Error Report - Endless Legend - Multiplayer Desync around turn 100 - The\_Arbitor - 25/2/2019

Consistent multiplayer desync after turn 100

Issue:

After around turn 100 of my multiplayer campaign the game desyncs every turn. There are 4 human players including myself and 4 AI. We can’t think of any action we are taking that directly causes this. Desyncs had occasionally occurred earlier but were fixed by the resync option.

Specs:

Windows 10

i7-2600 @ 3.4 Ghz CPU

8 Gig RAM

GeForce GTX 980 @ 1920x1080

Game Version:

V1.7.2 S3 (64-Bit)

Guardians, Shifters and Symbiosis DLCs are deactivated and I do not own Inferno.

Game Saves:

Problems started occurring on :“K5 - Roving Clans - Turn 101 - Amis Gnego Dragon”

We gave up playing on :“K5 - Turn 111 - Amis-Gneg-Dragon”

Game saves, Output log, diagnostics and registry attached.

No relevant screen shots

No dump file found