

Patch #400031- December 18, 2021



New Features:

Five New Cards

1. Amii Paladins – T2 Amii M/S unit
2. Bandit Sniper – T2 Bandits ranged M/M unit
3. Bandit Minefield – T2 Bandits spell
4. Banzai Lord – T4 Bandits unit inspired by the boss from the campaign map Mo.
5. Coat of Protection – T4 arcane Ice Shield spell

Card Reforging

- Trade in 4 cards for a chance to receive a card of a higher rarity, there is now a use for all those extra cards!

New Fire RPvE Preset

- Enjoy fighting against your favorite Fire cards in these new 1p, 2p, and 4p presets

Advanced Card Filtering

- Search your collection easily with our new card filtering feature.
 - Search by type, damage, life points, orb restriction, etc.

Avatar Management System

- We have added in a new feature allowing players to purchase all 51 original avatars on a permanent basis for 15,000 gold. Card avatars will for now remain temporary purchases using BattleForge points. Available in the Storybook.

General changes

- Free PvP Deck Update – The meta has changed a lot since we first introduced our free PvP decks, and our top players have gone through and updated the decks to give players the tools they need to keep up.
 - Reduced cooldown for choosing a new PvP deck from 7 days to 24 hours
 - [New PvP guide from RadicalX and Hirooo](#)

- Booster Discounts – For the next month all boosters will be 100 bfp cheaper
- Santa has made his return! Play a game to receive some holiday joy!
- Removed support for 1024x768 resolution.

General fixes

- Fix community map uploading. You should no longer need to restart the game to play a community map you download.
- Mode-changes for buildings are now uninterruptable
- Promo announcement settings now properly work.

Random PvE Map Changes:

- Made all existing presets available for each game mode in random PvE. This means e.g. that you can now face the Lost Souls faction in single player!

PvE Card Changes

Amok

- Amok redesign
 - Amok (Fire Affinity)
 - Confuses up to 10 units within a 25m radius which will make it impossible for them to distinguish between friend and foe. They will therefore start attacking whatever entity is next to them no matter if it is friendly or hostile. Additionally, 25% of the damage dealt by affected friendly units will be added to their life points. Lasts for 20 seconds. Reusable every 45 / 30 / 30 / 30 seconds.
 - Amok (Shadow Affinity)
 - Confuses up to 10 units within a 25m radius which will make it impossible for them to distinguish between friend and foe. They will therefore start attacking whatever entity is next to them no matter if it is friendly or hostile. Additionally, affected hostile units will take 30% more damage. Lasts for 20 seconds. Reusable every 45 / 30 / 30 / 30 seconds.
 - Charges: 4 → 8



Amok is now the ultimate Bandits spell it was always meant to be as a combined chaotic crowd control and an indirect damage spell. With its large area of effect, lack of targeting restriction, and high target count it can target the majority of a camp while still affecting the high priority targets it needs to distract.



Aura of Pain

- Total damage per second: 170/180/200/200 → 340/360/400/400
- Cooldown: 20 sec → 15 sec

We have doubled Aura of Pain's maximum possible damage. It now deals more total theoretical damage relative to its competitors Soulshatter, Inferno, and Thunderstorm making it attractive for decks which focus on one powerful unit. Reduced cooldown makes it possible to keep two Auras applied to the same target indefinitely.

Battleship



- Reduce speed during "Full Speed Ahead" to 6.4m/s (standard XL)
- Cannon Turret splash radius: 5m → 10m

Equalize Battleship's speed with other Frost XL-units to make it easier to use. A larger splash radius will allow it to achieve its maximum damage more consistently.

Comet Catcher



- Removed initial cooldown (previously done)
- Range: 200m → 300m
- Reduce cooldown: 30 sec → 20 sec

These changes will help differentiate Comet Catcher from its better cousin Worldbreaker Gun and increase its general usability and strength.

Commandos

- Power cost: 80p → 75p



Giving a minor boost to Bandits T2 in PvE by reducing the cost of setting up the standard Rioter's Retreat plus Commandos combo. This change, alongside the reduction to Windhunter's cost, will make Bandits less expensive overall in terms of power investment.

Corsair

- Power cost: 230p → 220p
- Inspirational Call
 - Radius: 20m → 25m
 - Change buff from "friendly human units" → "friendly Bandits units"
- Flank Attack
 - Splash radius: 5m → 8m
 - Cannons: 4 cannons → 6 cannons
- Big Fat Cannon
 - Attack speed: 9 sec → 10 sec
 - Damage: 360, up to 540 total → 290, up to 435 total per huge cannon ball



Corsair has long been lackluster largely due to Big Fat Cannon's 5 second animation which is prone to constant resetting. We have moved some of the combat power out of the Big Fat Cannon and into Corsair's smaller turrets to give it a more consistent damage profile. The most significant change is that Corsair is now a commander-style unit able to buff up anything from leftover T2 units to Tortuguns.



Grinder

- Provoke ability cost 115/115/100/100 → 65/65/50/50

Trimming down some unit ability costs to hopefully make them more worthwhile and in-line with the effect they actually produce.

Ice Age

- Orb requirements: 2 Frost → 2 Frost, 1 Neutral
- Power cost: 100/100/80/80 → 110/110/110/90
- Charges: 4 → 12
- Blessed Glacial (b):
 - "Every friendly Ice Shield in the current game will instantly restore 1275/1350/1500/1500 life points. What is more, the duration of affected Ice Shields is extended by the continuance of this spell. Lasts for 30 seconds. Reusable every 30 seconds.
- Gifted Glacial (g):
 - "Every friendly Ice Shield in the current game will slowly restore 145/150/160/160 life points per second. What is more, the duration of affected Ice Shields is extended by the continuance of this spell. Lasts for 30 seconds. Reusable every 30 seconds."



Ice Age is being transitioned to T3 to allow for a larger power budget. The green affinity of Ice Age should synergize well with Coat of Protection's shadow affinity. Either affinity can work with other shield cards such as Avatar of Frost or Winter Witch.

Ice Tornado

- Power cost: 200p → 145p



Ice Tornado was useful in the past as the only way for Frost to destroy buildings. Now that Frost Shard + Shatter Ice can do the same Ice Tornado has fallen out of favor. Given its current damage and how long it takes to deal that damage, the card could afford to be cheaper without breaking its power budget.

Inferno

- Damage increase per meteor 200, up to 600 total → 200, up to 800 total



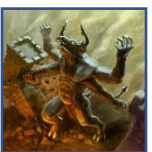
This buff amounts to a 25% total damage buff for Inferno. This will put Inferno more in line with the theoretical damage caps of spells like Thunderstorm and Soulshatter, as well as the new Aura of Pain. The benefit of Inferno is that it is straightforward; you place the spell and deal full damage to both units and buildings without having to fulfill complex requirements like these other three spells.

Juice Tank / Resource Booster



- Allow Juice Tank's ability, "The Juice Must Flow" to work on allies.
- Increase radius of effect for both Resource Booster & Juice Tank: 20m → 25m

Quality of Life change to allow both to hit diagonal wells more easily without having to turn the buildings.



Lord Cyrian

- Power cost: 380/380/380/375p → 380/380/380/350p

Capping unit power costs at 350p and giving Lord Cyrian a small buff in the process. The last upgrade should actually be worth something now.

Maelstrom

- Damage per wave: 200 up to 600 in total → 280 up to 1400 total



This change increases Maelstrom's damage cap from 6,000 to 14,000. Maelstrom does not ignore freeze's damage reduction making this buff less substantial than it might appear. The goal is to allow Maelstrom to clear weaker units itself while freezing the larger targets to prevent them from threatening the player.

Northern Keep

- Remove initial cooldown on active ability Trench



One reason initial cooldowns exist for active abilities is to prevent abuse or to allow time for the enemy to respond. Neither condition exists as regards Northern Keep, so we decided to remove the initial cooldown on its active ability. This should result in more reliable sustain for Frost T1.

Rageflame

- Frostshower Damage: 65/65/65/70 damage to enemies every second → 75/75/75/80 damage to enemies every second
- Life Points: 1600 → 1750



Rageflame's freeze ability is intended to compensate for its low stats, but given the Freeze is slow to apply (5 seconds) and only lasts for a short duration (10 seconds), we decided to boost Rageflame's stats to compensate. We will likely revisit Rageflame in the future to see if we can give it support specific changes.

Retreating Circle



- Duration: 30 sec → 10 sec
- Teleport Location: Nearest Monument → Nearest Well or Monument

Reducing total duration to stop Retreating Circle from creating a giant no-go zone on the map. Change to teleport location is intended to give the card more flexibility.

Sandstorm

- Rework Sandstorm into a hybrid damage and crowd control spell
 - Power cost: 230p → 160p
 - Fire affinity → Frost affinity
 - Remove current effect and replace with "Knocks back small, medium, and large units."
 - Note: Sandstorm already has S and M-knockback
 - Shadow affinity effect change
 - Aura of Corruption effect no longer deals damage to buildings.
 - Deals half damage to buildings



Sandstorm was once a terror in PvP but after being rightfully nerfed it has languished in irrelevance for several years. Faced with potentially buffing it back into its toxic PvP state we decided to rework the spell's affinity effects entirely. It now functions as a damage/crowd control hybrid spell.

Tortugun

- Devour Changes
 - Devour animation: Tortugun has 2 eating animations. One from the ability and a second when she is in the Amok state. Change the Devour animation to be the same sped up animation when Tortugun is in the Amok state.
 - Devour cooldown: 5 sec -> 2 sec
 - Reduce digestion rate: 90 life points every 2 seconds -> 75 life points every 2 seconds
 - Initial Hunger Bar: 3000 life points -> 2550 life points



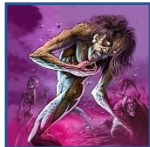
Tortugun is a very unique card whose theme and playstyle fits perfectly into Bandits. Heavily micro-intensive, the payoff for using Tortugun has never been sufficiently high enough to justify the many limitations of her hunger mechanic. Changes to the mechanic should leave it just as challenging while adequately rewarding the player

who can play Tortugun to the limit. We wanted to make more changes to Tortugun and plan to return to Tortugun in a future patch when we have more time.

PvP Card Changes

Befallens Curse

- Power Cost: 120p → 100p
- Damage: 23 per second → 20 per second



Despite having an interesting and unique mechanic, Befallens Curse usually suffers from being too expensive to compete with other spells or setups in pure Shadow. By making it cheaper without substantially changing the damage/power ratio, there should be more opportunities to utilize the card's passive effects.

Breeding Grounds

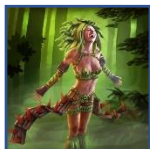
- Life Points: 1650 → 1100



Breeding Grounds has taken a dominant role in nature splashes, allowing the nature player to create and snowball leads without interacting with the opposing player. With a health/power ratio that exceeds that of power wells, attempts to destroy a Breeding Grounds rarely feel rewarding. Reducing the health pool will reduce its impact in PvP matches while keeping it mainly unchanged for PvE use cases.

Dryad (Blue)

- Friendly Damage Reduction Aura: 25% → 15% (own unit damage reduction unchanged)



We are attempting to find a fix for the current 2v2 issues, where compositions like Dryad + Nox-spam lead to extremely powerful snowball heavy gameplay, that is almost impossible to beat in a proper T1 fight. Considering PvE players wanted to preserve this aura on allies we are looking for a compromise and want to see if a reduced buff on allies will fix the issue. We will track its performance during the next patch.



Fathom Lord

- Ability Cost: 25p → 15p
- Paralysis Duration: 10 sec → 12 sec

Even though Fathom Lord has been doing well generally speaking, T3 decks with double nature orbs tend to be one of the weaker set ups in PvP, so we want to increase the reward for choosing that path without being forced to invest extra deck slots.

Master Archers

- Damage: 480 → 570
- Life Points: 600 → 480



In the past, Frost T1 often relied on spamming Master Archers excessively to reach maximum efficiency. On top of that it was possible to stack them at a single area while ignoring opposing AoE damage spells due to their high hp ratio. This led to a very frustrating game experience on both ends with limited interactive gameplay.

With this change we would like to make unit splitting against AoE damage spells necessary while simultaneously increasing the reward for doing so successfully. Ideally we would like to increase the capacity of playing extended T1 vs early T2 with this change, because Frost often suffers with tempo issues when you are forced to respond to an early T2 at any given stage of the game. Considering this is quite an impactful change to one of its core units we will track the performance of Frost T1 and do further stat tweaks to its other options to ideally emphasize its defensive identity rather than focusing on all-in rush capacities.

Stormsinger

- Ability Cost: 30p → 40p
- Gravity Surge (red): Damage increased 170 → 220

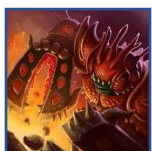


Despite being one of the most prevalent and dominant cards in PvP, Stormsinger (green) hasn't been touched so far, because it plays a faction defining role for every Frost splash and any changes to her have major implications on countless matchups. That said, some of these matchups go in a very one sided direction due to her presence as the best allrounder in T2. Therefore we decided to go with a small cost increase on her ability, while keeping her potency as an M/M ranged untouched until we have enough tools to provide faction specific compensations.

We increased the costs on the red affinity for consistency reasons, but will also buff up the damage to compensate. With this change we also equalize power difference between unit ability cost and spell card for both Gladiatrix and Stormsinger.

Sunderer

- Ability Cost: 40p → 30p



While Fire T1 currently seems to be in a very good position for top percentage players in PvP, we do think it might be slightly behind at an average level. To remedy this, we will be buffing Sunderers ability by lowering the cost by 10. This should help Fire in the Nature and Shadow matchups. Successful tempo-based aggression should be slightly easier to execute. This will not affect open field trades and therefore should not disturb the balance for higher Elo ranges by too much.

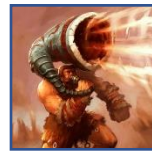
Twilight Warfare



- Power Cost: 50p → 30p
- Aura Duration: 15 sec → 25 sec

Even though the card is good at what it is supposed to do, you usually do not want to invest an entire deck slot for it. With reduced cost and an increased duration it might finally provide enough incentive to play it for some of the more creative deck builders.

Virtuoso



- Ability Cost: 50p → 40p

While functional as an L-Counter, Virtuoso often loses a lot of his power in siege scenarios because his ability relies on hitting a full cluster to make the 50 power investment worthwhile most of the time. A small buff should help in this case.

Warlock

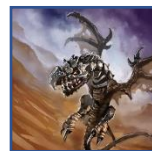
- Damage: 52, up to 78 total → 60, up to 90 total
- Buff Duration: 15 sec → 20 sec



For this change we will list the difference for on hit damage, because Warlock had an inaccurate damage value for its description. Warlock (blue) didn't reach the power level we were hoping for in Fire Frost after the changes so we want to improve some areas where the card is lacking in strength. We will explore options for further QoL improvements in the future depending on the possibility of adding unique Fire Frost cards. For consistency reasons, the red affinity will receive the same adjustments. We also might add some additional Toggy-Warlock voice lines in the future.

Windhunter

- Power Cost: 120 → 100
- Damage: 1230 → 1380
- Life Points: 600 → 470
- Ability Cost: 300 life points → 150 life points
 - Ability can no longer target air units
- S-knockback removed



Windhunter will be buffed to the point where it finally can fulfill its role as a functional anti air unit and L-counter. With Bandit Minefield as a zoning dps tool there will be enough options to remove Nightguard's mandatory status in Bandits. The decreased health should allow Fire splashes to react with Gladiatrix considering Skyfire Drake is vastly inferior to Windhunter in head to head combat. The S-Knockback will be removed, because the spread pattern caused more harm than good in the past.