EQUIPMENT

Equipment System



EQUIPMENT SYSTEM REVAMP - INTRODUCTION

Greetings Survivors!

In our most recent update big changes have been implemented to the Equipment system, today we will go over a description of all mayor changes to the system.

Materials + Blueprints

Materials and blueprints now exist only in a single rarity "Uncommon"
All Development Equipment will require "Wood" as a crafting material.
All Combat Equipment will require "Steel Pipes" as a crafting material.





Development Equipment Attribute Changes

Now, instead of having only 1 random attribute bonus, development equipment provides an attribute bonus to ALL development attributes.



EQUIPMENT SYSTEM REVAMP - UPGRADING

You will now be able to upgrade Equipment from lower quality into higher qualities.

Uncommon Equipment will be crafted using blueprints and materials.

Rare Equipment can be crafted by combining 5 uncommon pieces of Equipment of the same slot.

Epic Equipment can be crafted by combining 5 rare pieces of Equipment of the same slot.

Legendary Equipment can be crafted by combining 5 epic pieces of Equipment of the same slot + a certain amount of "Anvils".



We hope that this introductory guide will help you get more familiar with the new system that is now live!

Stay tuned for more guides!

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