
EIR Patch R051

January 1, 2021

Developer Notes

Patch R051 introduces a number of larger changes and brings with it a full company wipe and war reset. New companies are now given the option to load pre-build templates which we hope will make it significantly easier for new players to get in a first game to get a feel for how companies are built and how the mod works. Longer term, we'll also give all players the option of being able to save multiple of their own templates to choose from.

Other notable changes include the return of 9 base doctrine unlocks picks (vs 8 last war) and the removal of extra doctrine selection cards as we ended up realizing that most doctrines were well balanced around 9 picks, with extra unlock cards giving too much of an advantage to veterans over new players.

Gameplay wise, we've made a number of changes to the commando and terror doctrine which we hope will make them more interesting to play. For terror, that includes a number of changes that give the doctrine more diversity and open up new playstyles in the infantry department, while for commandos that entails changes to make behind-lines gameplay more interesting via the partisan unit, and to make the doctrine overall more robust.

We hope you enjoy this new patch and new war and look forward to seeing you on the battlefield.

General/ Launcher

- All Anti Tank guns have had their damage versus ATG armour reduced
 - Base Doctrine Selections increased to 9 (from 8, reverting previous change)
 - +1/+2 Doc Seln, commander cards are removed
 - Base xp per game for unit increased to 5 (from 3)
 - +3/+4 XP per game cards removed, +1/+2 moved to uncommon/rare respectively
 - Added tab restrictions for new players (Intel/ Commander after 1 game, warmap after 5)
 - Added company XP scaling, units in new companies gain XP faster, while those in high vet companies receive it slower. This effect is applied ingame
 - Attacker pop bonus is now scaled as +0/1/2/3 based on game size (down from 0/2/3/4)
 - Added Doctrine Templates, you can now choose to use a template when making a new company (Mainly for new players)
 - Bug Fixes:
 - Sometimes crashing after loading a template after removing an unlock should be resolved.
 - Profile data now updates wins/ gold etc. regularly
 - Fixed selecting commander card UI (Yoffset)
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Reward Unit changes:

Additions

CW: 95mm Churchill

CW: Lord Lovat

US: Marines 1944

US: M36 Jackson

WM: Aufklärer

WM: Wespe

PE: Panzer Pioneers

PE: Sturmtiger (experimental, we may come to regret this)

Removals:

Whizbang

Americans

Calliope: extra repair cost now matches standard repair kit at 75 MU (from 45 MU). Main gun upgrade will now be applied via launcher unit swap rather than launcher unit upgrade

Assault Engineers: cost reduced to 240 MP, 70 MU (from 80 MU)

M8 Scott: Gun has been reverted to Pre-Artillery. (35 range IST gun)

Broken Arrow: Hotkey changed to prevent overlap with Mortar barrages

Broken Arrow: price increased to 70 MU (from 60)

Staccato Roar: Passive .30 cal AP rounds no longer require separate AP round purchase in addition to the staccato roar upgrade. (Quality of Life change)

GMC: cost reduced to 130 F (from 140 F). AoE/Dmg profile now matches the stummel.

Stuart Rhino: replaced by I&R infantry (recon infantry that cloak in cover)

Chaffee: cost reduced to 190 F (from 250), repair kit price reduced to 45 MU (from 75)

Commonwealth

LTs and Captains: Have had their squad size reduced by one. A corresponding pop reduction has been given alongside this.

Recon Tommies: cost reduced to 250 MP, 50 MU (from 260 MP, 60 MU)

Stuart: Population cost reduced to 7 from 8, fuel cost reduced to 145 (from 150)

Commando Doctrine: Has seen a rework to doctrine composition. Please see the launcher doctrine tree for more detail.

Tetrarch: Population cost reduced to 8 from 9

Daimler AC: Population cost increased to 9 from 8. Glider drop ability returned.

Raid: Cromwell and Jeep Raid variants now applied via unit swap

2x SMG Thompsons: Tommy upgrade moved to RSE Assault Ordnance from Commandos

Wehrmacht

Stormtroopers: panzerfaust cost increased to 30 MU (from 25, to account for camo-strike)

Pervitin Pills: now purchasable in Blitzkrieg, grants infantry unit significant combat bonus for 30s duration (40 MU).

FlammenHT: maginot flamer upgrade cost increased to 60 MP, 10 F (from 60 MP)

StuH 42: price reduced to 275 MP, 150 F (from 340 MP, 160 F)

Ghost Division: In-built detection penalty reduced from 15m -> 7.5m

Stormtrooper overwhelm Medikits: Fixed issue of kits running out

Stormtrooper overwhelm assault: Fixed issue where combination of doctrines allowed free assault nades.

King Tiger: cost reduced to 1100 MP, 760 F (from 1150 MP, 800 F)

German Superiority: KT zeal aura range extended from 40m -> Functional Map Wide

Scoped STG44: upgrade now moved to terror from defensive. Replaces grenadier mp40s.

German Engineering: Now grants tanks >other than the King Tiger Elite Criticals. Reduces chance of incurring engine criticals when hitting mines.. Penetration buff moved to defensive Hammer (renamed Shield) of the Wehrmacht ability.

HEAT Tank MGs: now available in defensive doctrine

Stug III: Terror Passive repair cost reduced to 40 F (from 45)

Tank Terror: Replaced by "Propaganda" unlock, allows the purchase of Propaganda Towers on Volksgrenadiers.

Jagdtiger: Armor reverted to Tiger armor from Jagdpanther.

Unbreakable: passive hp regen cost reduced to 15 MP (from 20 MP)

Steady aim toggle: moved from defensive to terror doctrine fire and advance

HEI-T Explosive Rounds: moved to defensive explosive developments unlock pending rework/buff in a future patch. Price reduced to 30 MU (from 60)

PAK38 Cover & Evasion: cost reduced to 50MP (from 70)

Aufklärer: Recon Snipe ability added.

Panzer Elite

Mortar Halftrack: cost changed to 280 MP, 60 MU, 25 F (from 320 MP, 50 MU, 45 F)

Panzer IV IST: Penetration mod vs stuart armor from 0.2 -> 0.39

SE Faustpatronen package: cost reduced to 50 MU (from 60)

Scoped STG44: upgrade removed from Scorched Earth. Unlock now grants leader rifles and MP717 (1x FG42) only.

Hummel Incendiary Barrage: price reduced to 40 MU (from 80)

20mm Halftrack: can now purchase Fast Patch and Mechanised Advance upgrades

Hotchkiss Stuka: Main gun upgrade will now be applied via launcher unit swap rather than launcher unit upgrade, now costs 2 pop instead of 1.

X-7 AT rocket: now allows 2 purchases

Wirblewind: Has been given Ostwind criticals vs planes. Additionally, mobile lockdown doctrine ability now functions.

Luftwaffe Henschel: No Longer gives 3x uses per purchase, price reduced to 50 MU (from 60)

Luftwaffe Butterfly Bombs: Now function

Luftwaffe Infantry: Boys AT crewshock missing error resolved.

Pak 43: Now available to purchase in Luftwaffe Doctrine in Field Support

FJ MG34: now available in FJ company unlock, price reduced to 300 MP, 50 MU

Panzerwerfer: Shots per volley increased to 10 to appease Audemed