

20.09.2025 – Support / Dragon / Tower Relocation

Support Towers significantly nerfed

Support towers had turned into true *multiplication monsters* – a single one could boost the effectiveness of ten or more regular towers.

- Originally intended to make support towers more appealing, this scaling eventually got completely out of hand.
- A 10% bonus may sound small, but multiplied across 16 towers, it added up to 160%.
- Even worse: critical hit damage could be boosted to 500% or more – multiplied by all nearby towers, things escalated quickly.

The current adjustment tones down this extreme effect.

It's likely not the final balance, but it's a step in the right direction for healthier scaling.

Dragon - DoT effects re-enabled

The Stage 2 Dragon can now once again be affected by damage-over-time (DoT) effects like *Burn* or *Poison*.

- Many players enjoy stacking DoTs for fun damage builds.
- With support towers now heavily nerfed, these effects should no longer produce absurd damage values.

This brings both fairness and enjoyment back into play.

Tower Relocation - new control feature

A select group of players can now actively influence the battlefield by repositioning towers of other teammates.

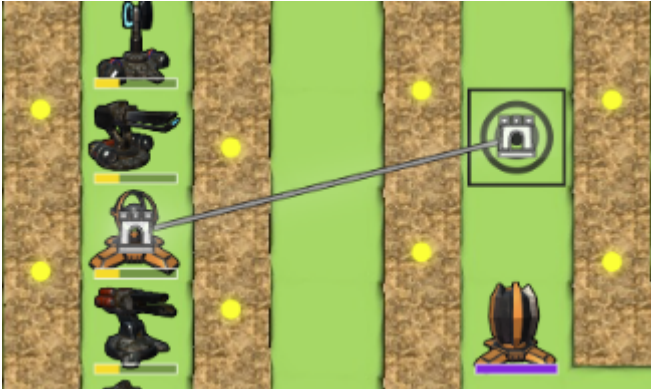
How it works:

1. Right-click the desired tower

2. Left-click **“Relocate Tower”**



3. Left-click the new position



This feature allows for more flexible strategies and dynamic adjustments during the game.

Revision #1

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