

## Release 1.2 Changelog – The Combat Update

- Skill Modification, Additions, and Removals
  - Removed 5 skills because of the simplification of melee combat (described further down) and streamlining of skills. Any players with characters possessing the following skills will be given full refunded experience.
    - Firearm Break
      - With new combat rules, firearm break was too powerful and there wasn't a way to balance it.
    - Harmful Weapons
      - With the new melee combat rules, all weapons already deal damage, so this skill is redundant.
    - Lethal Weapons
      - We removed all special melee combat attacks so the skill is useless.
    - Always Prepared
      - Just trying to remove clutter from the skill tree and this skill was overpowered (If you ever got enough experience to buy it). We're also only allowing the registration of a single primary weapon per character (although this can be changed at check-in or checkout) and no registered secondary weapons. This means that the skill Fully Loaded is the only one which will load a weapon for you and it only applies to the character's primary weapon.
    - Field Medic
      - Field medic is being phased out and instead, the medic skill will allow players to use their abilities anywhere, just like field medic used to allow them to do. We think this is a much-needed simplification.
  - Added 1 Skill because new changes in the combat rules (detailed further below) allow for advancements in a new area
    - Wounded Warrior
      - Allows the possessor of this skill to use any wounded limb as if it weren't wounded.
      - Cost: 3
      - Type: Talent
      - Prerequisite: Pain Tolerance
  - Modified 1 skill cost because of changes to the melee combat and damage rules. If your character possesses the following skill, you won't be required to pay the difference.
    - Medic
      - Medic now functions like both Medic and Field Medic. We've removed the field medic skill.
      - Medic now costs 2, but it still has no prerequisites.
      - We hope this will streamline the medical profession a little bit more. The medical tree now consists entirely of Profession skills, allowing for easier specialization.
  - Other Modified Skills:
    - Will to Live 2
      - "Gambler's Luck" skill tree now applies to the coin flip, meaning you get to flip the coin again for each Gambler's skill you have.
    - Weapon Proficiencies
      - You can do damage and tap with weapons now. This includes super lights.
    - Break

- Now causes your dagger to break, but you don't take a wound.
  - Break Away
    - You no longer take a wound.
- Handbook Changes
  - Changes to the Game.
    - WAYYY TOO MANY TO NAME. I practically rewrote the rulebook. Honestly, just read through it again. I've removed a lot of redundancy and made it overall easier to read (in addition to changing the rules for many skills and systems). But if you really can't read through it, the gist of what's changed is as follows:
      - Melee weapons no longer knock opponents back making them more dangerous to use.
      - Melee weapons now deal damage normally (like bullets).
      - Wound system has been simplified. If a limb is hit, it's crippled. If chest it hit, you're helpless.
      - Removed weapon special abilities
      - Super light weapons can now do combat damage
      - Changed terminology. Crippled means the limb can't be used. Helpless means you can be tapped.
      - The Break and Break Away skills no longer cause you to take wounds.
      - The Break skill now breaks your superlight weapon just like Break Away does.
      - Limbs can now only take one hit. Any successive hits don't result in more injuries.
      - Melee weapons can only kill you by tapping you.
      - Guns can kill you by either tapping you or shooting you in the chest twice.
      - Crippled limbs are now unusable.
      - Wrapping a crippled limb doesn't make it useable, but it does ensure that you don't receive triple infection from it.
      - All melee weapons must now be approved before they can be used in game. If they are deemed to be a safety hazard, they will be denied.
      - Guns that take multiple clips now add 1 point for each clip they possess when determining their classification.
      - Medic skill now works as both Medic and field medic.
      - New wounded warrior skill allows you to use a crippled limb as if it weren't crippled as long as that's the only crippled limb you have.
  - Minor text, spelling, and cleanup changes
- This was a HUGE update that's been a long time coming! Thank you all for sticking with us while we iron out the bugs of the game. I'm working on a super-secret mobile-app project that I hope will be finished before our first event in June! Stay tuned for more information!