

Forum:[Hack Forums](#)

Thread: [How The Division 2's Tougher, Limited-Time Realism Mode Works](#)

Stanley - March 4, 2026, 6:55 am

How The Division 2's Tougher, Limited-Time Realism Mode Works

Near the beginning of the year, Ubisoft shared plans to bring a Realism Mode to The Division 2 as part of its 10th anniversary celebration. It's designed to make the game even tougher by removing some of the game's more advantageous features, and it's only sticking around for a short time. As laid out by the game's developers, Realism Mode is only available through the Warlords of New York expansion. But from today to April 2, that expansion will be open to all players so they can have a chance to experience it themselves. Realism Mode drops most of the video game conventions like the HUD, the map, and hitmarkers. The combat has also been completely re-balanced, and old strategies like shooting limbs aren't going to as effective in this mode. Continue Reading at GameSpot

<https://www.gamespot.com/articles/how-the-division-2s-tougher-limited-time-realism-mode-works/1100-6538540/?ftag=CAD-01-10abi2f>

Dotexe - March 4, 2026, 10:56 am

Damn, didn't they announce TD3 ? Why they focusing on 2 lmfao