

16.07.2025 - Hotfix #5

(important)

☐Cooldowns drastically reduced

All cooldown reductions from **items, skills, and boost cards** have been nerfed by up to **90 %**. Why? Because the goal of the game is **not** to make every turret feel like a Gatling gun in the end.

- **Heavy turrets** are meant to fire slowly but hit hard.
- **Fast turrets** should deal their damage through many small hits.

All existing items have been **retrospectively adjusted** to match the new cooldown values.

☐Updated cooldown limits

The cooldown rules introduced with the last update have been slightly extended:

- **Standard turrets** can now reach a minimum cooldown of **0.2 seconds**.
 - **Heavy turrets** (Railgun, Nova, Chain Lightning) have a lower limit of **1.0 second**.
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☐Selling/salvaging items = 100 % refund

Due to the major changes, dismantling an item now refunds the **full amount of Silver Coins** – this applies to both existing and newly purchased items.

- Previously, you only received 50 % back.
 - This rule applies **indefinitely for now**, but we will monitor how things develop.
 - **Upgrading items is now significantly easier**.
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☐Fixes & improvements

- **Support turret cooldown buff** is now correctly displayed in the turret overview.
 - The **inventory now clearly indicates cooldown limits**:
If a turret falls below the minimum cooldown (e.g., Flamethrower), it will show **“0.2 seconds” in green**, indicating the value has reached its cap.
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A note from the dev team

We know these changes won't be everyone's favorite.

But please remember: **The game is still in active development**, and updates like this are sometimes necessary.

“ Here's an example for context:

When the **Cooldown Boost Card** was introduced, there were no skills or items yet.

The card alone gave **20 % cooldown reduction** – with zero effort.

The **Team Card** added another **1 % per player**, so with 40 players that's **40 % for everyone**.

Combined with skills, items, and more, players were reaching **almost 200 % cooldown reduction** – far too much.

We're not planning any further drastic changes at the moment.

Right now, our focus is on **balancing turret damage output**,

so that each turret feels distinct and useful in its own way –

but still performs within a comparable damage range.

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