - Tournament Arena
    - Tournament Decision
    - Suburban Slaughterhouse
    - Unfair Advantage

- Arid Remains
- Badlands
- Coastline Chaos
- Crosstown Conflict
- Death Valley
- Dockside Devastation
- Downtown Dustbowl
- Eastern Promises
- End of the Line
- Grasslands Landgrab
- Heaven and Hell
- Missed Opportunity
- Mountains of Madness
- Oasis Onslaught
- Redzone Rampage
- Safety Nest
- Seaport Smackdown
- The Battle for Middle Egypt
- Unsound Investment
- Dry Heat
- Permafrost
- Isthmus of Insanity

R25i

- Fixed an issue causing the Zone Shatterers' Overload Beam to be cancelled if the unit was destroyed at the same time as firing. Video Link

- Fixed a mod-related issue that allowed Motherships to force-fire at the ground from beyond their central point.
- Fixed a mod-related issue causing Stasis Shields to fail to cancel Mothership attacks.
- Fixed an issue causing infantry units, excluding Zone Troopers, to inconsistently auto-acquire targets while inside Hammerheads.
- Fixed an issue with the Hammerhead landing time delay buff. The delay should now remain consistent each time the unit lands or takes off.
- Optimized the script to reduce table lookups, potentially improving overall performance.
- Fixed a crash on Tournament Reef and a desync issue on Hot Sands.
- Adjusted the spawn positions on Toxicity to make it easier to counter early Shadow Team rushes.

R25b - R25h

- Issues to do with map terrain have been fixed.
- Improvements have been made to enhance game stability.
- Fixed an issue affecting how squad experience is counted inside of Hammerheads.
- Fixed an issue causing MCVs to be undeployable when Tiberium Vein Detonation, Catalyst Missile is used on them.
- Added Shockwave Artillery to the crash fix list affecting Sonic Emitters and Shatterers.
- Shatterers dying inside of V35 Ox Transports now appear normal
- Fixed a crash with Shatterers/Sonic Emitters taking damage from objects that dispatch other objects to deal damage.
- Fixed an issue causing Avatars/Purifiers to go rogue when recaptured after Rage Generator.

- Fixed a crash issue caused by the Redeemers Rage Generator and Phase Field on Mechapedes.

Gameplay Changes

- **Hammerhead Garrisons** Video Link - Infantry garrisoned inside Hammerheads can now fire over structures.

  Applies to:
  - Zone Troopers
  - Zone Raiders
  - Missile Squads
  - Riflemen Squads
  - Grenadier Squads
  - Mutant Squads.

Balance Changes

GDI

- Juggernaut / Behemoth - Turret turn speed increased from **40** to **50**.
- Riflemen Squad - Base damage against Disintegrators before researching AP Ammo increased by **10%**.
- Hammerhead - Landing time when picking up infantry reduced. Delay after loading or unloading infantry also reduced.
- Zone Raiders - Anti-air damage reduced from **140** to **120**.
- Grenadier Squad - Attack range increased by **10%** while garrisoned inside a Hammerhead.

Nod

- Avatar / Purifier - Repair rate increased by **15%**.

Scrin

- Gun Walker / Shard Walker - Firing arc reduced from **25°** to **15°**, requiring the unit to align more closely with its target before firing.

Bug Fixes

- Fixed the free infantry exploit affecting all squads in the game. Video Link
- Fixed a squad veterancy issue affecting Mechapedes, Sniper Teams, Black Disciples, and Confessor Leaders.
- Fixed an issue causing MCVs to ignore move commands while packing up.
- Fixed an issue causing EMP'd phased units to retain their phased status and visual effects after the phase timer expired. Video Link
- Fixed the Rage Generator model state persisting beyond the intended six-second duration on units affected by EMP. Video Link
- Fixed an issue preventing the Supersonic Airstrike from damaging aircraft over uneven terrain.
- Fixed an issue causing Firehawks to sometimes fail to bomb after receiving a player-issued force-fire command.
- Fixed an issue causing Sonic Emitters and Shatterers to have their weapon fire canceled when they were destroyed. Video Link
- Fixed an issue causing V35 Ox and Carryall transports to continue providing vision after landing and flying off the map.
- Fixed a Stasis Shield, Temporal Wormhole issue that allowed units caught on the edge of its area of effect to be affected.
- Fixed an issue causing Harvesters to ignore box-selection commands drawn around garrisoned structures. Video Link
- Fixed an issue preventing Nod turrets from respawning after being hit by Tiberium Vein Detonation, Overlord's Wrath, or the Ion Cannon.

- Fixed an issue causing reverse-move bug detection to run on units that had not moved before reversing.
- Fixed an issue causing units to move awkwardly when reversing after attacking and coming to a stop. Video Link
- Fixed an issue causing the Sniper Team spotter to spawn instantly in front of the Barracks.
- Updated the Mechapede to benefit from the rally-point bug fix.
- Desyncs on the maps Unfair Advantage, Dead Eight, Dockside Devastation have been fixed.

Visual / Sound Fixes

- Normalized the Shatterer's sinking rate after destruction to match that of the Slingshot.
- Fixed the decal size of the Shatterer and Zone Shatterer.
- Fixed an issue causing Shredder Turret hubs with the subfaction Quad Turret upgrade to disappear when heavily damaged.
- Fixed the Traveler Engine mesh displayed on Devastator Warships while inside Ion Storms.
- Fixed footstep sounds on several units.
- Fixed an issue causing Firehawk Stratofighter boosters to disappear while climbing hills.

New & Updated Maps

1vs1 Maps

- Tournament Crater - **updated** (Fixed the issue with unit pathing on the top plateau.)

- Tournament Oasis - **updated** (The central blue field now grows slower, starts empty.)
- Sanctuary - **NEW** map

2vs2 Maps

- Californian Mountain - **NEW** map
- Permafrost - **updated** (Spawn locations Fixed)

3v3, 4v4 and FFA maps

- Californian Desert, Californian Desert VIII have been updated.

Previous Versions

R24u

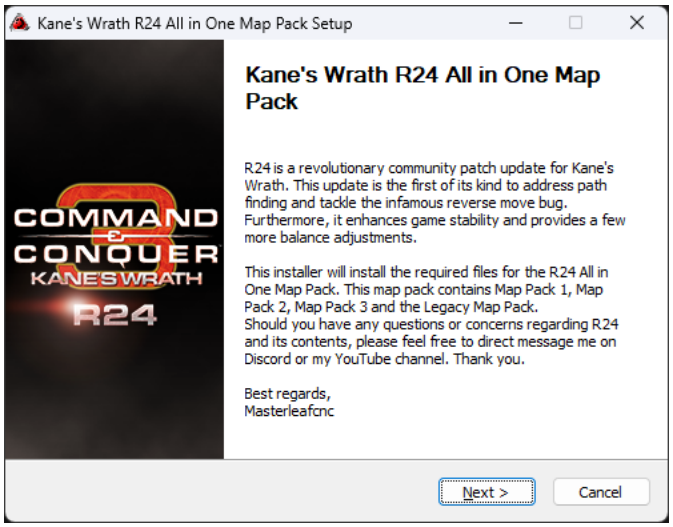
Bug Fixes

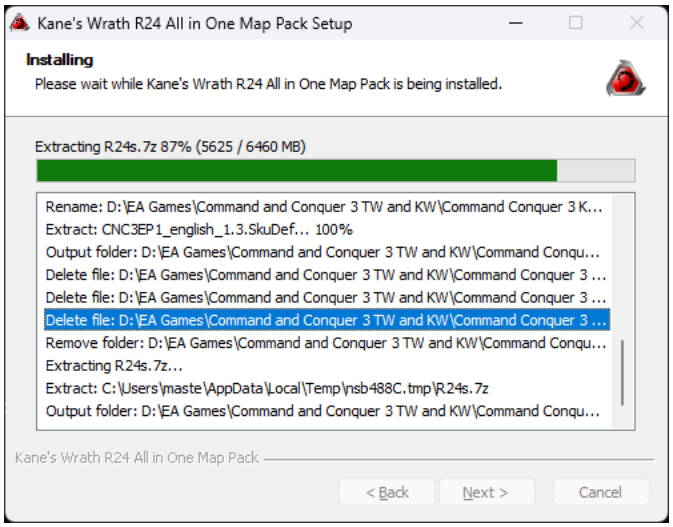
- Fixed an issue causing Black Hand Commandos to stealth within garrisons.
- Fixed an issue causing cyborgs, Nod Tiberium infused infantry to not take damage from Infestation Hives.
- Fixed an issue causing units to go through Stasis Shields while reverse moving. Video Link
- Significant improvements made to the reverse move workaround have been made. Video Link

- Fixed an issue causing Kane Edition Devastator Warship, Planetary Assault Carriers to show the Traveler Engine mesh after being constructed.
- A desync cause has been fixed.
- A crash issue reported by some users from versions R24s to R24t has been fixed.

All in One Installer

- Gone is the need to download and install the four individual R24 map packs. R24 now requires just a single download, and the best part is the size reduction. The total download size has been reduced from **2.5 GB** to just **840 MB**, a staggering 65% decrease.





R24q

Balance Changes

- Shock Trooper hp reduced from **400** to **360**.
- Scrin, Reaper-17 Shock Trooper/Ravager speed increased by **10%~**.
- Storm columns now one shot Firehawks again but no longer deal splash damage to aircraft.
- Infestation Hives are now sellable, hp increased by **10%.**
- Wormhole cost increased from **2000$** to **3500$**.

Bug Fixes

- Traveler Engines are no longer visible on damaged unupgraded Scrin warships, it now also shows when buffed by an Ion Storm.
- Minor audio issues have been fixed.



Reverse Move Fix Improvements

- Doing reverse move commands in quick succession will no longer prevent the reverse move fix from taking place.
- Changes have been made to reduce the likelihood of a desync occurring.

New & Updated Maps

Map Pack 1 (1vs1 maps)

- Infinity Tiberium
- Hot Sands (1v1 version of Dry Heat 2v2 map)
- Abandoned Subway – **updated** (Spawns moved closer to map corners)
- Forgotten Autumn – **updated (**Rotated to 90 degrees and 2nd spike added near blue field)
- The Second Tiberium (1v1 version of Tiberium Desolation 3v3 map)
- Smashed Dustbowl – **updated** (2nd spike moved closer to player, blue field grow rate reduced: **4**s -> **35s**)
- Toxicity – **updated**
- Desert Field – **updated**

Map Pack 2 (2vs2 maps)

- Dry Heat – **updated** (Fixed spawns)

Map Pack 3 (3v3, 4v4 and FFA maps)

- Snowy Dunes
- Tiberium Gardens VI
- Californian Desert – **updated**
- Brazilian Jungle – **updated**
- Californian Desert VIII – **updated**

Legacy Pack

- River Cross – **updated**

R24p

Balance Changes

- Shock Trooper Plasma Disc Launcher upgrade cost increased from **$1000** to **$1500**. Upgrade research time increased from **30s** to **45s.**
- Storm Columns no longer one shots non ceramic armour Firehawks.
- Ravager gun armor increased by **25%.**
- Grenadier damage increased by **10%**, projectile speed increased by **5%.**
- MARV grenade hardpoint damage increased by **10%**

Bug Fixes

- Fixed an issue where many objects had missing death sounds

Reverse Move Fix Improvements

- Units that stop before receiving a move command followed by a reverse move now properly detect reverse bugs.
- Bugged units will stop upon reaching their leader instead of continuing to chase.
- Added a new false-positive detector that prevents units from being flagged for reverse-move bugs when reversing in their current movement direction.
- Units that attack before reverse-moving will no longer be incorrectly flagged as bugging if given another reverse command.
- Fixed an issue where units pending a fix were delayed by units stuck in turn events.
- Fixed units now move 5% faster after correction.
- Improved detection parameters for:
    - Stealth Tank
    - Shatterer
    - APC
    - Pitbull
- Cleaned up group ID tables and improved desync handling

New & Updated Maps

Map Pack 1 (1vs1 maps)

- Tournament Oasis – **updated** (Middle Garrison fix)
- Infinity Island
- Infinity Snow – Infinity Isle Reskin
- Border Zone – **updated**

- Border Snow – BZ Reskin

Map Pack 2 (2vs2 maps)

- Arabia
- Twisted Meadows
- Lost Temple
- Dry Heat – **updated** (GC support & fields grow time rebalance)
- Sarajevo's Blast Site

Map Pack 3 (3v3, 4v4 and FFA maps)

- Tiberium Desolation 3v3
- Californian Desert VIII 4v4
- Californian Desert
- Brazilian Jungle

Legacy Pack

- River Cross

R24m

- Fixed a desync caused by players who played games and then switched to Observer/Commentator.
- Unit anchor assignment improvements. Now checks for a nearby unit in the same group and if none is found, selects a random unit from that group. This prevents units moving towards enemy units if situated at the back of a group.

- Fixed an issue where units that never reverse bugged were incorrectly detected as such.
- Small group selections are no longer aggressively canceled by the reverse move fix.
- Other small tweaks and optimizations have been made to the reverse move workaround.

R24k

- Fixed a desync caused by players switching to maps with a different player count than previously.
- Fixed an issue causing some units such as the GDI Predator Tank to not receive reverse bug fixes on certain maps.

R24j

- ~~Fixed a desync caused by players switching to maps with a different player count than previously.~~
- Fixed an issue in R24 causing harvesters to sometimes follow other units on the map.

R24i

- Fixed an issue causing single unit selections to stop moving.
- Fixed another desync caused by Carryalls leaving the map, resulting in cleanup never happening.
- Fixed an R24 issue which resulted in Dozer Blade Scorpion Tanks having no immunity to mine damage.
- Crane cost has been increased from 1300$ to 1500$.
- Prodigy Area Mind Control max leash range increased from 300 to 350.
- APCs, Raider Buggies, Gunwalkers and Pitbulls have been optimized further for the reverse move fix.
- Fixed Reaper-17 Stormrider taxiing locomotor.

R24h

- Desyncs have finally been fixed. Tested with 8 players to verify the fix.

- Addressed an issue causing units to behave erratically when reverse moved while standing still.

R24g

- Fixed a desync issue caused by Engineer capturing, epic unit garrisoning.
- Fixed a desync issue caused by garrisoning the Eradicator Hexapod with a Mastermind/Prodigy.

R24f

- Fixed an issue causing Sniper Teams and Mutant Marauders to be deleted straight away.
- Fixed an issue causing unit groups leaking if a unit recently came out of a War Factory or barracks.
- Fixed an issue causing unit groups to occasionally not be deleted if destroyed whilst reverse moving.
- Selected unit tables now get deleted from memory if a players unit selection count is 0.
- General cleanup and optimizations.
- The installer now properly ensures old patches files are cleaned up and that the game closes properly before installation.

R24e

- Fixed a desync issue caused by squad based infantry not properly cleaning up after being destroyed.
- Improved reverse move behavior: units that hadn’t attempted to move after the last unit in the group is checked will now function correctly.
- Fixed an issue where reverse move groups did not clear properly when issuing a new reverse move command to a group already reversing.
- Units affected by the reverse move bug will now correctly stop in place if all units in the group are impacted.
- General cleanup and optimizations.
- The MARV no longer will exhibit strange turn behaviour.

R24d

- Fixed a desync issue caused a typo made in R24c.

R24c

- Fixed a desync issue caused by the MCV and Rig ReplaceSelf code deleting the unit before Lua can clean up.
- Fixed an issue causing Harvesters to attempt reverse bug detection while waiting to dock, caused by an uninitialized table.
- Added additional safety checks for unit anchors to ensure a nil value can never be used as a candidate (likely desync or crash cause).
- Additional clean up done to the reverse move script.

R24b

- Units that are not moving or Harvesters that are docking will no longer attempt reverse bug detection.
- Seeker reverse bug detection sensitivity increased.
- The Fuel Depot on the map “Discovery” now explodes for 9000 grenade damage.
- Target Adjustments for AI usage of Stasis shield / Temporal Wormhole, Shockwave & Orbital Strike
- The bridges now work properly on the “Arctic Circle”.
- The maps “Tournament Island II” and “Islands Temple” have been moved from the Legacy map pack to the 1vs1 map pack.
- Script date set in Command Post to prevent one player having a different version of the file, triggering a desync.

R24

- Reverse move bugging is now detected, affected units will automatically path toward another unit in the group. A modest speed boost is applied to affected units for 1.5s as they are being fixed.
- Stormriders now deal 25% additional damage against Mechapedes.

- Prodigy AOE Mind Control max cast range has been reduced from 400 to 300.
- Drone Ships can now crush Motherships again, formation preview fixed (R23 issue).
- Kane Edition Stormriders now show the correct damaged skin.
- An exploit involving the EMP Control Center has been fixed.
- Temporal Wormhole fire rate reduction reduced from 50% to 40%.
- Improvements have been implemented to enhance overall game stability and minimize the risk of crashes.
- Unit abilities and Support Powers for Skirmish AI that haven't been implemented since Tiberium Wars have been added for Ai use.
- Titan geometry has been reduced slightly to fix a repeating error.
- The maps **Satellite Siege**, **Tournament Island**, **Island's Temple**, **Divide and Conquer** have been updated.
- **New Maps by DesolatorTrooper:**
    - **2v2:** Dry Heat
    - **2v2:** Tiberium Freezes Over
    - **2v2:** Arctic Circle
    - **2v2:** South Pacific
- **New Map by Aquatech:**
    - **1v1:** Discovery

R23x

- Mammoth Tank rockets now deal 300 damage vs all targets.
- Laser Scorpion Tanks now deal 10% less damage against Scorpion Tanks.
- Signature generator ability duration increased from 20s to 60s, cooldown increased from 1s to 60s. false positives doubled, radius doubled.
- Nod/BH/MoK Rocket Squad decoys no longer deal full damage sometimes.
- Temporal Wormhole duration reduced from 30s to 25s.
- Mechapede target priorities reverted to vanilla.
- Cannon damage taken by Ravagers reduced by 50%, Gun damage taken increased by 50%.
- Ravagers can no longer use Tiberium Agitation on other Ravagers.

- Ravager Tiberium Agitation damage vs Reaper Tripods, Devourer Tanks reduced by 50%.
- T59 Shock Trooper speed decreased by 15% 76.5 -> 65.
- Infestation hive hp increased by 50% 1000 -> 1500.
- Stasis Shield no longer tints phased units for a longer than expected duration.
- A new map made by UnderworldFox “Tournament Eclipse” has been added to the 1v1 map pack.
- Ranked support added for when Shatabrick returns.

R23h

See launch video here: Video Link

- Tiberium type detection while harvesting has been improved significantly. Video Link
- Ceramic Armor Hammerheads no longer show an extra model while dying.
- Nod factions Commando target selection changed to match the GDI Commando.
- Husks now play a notification to the owner of the player whose husk has been captured.
- An exploit resulting in Tiberium Crystals being harvestable indefinitely without depleting value has been fixed.
- **Bluezone Rampage:** Fixed an issue causing the bottom-left player to have vision in the top-left corner.
- **Sands of Time (1v1):** Updated by *DesolatorTrooper*.
- **New Maps by DesolatorTrooper:**
    - **1v1:** *Into the Void*
    - **2v2:** *Divide and Conquer*
    - **1v1:** Fords of Isen (added to legacy pack)

R23f

- Husks will no longer play the sound “Unit Lost” when captured.
- Avatar and Purifier husks will no longer become uncapturable for enemies.
- Cyborgs no longer take Tiberium exposure from Blue Tiberium.

- The map Dried Strait will no longer crash (applies to new R23f downloads only).
- **If you are experiencing desyncs on this version it is recommended to download and install the Legacy Map Pack: https://drive.google.com/file/d/17lE1OH3xjeKmPTTbzguZcRPTjfbK-wZf/view?usp=drive_link**

R23e

- A crash caused by capturing husks has been fixed. Video: https://youtu.be/fg4lEkjFOwI
- A crash caused by garrisoning Hammerheads and Behemoths has been fixed.
- Husks will no longer exhibit a bug where they appear uncapturable.

R23d

- Locomotors are no longer vanilla locomotors (R23 issue).

R23c

- Zone Raiders can now kill friendly husks.
- Flame pilot fx is no longer visible on Nod stealthed Avatars to enemy players.
- A mod specific bug causing Mechapedes to be unaffected by rage has been fixed.
- Enemy Multiplayer Beacons can no longer block structure placement.
- Mechapede stealth detection range increased from 100 to 125.
- Redeemer Tiberium Trooper damage vs structures, husks increased from 100 to 125 per shot. Damage vs husks increased a further 300%.
- A bug, exploit involving GDI faction refineries has been fixed. Video: https://www.youtube.com/watch?v=HRStmMIen38
- Shard Photon Cannon damage scaler vs infantry increased from 50% to 75%.
- Nod Avatar stealth detection spotlight now displays properly.
- An issue causing certain maps to appear pink in R23 has been fixed.
- More unnecessary code removed.
- An option has been added in the installer to Show/Hide the official 1.02 EA maps from view, credit goes to mo0nlight.
- The 1v1 map “Tiers of Sorrow” has been updated by DesolatorTrooper.

- The 2v2 map “Disdain” has been updated by Aquatech.

R23b

- A desync caused by garrisoning Rocket Squads into the Redeemer has been fixed.
- ~~Players can no longer force fire an object to permanently deploy Specter Artillery and Juggernauts.~~
- Forcefields will no longer visually disappear at the edge of the screen.
- The maps Sands of Time, Bluezone Rampage, Bordertown Showdown have been fixed in this version, credit to Aquatech for that.

R23a

- The game should no longer exhibit frame drops whilst selecting Juggernauts, Specter Artillery or Beam Cannons, performance improved significantly.
- Juggernauts, really damaged Specters now stealth again with Disruption Towers, Vertigo Disruption Pods (R23 issue).
- Stealth Tanks and Specter artillery can now be stealthed using the Cloaking Field support power (useful for when really damaged).
- The maps Wicked Ways, Bluezone Rampage, Bordertown Showdown, Desolated Resistance and Sands of Time have been updated by DesolatorTrooper.

General Changes (R23 Release)

- Crane cost reduced from 1500$ to 1300$.
- Repair drone speed reduced from 100 to 75 (as it was in vanilla).
- Outpost unpack duration decreased from 20s to 15s. Outpost speed increased by 10%.
- EVA commands for all infantry squads should work properly now.
- Unwanted AI code removed from all missile and rocket squads.
- Tweaks made to reduce the chance of desyncs occurring vs AI skirmish online.
- Harvester locomotor turn radius increased from 15 to 25.
- A shader provided by theHostileNegotiator to restore Tiberium Wars muzzle flash fx and Scrin plasma disc launcher fx has been included.
- New maps made by DesolatorTrooper have been added:

1vs1 Maps

- Deadweight
- Wicked Ways
- Sands of time

2vs2 Maps

- BlueZone Rampage
- Permafrost

3v3/4v4 Maps

- Bordertown Showdown
- Bordertown Beatdown Redux
- Desolated Resistance

- The maps “Southland Shores”, “Purification Point”, “Maverick”, “Hell Bastion” and “Jade Gauntlet” have been updated by Aquatech.

GDI (R23 Release)

- Fixed shatterers being unable to kill allied husks.
- Fixed Juggernauts and Behemoths randomly un deploying while using force fire.
- Increased the cooldown of Adaptive Armour from 10s to 15s so that players may have the opportunity to EMP enemy units once the effect wears off.
- The MARV now benefits from AP Ammo, increasing attack damage from 35 to 43 per shot (a 25% increase). Video: https://youtu.be/FliviegDRvI
- MARV grenade launcher damage vs structures increased by 25%.
- The MARV Zone Trooper turret while railgun accelerated and grenadier turret now rotate towards the enemy whilst engaged.
- MARV sniper range increased from 450 to 470, reload time reduced by 10%.
- Railgun Accelerated Guardian Cannons no longer deal bonus damage on top of the RoF bonus.
- Titans now play the predator railgun attack sound while using railgun accelerators (R22 issue).
- The MARV now turns smoothly like in vanilla.

Nod (R23 Release)

- The damage dealt to husks from the Tiberium Trooper Redeemer hardpoint has been increased from 75 to 100.
- Tiberium Trooper damage against structures increased from 20 to 25 (25% increase).
- Fixed Specter Artillery randomly un deploying while using force fire. Video: https://youtu.be/_1s-9OmdYQE
- Reckoners, after given an attack command will now reacquire targets if the target moves out of range.
- Tiberium Trooper Redeemer hardpoint damage to structures increased from 75 to 100.
- The Redeemer now benefits from Charged Particle Beam and Super Charged Particle Beam upgrade, dealing 80 damage per shot. The Super Charged Particle Beam also benefits from a 25% bonus against vehicles. Video: https://youtu.be/h2K14Hf8g44
- Redeemer rocket garrison damage against vehicles and structures increased by 35%.
- CRUSH damage now applies normally to Cyborg infantry.
- The Specter Artillery should no longer un deploy after firing once using its bombard beacon special ability.

Scrin (R23 Release)

- Cultist capture range reduced from 250 to 235 (6% reduction).
- Players can no longer abuse an exploit to get multiple Cultist mind controls from a singular squad.
- Infestation hive hp increased by 60%, rocket armor doubled, survivability against gun damage decreased by 50% compared to the pre hp buff.
- Infestation hive cost increased from 800$ to 1000$.
- Infestation hive weapons now activate when any unit enters a Tiberium field.
- Infestation hives can no longer be sold but spawn a buzzer when destroyed.
- The Eradicator Hexapod attack animation will only play while using its main weapon.
- Shock Trooper speed increased by 10% (Advanced Articulators unaffected).
- Ravager speed increased by 10% (Advanced Articulators unaffected).
- Mastermind/Prodigy garrisons now scale for a cooldown reduction.
    1 Mastermind provides a 30s cooldown.
    2 Masterminds provides a 17s cooldown.

3 Masterminds provides a 10s cooldown.
    - Video: https://youtu.be/1RI0LLSKfx8

Neutral (R23 Release)

- Viceroid veterancy added.



R22j

- **(02/03/2025) - Official patch 1.03 support added.**
- V-35 Ox and Carryall height above ground decreased from 140 to 130.
- V-35 Ox turn radius increased from 50 to 75.
- EMP teleport exploit fix now works with the EMP Control Center.
- Fixed a crash issue caused by Mechapedes that are EMP'd (R22 issue).
- Fixed a crash/desync issue caused by Juggernauts being targeted by a Rift Superweapon (R22 issue).
- The Marked of Kane skirmish AI can now use EMP abilities of The Awakened and The Enlightened.

R22h

- Reaper Tripods now shoot the correct amount of charged shots (R22g issue).
- Summernight City now spawns a cloud and lightning fx on the Tiberium Field that spawns after the Tiberium Silo is destroyed.
- The Oil Depots on Tournament Crater now deal 9000 grenade damage in a 200 radius when destroyed (comparable to Tiberium Vapor Bomb).

- Plains of Ida now displays correctly on all GPU vendors, map lighting adjusted, Tiberium Spike added per player.
- The Repair Drones support power of the Scrin no longer counts as a production queue (R22g issue).
- Venoms no longer will un-stealth when given an attack command before its weapon fires.
- The Technology Assembler when playing with -95% handicap will research upgrades at the correct speed.
- Map pack size reduced by 15%.

R22g

- The Tiberium Silo neutral structure now gives 1.5k resources instead of 5k when captured. The build radius has been removed from it. No longer rewards XP. Vision radius doubled. Health doubled. Now revealed by Tiberium Vibration Scan.
- Cyborgs now take damage from Infestation Hives.
- Scrin Repair Drones no longer transmit the Catalyst Cannon effect of the Mothership.
- The Spectre beacons now un-stealth while being used.
- Specter bombard ability un deploy time reduced from 5s to 4.5s.
- Infantry will no longer be able to reveal stealthed aircraft besides Zone Troopers with Scanner Packs researched.
- Reckoners can no longer crush while deployed, infantry will now evacuate a deployed Reckoner if mind controlled.
- Marked of Kane Tiberium Infusion now works across all Nod factions.
- Hexapod recycler system now rewards 10% of a units value instead of 15%.
- The Mothership now functions correctly with right click attack commands.
- Units that are EMP’d can no longer crush enemy units.
- Overlords Wrath Tiberium Field now regrows for 5 minutes (as intended) instead of permanently.
- Tiberium Trooper Redeemer hardpoint range increased from 275 to 300.
- Scrin/T59/R-17 Vehicles that are EMP’d can no longer be teleported by a Mastermind or Prodigy.
- T-59 Shock Trooper Blink cooldown increased from 10s to 15s to match Scrin/R-17.
- A mod issue causing Venoms to not stealth under a Disruption Tower that existed in R22 has been fixed.
- Vertigo Disruption Pods placed on the ground can now stealth again (R22 issue).

- Invader Fighters will no longer count towards units killed in the end of game graph.
- Beam Cannon damage increased from 125 to 135.
- Rewarded XP from Nod/GDI faction Tiberium Silos reduced from 500$ to 100$.
- Reverted Scrin Mechapede stealth detection range from 125 to 100.
- Revised the code of every unit and made adjustments to reduce the likelihood of a desync occurring.
- New maps have been added to the map pool by DesolatorTrooper and existing ones updated.
- Maps made by Aquatech have been updated and new ones added.
- Zypherbullet Christmas maps added again for the festive season.

R22f

- Vertigo Bomber Disruption Pod cooldown reduced from 60s to 30s.
- Reckoner speed increased from 105 to 112.
- Damage taken from Invader Fighters on Stealth Tanks reduced from 65% to 50%.
- Fixed Avatar Commandeer Technology not working on EMP'd units, improved implementation of exploit fix.
- Sensor Pods can once again be used on enemy structures (repair tool removes them).
- Reverted V35 Ox braking seconds and turn circle radius to 1.02.
- Mechapede shard segment range reduced from 325 to 315.
- Brought back Viceroid spawning on Corruptor against human-based enemy infantry. Spawn probability per shot adjusted to 0.05. Corruptors deal 1/5 of their damage to Viceroids. Reverted weapon buffs and vision range buffs to vanilla, made crushable again.
- Like the Corruptor, the Mechapede has a 0.05 chance against enemy infantry to spawn Viceroids with the toxin segment. Toxin damage vs Viceroids reduced to 1/5.
- Mechapede toxin segment damage vs. infantry increased from 6 to 10.
- Viceroids now reward 100 xp when killed.
- Some minor bugs have been fixed and tweaks made.
- New maps have been added by DesolatorTrooper, Aquatech and some existing ones updated.

R22e Hotfix

- T59/R-17 Mechapedes affected by the Mothership Catalyst Cannon or the Stasis Shield will no longer crash the game.

R22d

- The Steel Talons Mammoth Tanks will now fire all 4 rockets while railgun accelerator is active (R22 specific issue).
- The Beam Venom Reflector ability fix now works more reliably vs aircraft. The range check should trigger more frequently than before.
- Harvesters will no longer occasionally display green Tiberium after harvesting blue Tiberium.
- A rare crash issue involving Mechapedes and the Stasis Shield has been addressed again (Only fixed for Vscrin in this version).
- The Redeemer machine gun damage has been further increased from 35 to 50 per shot.
- The following maps have been updated by DesolatorTrooper: "Abandoned Subway", "Border Zone", "Field of Memories" and "Sun Doesn’t Rise".
- A new 4v4 map by YourHorse has been added "Djoens Paradise".

R22c

- Mutant Marauders exit delay from Mutant Hovel has been changed back to 1s (R22 issue).
- GDI Pitbull can no longer crush infantry (R22 issue).
- Redeemer can now use rage generator while on aggressive stance (maybe).
- A new icon for the ability “Move To Position And Evacuate” has been added.
- Redeemer machine gun turret damage increased by 30%.
- MARV rifle turret range increased from 260 to 300.
- MARV Grenade hardpoint range increased from 260 to 280.
- Some more optimization to the Stasis Shield and Beam Venom abilities has been made.
- The maps “Siberian Ground”, “Separate Ways” and “Tournament Wasteland” by DesolatorTrooper have been updated.
- A new map 1v1 map “Field of Memories” made by DesolatorTrooper has been added.



R22 Change Log

- Fixed a bug/exploit involving the Beam Cannon Reflector ability shooting beyond the intended range.
- Beam Cannon Reflector Beam damage increased from 125 to 150.
- Beam Cannon abilities now take 25% less time to perform.
- Marked of Kane War Factories will give Awakened again (R21j issue).
- Fixed a crash issue caused by Motherships.
- Fixed a crash issue involving the Stasis Shield.
- Fixed an exploit involving Engineers (potentially more engineer related bugs were fixed as a result of this).
- V35 ox transports locomotors have been adjusted to turn slightly slower.
- Infantry capable of shooting aircraft will no longer shoot out of a Stasis Shield while within a transport.
- An exploit has been fixed allowing players to use the same unit to equip multiple Avatars.
- An exploit involving the EMP Control Center has been fixed.
- Railgun Accelerators will now only work on Railgun weapons when casted.
- The Stealth Tank and Mantis should reverse bug significantly less while attacking.
- Avatars will approach units to be Commandeered a bit further away (fixing the target unit from moving away).
- Grenadier Squads will now only throw one grenade when casting the ability "EMP Grenades".
- Epic units will no longer remain stuck if raged infantry garrison them.
- Maps by Aquatech and Hampstead Gardens by Green_ZERO have been updated.

- The Steel Talons Engineer now uses the correct animation while attacking in cover.
- Nod/BH Hallucinogenic grenades no longer affect allied infantry while using force fire.

R21j Change Log

- Black Hand squads no longer deal +67% damage when upgraded with Purifying Flame (R21i specific issue).
- Redzone Rampage added to 2vs2 ranked.
- The maps “Estrella”, “Rolling Thunder” and “Gold Rush” have been updated.
- Four new maps have been added to the 4v4 map pack: “Johns Refuge”, “Desolated Forest”, “Separated Ways” and “The Last Threshold”.

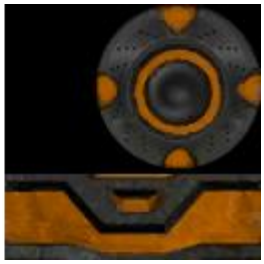
R21i Change Log

- Nod faction MCV’s geometry has been adjusted so they get stuck less often on terrain, structures.
- Mammoth tank damage vs aircraft decreased by 25%.
- Venom **unupgraded minigun** damage vs **aircraft** increased by 10%.
- A visual bug where Raider Buggy detectors would always show has been fixed.
- Tiberium fields have been optimized further for performance.
- Magnetic Mines will no longer display visual fx on **Dozer Blade** Reckoners/Scorpion Tanks.
- A mod related issue where Black Hand and Nod Engineers could not be crushed has been fixed.
- Infantry icons removed from the V35 Ox Vehicle Transport, particle fx removed from the formation preview.
- The Disintegrator weapon on the Mechapede Head has been given a wider attack angle (10d to 90d) due to this unit no longer always facing the target.
- The Behemoth formation preview has been improved.
- All Tiberium Crystals spawned by Overlords Wrath can now be charged from with Devourer Tanks and Reaper Tripods.
- Mines laid down by GDI APC’s now display an orange accent instead of red for Nod.

- Shadow Teams will no longer un-stealth briefly while lifting off.
- Units exiting a Wormhole that is in stasis will now also get stasis'd. Video: https://youtu.be/bX6snuuvVf0
- The Redeemer death voice sound volume has been increased.
- Fixed a bug where shielded Scrin aircraft are destroyed with the EMP support power.
- The Slingshot formation preview no longer shows dust and dirt fx.
- Black Hand squads and Black Disciples will no longer suppress themselves with Purifying Flame upgraded.
- The Mantis has undergone a rework, now featuring a singular turret instead of two. Attack delay from the Warfactory has been reduced to 3 seconds from 5 seconds, reload time reduced from 4s to 3s.
- Mantis animation states and weapon fx bones have been fixed. Video: https://youtu.be/9Z-SxANUsU8
- Fanatic cost reduced from 700$ to 600$.
- Outpost cost reduced from 1400$ to 1300$.
- GDI/ZOCOM Armory now heals infantry in 2.0s from 5s.
- Corruptor heal rate increased on the Eradicator hexapod by 15% (15 to 17). Mechapede heal rate on the Eradicator Hexapod no longer nerfed (now heals for 5 instead of 4 per shot).
- Fixed a bunch of EVA alerts not playing on some units.
- Redemption can now be used on BH, MoK militant rocket squads and Fanatic squads as well as the MoK shadow team. Redemption now works on allied Nod infantry as well.
- PAC damage vs Stealth Tanks decreased a further 10%.
- Cranes now give infantry squads when sold off.
- Zone Trooper/Zone Raider Power Pack delay per heal reduced from 2s to 1s.
- Fixed an issue which sometimes prevented the Marked of Kane Quad Turret Shredder Turret from firing while Really Damaged.
- Three maps made by Aquatech have been added to the 1vs1 map pack: "Riverside", "Estrella" and "Goldrush". The 3 player map "Unfair Advantage" has been included in the 2vs2 map pack.
- The maps "Tournament Island" and "Island Temple" have been removed.
- Engineers will no longer run around the defensive towers instead of capturing them on "Tournament Decision No Poker".
- "Mushroom Party", "Border Zone", "Tournament Decision" and "Tournament Dustbowl" have been removed from the ranked list.

Nod Mine vs GDI Mine:





R21h Change Log

- Bugs and flickering with shields, stealthed units has been fixed. (video demo here: https://www.youtube.com/watch?v=v2lc8kBfJL0).
- MoK Super Charged Particle Beam upgrade time reduced to from 75s to 60s. (vanilla upgrade duration is also 60s).
- The Enlightened green Charged Particle Beam damage increased by 10%.
- Fixed a mod related issue where the EMP center could not be repaired with the repair tool.
- Scorpion Tank armor reduced overall to +20% with Dozer Blades.
- Epic Units will no longer die when teleported with a Prodigy/Mastermind in certain areas on certain maps.
- The Wolverine now shows the damaged texture when destroyed.
- Mechapede shard range range increased from 315 to 325. (vanilla had 325 range).
- PAC's now show detectors with Ion Storm enabled, spotlights now work again on the avatar/pacs/seekers.
- Vertigo Bomb weapon speed increased by 10% (200 to 220). (To ensure moving tripods can’t dodge it).
- Avatar stealth detection spotlight now displays in the correct place.
- BH Specter shadow no longer flickers.
- Infestation Hive XP bug has been fixed.
- Ravager Tiberium Agitation range reduced from 350 to 300.
- Four new maps have been added.

R21g Change Log

- Fixed a mod related issue where the heroic MARV garrisoned with Zone Troopers would not shoot.
- The delay before the EMP ability is available on The Awakened has been reduced from

2.5s to 1.75s.

- The Prodigy and Mastermind delay on teleport units has been reduced from 0.25 to 0.2s.
- The EMP support power of the neutral structure has had its targeting decal size to be more representative of its real radius.
- GDI faction Refinery rods no longer show when the structure is damaged or really damaged.
- Further optimizations have been made to the harvester functions in the Lua script.
- Black Hand squads will no longer suppress themselves with their own weapon.
- Mechapede Toxin segment damage vs infantry increased by 100% (3 to 6).
- Fixed a mod related issue where Tiberium Agitation could not be used to target Blue Tiberium Harvesters.
- The delay after the Eradicator Hexapod has used it's own 'Teleport Eradicator' ability has been reduced by 0.75s.
- The Saboteur Boobytrap ability range has been increased to correlate with the geometry fix.
- Behemoth Husks will no longer play the 'Coming out of factory' animation after being captured by an Engineer.
- Ion Cannon and Power Plant night lights have been removed from the build placement cursor.
- Eradicator Hexapod Heroic Disintegrator effects added. Now all Disintegrator segments display their lasers and unique distortion fx at the same time when firing.
- Vertigo Bombers will no longer bug trying to cast a Disruption Pod and will do so normally.
- New Pitbull idle, move and attack animations have been added, adapted from the EA released art pack.
- Blue Tiberium on Tournament Oasis, Tournament Towerless, Tournament Savannah and Smashed Dustbowl now starts at 1, growth rate reduced from 20s to 25s.
- Sensor Pods and Disruption Pod projectiles now travel a bit faster, speed increased from 200 to 250.
- Tiberium Vein Detonation damage now occurs after 3.0s instead of 3.5s.
- The Eradicator Hexapod Disintegrator segments now use the correct bone references.
- Vertigo Disruption Pod's now appear smooth when attached to units that are moving. Furthermore they are no longer selectable on attached units (just like the Orca Sensor Pods).
- Christmas themed maps have been removed.

R21f (Hotfix)

- Fixed a mod related issue where Reckoners would not target properly.

R21e Change Log

- Firehawks, Mechapedes, Flame Tanks, and ZOCOM Orcas can now destroy friendly husks if force-fired.
- Corruptors and Toxin Mechapedes now heal allied Annihilator Tripod and Reaper Tripod husks.
- Mechapedes now follow rally points set at the Warp Sphere and Warp Chasm as before.
- The bug where Engineers/Saboteurs and Assimilators die through structure geometry while capturing has been fixed.
- Engineers/Saboteurs and Assimilators now play the correct sound for capturing and repairing structures.
- The Hammerhead target cursor against aircraft now only works with anti-aircraft infantry garrisoned inside.
- A Harvester inconsistency has been fixed with Black Hand, Scrin, Traveler-59, and Reaper-17 Harvesters.
- The Avatar and Purifier husk now display the correct texture on a equipped flame tank.
- Fixed a bug where Nod harvesters don't display any contained Tiberium while harvesting Blue Tiberium.
- Upgrade models have been removed for the building placement cursor on the GDI airfield, Nod Tech Lab, Nod Hangar, and Nod Operations Center.
- Tiberium Vein Detonation has been reworked and now uses the EA implementation for only applying damage within the radius. The vein detonation damage begins after 3.5 seconds and deals 80 damage per update, increased from 60. The final detonation damage remains the same. Aircraft are no longer affected.
- Bridge segments on the map "Battlebase Beaverton" no longer show health bars.
- Christmas themed maps made by Zypherbullet have been added to the 1v1 map pack and are located in the in-game lobby by searching for the [R21 Xmas] prefix.
- The following maps have been adjusted: Smashed Dustbowl (remake), Tournament Savannah, Tournament Odyssey Redzone, Tournament Towerless and Tournament Oasis.

R21d Change Log

- A 0.25s delay has been added to the Prodigy/Mastermind 'Teleport Units' ability after units have been selected to prevent this ability from failing.

- The Awakened and The Enlightened can now be repaired by repair drones. The repair rate on these units has been adjusted for balance.
- The "EMP Strike" ability found on the EMP Control Station now functions correctly on shielded Devastator Warships and Planetary Assault Carriers.
- The Drone Ship locomotor has been adjusted so rotation appears smoother.
- Phase Field and the Mastermind/Prodigy "Teleport Units" ability will no longer work on units affected by the Redeemer's "Rage Generator" ability.
- Scrin faction Storm Columns will now spawn a Buzzer when sold off.
- A bug where decoy Attack Bikes inflict real damage has been fixed.
- The Devourer Tank and Reaper Tripod "Conversion Beam" ability reload time has been reduced from 10s to 3s as a workaround for the occasional bug where charging fails.
- Warfactories can once again use their ability to repair aircraft.
- An issue which caused Harvesters harvesting Blue Tiberium to display Green Tiberium has been fixed.
- A serious game breaking exploit has been fixed without giving more details.
- The maps "Tournament Oasis" and "Smashed Dustbowl Redzone" have been added to the map pack. Full credit goes to DesolatorTrooper for making these maps.
- The following maps have been added to the ranked map pool: "Tournament Oasis", "Smashed Dustbowl Redzone" and "Tournament Savannah".
- The Blue Tiberium Field on the map "Tournament Savannah" now grows at a slower rate.

Global Changes (R21 Release)

- The delay before Surveyors and Emissary's spawn has been removed.
- The GDI, Nod Construction Yard and Scrin Drone Platform pack time has been adjusted to be more inline with the animation frames, this should make packing them up and moving afterwards more responsive.
- Allies can now build around Outposts.
- Expansion Point ground control radius increased from 200 to 275.
- Defensive Tower vision range increased from 400 to 525 to match weapon range.
- Harvester geometry changed to fix a bug where Harvesters get stuck at the entrance on other Harvesters.
- More area around the player spawns on Redzone Rampage can grow Tiberium.
- Emissary, Surveyor and Explorer cost reduced from 1500$ to 1400$.
- On the map Tournament Odyssey it is no longer possible to hide units in the edges of the map.

- Garrisoned units no longer shoot whilst trapped in a Stasis Shield.
- The installer will now install language files correctly.

GDI/Nod faction Harvesters will now spawn either a Green or Blue Tiberium Crystal on death depending on the following conditions:

- If two or more of the Tiberium bars display Blue Tiberium it will spawn a Blue Tiberium Crystal.
- If the Harvester has one Blue Tiberium bar a Green Tiberium Crystal will spawn.
- If the Harvester contains only Green Tiberium it will spawn a Green Tiberium Crystal.
- Harvesters containing no Tiberium will not spawn any crystal.



GDI Global (R21 Release)

- Sniper Team reliability vs fast moving targets has been improved.
- Grenadier projectile speed increased from 180 to 220.

- EMP Grenade delay increased from 0.45s to 0.75s.
- Ion Cannon beam stage damage increased from 1500 to 2500 allowing it to destroy fenced tier 3 and health equivalent buildings.

Nod Global (R21 Release)

- Nod Support Airfield geometry adjusted so it doesn't occupy as much space.
- Shadow Team range increased from 225 to 240.
- Fixed Beam Cannons not unstealthing when shooting under a Disruption Tower.
- Reckoner Dozer Blades increased from +25% to 30%. Dozer Blade Scorpion Tank rocket armor reduced from +25% to +20%.
- Nod Turret Hub geometry reduced so its hitbox represents its actual size.
- Vertigo anti air damage increased from 55 to 60.
- The Redeemer rocket garrison now has a clip size of 3 but its anti air damage scaler has been reduced from +200% to +135%.
- Tiberium Core Missile Attack Bikes have a 180% damage bonus against Orcas and Venoms instead of 200%, allowing both to survive one shot.
- Venoms will now de-stealth when using the “Reflector Beam” ability under a Disruption Tower.
- Shadow Teams no longer shoot vehicles or structures.

Nod (R21 Release)

- Nod Confessor leaders now get the Tiberium Infusion +10% health bonus.
- Charged Particle Beam upgrade has been added back to Nod Confessors in the rare instance it happens in a team match.

Marked of Kane (R21 Release)

- Tiberium Trooper hp increased from 350 to 400.

- Tiberium Trooper movement speed increased from 45 to 55 without upgrade (to match the Black Hand Squad), speed with upgrade remains the same.
- Redeemer Tiberium Trooper hardpoint range increased from 250 to 275.
- Marked of Kane Tiberium Infusion upgrade cost reduced from 1000$ to 500$, upgrade duration remains the same, at 30s.
- Awakened EMP duration reverted to 5s and a 1s delay has been added before EMP can be used from the Hand of Nod or from sold off structures.

Scrin Global (R21 Release)

- The Mastermind and Prodigy Manipulator Device ability now gets canceled if the targeted structure is sold off or destroyed during the 1 second delay.
- Shock Trooper pre disc damage increased from 75 to 83.
- Eradicator Hexapod allied infantry buff adjusted so it consistently gives +25% additional armor.
- The Wormhole has been tweaked so units may enter it easier.
- Infestation Hive cost reduced from 1000$ to 800$.
- Eradicator Hexapod Ravager hardpoint pre attack delay reduced from 0.7s to 0.4s, reload time increased from 1.5s to 1.8s.
- Mechapede stealth detection range increased from 100 to 125.
- PAC damage vs Stealth Tanks reduced by 25%.
- Gun/Shardwalker have a slightly increased firing arc.
- Phased units while EMP'd no longer remain phased permanently - thanks to a discovery made by Firehawk-Ph4ntom.
- Phase Field duration increased from 30s to 35s.
- The Mastermind/Prodigy bug where the "Teleport Units" ability fails has been fixed.
- Units can no longer be teleported from within a Stasis Shield.
- Stormriders no longer deal 25% less damage vs Gunwalkers/Shard Walkers.
- Units such as the Mechapede will no longer get trapped inside a Stasis Shield from the outside.
- The Drone Ship now deploys 0.5s faster to match the un-deploy time.

Traveler-59 (R21 Release)

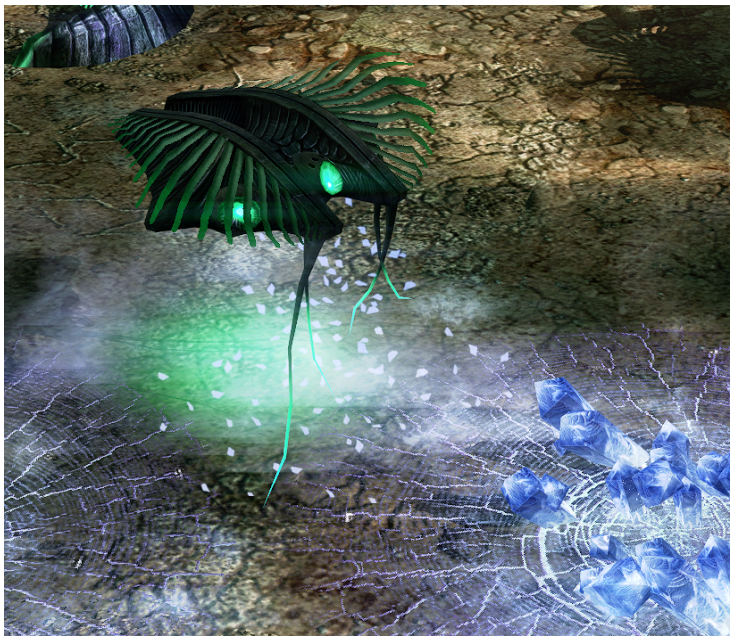
- Traveler-59 Wormhole cooldown increased from 120s to 180s.

Visual and Sound Changes (R21 Release)

- Fixed the Zone Trooper jump jet mesh occasionally showing .
- Shredder Turret muzzle flash has been removed from the preview cursor.
- The Titan, Battlebase, MARV and Guardian Cannon with railguns now display railgun distortion fx.
- The GDI Construction Yard pack animation no longer clips.
- The Redeemer and Purifier will use their own death sounds, not the Avatar ones.
- GDI Refineries no longer show Tiberium bars after deploying.
- Space Command Uplink steam fx added to non 4k mod version, and the Sonic Emitter firing fx is now larger.
- The ZOCOM Harvester now displays the correct formation preview.
- The Plasma Missile Battery no longer uses the Rift Generator texture when deploying.
- GDI/Nod faction Harvesters now display the type of Tiberium they've harvested. Smoke fx, textures and other particle effects have been added for when Blue Tiberium is harvested. Scrin Harvesters also display unique effects when harvesting Blue Tiberium.
- The Steel Talons Titan now displays Adaptive Armor when both it and Railgun Accelerator's are active.







>> R19-20 Patch Notes Can Be Found Here