

# 05.07.2025 - Hotfix #3

With this hotfix, we've made further adjustments – both to improve clarity and to enhance overall game balance.

## Less glare - more clarity

To give your eyes a break, we've once again toned down some of the visual effects – sunglasses should no longer be required when watching the battle unfold.

The following elements are affected:

- **Nova Turret:** Visual effects have been further reduced.
- **Flamethrower:** Particle effects have also been softened.

Bright, flashy effects are great – but in a tower defense game with 40+ turrets on the battlefield, they can seriously impact visibility.

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## Increased range for Rockets and Railgun

- **Rocket Launcher** and **Railgun** now have a higher **base range**.
  - The **range gained through upgrades** has also been significantly increased (more than doubled) to better reflect their role as long-range weapons.
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## ⚠️ Cooldown Power-Ups & Support Turret nerfed

- **Cooldown power-ups** have been significantly weakened and are now **limited to 50 per round**.
- The **Support Turret** can now provide a maximum of **10% cooldown reduction** (without items).
- **Turrets themselves** have also been adjusted: their cooldown reduction via upgrades is now **limited**.

### Why this change?

Cooldown is one of the most powerful stats in the game. Instead of being "given away for free," it should now be earned strategically through the **skill tree, items, boost cards**, etc. This also helps reduce visual overload when not every turret is firing at maximum speed all the time.

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## ☐ Bosses now immune to CC

- **Slow and Stun** no longer affect **bosses**.

This has always been the intended behavior — but due to the last update, this rule was unintentionally bypassed. The issue is now fixed.

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## ☐ Health scaling reverted

- The previously planned **enemy HP scaling** has been reverted to **normal values**. Since many players have now adapted to the new mechanics, further increases are currently not necessary.
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## ☐ Server reconnection restored

- Automatic **reconnection to the server after a disconnect** is now working again. This feature used to function correctly but broke due to technical changes. We've reimplemented it, and it should now work reliably again.
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Revision #1

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