

## **PERSISTENT MASSIVE ONLINE MULTIPLAYER GAME FOXHOLE AND HOW IT SHAPED THE INDUSTRY**

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### **Massively Multiplayer Warfare**

Thousands of players connect to the same world and fight in a persistent war that lasts for weeks, and sometimes months. It is immersive due to a sandbox nature of the game itself, which includes hundreds of hand-crafted towns, villages and other areas which players can interact with.

### **Logistics**

A detailed production of in-game items allows players to produce every type of ammunition, building material, fuel, vehicle, weapon or engineering gear suited for an ongoing war. The ability of the enemy to cut off supply lines can favor the same way to your side if you will be quick enough to disrupt theirs first, by sabotaging infrastructure behind enemy lines.

### **Combat**

Starting off from the basic single-shot rifle and ending with massive battleships, bombers and offensive fortresses. Sandbox feature lets you fortify the front line with modular trenches, bunkers, field hospitals, ability to build underground fortresses, intelligence radio stations and more.

### **Weather System**

The game possesses a vast amount of weather events, such as simulation of snow and rainstorms that are able to freeze the water for traversal on ice and stall engines due to cold, or cover infantry, tanks, vehicles in mud while disrupting movement.

### **No Man's Land**

Every player is able to unleash devastating artillery bombardments in groups, leading to permanent leveling of towns, transforming landscapes into desolate stretches of land filled with shell craters and torn out tree stumps.

### **Tank Combat**

Dozens of tank classes to choose from all types and variants used by crews with gunner, commander and engineer roles. Tanks can be tracked, have their fuel tanks ruptured, or have their subsystems disabled. They also feature and armor degradation system with penetration and deflection mechanics.

### **Naval Warfare**

Players are able to construct impressive fleets of Battleships, Destroyers, Submarines, Small Boats, Minelayers and more. They also have ability to launch beach invasions from certain large ships in the area with the help of docking mechanic. For large naval operations that are required to capture land, players

are able to construct 2 types of ships for heavy use. One is a personnel carrier called Longhook, the purpose of that ship is to serve as the main ground assault vehicle during naval invasions, mainly to drop off large amounts of infantry on the shoreline with the use of quickly constructed landing boats. The second ship serves as an equipment carrier role by the name of Bluefin, holding ammunition and vehicles inside that you're able to pull out during deployment or take it out on the water, preparing for an instant assault with the use of smaller boats.

### **Train System**

Players are able to design and build large scale railway systems, enabling supplies, vehicles, plane frames and other equipment to be hauled over long distances across the persistent world. Trains have the ability to attach specialized cart modules that allow certain setups to treat wounded on the move, or wield 300mm artillery for breaching heavy enemy fortifications. There's no "presets" or abilities that trains are bonded to. Every single part of the train is a standalone vehicle that has it's own properties, just as intended by the sandbox nature of the game.

### **Facilities**

Used for mass-scale production and orders of sophisticated variants of vehicles, facilities are able to be constructed on any terrain as they turn into small industrial bases for sand bags and barbed wire, materials of basic needs that can be developed into mass production centers or shipping ports servicing hundreds of logistics players every day. Majority of the experienced player base is dedicated to large scale production of certain vehicle variants. The ability to build up facility hubs on the frontline also allows certain regiments to contribute to the war effort in an easier way than in other logistics-based war games.

### **Airborne**

Foxhole's newest update allows players to experience air combat like never before. The stakes are high as every aircraft is produced manually, almost handcrafted for their job. Players are able to experience bomber raids, fighter formations and other trivial air support roles. Torpedo-planes, Close Air Support bombers, minelayers, paratroop planes and more are available for use, which further makes the grey area of combat even bigger compared to previous updates.

### **Conclusion**

Overall the sandbox nature of the game and ability of the developers to listen to the community about certain updates and gameplay changes helped to form a well mannered community around the world giving a healthy playerbase and daily logins of over 6,000 people on occasions.

Список використаних джерел: 1. Foxhole | Foxhole URL: <https://www.foxholegame.com/about-foxhole> (дата звернення 01.03.2026) 2. Siege Camp | Video Games | Foxhole | r2 engine URL: <https://www.siegecamp.com> (дата звернення 03.03.2026)