

## LifeForce Version Changelog

### 1.11

- Added a heal beacon to the last section of m1
- Made it so enemies don't spawn infinitely on the end section of m1

### 1.10

- Fixed bug with m9 boss that led it to suicide
- Fixed bug with crush punch dealing no damage (m9)
- Fixed a bug for LARA's T.A. ability not correctly dealing dmg
- Added a new optional upgrade to improve T.A. in m9
- Increased Microwave turret damage from 10 to 11

### 1.09

- Updated mech tech cost from 100m/300g to 125m/250g
- Gave a 10% energy regen improvement to all non-hero caster units
- Nerfed swamp monster attack in m4 (reduced dmg to non-bio)
- Made it so Shadowstalk no longer removes collision
- Improved the impact of the m4 nova to slow enemy respawn

### 1.08

- Reworked Dalton Dissipators to regenerate life with Psi Storm rather than negate ½ damage on Psi Storm and Highborn Strider attack
- Increased Zephyr max life by 20
- Added a new secret hint in m5
- Made secret in m7 slightly easier to find

### 1.07

- Fixed a bug that stopped m3 boss from using its special ability

- Added more resources to the top expansions in m4

#### 1.06

- Reduced the rebuild speed of elementals (m5) on easier difficulties
- Fixed a bug that stopped attack waves from coming during the m5 boss

#### 1.05

- Increased the range of the Sphinx by .5, turn speed from 160 to 190, and decreased the cost and time for Arc Targeting upgrade
- Fixed a font display bug in the mission 5 briefing

#### 1.04

- Increased build time of elementals (m5) on lower difficulties
- Fixed boss bug that stopped it from returning to base on m9
- Fixed a bug that let you skip part of the map by using LARA's T.A. ability on m9
- Decreased the number of fanatics that appear in later attack waves on mission 4, and increased time between attack waves

#### 1.03

- Added a hint regarding how to start the final puzzle on mission 9
- Fixed a bug that made the mission fail when you loaded LARA into a transport on mission 9
- Increased Axle Cannon Max range from 10 to 11

#### 1.02

- Fixed a bug that made mission 9 impossible to play

## 1.01

- Decreased density of fanatics on mission 4 especially on lower difficulties
- Increased minerals at first base of mission 1