

Neocron Evolution 2.5 Update Notes

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NCE-2.5.87 - Redflash

Gameworld & Content

- Improvements to the experience and item rewards of the starter MC5 quest line
- Starter city dungeons rebalanced and renamed to form a coherent Very Easy -> Easy -> etc levelling path with newly rebalanced enemies in each – you can now easily level /1 -> /45 in any starter location
- Added new NPCs into the world to help guide players into fresh appropriate content
- Citycom kill mission rewards rebalanced to be vastly more rewarding in general
- Citycom research mission cash rewards reduced
- All wasteland sectors updated with new mobs and spawn patterns which have a tighter level range which gradually increases as you move further away from starter cities
- New Points of Interest added throughout the wasteland
- Outposts have been redesigned in layout for a better group fighting experience
- New “Pathfinder” settlements throughout the wastelands to deliver biome specific info and new quest lines which reward significant XP to main skills
- Short names added / altered on a huge number of items for easier identification
- Overhaul many naming conventions to make items more easily identifiable
- Create / update many item descriptions to give players more information on an item and whether it will suit them before choosing what to do with it
- Store vendors now stock weapons at better quality
- Added more hints of the day
- Increased the size of several smaller mobs
- Added new anti-vehicle NPCs to H14 (MC5)
- Altered the names of some NPCs to avoid confusion (e.g. no more multiple DoY Superwarriors)
- Altered the ranks of some NPCs for better progression
- Updated many mob faction relationships
- Increased max spawns of mobs in Point Red Storage, Calida Storage and Sherman Bay Storage
- Over 80 new NPCs in the world, situated in City Dungeons and across the wastelands to ensure there is always a variety of level appropriate NPCs to hunt
- Added NCPD Contest mission, called "The Antique Heist", by JJ Dynamite, to the gameworld. Talk to Tracy Callahan in the NCPQ HQ to start the mission (You need the NCPD Special Unit badge to start the mission)
- Added a new mission to the gameworld, called "A special Armour", to get a Tradeskill Powerarmour. Talk to Snacky in J16 to start the mission
- Added "RAPTURE" missions to the gameworld (We're not telling you where to find...)
- The old Brotherhood of Crahn Church in the Dome of York is now a dungeon zone
- Re-worked all Outpost trader, their inventory now reflect the Outpost-type
- Re-worked Outpost styles (Buildings, Decals etc.)
- Fixed missing door sounds in the ProtoPharm Lab
- Added some Decals to the ProtoPharm Lab
- Added a door button to the ProtoPharm Lab to open the big Labdoor

- Added VOX sounds to the ProtoPharm Lab
- Added Medical bay to Viarosso Sec 1
- Added HEW store to Viarosso Sec 1
- All 'Jones' missions are now granting XP on all Mainskills, instead of a particular Skill
- Updated text descriptions of APU PSI Modules to reflect their new behaviours
- Updated names & short names of PAs to be more recognisable & understandable
- Updated text descriptions of all PAs to reflect updates and fill gaps
- Updated names & short names of dual resist nanites to be more recognisable & understandable
- Updated script references to new names
- Removed wrong 'world-change entity' in Plaza Sector 4, which caused problems with the NavRay
- Slightly relocated the Reactor Room entrance (Plaza Sector 1) to not interfere with the new Trade Center
- Relocated the Viarosso Sec 3 Sewer to a more logic position
- Relocated the Sewer Queen NPC in Viarosso Sec 3 to the new Sewer location
- Reduced item prices at Newbie MC5
- Optimized spawns at Newbie MC5
- Added Nametags to Nomad Trader to reflect their inventory (Newbie MC5)
- Updated NavRay
- Keypad is now stackable
- Prototype B11 chip is now stackable
- The contents of Dr. Wulfram's belt are now respawning much faster
- The contents of Doc Pertken's belt are now respawning much faster
- Corrected shot sound for "Equilibrium of Forces"
- Added German translations for "Hint of the Day" messages
- Added new 'NPC Waypoints' to Outzone Sector 6
- Fixed incorrect mission-chain order of Job Center missions
- Adjusted Job Center mission-chain scripts to reflect the new mission-chain order
- Added Pile of Metalplates and Metalpipes to Plaza Sector 2
- Altered loot of CopBot Defector
- Altered loot of DoY Defence Unit
- Fixed incorrect script reference (Newbie MC5, Geordi)
- Fixed incorrect location of 'Maxime' (F8 text, Crahn Epic) from Viarosso Sec 3 to Viarosso Sec 2
- Fixed incorrect location at the Fallen Angels Epic Mission 2 - it's no longer leading you to the ProtoPharm Lab
- Fixed incorrect file format for the 'Fillup' script, used by Carl Shivers, at Plaza Sector 1
- Fixed incorrect file format for the 'Fillup' script, used by Historian Miles, at Jeriko Fortress
- Assigned a new AI script to several Neocron Zoo inhabitants
- Reduced Hitbox of the Recreation Unit
- Moved the GR building at Jankins Lab to another location nearby
- Re-placed some CopBots in Viarosso Sec 2
- Fixed floating decal in Viarosso Sec 1
- Fixed incorrect item names (Copbot -> CopBot for example)
- (Re-) Added F9 Minimap notes to all Plaza and Viarosso Sectors

- Reduced NPC size of Experimental WoC Mobs by 5%
- Reduced Absorber strength from 100 -> 33 (Decayed Horror)
- Removed fence at the Sewer in Plaza Sector 1
- Fixed floating Decal in Plaza Sector 1
- Added Trade Center to Plaza Sector 1
- Fixed incorrect Decal colours in Plaza Sector 2
- Removed fence at the Sewer in Plaza Sector 3
- Adjusted Decals in Plaza Sector 3
- Adjusted Decals in Plaza Sector 4
- added Hacknet Login and a CopBot to the Sync (Plaza Sector 4 -> Viarosso Sector 1), so you can now see what's on the other side
- Adjusted Decals in Viarosso Sector 1-3
- CopBots are no longer facing the walls in Viarosso Sector 1-3
- Realigned several floating actors in Viarosso Sector 1-3
- Enlightened Archpriest has now the correct AI script attached
- Reduced size and lifespan on all lance hit (corona) effects, so players don't get blinded when hit by multiple psi-npcs (eg Battlechurch)

Levelling

The intention has been to move away from the reliance on AoE grinding and improve other levelling methods to be just as viable. These changes include increased mission rewards, new mobs, mob relocation and new mission chains which award substantial main-skill XP.

City Levelling (/1 -> /45)

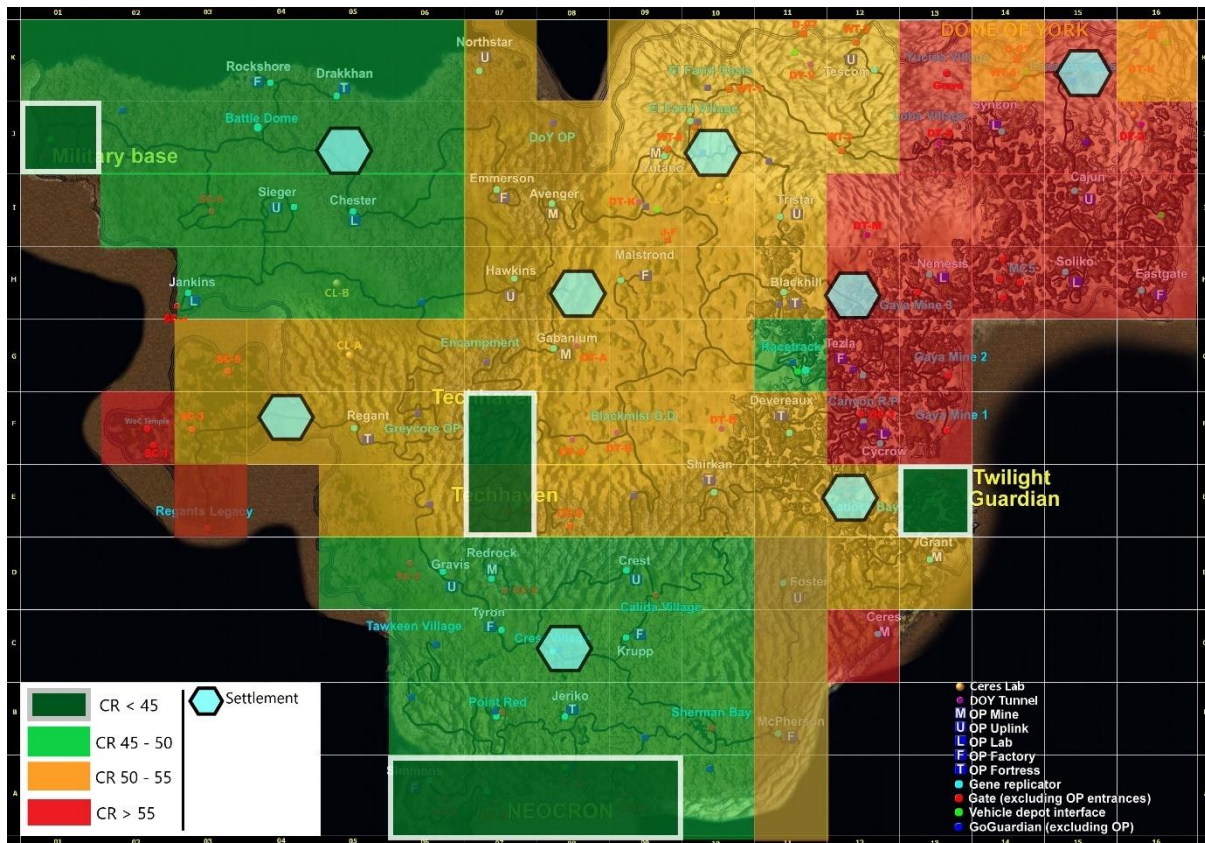
- Job Center missions re-ordered with updated rewards
- Every starter city reworked with updated dungeons and mobs for more intuitive progression
- Each city dungeon now displays a difficulty indicator which is tied to the terminal missions and aimed at a set range of player ranks.
Viarosso - Very Easy - 1-10,
Plaza - Easy - 10-20,
Pepper Park - Normal - 20-30,
Outzone – Hard – 30-45
- Additional NPCs added to the world to help offer guidance on what a player should do next

Wasteland Levelling (/45+)

- All wasteland sectors updated with new mobs and spawn patterns which have a tighter level range which gradually increases as you move further away from starter cities (most mobs generally in the regions they already were)
- New Points of Interest in many sectors
- New Pathfinder settlements throughout the wastelands to deliver biome specific info and missions which reward significant XP to main skills

Missions

- Terminal mission rewards reworked, now give much greater XP
- Variety of terminal missions reduced slightly, but still keeping kill, delivery and tradeskill missions
- Kill mission targets reallocated to suit the updated world
- Research missions award less cash
- Many existing missions have increased XP
- New “Pathfinder” mission chain which spans the wastelands – first 2 camps are live and the rest will launch in smaller upcoming updates



Dungeons

- Dungeons made more difficult through increased mob damage – team play is optimal
- Fixed numerous safe spots

Sounds

- Added new door sounds for the ProtoPharm Lab

Graphics

- Reduced intensity of some weapon animations to reduce discomfort they cause (holy beam, toxic halo, various fire modules)
- Added new Powerarmour Models and Icons
- Added a new Trophy Model and Icon
- Added re-mastered Dooractor (for example: Newbie MC5 Unit)
- Added new Outpost Decals
- Updated all textures and fixed several graphic issues (Newbie MC5 Unit (The room you start in)) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Sector 1) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Sector 2) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Sector 3) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Sector 4) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Sector 1) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Sector 2) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Sector 3) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Con Center) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Job Center) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Neocron Zoo) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (City Administration HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (ProtoPharm HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (ProtoPharm Lab) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Diamond Real Estate HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Tangent Technologies HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (NExT HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Biotech HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (NCPD HQ) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Apartment Level 1) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Apartment Level 2) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Plaza Apartment Level 3) and compiled a new .BSP

- Updated all textures and fixed several graphic issues (Plaza Clan Apartments) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Apartment Level 1) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Apartment Level 2) and compiled a new .BSP
- Updated all textures and fixed several graphic issues (Viarosso Apartment Level 3) and compiled a new .BSP
- Added additional space at Plaza Sector 1
- Added additional space at Viarosso Sector 1
- Skybox improvements and normalization; less visible seams and gradients
- Added new Ammunition Icons
- Added new PSI Icons
- Added new Missionitem Icons
- Added new decoration model (dead CopBot)
- Added new decoration model (Trader PA)

Balancing

Player Characters Overview

Spy

- Rebalanced to deal more damage but also take more damage; has excellent versatility through their technology
- Increased combat skill bonus on PAs
- Increased TC bonus to free Dex points for more damage / speed / utility
- Rebalanced PAs to ensure more viable options
- Reduced resistance given by armours
- Decreased effectiveness of resist nanites
- Introduced a delay between equipping stealth tool and being able to activate stealth
- Made several QoL improvements to nanites

Private Eye

- Rebalanced to more truly be “Jack of all trades, master of none”, with QoL and practical improvements to improve strength-based builds and blessed PSI based builds
- Reduced combat skill bonus of DEX PAs
- Increased resist bonus of all PAs
- Rebalanced PAs to ensure more viable options
- Added HC + MC to all STR PAs
- Increased amount of combat skill given on STR PAs
- Introduced a delay between equipping stealth tool and being able to activate stealth
- Reduced requirement of blessed equipment to remove the need to relog / zone
- Introduced self-cast bonus for blessed PEs

Tank

- Rebalanced to be naturally more resilient and less impacted by PPU support
- Increased resistance gained from armour
- Rebalanced PAs & underwear to ensure more viable options (PA for damage / underwear for speed)

Monk (APU)

- Rebalanced to be the true glass cannons and main damage dealers
- Increased APU damage
- Increase APU module PSI cost
- Increased combat skill bonus on PAs
- Reduced resistance given by armours

Monk (PPU)

- Not huge changes here but their impact they can have on a fight has been reduced
- Long duration heal strength reduced
- Holy Restoration strength increased
- Increased combat skill bonus on PAs
- Reduced resistance given by armours
- Reduced shield strength
- Self-cast bonus increased to compensate
- Resurrection time increased

Monk (Hybrid)

- Rebalanced to reduce their effectiveness of using both APU and PPU skills
- Increase APU module PSI cost
- Reduced resistance given by armours
- Reduced shield strength
- Self-cast bonus increased to compensate
- Resurrection time increased

General

- Increased broken leg speed malus

NPCs

- Every NPC's HP and damage rebalanced to suit new player balance (~ 400 mobs)

Turrets

- Buffed turret damage considerably
- Increased price significantly

Weapons

- Weapon classes rebalanced to fit damage profiles: APU > Rifle > Pistol > Heavy > Melee > Drones
- Weapon damage now very closely tied to TL of the weapon
- Weapon accuracy on guns; whilst firing with open reticle slightly increased
- Softcap modifiers increased so that you get more benefit from having high combat skills
- Added new levelling weapons which can be gained by recycling certain weapons with junk – resulting in a higher TL version
- Ammo mods reorganised to more often cover only 2 damage types
- Ammo pack sizes altered to match clip sizes of weapon (weight and value changed to keep same ratios)
- Accentuated weapon class differences to give weapon classes more distinct feel (*range, recoil, stamina use, frequency*)
- Reduced hack pool cost of hacknet attack modules
- Increased frequency of hacknet attack modules to combat zone line hugging
- New APU rare modules introduced
- Mosquito drones firing range drastically improved
- Added Marksman drones (single shots like a desperado)
- Gatlin drone damage type changes to PRC only to reduce dmg number spam
- APU Ball modules now have a small AoE on impact
- APU Ball Blast modules now have a moderate size AoE on impact & projectile speed increased
- Increased accuracy of AoE guns & shots fired without targeting anything
- Re-ordered TLs of various psi modules
- Added new Melee weapons to fill gaps in levelling
- Added new recycled weapons which can be recycled by using a base weapon and extra ingredients

New Weapons

- Holy Voltage (Rare Energy Lance TL 110)
- Holy Frostbite (Rare Frozen Lance TL 111)
- Holy Corrosion (Rare Poison Lance TL 112)
- Holy Pyre (Rare Fire Lance TL 113)
- Holy Evisceration (Rare PSI attack TL 100)

| Family | Weapon | Weapon Type | DPS | Dmg Types | Range | Stamina Drain | Aim Speed (Higher is) | Max Reticle Size (Small) | Recoil | Burst Size | Freq |
|--------------------------------|----------------------------|-------------|-----|---------------------------------|-------|---------------|-----------------------|--------------------------|--------|------------|------|
| Grenade Launcher | Winding Argument | Heavy | -5% | | 8% | -2% | 11% | -5% | 11% | | 0% |
| Freezer Cannon | Summer Leech | Heavy | 6% | | -15% | -22% | 3% | -10% | 329% | | -21% |
| Ionic Cannon Shotgun | Ionic Cannon Shotgun | Heavy | 38% | | -42% | -10% | 18% | 2% | 122% | | -43% |
| Plasma Wave | Ravager | Heavy | 10% | | 5% | 51% | 6% | 3% | 329% | | 0% |
| Gatling Cannon | EoF | Heavy | 18% | | -23% | 105% | 41% | 4% | 275% | 4 -> 3 | -27% |
| Plasma Cannon | Cursed Soul | Heavy | 7% | | -23% | -9% | 10% | -3% | 275% | 4 -> 3 | -10% |
| Fusion Cannon | Malediction | Heavy | 20% | | 2% | -22% | 12% | -1% | 88% | | 0% |
| Flamethrower | Devourer | Heavy | 15% | | 100% | 144% | 10% | 11% | 380% | | 0% |
| Rocket Launcher | Moonstriker | Heavy | 19% | | -6% | 22% | 28% | 13% | 267% | | 0% |
| Raygun Cannon | Doombeamer | Heavy | 49% | | -16% | -11% | 17% | 3% | 22% | | 0% |
| Laser Cannon | Creed | Heavy | 18% | | -1% | 18% | 19% | 7% | 344% | | -34% |
| Old World Rocket Launcher | Warhammer | Heavy | 66% | | -1% | 862% | 33% | 19% | 143% | | 0% |
| Baseball Bat | Peacemaker | Melee | 24% | | -33% | 19% | 82% | 20% | 1600% | | 0% |
| WoC-Claw | Claw of Lizard | Melee | 14% | | 60% | 28% | 102% | 39% | 1600% | | 0% |
| Combat Knife | Vien Ripper | Melee | 19% | | 33% | 28% | 85% | 23% | 1600% | | 0% |
| Sword | Blade of Ceres | Melee | 15% | | -27% | 15% | 89% | 26% | 1600% | | 0% |
| Stiletto | Soligens Finest | Melee | 29% | | 33% | 23% | 22% | -33% | 1600% | | 0% |
| Junk Knife | Blacmists Remorse | Melee | 6% | | 33% | 23% | 31% | -27% | 1600% | | 0% |
| Knuckles | Hurler King Knuckles | Melee | 24% | | 100% | 32% | 98% | 36% | 1600% | | 0% |
| Tsurugaoka | Zsusan | Melee | 26% | | -38% | 11% | 96% | 36% | 1600% | | 0% |
| Electro Shocker | Thunderbolt | Melee | 18% | | 33% | 7% | 100% | 39% | 1600% | | 0% |
| Claw | Paw of Bear | Melee | 17% | | 60% | 28% | 102% | 42% | 1600% | | 0% |
| Warbot Cutter | Warbots Bane | Melee | -6% | Switched to 60/40 (Energy/Xray) | -43% | 0% | 104% | 47% | 1600% | | 0% |
| Laser Blade | Devils Grace | Melee | 19% | Switched to 60/40 (Fire/Energy) | -43% | 0% | 104% | 47% | 1600% | | 0% |
| Pistol | Wyatt Earp | Pistol | 2% | | 6% | -29% | -21% | -30% | 0% | | 0% |
| Submachinegun | Liberator | Pistol | 21% | | 11% | -20% | -31% | -27% | 122% | 4 -> 3 | -31% |
| Ionic Shotgun Pistol | Ionic Shotgun Pistol | Pistol | 46% | | -7% | 341% | -41% | -25% | 48% | | 0% |
| Old World Automatic Pistol | SWAT Backup Gun | Pistol | 5% | | 11% | -34% | -35% | -24% | 82% | | -46% |
| Plasma Pistol | Judge | Pistol | 12% | | -15% | -20% | -44% | -28% | 67% | | 0% |
| Crossbow Pistol | Juggernaut Crossbow Pistol | Pistol | 35% | | -3% | -24% | -44% | -14% | -17% | | 0% |
| Automatic Pistol | Anarchist | Pistol | 55% | | 8% | 7% | -39% | -42% | 122% | 4 -> 3 | -21% |
| Freezer Pistol | Steiner | Pistol | 8% | | 20% | 33% | -39% | -27% | 186% | | 0% |
| Pulse Laser Pistol | Slasher | Pistol | 16% | | -19% | 18% | -43% | -17% | 733% | 4 -> 3 | -34% |
| Laser Pistol | Beam of Hell | Pistol | 32% | | -36% | 11% | -38% | -24% | 733% | | 0% |
| Rocket Launcher Pistol | Sucker Punch | Pistol | 96% | | 69% | 0% | -39% | -42% | 150% | | 0% |
| Old World Pistol(Golden) | Freeman | Pistol | 29% | | 5% | -10% | -39% | -15% | 43% | | 0% |
| Nailgun Pistol | Craftsman Dream | Pistol | 20% | | 3% | -24% | -42% | -14% | 18% | | 0% |
| Raygun Pistol | Ray of Last Hope | Pistol | 40% | | -4% | -16% | -38% | -22% | 43% | | 0% |
| Gatling Pistol | Dreadfire Prototype | Pistol | 42% | | 16% | -44% | -39% | -12% | 33% | | -40% |
| Fusion Pistol | Executioner | Pistol | 31% | | 28% | -22% | -47% | -17% | 11% | | 0% |
| Old World Pistol | Ceres Handgun BHG-9 | Pistol | 25% | | 1% | -17% | -35% | -8% | 43% | | 0% |
| Pumpgun | Terminator | Rifle | 19% | | -14% | -37% | -2% | -4% | 33% | | 0% |
| Assault Rifle | Pain Easer | Rifle | 23% | | 0% | 24% | 3% | 1% | 281% | | 0% |
| Ionic Shotgun Rifle | Ionic Shotgun Rifle | Rifle | 32% | | -14% | -43% | 6% | 5% | 67% | | 0% |
| Raygun Rifle | Ray of God | Rifle | 26% | | 8% | 0% | -4% | -4% | 122% | | 0% |
| Crossbow Rifle | Juggernaut Crossbow Rifle | Rifle | 24% | | -15% | -26% | -2% | -2% | 67% | | 0% |
| Freezer Rifle | Thunderstorm | Rifle | 18% | | 6% | -29% | -1% | -1% | 186% | | 0% |
| Old World Assault Rifle (West) | SWAT AR | Rifle | 41% | | -5% | -17% | 10% | 9% | 567% | | -15% |
| Junk Rifle | Desparado | Rifle | 27% | | -5% | -40% | 12% | 11% | 54% | | 0% |
| Gatling Rifle | Libra | Rifle | 84% | | 17% | -24% | 12% | 11% | 233% | 5 -> 3 | -36% |
| Fusion Rifle | Redeemer | Rifle | 76% | | 6% | -49% | 2% | 3% | 100% | | -45% |
| Compressed Plasma Rifle | Second Love | Rifle | 3% | | -1% | -43% | 11% | 13% | 135% | | 0% |
| Old World Assault Rifle (East) | Ceres Assault Rifle CAR-47 | Rifle | 53% | | -10% | 21% | 23% | 19% | 186% | 4 -> 3 | -17% |
| Laser Rifle | Healing Light | Rifle | 59% | | 21% | -11% | 0% | 9% | 471% | | 0% |
| Sniper Rifle | Silent Hunter | Rifle | 35% | | 78% | -31% | -10% | 12% | 532% | | 0% |
| Plasma Rifle | First Love | Rifle | 53% | | -11% | -17% | 11% | 13% | 135% | 4 -> 3 | -7% |
| Pulselaser Rifle | Disruptor | Rifle | 85% | | -2% | 0% | -10% | -20% | 344% | 6 -> 3 | -29% |
| Old World Marksman Rifle | HVSR-90 Ronin | Rifle | 50% | | 97% | -57% | -6% | 14% | 186% | | -32% |

| Family | Burst Size | Freq |
|--------------------------------|------------|------|
| Freezer Cannon | 1 | -21% |
| Ionic Cannon Shotgun | 1 | -43% |
| Gatling Cannon | 4 -> 3 | -27% |
| Plasma Cannon | 4 -> 3 | -10% |
| Laser Cannon | 1 | -34% |
| Old World Assault Rifle (West) | 3 | -15% |
| Gatling Rifle | 5 -> 3 | -36% |
| Fusion Rifle | 1 | -45% |
| Old World Assault Rifle (East) | 4 -> 3 | -17% |
| Plasma Rifle | 4 -> 3 | -7% |
| Pulselaser Rifle | 6 -> 3 | -29% |
| Old World Marksman Rifle | 1 | -32% |
| Submachinegun | 4 -> 3 | -31% |
| Old World Automatic Pistol | 1 | -46% |
| Automatic Pistol | 4 -> 3 | -21% |
| Pulse Laser Pistol | 4 -> 3 | -34% |
| Gatling Pistol | 0 | -40% |

Resistance

Resist Cap

- Class max resistances rebalanced to increase difference between classes

| Class | Titan Cap | New Cap | Res Cap |
|------------|-----------|---------|---------|
| Spy | 80% | 80% | 0 |
| PE | 82% | 84% | 2 |
| Tank | 84% | 88% | 4 |
| Monk (APU) | 80% | 76% | -4 |
| Monk (PPU) | 94% | 92% | -2 |

Constitution

- All classes now share the same strength per point in resists
- Strength of resist per point increased

Armour

- Armour resist strengths rebalanced to follow the TL
- Armour tiers renamed for consistency
- Armour requirements overhauled so that each class gets access to a version for each armour to help with build diversity
- Updated naming conventions for the tiers of both regular armour, underwear and Power Armours

| Name: Old | Name: New |
|--|--|
| Battle Belt Prototype | Light Battle Belt |
| Battle Boots Prototype | Light Battle Boots |
| Battle Collar Prototype | Light Battle Collar |
| Battle Helmet Prototype | Light Battle Helmet |
| Battle Trousers Prototype | Light Battle Trousers |
| Battle Vest Prototype | Light Battle Vest |
| Usual Battle Belt | Medium Battle Belt |
| Usual Battle Boots | Medium Battle Boots |
| Usual Battle Collar | Medium Battle Collar |
| Usual Battle Helmet | Medium Battle Helmet |
| Usual Battle Trousers | Medium Battle Trousers |
| Usual Battle Vest | Medium Battle Vest |
| Advanced Battle Belt | Heavy Battle Belt |
| Advanced Battle Boots | Heavy Battle Boots |
| Advanced Battle Collar | Heavy Battle Collar |
| Advanced Battle Helmet | Heavy Battle Helmet |
| Advanced Battle Trousers | Heavy Battle Trousers |
| Unhallowed Inquisition Belt | Light Inquisition Belt |
| Unhallowed Inquisition Boots | Light Inquisition Boots |
| Unhallowed Inquisition Helmet | Light Inquisition Helmet |
| Unhallowed Inquisition Necklace | Light Inquisition Necklace |
| Unhallowed Inquisition Trousers | Light Inquisition Trousers |
| Unhallowed Inquisition Vest | Light Inquisition Vest |
| Inquisition Belt | Medium Inquisition Belt |
| Inquisition Boots | Medium Inquisition Boots |
| Inquisition Helmet | Medium Inquisition Helmet |
| Inquisition Necklace | Medium Inquisition Necklace |
| Inquisition Trousers | Medium Inquisition Trousers |
| Inquisition Vest | Medium Inquisition Vest |
| Holy Inquisition Belt | Heavy Inquisition Belt |
| Holy Inquisition Boots | Heavy Inquisition Boots |
| Holy Inquisition Helmet | Heavy Inquisition Helmet |
| Holy Inquisition Necklace | Heavy Inquisition Necklace |
| Holy Inquisition Trousers | Heavy Inquisition Trousers |
| Holy Inquisition Vest | Heavy Inquisition Vest |
| Gods Wish' Inquisition Belt | Experimental Inquisition Belt |
| Gods Wish' Inquisition Boots | Experimental Inquisition Boots |
| Gods Wish' Inquisition Helmet | Experimental Inquisition Helmet |
| Gods Wish' Inquisition Necklace | Experimental Inquisition Necklace |
| Gods Wish' Inquisition Trousers | Experimental Inquisition Trousers |
| Gods Wish' Inquisition Vest | Experimental Inquisition Vest |

| Class | Req Skill | PA | Resist | Main Skill Bonus (eg DEX) | Main Skill Malus (eg INT) | Combat Bonus | Combat Malus | Subskills |
|-------|-----------|------------|--------|---------------------------|---------------------------|--------------|--------------|--|
| Spy | dex | v1 | -17% | +1 | | | | Introduced + 16 TC Introduced + 20 TC Introduced + 22 TC Introduced + 23 TC Introduced + 26 TC Introduced + 28 TC Additional + 5 TC & Introduced + 22 END Introduced + 30 TC & 30 AGL & additional + 13 END |
| Spy | dex | v2 | -9% | +1 | | +2 | | |
| Spy | dex | v3 | -7% | | | +3 | | |
| Spy | dex | v4 | -10% | | | +2 | | |
| Spy | dex | WoC Silver | -10% | | | +3 | Removed | |
| Spy | dex | WoC Gold | -10% | | | +2 | Removed | |
| Spy | dex | Regant | -5% | +4 | | +12 | | |
| Spy | int | Holo | 41% | +1 | | | | |
| PE | dex | v1 | -1% | +2 | | -2 | Removed | Introduced + 22 END and removed 14 TC |
| PE | dex | v2 | 2% | +1 | | -2 | Removed | |
| PE | dex | v3 | 8% | +1 | | -2 | Removed | |
| PE | dex | v4 | 8% | | | -1 | Removed | |
| PE | dex | WoC Silver | 3% | | | -3 | Removed | |
| PE | dex | WoC Gold | 9% | | | -2 | Removed | |
| PE | dex | Camo | 19% | | Removed | +1 | | |
| PE | dex | Regant | -7% | +4 | | +5 | Removed | |
| PE | str | Regant | -13% | | | +10 | | Introduced, + 22 END & removed -13 HLT |
| PE | str | v1 | -15% | +2 | +1 | +1 | Removed | Introduced + MC |
| PE | str | v2 | -1% | +2 | +1 | +1 | Removed | Introduced + MC |
| PE | str | v3 | 8% | +2 | +2 | +2 | Removed | Introduced + MC |
| PE | str | v4 | 12% | +2 | +3 | +3 | Removed | Introduced + MC |
| Tank | dex | v1 | -6% | | | -1 | Removed | |
| Tank | dex | v2 | -9% | -1 | | +1 | Removed | |
| Tank | dex | v3 | -7% | | | +2 | Removed | |
| Tank | dex | v4 | -2% | | | | Removed | |
| Tank | str | v1 | -4% | +2 | +1 | | | Additional -1 AGL |
| Tank | str | v2 | 4% | +2 | +1 | +2 | | Additional -1 AGL |
| Tank | str | v3 | 6% | +1 | +1 | +3 | | Additional -1 AGL |
| Tank | str | v4 | 3% | +1 | -1 | +2 | | Additional -1 AGL |
| Tank | str | WoC Silver | 4% | | +1 | +3 | | Additional -4 AGL |
| Tank | str | WoC Gold | 3% | | +2 | +2 | | Additional -4 AGL |
| Tank | str | Camo | 8% | | | +7 | | -15 AGL (Changed to AGL from ATH) |
| Monk | psi | v1 | -16% | +2 | | | -3 | Additional -3 ATH |
| Monk | psi | v2 | -9% | +1 | | +2 | -4 | Additional -4 ATH |
| Monk | psi | v3 | -5% | +1 | | +3 | -3 | Additional -4 ATH |
| Monk | psi | v4 | -8% | +1 | | +2 | +4 | Additional -4 ATH |
| Monk | psi | WoC Silver | -7% | | | +3 | +3 | Additional -6 ATH |
| Monk | psi | WoC Gold | -7% | | | +2 | +4 | Additional -6 ATH |

| Old TL | New TL | Skill Req | Name | Resist Change % | ATH Added | END Added |
|--------|--------|-----------|---------------------------------|-----------------|-----------|-----------|
| 18 | 25 | INT | Light Ionic Nylon Underall | -6% | 2 | 8 |
| 20 | 40 | INT | Low Density Krokydolith Suit | 12% | 3 | 11 |
| 42 | 80 | INT | Medium Ionic Nylon Underall | -1% | 6 | 17 |
| 44 | 25 | INT | Medium Density Krokydolith Suit | 16% | 2 | 8 |
| 69 | 40 | INT | Heavy Ionic Nylon Underall | 2% | 3 | 11 |
| 71 | 80 | INT | High Density Krokydolith Suit | 21% | 6 | 17 |
| 15 | 25 | PSI | Light Argentiferous Lead Coat | 6% | 2 | 8 |
| 32 | 40 | PSI | Light Chrysotil Suit | 17% | 3 | 11 |
| 43 | 80 | PSI | Medium Argentiferous Lead Coat | 14% | 6 | 17 |
| 67 | 25 | PSI | Medium Chrysotil Suit | 22% | 2 | 8 |
| 73 | 40 | PSI | Heavy Argentiferous Lead Coat | 18% | 3 | 11 |
| 81 | 80 | PSI | Heavy Chrysotil Suit | 22% | 6 | 17 |
| 3 | 3 | STR | Light Wiremesh Suit | 4% | 3 | 10 |
| 4 | 3 | STR | Light Leather Skin | 6% | 5 | 14 |
| 12 | 10 | STR | Medium Leather Skin | 1% | 9 | 23 |
| 12 | 10 | STR | Medium Wiremesh Suit | 1% | 3 | 10 |
| 15 | 25 | STR | Light Glasfibre Suit | 10% | 5 | 14 |
| 22 | 25 | STR | Light Ionic Cotton Underwear | 4% | 9 | 23 |
| 24 | 20 | STR | Heavy Leather Skin | -3% | 3 | 10 |
| 24 | 20 | STR | Heavy Wiremesh Suit | -3% | 5 | 14 |
| 25 | 40 | STR | Light Glasfibre Suit v2 | 10% | 7 | 19 |
| 36 | 25 | STR | Light FeSilicon Coat | 10% | 9 | 23 |
| 39 | 60 | STR | Medium Glasfibre Suit | 10% | 3 | 10 |
| 42 | 40 | STR | Medium Ionic Cotton Underwear | 6% | 5 | 14 |
| 44 | 40 | STR | Medium FeSilicon Coat | 9% | 9 | 23 |
| 62 | 80 | STR | Heavy FeSilicon Coat | 9% | 1 | 6 |
| 62 | 25 | STR | Light Carbonsilk Suit | 7% | 2 | 8 |
| 67 | 80 | STR | Heavy Ionic Cotton Underwear | 6% | 3 | 10 |
| 68 | 80 | STR | Heavy Glasfibre Suit | 9% | 1 | 6 |
| 72 | 40 | STR | Medium Carbonsilk Suit | 8% | 2 | 8 |
| 82 | 80 | STR | Heavy Carbonsilk Suit | 7% | 3 | 10 |

Shield – PSI

- Reduction in shield strength of top tier shields
- Increase in PPU self-cast bonus
- Introduced a PE self-cast bonus
- All shields (except rares) unlock at the same TL for better comparable strength and intended targeted usage

Shield – Nanites

- Reduction in shield strength per nanite injection
- Nanite activity reduced on almost all tools
- Nanite activity expires sooner than the duration of the nanite benefit
- Singular resist type nanites have their duration increased from 240 -> 300 seconds to compensate for the extra steps involved in full coverage using singular vs mixed.
- Pyrolizer no longer damages you and it's nanite activity timer reduced from 60 seconds to 30 seconds
- Increased clip capacity of nanite tools
- Anti-buff tools (both anti-shields variants and DoT cleanse variants) have had their time to act reduced in order to make them more viable options.
- Tools renamed with more intuitive names

Heals

- DoT heal strength reduced
- Holy Restoration strength increased
- Lower nanite activity from Nanite Heal Tools

Implants

- Rebalanced to fit with TL
- Requirements reworked for better progression
- Most stat bonuses and malus reworked to more clearly fill a role (e.g. a damage / resist / speed / utility)
- Version names renamed to be more intuitive

Brain Implants

- Many changes minor changes to skill amounts
- PSI Defence Field changed to PSI Power Amplifier (bonus changed: PSR -> PPW)
- Experimental Mind Control -> Experimental Psionic Logic CPU (from a 3rd droner chip -> a PPU chip for Spy & PE who don't want to use nanites – has a very high TC requirement also to put it out of reasonable reach of monks)
- New “speed” category brain imp called Explorers Knowledge CPU which is on par with the CON:35 resist implants
- Dex bonuses reduced slightly to make it harder for a PE to easily hit high TLs without sacrifices
- TC bonuses removed from many implants to make it more difficult to gain without actual investment
- Exp Ballistic CPU & Targeting Computer CPU have been diversified by Ballistic focusing TC > WEP and Targeting focuses TC < WEP with a bigger difference between the skills
- Persistence Advancement CPU has been given subskills to go with its high +CON. It now has +HLT & -ATH
- Opposing tradeskill malus have been removed as to not punish people who wish to hybrid tradeskill

Eye Implants

- TC has been removed from combat eyes
- Recycle, Repair & Vehicle eyes have had their bonuses reduced.
- iSpy TL increased and rebalanced as a HCK implant with some TC
- Cyber GPU renamed to Cyber Scan GPU + v3 added and fills a utility role lacking combat skills but giving high WPL and some HCK to serve multiple play styles
- Smart Cyber GPU renamed to Utility Coordinator GPU. Rather than having two lines of eyes which are similar this has been repurposed for a utility role revolving around supporting yourself and a group through IMP, PSU, and REC bonuses
- New eye family called Terrain Analyser GPU which fills a gap for a speed focused eye implant, providing ATH + END

Heart Implants

- Advanced is focused on Endurance
- Cyber is focused on ENR and FIR
- Filter is focused on PSN and XRY
- Experimental is focused on HLT
- Strengthen is focused on ATH

Glove Implants

- Minor value tweaks

Spine Implants

- Dexterity Booster moves to slightly more combat focus role whilst retaining AGL but also gaining TC.
- Strengthened Backbone has only number tweaks
- Hardened Backbone has PRC removed
- Advanced Nerves has it's HCK replaced with TRA to better suit tradeskillers
- Reflex Booster & Experimental Reflex Booster now both remain as speed implants. With each offering AGL & ATH.
- Reflex Booster focuses AGL, then ATH
- Experimental Reflex Booster focuses ATH, then AGL

Bone Implants

- Cryton bone resist malus changed to HLT
- New boss mob inspired bone sets introduced, all suiting different classes with more targeting skill bonuses for each set. Each set requiring level 80 of a relevant main skill
 - Apparition - PPW
 - Bat Queen - END
 - Cryton - General Tradeskilling
 - Cyborg - WEP
 - Scorpion - HLT
 - Shaman - PSR
 - Soldier - TRA
 - Viper King - AGL

Drugs

- Main Skill only drugs now only last for 1 minute to enable those wanting to drug on pieces of armour, etc to do so with less drugflash
- TL's generally increased on drugs
- X2 new drug sets introduced; Serumderibat Forte's & Thyronol Forte's
- Cost of drugs increased

Vehicles

- Entry level vehicle speed and agility nerfed, high level vehicle speed and agility buffed much higher than Titan values to encourage more investment and not just using the quad
- None-entry level vehicles feel much more responsive
- Vehicle types lean more into real world expectation – (e.g. bike is fast in straight line but not so good at turning at speed)
- Activated 1st person camera for numerous vehicles
- Increased the freedom of many gunner turrets to aim higher and lower
- HP and armour rebalanced; based on TL and vehicle type
- Anti-vehicle armour reduced on all vehicles
- Vehicle weapon damage rebalanced
- Increased speed of vehicle rockets
- Added codenames for every vehicle

| Vehicle Type | Damage Change | Gunner firing arc | 1st Person Gunner Enabled | HP Change | Armour Change | Anti-Vehicle Armour | Acl | Turn Speed | Time Taken to achieve max turn speed |
|--------------------------|---------------|-------------------|---------------------------|-----------|---------------|---------------------|------|------------|--------------------------------------|
| APC | 21% | 200% | Yes | 4% | 4% | -27% | -3% | 175% | -17% |
| Chaincraft (ATV) | 31% | 125% | Yes | 6% | 0% | -18% | 9% | 80% | -38% |
| Chaincraft (Bike) | 6% | | | -33% | -3% | -51% | -3% | -9% | -38% |
| Hovercarrier (Bomber) | -25% | 17% | Yes | -4% | 0% | -27% | 3% | 75% | -38% |
| Hovercarrier (Transport) | 21% | 17% | Yes | -17% | 0% | -27% | 3% | 94% | -38% |
| Hovertech (Bike) | 12% | | | -17% | -6% | -27% | 100% | -22% | -50% |
| Quad (Jones) | 6% | | | 0% | -3% | -27% | -8% | -28% | -38% |
| Quad (Assault) | 6% | | | 0% | -3% | -27% | 8% | -28% | -38% |
| Scout (Anti-Air) | 10% | | | 2% | -8% | -27% | 83% | 67% | -38% |
| Scout (Anti-Ground) | -7% | | | 12% | -11% | -27% | 64% | 89% | -38% |
| Scout (Transport) | - | | | -2% | -8% | -27% | 92% | 82% | -38% |
| Speed Bike | 6% | | | 13% | -7% | -27% | 17% | 56% | -38% |
| Tank | 32% | 400% | Yes | 4% | 0% | -27% | -7% | 167% | -17% |
| Trike | 10% | 125% | Yes | 24% | 4% | -18% | 47% | 115% | -38% |
| Wheeler Car | -25% | 150% | | 28% | 1% | -27% | 36% | 50% | -38% |
| Average: | 7% | 148% | | 1% | -3% | -27% | 29% | 64% | -36% |

| Weapon | Highest TL Vehicle | DPS | Range | Aim Speed | Max Reticle Size | Recoil | Notes |
|--------------------------|--|------|-------|-----------|------------------|--------|-----------------------------|
| Vehicle 20mm Cannon | NExT Assault Trike 'Scorpion' | 12% | 21% | -37% | -7% | 423% | |
| Vehicle 30mm Cannon | NExT Assault 4x4 Chaincraft v2 'Reveler' | 40% | 18% | -34% | -3% | 401% | |
| Vehicle Bomb Thrower | DoY Advanced Anti-Ground Glider | -25% | 14% | -28% | 8% | 1187% | |
| Vehicle Gatling Cannon | DoY Assault 4x4 Chaincraft | 21% | 19% | -36% | -3% | 330% | |
| Vehicle Grenade Launcher | NExT Assault Wheeler | -25% | 44% | -35% | -3% | 533% | |
| Vehicle Laser Cannon | NExT Assault 4x4 Tank 'Rhino v2' | 13% | 16% | -32% | 1% | 446% | |
| Vehicle Raygun Cannon | NExT Assault 4x4 Tank 'Rhino v3' | 50% | 14% | -29% | 7% | 363% | |
| Vehicle Rifle | NExT Assault Trike 'Trophy Hunter' | 13% | 14% | -52% | -32% | 330% | |
| Vehicle Rocket Launcher | DoY Anti-Air Glider | 6% | 12% | -31% | 3% | 1026% | + Projectile speed increase |
| Average: | | 12% | 19% | -35% | -3% | 560% | - |

Bug Fixes

- Reduced the bugged music volume in Laboratory Facility Detention zone
- Fixed hit detection of ball blasts
- Fixed crash caused by multi-lightning bolts
- Fixed several ammo vendors holding the wrong stock (e.g. ionic ammo and rockets)

Technical & Client Updates

- Blessed PE can now benefit from the self-cast shield bonus.
- Windows Mode default screen resolution is now 1280 x 720. Any existing settings of 'PREFWINDOWSIZE' in neocron.ini will still be honoured
- Caching code for models.tmp updated. If models.tmp is missing or deleted, the client will now force a re-caching of the file

NCE-2.5.88 & 2.5.89 - Redflash

Gameworld & Content

- Fixed broken door at DRE HQ
- Fixed decal in Plaza 2
- Removed snow weather effects
- Moved the Smuggler in Plaza 4 to stop them getting stuck

Balancing

- Reverted last nerf to Glass Cannon Spiders dmg as it was mistake and they now do low dmg
- Reduced requirement of PSI Memory v2 from 36 -> 35 to ensure no relog / drug is required
- Reduced requirement of the other v2 ones by the same for consistency;
 - Neural Advancement
 - Coordination Advancement
 - Crahn PSI Experience Memory Alpha
 - Enhanced Physics CPU
 - Persistence Advancement CPU