

Direct Strike 4.1 Team OZE Changelog

July 19th, 2024

Human - Balance Changes

Type	Unit	Change
NERF	Priest	Healing reduced from 30 to 25

Orc - Balance Changes

Type	Unit	Change
BUFF	Batrider	Unstable Concoction explosion radius increase 200 - 300
NERF	Shadow Hunter	Healing Wave mana cost increase 90 - 125 across all levels

Undead - Balance Changes

Type	Unit	Change
NERF	Lich	Frost Nova cooldown increased from 8s to 10s
NERF	Crypt Lord	Carrion Beetles cooldown increased from 4s to 6s
NERF	Obsidian Statue	Healing reduced from 15 to 10
BUFF	Obsidian Statue	Amount of units healed per cast increased from 6 to 8

Items - Balance Changes

Type	Item	Change
NERF	Robe of the magi	Cost increased from 150 gold to 180 gold
BUFF	Mana Pendant	Cost decreased from 150 gold to 120 gold

Bugs & Mechanical Changes

Type	Title	Change
REWORK	Unit position UNDEAD	Meat wagon, obsidian statue swapped
REWORK	Unit position ORC	Raider, batrider and demolisher swapped
REWORK	New chat commands	Added -draw and -ff commands
BUG FIX	Orb of Fire	Fixed the description and effect. Orb of fire reduces healing of attacked unit by 90%. Pre fix it had still splash description and the healing reduction was only 10%
BUG FIX	AFK System W3C	AFK system was not functional on W3C, players get an AFK reminder at 1200 gold and get kicked at 1600 gold (Roughly 5 minutes)
BUG FIX	Scoreboard	Fixed scoreboard overlap

New unit buckets

Type	Title	Change
REWORK	R Slot (Tier 2)	Meat wagon, Mortar team, Glaive thrower, Demolisher (Demolisher oil is still available at t3)
REWORK	D Slot (Tier 2)	Raider, Obsidian Statue, Druid of the Talon, Flying Machine
REWORK	C Slot (Tier 3)	Frost Wurm, Gryphon Rider, Chimera, Batrider