

## Recent Changes to CC14

### Collateral Damage

So far in the game there has been little incident of Collateral Damage. This is usually a consequence of combat. The new Natural Disaster module will add some collateral damage occasionally. This is a percentage drop in production and simulates damage to facilities and infrastructure and disruption to workers lives.

There are a few ways that collateral damage can be repaired.

The first way is automatic. If you have an excavator, and engineer type unit and 10 defence Stores and you have engineer capacity to spare at that location then collateral damage will be reduced. This happens every time you submit a turn and at random times when you have not submitted a turn.

You can allocate resources to order a reduction in collateral damage.

When you invest in a village, if it is successful, then there will be a reduction of collateral damage.

The only Disaster situation that will effect a unit is Earth Tremors. If The tremors are at the top end (ie top 10%) of the range of collateral damage this type of disaster allocates then there is a chance that village levels will be destroyed.

### Engineer Activity Points

EAP have been in the game for a long time. You will find reference to them in the Quick Reference tables, and this quantifies how much activity a given group of engineer units at a given location can do. I have recently added EAP to the unit listing as far as the Defences Module are concerned. This is more an explanation of what has happened from turn one, so not a change, just a clarification. After some feedback I have made a few small changes in the requirements to build defences.

### Investment

Just to remind you that Investment is good. If you have a few MPs laying around then it is always worth investing. If you have less than the village level, there is not a chance that the village level will rise, but there is a 30% chance that the investment will increase Popular Support, Reduce Collateral Damage and increase Political Influence.

### Vice Areas

In the rules there was reference to consequences for developing a large vice operation. Recently the local cartel has issued a warning to all factions that they will not tolerate any challenge to their vice operations in the area.

As ever, I welcome your feedback.