AIRCRAFT

Aircraf Guide

Aircraft (Beta) - Introduction

Greetings Survivors, in this guide we will cover some introductory information regarding how the Aircraft system works. Let's get into it!

What's Aircraft system?

- Players who reached Lv. 18 in SX Clash of Powers and beyond can unlock Aircraft system in the building Hangar.
- The Aircraft system consists of two parts: [Aircraft Modules] and [Aircraft Retrofit].
- The building Hangar manages and upgrades Aircraft Modules, unlocking Retrofit buffs through Blueprint Design.
- The Hangar's level cap increases gradually as the season advances, and its level resets to 1 at the beginning of a new season.
- Currently, upgrading Hangar does not contribute to Power or Combat Power.



Hangar

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Aircraft Modules

- Each aircraft includes four Modules (Dropload, Body, Frame, Tether).
- Upgrading Modules enhances the attack, health, and defense stats of all formations.
- The crafting and upgrading of modules require Gear and Tensile Coils. Upgrades permanently enhance the attributes of all formations.
- Modules can be reset using Rubies. Resetting will remove the Module, requiring it to be crafted again, but all resources spent on upgrades and crafting will be fully refunded.
- Modules contribute to both Power and Combat Power.
- Module upgrades and crafting progress will not reset when entering a new season. Module levels will be retained across all seasons.
- Aircraft will be displayed alongside your marching formations on the world map.



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Aircraft Retrofit

Blueprints can be obtained through Blueprint Design and are used to activate various Retrofit buffs.

- Blueprint Design functions the same as Technology research, requiring research materials and occupying one research queue.
- Only one research queue can be used for Blueprint design at a time.
- The number of obtainable Blueprints is capped and depends on the Hangar's level. Once the cap is reached (including ongoing and completed designs), no further Blueprint design can be performed.
- Use blueprints to activate Retrofit buffs, which provide various attributes boost for offense, defense, and development.
- The Offense and Defense Retrofit buffs only apply to Clan Building Battles.



Retrofit Setups

- You can save up to three setups and freely switch between them.
Free switches will enter a cooldown period after use, and additional switches will require Rubies.
- All setups share free reset chances. Resetting fully refunds all allocated Blueprints. If the free reset is used up, Rubies are required.



Season Reset Rules

- At the start of a new season, the Hangar will reset to level 1, and all obtained Blueprints (including those already used) will be cleared.
- If there are ongoing Hangar upgrades or Blueprint Design at the time of the reset, their progress will be terminated, and no resources (including speed-up items or Rubies) will be refunded.
- Season rewards will be calculated based on the Hangar level and the total number of Blueprints held before the reset. Final rewards will be sent via mail.



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