

Parche 9,68

Publicado por CeltíberoClearco - 31 Mar 2016 17:48

Hello Captains

New patch has been deployed

What's new

New ship added: Le Gros Ventre

New ship added: Ingermanland

Fixed bugs

Battle spawns fixed - joining ships no longer can spawn closer or even ahead of you if you are being attacked.

AI marines fixed - they gave no bonuses to the AI ship causing easy wins in boarding

Tuning

Crew requirements slightly reduced for frigates and higher

Cannon crew requirements slightly reduced as well

Light ship planking integrity increased for all vessels up to a brig

Surprise speed slightly increased

Frigate speed slightly increased

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