

Playtest Patch information

Bugs:

- Generic:
 - Duplicates fixed:
 - :MiniYaml.Merge, duplicate values found for the following keys:
RevealsShroud: [RevealsShroud (at sp|rules/defaults.yaml:1324),RevealsShroud (at sp|rules/defaults.yaml:1331)]
 - Deploy:
 - Deployable units undeploy upon using direct attacks
 - Will only undeploy on command now (via deploy hotkey or Alt + Move)
 - Icon.png
 - Seems to be missing fixed
 - Fixed Typos:
 - Buildings Scrin: Wormhole Generator - ... destabilizer (not desestabilizer?)
 - All: Service Depot/Scrins M. Depot - ... depot (not depo before the full stop)
 - Defense Nod: Stealth Generator - cloak(s) (not cloacks)
 - Infantry Nod: Black Hand Trooper & Toxin Commando - see Stealth Generator
 - Crabs:
 - Are no longer invisible
 - Iron Savior and EMP Cannon
 - Does not fire fixed
 - Transformable units:
 - Can deploy on tunnels fixed
 - Buildings
 - Fixed smoke spawn
 - Defence structures with rotatable turrets:
 - Recenter after attacking for some reason fixed
 - Units that transform no longer lose experience when doing so (Jumpjet and Glider when landing)
 - Tiberian creatures:
 - Visceroid:
 - Fixed attack animation
 - Fire Shrapnel
 - Only fires a single warhead per weapon, breaking drop pods and meteor storms.
 - Clouds:
 - Rendered over explosions fixed
 - EMP
 - Units were able to undeploy while EMPed fixed
 - Tiberium clouds
 - Don't have death animation fixed
 - Blood
 - Does not display for crushed units fixed
 - Drones have blood death animations fixed

- GDI:
 - Jump Jet:
 - Attack animation being broken fixed
 - Drop pods
 - Crashed pod renders over units fixed
- Nod:
 - APC and Devils Tongue:
 - Unborrow animation is missing fixed
- Mutants:
 - Factory:
 - Fixed white spots
 - Lyra The Storm Caller:
 - Dies with purple blood rather than red fixed
 - Queen:
 - Flying idle animation is broken fixed
- CABAL:
 - Powerplant and Barracks
 - Fixed shadow stacking
 - Abductor:
 - Fixed a bug that made the unit useless when deploying
 - Self Repair:
 - Doesn't stop on Minotaur and Drone Host even though they have 100% HP fixed
- Scrin:
 - Assault Carrier:
 - Reduced shrapnel thrown by destroyed Wyverns
 - Fixed issues with Wyverns not correctly retreating

Crashes

- Related to Svartberg Tunnels
 - Fixed with engine update
- Swarming:
 - <https://cdn.discordapp.com/attachments/447175444228210690/743537736186593350/exception-2020-08-13T183251Z.log> fixed
- Harpy Crash:
 - <https://cdn.discordapp.com/attachments/447175444228210690/743536847757770862/exception-2020-08-13T182937Z.log> fixed
- Editor:
 - Crashes when opening the details window fixed
- Mind control:
 - If a glider is mind controlled by another player after lifting off (switching into aircraft mode), the "owner" will be changed forever to the player which mind controlled the Glider, even if the Subjugator dies
 - Fixed by units being undeployable now when captured by Subjugators

Balance Changes:

Generic:

- Sounds:

- Most sound effects are no longer audible through fog of war
- Anti Air Rocket Systems:
 - Rangelimit from 15c0 to 12c0
 - Stealth Tank AA Weapon Rangelimit stays at 15c0
 - Stormrider AA Weapon Range limit from 28c291 to 20c0
 - Glider AA Weapon Range limit from 21c0 to 15c0

GDI:

- Grenade Weapons:
 - Now bounce twice if they happen to miss their target
- JumpJet:
 - HP from 9000 to 11000
- Amphibious APC:
 - Speed from 85 to 100
- Hover MLRS:
 - Now turns instantly
 - Attackrange from 7c512 to 6c512
- Firestorm Generator:
 - Fixed a bug where the Damage Resistance Buff wasn't applied
 - Resistance buff from 30% to 50%
 - Cooldown from 2250 to 1500
 - Now damages enemy Aircraft passing through the Firestorm Wall

Nod:

- Templar:
 - Buffed projectile speed from 130 to 200
 - Spread from 250 to 0c256
 - Damage vs InfantryArmor from 150% to 200%
- Tick Tank:
 - Turnspeed from 32 to 64
 - Turret turn speed from 24 to 40
- Devil's Tongue:
 - Buffed projectile speed from 130 to 200
 - Spread from 250 to 0c256
- Paladin Cruiser:
 - Now has a new attack animation and new damage values
- Chemical Missile:
 - Improved visuals
- Nuke:
 - Decreased FlightDelay from 250 to 200
 - Gave it FlightVelocity of 1c0 (it is really fast now)

Mutants:

- Skirmisher:
 - Attack speed from 150 to 75
 - Reworked Projectiles green explosion
- Tiberium Bull:
 - Renamed it to Carnotaurus
- Ravager:
 - Speed from 110 to 130
- Demo Truck:

- Now turns instantly

C.A.B.A.L.:

- Blaster Turret:
 - Improved projectile visual
- Reclaimers:
 - Can now turn civilians into Cyborgs
- Abductor:
 - Can now turn civilian assets into Cyborgs
- Cyborg Commando:
 - Increased Attackspeed from 100 to 75
- Reaper:
 - Increased Turnspeed from 40 to 56
 - Buffed web disable duration from 125 to 200
 - Reduced damage of this attack (t dealt damage for some reason)
- Hover APC:
 - Now turns instantly
- Swarm Host:
 - Sentry Drones now turn civilian assets into Cyborgs

Scrin:

- Corpses:
 - Rendered their last frames as corpses
- Scrin Infantry:
 - Made their blood blue
- Ichor Waste Turret:
 - Spread buff from 0c350 to 0c512
 - Rendered new kind of projectile
- Legionnaire:
 - Improved projectile visual
- Ichor Walker:
 - Projectile animation improved
- Hover Tank:
 - Now turns instantly
- Glider:
 - Now turns instantly
 - Improved projectile visual
- Subjugator:
 - Now turns instantly
 - Can now mind control MCVs
 - MCVs cannot deploy when being mindcontrolled
- Annihilator Tripod:
 - recolored projectile and added new shockwave effect
 - Increased new projectile speed from 350 to 500
- Assault Carrier:
 - Nerfed damage of Wyverns vs AircraftArmor from 100% to 75%
 - Improved projectile

AI Improvements:

- Here is the list, if you guys would like to solo or co-op against AI, or someone has not played with the new AI, might check this list first
- Generic:
 - AI will prepare for human player's cheese plays and always build barracks first
 - AI will get bonus cash according to the numbers of their conyards and refineries. The more these two buildings AI has, the more cash it will get. The amount of the bonus cash in the mid and late game will make AI almost having the same economy as a normal human player with 2~3 expansions
 - AI will use Queen's ability before it dies
 - AI will use units' ability to gain advantage when facing enemy (units like Tick Tank, Black Hand, Tyrant, ...)
 - AI will use Gliders' transform ability when facing different enemies
 - AI will expand their bases by building MCVs, and can also build production buildings as many as they can to reach the production speed bonus limit
 - AI will fire their super weapons much better than before
 - AI won't tech rush and leaving their base undefended
 - AI will try to capture tech-buildings and enemy buildings like conyard or anything else
 - AI will use the captured tech
 - AI will try to produce and use all available units and structures, even these units might not in the current meta or not used too much by human players, so be careful
 - AI will use their aircrafts to attack enemy eco-lines
- GDI:
 - AI will try to use Carryall-APC-Drop after it gets T2 tech
 - APC is filled with 3 Marins, 1 Phalanx and 1 Medic, and will instantly undeploy after leaving the carryall
 - AI will try to use Carryall-Disrupter-Drop after it gets T3 tech
 - All AI in the same game can only have one Carryall-Drop unit at same time
 - Which means, if a GDI AI has built a Carryall-Disrupter, a Mutant AI in the same game will not able to build its Carryall-Demo until the Carryall-Disrupter being killed) (This limit won't affect human players
- Nod:
 - Unlike most human players, Nod AI will focus on the late game and direct pushes
 - AI really likes to use Black Hands' ability to force human players micro their units
- Mutant
 - AI will try to use Carryall-Demo-Drop after it gets T3 tech
 - All AI in the same game can only have one Carryall-Drop unit at same time
 - Which means, if a GDI AI has built a Carryall-Disrupter, a Mutant AI in the same game will not able to build its Carryall-Demo until the Carryall-Disrupter being killed) (This limit won't affect human players
- CABAL:
 - AI will try to use Mine Layers and deploy mines randomly; (And this function is not in this playtest, might be added later)
- Scrin:
 - AI has an advanced Wormhole Superweapon instead of the normal one
 - Advanced Wormhole WON'T teleport any unit but spawn some deployed colossuses in to the location chosen by AI
 - PS: This tactic is also available for human players, because deployed colossuses are actually teleportable by Wormhole in the meta; The difference

is, human players have to train some colossuses first, but our AI gets these units for free

Additions

Generic:

- Terrain lights, now fona and tiberium trees will generate green or blue light around them, and multiple colored lights can be placed in the map editor
- Subterranean units and others traversing through tunnels will display GPS Icons. Adjusted new selection box heights of buildings with the new engine update
- Increased map editor panels, to improve workflows
- Lasers:
 - Overall more polished now
- Disruptor:
 - Recentered
- Paladin Cruiser:
 - Made beams slower
 - Polished beam shape
 - NEw attack animation
- Skirmisher:
 - Weapon now uses green contrails
- Ravager:
 - has new sounds
- Air factory
 - Reduced z offset

New assets by Scipción:

- Civilian vehicles.
- Multiple Ruins
- Weasaurus

New assets made by EoralMilk

- Tiberian dawn refinery and advanced hq
- New communications tower prop
- Benches prop
- Smooth clouds

New Assets made by Kothvir

- Opaque Clouds
- New faction flags textures
- Texture of a new pair of billboards

New Assets made by Nolt:

- Increased Helicopter rotor size
- New emergency beacon
- Replaced Tiberium well sprite with a new extractor
- New blood effects
- New Smoke effects
- New tree set
- Tiberium Glaciers
- Street signs
- Traffic lights
- Bus Stop
- New containers

- Light post
- New fountain
- Fabricator (Mobile crane)

Maps Changes:

- Removed:
 - Arden River
 - Cliff Fight
 - Dust Devil
 - Exhausted Island
 - Grinder
 - Hidden Valley
 - Icebound Fray
 - Iron Fist
 - Merry-Go-Round
 - Polar Nights
 - Quarantine
 - Tears of Sorrow
 - Twin Peaks
 - Village Circuit
 - Virtuality
 - Water Wasteland
 - Pendulum
 - Bifold Retreat
 - Frosty Canyon
 - Gecko Valley
 - Jungle Basin
 - Sand Bug
 - Sierra Cleave
 - City Invasion
 - Hazard Island
 - Hour Glas
 - In the Seam
 - Magmageddon
 - Ring of Death
 - Sub Zero
 - Crash-Site
 - Frosted Reft
 - Overgrowth
 - Squizin
 - Pendulum
 - We removed these maps for one of these following reasons (or even combined):
 - Ugly
 - Too big and performance heavy
 - They just don't work
 - Broken Gameplay
- Updated the following maps:
 - Tournament Rift
- Added the following maps (more maps will be released over time StolenTech is working on it):

- Tournament Twisted Rift