

1- Bug Fix/Improvements

- 1-Solved Bugs that caused game crash.
- 2-Solved Bugs that caused replays not working properly.
- 3-Solved Bugs that caused Desyncs and freezes.
- 4-Added Log creation (Available in "Logs" folder).
- 5-Solved Bugs causing crashes and freezes in game menus and at the end of games.
- 6-Fixes to avoid cheats.
- 7-Added more options in Single Player and MultiPlayer. Initial Gold options (20000,30000,50000) and new "Alternative" game mode in order to play "Elimination" with alternative options. (For now like "Elimination" but without Anti-Mixing system and with visible stats)
- 8-Added "News" on main menu, which will be updated on game start.
- 9-Solved Bug "Ronda". (Capture system fixed in order to make impossible to avoid Loyalty being reduced by staying outside Stronghold).
- 10-Fixed Bug "Truco Teuton"
- 11-Improved Village Burn/Repair system. Now Village can be repaired sooner. Repairing cost from 1000 to 100 Gold. Population after repair from 10 to 60.
- 12-Fixed picture of "Forge Swords" (Berber Assassin improvement).
- 13-Added Commands "Open and Close gate permanent".
- 14-Changed Experience gain system in order to give only 50% of experience on killing no-military units such as Peasants or Wagons.
- 15-Added System to protect heroes when these have more than 5 units attached.
- 16-Added Historic heroes to SinglePlayer and MultiPlayer (Caesar, Larax, Kelltill, Heardred,Anibal)
- 17-Added Anti-Mixing system. Units from one faction can't be attached to hero from other faction. Exception units that can be generated by everyone on map; teutons and Maceman. Not Available in "Alternative" mode.
- 18-Fixed Bug "Bola". "Bolas" still can be done but Melee units can attack anyways.
- 19-Added option to change several armies formations at the same time.
- 20-Added option that allows to send out different kind of units from Outposts at the same time, without needing to click one by one.
- 21-Fixed Maps with slow amount of Outposts. Removed GuardPost.
- 22-Fixed Bug that blocked Villages exit.
- 23-Removed Neutral StrongHolds from Huge Maps.
- 24-Modified available Editor maps on Single and MultiPlayer. Added small 1vs1 Map for Any Faction by Lukkyfrosts and removed several specific factions 1vs1 and 2vs2.
- 25-Added Spanish Tutorial traduction.
- 26-Changed Spanish Main Menu traduction from "Varios Jugadores" to "MultiJugador"
- 27-Changed time repair gate from 60 seconds to 90.
- 28-Changed Ruin Behaviour in order to reduce Hero's Health to 50% instead of to 20%.
- 29-Added more visible unit stats. Defense Slash/Pierce, Speed, Range and Sight.
- 30-Fixed Bug that allowed to see enemy units on map.
- 31-Fixed Catapult Bug that did not allow to choose where to attack and attacked walls instead of gates or buildings.
- 32-Removed visible kill/death stats from most game modes. Still available in "Alternative" mode.
- 33-Changed repair building cost from 500 to 100.

2- Balance Changes

- Raised Unit train speed.
- Raised Hero Skill BattleCry duration from 5 to 8 seconds

- Raised Hero Skill Scout range from 50 sight for each skill point to 100.
- Raised stamina cost of Unit skill "Disease" from 1 to 3.

Faction Balance

EGYPT

- Reduced cost of "Cult of Osiris" from 3000 to 2000 gold
- Reduced cost of "Mummification" from 3000 to 2000 gold

IMPERIAL ROME

- Raised Hero Damage from 30 to 40
- Added Hero skill "BattleCry" instead of "Rush"
- Added technology in order to train units at level 12. Cost 3000 gold
- Reduced "Investment" from 4000 to 2000 gold, investment return from 6000 to 3000, and reduced Investment time from 5 minutes to 2,5 minutes.
- Reduced "Increase population" cost from 800 to 500 food.
- Removed Freedom of Liberati, now can be attached to hero.
- Added Active skill to Priests
- Removed "Learning" skill to Velit
- Reduced cost of "God's Gift" from 1800 to 1500 gold.
- Raised "Praetorian" Armor Pierce from 12 to 20.

REPUBLICAN ROME

- Reduced hire hero cost from 800 to 600 gold.
- Added Hero Skill "BattleCry" instead of "Rush"
- Reduced Medals cost from 3000 to 2000 gold
- Reduced "Investment" from 4000 to 2000 gold, investment return from 6000 to 3000, and investment time from 5 minutes to 2,5 minutes.
- Reduced "Increase population" cost from 800 to 500 food.
- Removed Freedom skill to Chariots, now can be attached to hero.
- Reduced "Chariots" Health from 500 to 400
- Added "Active" Skill to Priests
- Removed "Learning" Skill to Gladiators.
- Reduced cost of "God's Gift" from 1800 to 1500 gold.

CARTHAGE

- Raised Berber Assassin cost from 260/130 to 300/150 Gold.
- Raised Maceman Speed from 60 to 80
- Changed War Elephant in order to make them immune to special attacks.
- Reduced War Elephants Armor from 40 to 30
- Added Hero Skill "Administration" for "Rush"

BRITANIA

Changed VikingLord to make them immune to special attacks.
Removed VikingLord technology "Thor".
Added "Active" skill to Druids.
Added Hero Skill "Scout" for "Heroic Attack"

GERMANY

Reduced cost Enchantress from 200 to 100 gold

GALIA

Raised "WomanWarrior" Health from 240 to 280
Raised "WomanWarrior" cost from 220 to 240
Raised "Axeman" Speed from 60 to 80
Changed "Warrior Tales" in order to give 1 additional level to nearby allies when one unit dies.
Changed TridentWarriors to make them immune to special attacks. (TridentWarriors from Outposts are not immune to special attacks)
Removed technologies of TridentWarriors II and III.

IBERIA

Raised "Scout" Armor from 4 to 5.
Added skill "Active" to Enchantress
Reduced "Free Drinks" cost from 2000 to 1500 gold
Raised from 10 to 20 the population added on "Free Drinks" research.

Credits:

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