

# CROSS-REGION RELOCATION

Created by Origin, Correct as of 5.1.5



## CROSS-REGION RELOCATIONS - ABRIDGED

v5.1.5  
UPDATE 2

### What is it?

Cross-Region relocations are at the end of a season. This is where you can decide if you want to move to a different region and call that place your home.

### Limits to Moving

There is a new limit on the number of very strong players per Region. The system takes a certain Combat Power range and allows only so many players in that Combat Power range to be in the same Region. **Basically, you cannot go to a region that is too strong already.**

You can move to Regions in which the limit for players with your bracket of Combat Power has not yet been reached.

You cannot move to Regions in which the limit for players with your bracket of Combat Power has been reached.

### Combat Power

This new value represents a player's TRUE Combat Power, not to be confused with OVERALL Power (which includes development stuff)

The true Combat Power value is calculated for players in S2 and higher and is based on only combat-related power. **The value is the all-time highest Combat Power** of the player. Combat Power is updated throughout the Season, until the moment the final rankings are settled.

### Combat Power Includes;

- Combat Survivors
- Combat Equipment
- Technology for Combat
- Vehicles
- All Combat Animals
- Recruits
- Combat Buildings
- Town Hall Skins

### Relocation Phases

There will be 3 rounds in which you can change Region. **You can only do this once.** Each round has a Registration phase (24 hours) and a Relocation phase (24 hours).

With Registration Phase, applying is Free. If too many apply, approval will be sorted by Combat Power, strongest first.

From Relocation Phase, you now have 24hr to move and spend your Tokens. **If you fail, you cannot move for 30 Days.** If not eligible to move, you can try again next round.

Combat Power	Tokens
325M +	500
252M - 325M	200
191M - 252M	100
121M - 191M	20
0 - 121M	5



Information displayed here may be subject to change in future updates

Additional Info found on the twds.wiki

ORIGIN

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