



Patch Notes

Inclusive of Changes in Build Versions

2.17.1 to 2.17.7

January 4, 2021

Loot Changes:

The following book items will ***no longer be available*** in exchange shops or drop as loot:

- "De Architectura Vitruvia"
- "Fragments of an Engineering Manual, 1"
- "Fragments of an Engineering Manual, 2"
- "Fragments of an Engineering Manual, 3"
- "Fragments of an Engineering Manual, 4"
- "Fragments of an Engineering Manual, 5"
- "Fragments of an Engineering Manual, 6"
- "Fragments of an Engineering Manual, 7"
- "Fragments of an Engineering Manual, 8"
- "Fragments of an Engineering Manual, 9"
- "Royal Shipyard Plans"
- "Assembly Yard Blueprints"

Port/Governor Changes:

- As was announced for the past six-plus months, Unrest Bundles have been retired from the game.
- Unrest Bundles no longer generate or reduce points of port unrest.
- Unrest Bundle recipes should no longer appear in the structures that used to create them.
- Port MOTD and Subtitle costs have been changed from 10,000 Doubloons to 100,000 Doubloons.
- Minimum Open Bid increment has been changed from 1 to 10 (to match closed bidding minimum).
- Port Infrastructure initial costs and maintenance have been doubled.
- Governor Salary limit has been doubled.
- Stockpile and Fortification initial and maintenance costs have risen between 2x-5x depending on level.

Ship Changes:

The following ships have had changes made to their performance statistics:

Vulcan Changes:

- Maximum Speed: 16.88 to 17.44
- Acceleration: 1.68 to 1.84
- Deceleration: 2.1 to 1.87
- Turning (Slow): 4.48 to 4.77
- Turning (Fast): 7.5 to 7.88
- Turning Acceleration: 6.0 to 6.56
- Turning Deceleration: 7.4 to 7

Eagle Changes:

- Maximum Speed: 17.1 to 17.72
- Acceleration: 1.8 to 1.97
- Deceleration: 2.35 to 1.75
- Turning (Slow): 4.52 to 5.2
- Turning (Fast): 7.45 to 8.46
- Turning Acceleration: 6.2 to 7.1
- Turning Deceleration: 7.5 to 6.98
- Port/Starboard DR: 7 to 8

Halifax Schooner Changes:

The Halifax Schooner is now the default initial fallback for all careers, and its statistics have been altered slightly:

- Maximum Speed: 19.75 to 21.4
- Acceleration: 4.84 to 5.0
- Deceleration: 4.84 to 4.35
- Turning (Slow): 8.57 to 8.92
- Turning (Fast): 13.98 to 14.75
- Turning Deceleration: 11.81 to 11.15
- Detection Range: 700 to 650
- Cargo Capacity: 150 to 300
- Defense Values: 44 to 45
- Cannons: 6 pounds to 8 pounds

Treasure Aisle Changes:

- As was announced for the past six-plus months, the Concorde Recipe Book is no longer available.
- The 20% discount originally tied to having an active subscription is no longer available (pending reactivation of the subscription service).

Economy System Changes:

- The Concorde recipe has been deactivated.
- Existing and New Free-to-Play Accounts no longer come with two Economy Slots.
- Any existing Slots from purchased Economy Slot upgrades will continue to be usable.
- The Economy Tutorial has been altered to accommodate this change.
- The maximum stored labor for all Tutorial structures has been decreased to the amount necessary to be able to do a single run of the Tutorial recipe.

Miscellaneous Other Changes:

- DirectX 9 has been upgraded from the original 2005 Version to the latest 2010 Version.
- Fixes to the Chamber-Loading Graphic System that was causing lag and visual artifacts within some ports.
- Multiple Chat Server Stability Enhancements have been implemented.
- Multiple Bug Fixes to Pet behavior in AvCom.
- Multiple Bug Fixes to Surrender Systems.
- Multiple Bug Fixes to Skirmishes and Duels.
- Multiple updates have been made to the Game Launcher.
- The Versioning System has been unified as the Launcher Version, so this is Build **2.17.7**, not 2.17.1.7.

Known Issues:

- If you have 0 free Econ slots (either because of no upgrades, or because other characters on your Account are already using all of your slots), in some parts of the Econ tutorial you need to close and re-open the Economy window for it to allow building the tutorial structure.