



## Changelog EA Update 7

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## EA Update 7 Notes

Date 30. 03. 2021

With the story of the campaign concluded, it's time to look for new challenges! This update provides a brand new single-player game mode called Conflicts. Conquer challenging missions until you master them. Earn medals for special tasks, unlock more Conflicts, and learn about Tellus Task Force's world, the part of IJTF.

The first assignment is Operation: Itzal with a harsh volcanic island, and more are about to open for you. Keep in mind that proper challenge requires some pilot skills, so there are no checkpoints in the Conflicts. The missions are meant to be played in one go.

So: Get to the Choppa, update your client and enjoy! Check out the following for more details.

### Most notable changes

- New single-player game mode: Conflicts
  - New Conflicts UI in Play menu
  - New Conflict mission – Operation: Itzal
  - New Conflict mission – Operation: Purple Nemi
  - New Conflict mission – Operation: Terhen
- Added functional cockpits with instruments
- Each mission has its own loading screen

### Operation: Itzal

- The first Conflict mission takes you to a volcanic island in the Northern Atlantic Ocean. There are multiple ways to handle this operation and a chance for different routes in each try.
- Collect at least two medals here to open one of the following operations.

### Operation: Purple Nemi

- This operation takes you to the Philippine Sea. You need to escort a humanitarian frigate codename Purple.
- There is a surprise waiting for you once the frigate reaches its final destination. Be ready for anything.

## Operation: Terhen

- It seems like there is a jamming station in Eastern White Karelia. Your goal is to investigate the area and see if there is any military threat.
- The lack of Intel on your destination makes this mission a great risk. Make sure you are ready for a fight.

## Balancing

### General

- All helicopter types are now 15 % more nimble and 12 % more agile.
- The tweaked difficulty of enemy encounters in the campaign – enemy helicopters are more fragile.
- Stun missile behaved inconsistently across various opponents.

### Prototype

- Prototype helicopter has extended its flare capacity to 5 flares in single-player missions.

### Curie drone

- Reduced cooldown on Repair Beam ability from 15 seconds to 3.75.

## General Changes

- Enabled Distance Field shadows
- Enhanced visual effects quality
- Updated game engine to Unreal 4.26
- The Game version changed from 0.1 to 0.7 to reflect the progress
- Improved resolution of game intro
- Added new intro sequence with the Ashborne Games
- Water surface visuals enhanced and unified across missions

## Bug fixes

- Fixed rotation of Comanche rotor in the Base of Operations
- Fixed various issues with a controller in the user interface
- Fixed issues in campaign mission briefings
  - Briefings were split into paragraphs as well to improve readability
  - Fixed missing debriefing in Tutorial
- Various localization fixes
- Names of helicopter and drone do not overlap on the Career screen anymore
- Weapon cooldown was still counting even while pausing the game
- Fixed wrong camera position when switching from drone scope