

Factions

- Added a new invasion faction: The "Full" Invasion - a completely random invasion that randomly spawns bots from all other invasions.
- Added the Isengard subfaction to the Lord of the Rings, and added Uruk troops to the Mordor subfaction.
- Changed the name of the Greek City States (both invasion and defender) to The Ancient World, and added the Roman Empire as a new subfaction to it. The invasion also has a bunch of Roman troops in it, and each boss wave has a Roman or Greek/Persian version.
- A lot of new invasion spawn sound effects have been added, especially for the Saracen and Crusader invasions.

Balance Changes

- Changed the respawn system to a life-based timer system, with the following rules:
 - Players start with 2 lives.
 - Players receive an extra life at the end of every wave, up to a maximum of 2 lives.
 - If a player lives all the way through a boss wave, they receive a third life. If a player dies during the boss wave, or joins late into the wave, they do not receive a third life.
 - If a player dies, they respawn 90 seconds later, even in the middle of a wave.
 - If a player has 0 lives left, they respawn as soon as they gain a life.
- Several hero powers have been changed to make use of this new system. Most notably, Reinforce now gives every player with 0 lives (all dead players) one life, so they instantly respawn.
- Now that players can respawn in the middle of a wave, a new menu has been added to allow players to select their spawn point. This should prevent players from respawning in the middle of a group of enemies.
- Several changes have been made to gold gain:
 - Players now receive 1000 gold at the end of each wave. This allows late joiners to instantly pick elite classes if they join past wave 20.
 - Legendary boxes now cost 40.000 gold to use, to prevent players from exploiting the fact that they join with more than 30.000 gold late game.
- Almost all hero abilities have had their cooldown reduced. Several of the abilities have also had their effectiveness increased. Most notably:
 - Pulse of Undeath now works on all non-boss enemies, and spawns multiple skeletons from the same corpse if the bot was exceptionally strong.
 - The Corrupt/Shifting Sands ability now converts more bots at once.
- Changed the way bosses resist staggering. The mechanism now works in the following way:
 - If a boss or large enemy is hit 5 times within 5 seconds, they become immune to staggering for 10 seconds.

- Once an enemy's stagger immunity triggers, it emits some particles, and its healthbar changes colour. Once its stagger immunity is gone, the healthbar returns to the normal colour.
- Even during the stagger immunity, the enemy will still stagger under the same circumstances as before (hits to the head, or heavy damage with crush through weapons).
- This system should allow skillful players to duel with bosses, since they'll not hit often enough to trigger the immunity. Groups of players will have a bit more trouble, but will still have windows of opportunity to hit the boss when their immunity is down.
- The Saracen, Crusader, and Calradian invasions are harder in the late game now.

Items

- Added fire arrows to every archer class. Fire arrows are slightly more expensive than normal arrows, and come in slightly smaller packs.
- Added 27 new legendary items, including lightsabers.
- Added dozens of new items to the random boxes.
- All firearms now have a melee mode. Pressing X with a firearm in hand (even a pistol) lets you smack enemies over the head with it. Send those bots to horny jail!
- A lot of item variants from the Calradia and Crusader factions have been removed to make place for the Roman subfaction.
- Almost every item in the mod (about 5600 of them) has had its stats changed. Poheniks, one of the new developers on the team, wrote a series of massive scripts and sheets to mechanically balance the items, while separating them into tiers (quite like the way classes are tiered). All this should help combat the feeling that weapons are very similar to each other.

Admin Features

- The amount of custom map slots has been increased from 12 to 200. This should allow servers to customize to their hearts' content.
- Custom maps can now be renamed through the server files. A tutorial on how this works will release along with the full 1.3 release.
- New props have been added to the scene editor. These are variants of the geometric props (simple cylinders, cubes, stairs, etc) which use the exact same texture as the ground textures.
- Servers can now automatically broadcast a message that repeats every X minutes. The message and interval can be set in the administrator panel.
- Admins can now disable (or re-enable) individual classes of a faction in the troop selection screen. This can be done by right-clicking the class while logged in as admin.
- Added an option to the admin menu to slay every player playing as a currently disabled class (for those pesky players who picked a class before you disabled it).

Noteworthy Bug Fixes

- Fixed an issue where players would sometimes remain as their old class when trying to change to an elite class with the wardrobe (losing their money in the process).
- Fixed Khamûl's selection screen showing him seemingly buffing Sigmar troops instead of LOTR troops.

Classes

- Every class in the mod (700+) has had their stats changed. Poheniks wrote a massive script to mechanically balance the classes in a dynamic way, just like with the items. You can find the exact changes here:
<https://docs.google.com/spreadsheets/d/1NWqNUKulOZSa08sePujR7w7NMUOCIMD2DEOg1b1zPio/edit?usp=sharing>
- Several heroes give different buffs, or buff more/different troops.
- Players can now view the stats, equipment and buffs of a hero, even when another player already purchased it. This will allow players to know what kind of buffs to expect (or drool over the greener grass on the other side).
- A new class, the Arcane Engineer, has been added to the Arcane Empire, which plays differently from other classes. This class has access to several different types of arcane turrets, which have a set amount of ammo, and automatically fire on nearby enemies.
- 68 new defender classes have been added (each of these classes is in their invasion too):
 - Calradia:
 - Nord Veteran Archer (Soldier)
 - Swadian Sharpshooter (Elite)
 - Vaegir Cataphract (Elite)
 - Rhodok Master Pikeman (Elite)
 - Sarranid Master Archer (Elite)
 - Crusaders:
 - Jerusalem Marksman (Elite)
 - Hospitaller Chevalier Gunner (Elite)
 - Templar Mounted Handgunner (Elite)
 - Halbbrüder Knight (Elite)
 - Henry II of Champagne (Hero)
 - Reginald of Sidon (Hero)
 - Raymond III of Tripoli (Hero)
 - Gérard de Ridefort (Hero)
 - Geoffroy de Donjon (Hero)
 - Hermann von Salza (Hero)
 - The Ancient World:
 - Roman Hastatus (Recruit)
 - Roman Auxiliary (Recruit)
 - Roman Veles (Recruit)
 - Roman Princeps (Soldier)
 - Roman Triarius (Soldier)

- Etruscan Gladiator (Soldier)
- Roman Archer (Soldier)
- Roman Eques (Soldier)
- Roman Signifer (Soldier)
- Roman Legionary (Elite)
- Roman Praetorian (Elite)
- Roman Mounter Legionary (Elite)
- Roman Centurion (Elite)
- Gaius Julius Caesar (Hero)
- Gaius Marius (Hero)
- Publius Cornelius Scipio (Hero)
- Gnaeus Pompeius Magnus (Hero)
- Marcus Antonius (Hero)
- Lord of the Rings
 - Uruk-Hai Raider (Recruit)
 - Uruk-Hai Axeman (Recruit)
 - Uruk-Hai Tracker (Recruit)
 - Uruk-Hai Sergeant (Soldier)
 - Uruk-Hai Berserker (Soldier)
 - Uruk-Hai Archer (Soldier)
 - Uruk-Hai Crossbowman (Soldier)
 - Uruk-Hai Warchief (Soldier)
 - Orthanc Guard (Elite)
 - Uruk-Hai Heavy Pikeman (Elite)
 - Armoured Uruk-Hai Berserker (Elite)
 - Elite Uruk-Hai Tracker (Elite)
 - Uruk-Hai Pavise Crossbowman (Elite)
 - Uruk-Hai Wolf Master (Elite)
 - Lurtz (Hero)
 - Uglúk (Hero)
 - Mauhúr (Hero)
 - Uruk Youngling (Recruit)
 - Black Uruk Warrior (Soldier)
 - Black Uruk Archer (Soldier)
 - Uruk Standard Bearer (Soldier)
 - Uruk Honour Guard (Elite)
 - Shagrat (Hero)
 - Eowyn (Hero)
- Saracens
 - Gökböri (Hero)
 - Al-Muzaffar Umar (Hero)
 - Al-Afdal (Hero)
 - Seljuk Crossbowman (Recruit)

- Kaykhusraw (Hero)
 - Suleiman (Hero)
- Arcane Empire
 - Reanimated Pentac Veteran (Elite)
 - Reanimated Stormweaver (Elite)
 - Arcane Engineer (Elite)
 - Octavius Severanus (Hero)
- Sigmar
 - Wissenland Zweishot (Soldier)
 - Wissenland Rifle Captain (Soldier)