

Patch 1.05A

Posted by KGB - 18 Apr 2011 04:27

Warlords,

I have uploaded the 1.05A patch in the Downloads section for Warlords 4:

It contains fixes for the following bugs reported by players:

- 1) Elflayer properly replaces Dwarflayer on the Elfguard.
- 2) The upgrade cost to an Inn now properly reports as 1000 gold (instead of 2000).
- 3) Right clicking on a skill in the unit upgrade window brings up the correct Help Content.
- 4) Retinue/Mercs/Heroes now added to the 'next unit' cycle.
- 5) Reports menu properly displays totals for human side as dead players are removed.
- 6) Update the retinue items on View Warlord Menu after Shatter has been cast.
- 7) Add +2 life bonus to siege units when attacking a city.

Added the Amthor Warlord for the Amthor campaign to the Warlords directory.

- 9) Fix bug in MP where AI units sometimes gain 100 or more levels when attacking remote players.
- 10) Fix bug in MP where remote players units sometimes appear as phantom stacks after AI captures and razes a city.

Note: This is just an executable update plus the Warlord for the Amthor campaign.

In future when reporting bugs please state whether you are using the 1.05 or 1.05A version.

KGB
