



## *Changelog Full Release*

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## Full Release Notes

**Date 29. 07. 2021**

*Pilots, Comanche gets a full release! Some time has passed since the last Early Access Update, as we were preparing a lot of new content. Prepare your cockpits and read further!*

*Seven brand new Conflicts missions await to be conquered and mastered. For the first time, you can pilot different Comanche variants in some of them. Also, beware of two new enemies! Deadly sniper railguns will take you down in a moment without any hesitation. ICBM carriers need to be disabled before they launch dangerous payloads causing fatal damage. There is one disclaimer that needs to be applied. Conflicts progression has been reset as several achievements depend on collecting the medals and improving the stats per Conflict. It allows replaying the missions, which has been usually improved both on visual and gameplay parts.*

*We focused even on the experience outside of the game. The great news is that Comanche is now playable in English, French, German, Spanish, Polish, Czech, Russian, and Chinese. The community can now beat all achievements (Steam, MSFT, GOG) or collect every trading card (Steam).*

*Comanche is in its full strength now. We are thankful for your feedback during the Early Access period. It allowed us to make the game better with every update. There is only one thing that remains.*

*Get to da Choppa!*

## Most notable changes

- 7 New Conflict Missions
- Localizations
- New enemy units
- Visual improvements
- Achievements (Steam, MSFT, GOG)
- Community items (a.k.a. Steam Trading Cards)
- Offline mode
- Pause overhaul
- New kill notification

## 7 New Conflict Missions

- TFT opened many new assignments for Comanche pilots, bringing the total amount of missions to 11.
- Pilots can fly even other Comanche variants. Use Horizon in super long Operation: Kaukori, Eve in both the swift Operation: Gunnborg and already mentioned Operation: Amihan and Ghost in hidden facilities of Operation: Haran.
- Prototype variant is still going to get its spotlight time in flying between objectives of Operation: Shamira, relaying the diplomatic communication in Operation: Yamanu, and even in a sabotage mission in Operation: Casimir..

## Localizations

- All texts in the game are now localized to eight languages. Added to English, Russian and Simplified Chinese, there are new translations to German, Spanish, French, Polish, and Czech.
- Please, keep in mind that the language setup is in store, not in the game.

## New enemy units

- Enemy bases now contain even deadly railguns. These autonomous turrets can fire the same ammo as the Horizon Comanche variant, which is highly dangerous to get hit by.
- Enemies utilize Intercontinental Ballistic Missiles Carriers in their attempts to bring destruction to other countries. You may need to destroy them before they launch their deadly ammo.

## Visual improvements

- *Many missions got a new graphical treatment, be it old or new ones. Visual effects were polished to look even better, and lightning setups in missions were adjusted for a better feel.*
- *Some missions even got additional passes of adding various scenery elements. Feel free to replay even the campaign to see how it feels now.*

## Achievements (Steam, MSFT, and GOG)

- *There are now 29 achievements obtainable in the game for Steam, MSFT, and GOG. While some of them are easy, some are much more challenging.*

## Community items (Steam)

- *On Steam, there are trading cards with badges rewards. Get Steam backgrounds and emoticons from the random drops.*

## Offline mode

- *One of the most requested Early Access features has been added to the game. Offline mode allows playing the single-player part without an internet connection.*

## Pause overhaul

- *The pause menu is overhauled to display information about the current Comanche variant, drone, and available skills.*

## Kill notification

- *Two new screens inform that Comanche or drone was shot down.*

## General Changes

- *Ping wheel provides better feedback when used*
- *Rain effects look better on various surfaces*
- *Sound effects have their volume and quality improved*
- *Credits are finalized, including AudioGodz and Quantic Labs personnel*
- *Improved visuals on helicopters and vehicles in the damaged state*
- *Improved readability of HUD elements*
- *Leaderboards UI is improved*
- *Adjusted hints and their timings in the tutorial*
- *Lowered opacity of clouds*
- *Adjusted rocks and cliffs collision shapes to be more precise*
- *Improved visual quality of Operation: Itzal landscape*
- *Flares behave properly in water*
- *Removed unused waiting time in matchmaking*
- *Hangar should be more intuitive now*
- *Added new sound for unlocking helicopters, drones, and skins*
- *Yes and No selections are now consistent across the menu*
- *Improved feedback of Comanche being damaged while in drone*
- *All missions and operations were moved 5 years to the future*
- *Added disclaimer if a player is offline in the Base of Operations*
- *Added confirmation while exiting multiplayer match*
- *EVE healing missile sound changed to a less annoying one*
- *Removed all mentions of Early Access/Game Preview*
- *Particles of smoke and destruction were improved*
- *Continue campaign button is hidden if the campaign is completed*
- *Removed drone death camera in multiplayer*

## Conflict fixes

- *Conflict progression is reset to allow improvement of player stats*
- *Fixed focus handling in Conflicts menu*
- *Frigate is appropriately named PURPLE in Purple Nemi*
- *Added functionality to track bests stats per mission*

## Bug fixes

- *Fixed various issues with control bindings*
- *Gamepad is displayed correctly even in control options*

- *Mouse cursor is hidden while using a controller*
- *Sound settings is no longer forgotten once leaving the match*
- *Text overflow in Russian and Simplified Chinese is no longer present*
- *Minimap icons of units in Shooting Range*
- *Multiple EMPs now properly keep the longest duration*
- *Tweaked cockpits to correctly display even wings of the helicopters*
- *Added description of Repair and Stump missiles for Hangar and Pause Menu*
- *Trucks, jeeps, and tanks should no longer behave like flying units*
- *Subtitles now work correctly even in 4:3 resolutions*
- *Drone health bar is no longer red while destroyed by a player*
- *Comanche health bar is no longer red after mission restart*
- *Public toilet renamed and replaced in the Shooting Range tutorial*
- *RPG soldiers should no longer harm themselves*
- *Matchmaking error dialog correctly displays even multiple times*
- *Group UI properly respects the maximum allowed group size*
- *Lost and draw match stats in Career correctly display even zero*
- *Enemy name color now properly reflects their team in the kill feed*
- *Draw in Blackbox was shown as defeat to both teams*
- *Fixed missing players in leaderboards*

## *Balance changes*

- *SMOG recharge rate increased to 0.2*