It has been 3 days since we launched our Kickstarter campaign and we have an exciting new demo update to announce. Introducing: ZONE CLAIMING

Certain maps contain turret defences and objective beacons, destroying all of the defences and the beacon itself will grant your faction ownership of this zone. Be careful though, the current faction that owns it will be defending at all costs.



Once you own it, the turrets will no longer attack you and you must change from attacking to defending your beacon at all costs. You will have to fix your defences using the heal beam and take out enemy factions trying to conquer the map.

Owning a zone (on release) will provide you with minerals/resources, a place to build, the ability to upgrade the defences and of course advertise your faction across the entire world map. The eventual

goal is world domination.

We have had a couple of streamers and YouTubers play the gamemode and help to test it so I'd like to give a big shoutout to Bearly, shomofo, Seanarchy and everyone in the discord channel.

More rewards? Yep! We have received some feedback on what people would like to be receive as a pledge reward. Here's a brief summary of what we added:

FULL MONTY PACK - Get 3 full mech loadouts on launch and more
DESIGNER (ZONE) - Design a zone for the world map
DESIGNER (MECH SKIN) - Design your own mech skin for an existing loadout
SUPER FAN - Upgraded rewards included
ULTIMATE FAN - Upgraded rewards included
DESIGNER (MAP KIT) - Work with us to design your own construction kit, with over 1000 tile variations and dozens of entities. We do all the hard work.



Please remember to share our campaign, make a pledge if you can, maybe even write an article about us if you're a journalist. Anything that you can do to get the word out there and help get the game funded would mean the world to us - because at the rate we are going now, it won't happen and we don't want to let our dedicated fans down.