

## Patch 1.05A

Posted by KGB - 18 Apr 2011 04:27

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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) Elfslayer properly replaces Dwarfslayer 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

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