



Changelog EA Update 4

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Table of contents

Table of contents	2
EA Update 4 Notes	3
Most notable changes	3
Free Multiplayer	3
New Tutorial	3
Operation: Fire Sale	4
General Changes	4
Audio	4
Prototype	4
Horizon Overhaul	5
Multiplayer	5
Flight Assistants	5
Arcade Controls	5
HOTAS	5

EA Update 4 Notes

Date 16.11.2020

Comanche's fourth big Early Access update is live! Get to tha choppa, update your client and enjoy a bunch of new content! With this update we release a free multiplayer version of the game! Tell all your friends about this because everybody can now enjoy the full Comanche Multiplayer for free! YES!

For all existing players we included a special and exclusive Early Adopter skin: use it and brag about being an pioneer Comanche pilot! Get your hands on the new campaign operation: Fire Sale and show your piloting skills in the final confrontation with the enemy Kude Core faction above the European Alps!

Enjoy a brand new tutorial mission embedded into the explosive story narrative! In addition to this you can expect a whole lot of changes, tweaks and fixes that will improve the Comanche experience further... Have fun!

Check out the following for more details.

Most notable changes

- Free Multiplayer!
- New Flight & Combat Tutorial
- New campaign operation: Fire Sale

Free Multiplayer

- The full Comanche Multiplayer is now completely for free for all players!
- Including two unique game modes: Infiltration and Blackbox
- Show your skills and unlock all 5 Comanches & 4 Drones and a ton of skins!
- Enjoy multiplayer indefinitely, without any limitations.
- Cross play: Compete with pilots using the Steam Full version and Xbox Game pass for PC.

New Tutorial

- Players are introduced to the basic functions of Comanches and drones in an all new flight and combat tutorial.
- Players are using the Prototype Comanche and the Circuit Drone in this tutorial.

Operation: Fire Sale

- In this explosive continuation of the singleplayer story campaign the conflict against the Kude Core enemy faction goes into its final rounds!
- This time you'll be flying the Horizon variant of the Comanche and utilizing its long range systems to deal devastating blows to the enemy.
- The gameplay is much more thoughtful this time since the player depends on the signature ability of the HORIZON, mainly the zoomable main weapon. If things get messy the stun rockets are an additional help.
- Prove your flying and shooting skills above the majestic backdrop of the European Alps and deliver the death blow to Kude core!

General Changes

- Lock-On UI changes
 - Stunning and damaging missile lock-on warnings are now colored red.
 - Repair lock-on indications are now colored blue.
 - Lock-on in progress indication is now colored yellow.
- Improved loading screen hints.
- Improved the artificial horizon implementation.
- Scare Rockets: Explosion damage has been moderately increased.
- Scare Rockets: Explosion radius has been slightly increased.
- Options Menu: Improved the controls menu to use three columns so that control options for different devices are all visible on the same page.

Audio

- Additional voice overs
- Integrated additional sound effects.
- Added new sound for kill hitmarker.
- Added new sounds for checkpoint and autosave jingles.

Prototype

- Targeting Assistant Rework: This ability can now be toggled on and off on demand.
- Light Rotary Gun: This weapon now has an increased rate of fire when the Targeting Assistant is toggled off.

- Light Rotary Gun: Improved weapon spread behavior.

Horizon Overhaul

- Rail Gun Rework: Changed to a projectile weapon.
- The following Rail Gun balance changes have been applied to compensate for increased difficulty to connect shots.
 - Increased damage dramatically.
 - Greatly reduced the weapon charge up time.
 - Adjusted the camera shake.
 - Adjusted the scope visuals.
 - Raised the zoom level.
- To allow more defense in long range engagements, the Horizon counter measure has been changed from Smoke to Flares.

Multiplayer

- Connection Screen: A game will now start much faster when not all player slots have been filled.
- Round Start Screen: Wait time between rounds has been halved.

Flight Assistants

- Cyclic stabilizer: This assistant now has 3 states, off, weak and strong, strong adds counter pitch / roll like hover mode

Arcade Controls

- Deactivating Free Look in Arcade Controls now lets players adjust the helicopter patch directly so that Scare Rockets are slightly easier to land.

HOTAS

- Controls hints in missions and tutorials are now available for HOTAS keys.