

The following fixes/changes have been made for Battlecry 1.01 (Note: MPlayer does not currently have a room available that works with this patch.)

- 1 Hero AI improvements - made the heroes more cautious gathering resources
- 2 New XP system - implemented a less-exploitable system which gives a more fair evaluation of XP for a battle
- 3 Added the "Advanced Options" screen to the Side Selection Screen
This has replaced the gamespeed button It contains the following items:
 - 1 Random Weather - turns on random cycling weather effects
 - 2 Resignation Kills Side - kills a multiplayer side if its player resigns
 - 3 Tournament Heroes - allows players to choose heroes for one battle only
 - 4 Tough Start Towers - gives tougher start towers on Random Maps
 - 5 I Am The Greatest Mode - Sets defaults for a VERY hard game (single player only)
 - 6 AI Resignations - Allows the Ai to resign if it is suffering certain defeat
 - 7 Game Speed - Moved to this screen. It does the same as in 1.00
- 4 Added "Ironman Modes" to the hero creation screen
 - 1 "Tinman Mode" - gives zero xp if the hero is killed
 - 2 "Bronzeman Mode" - reduces herp to beginning of current level if killed
 - 3 "Ironman Mode" - deletes hero if killed
- 5 Made multiplayer more stable
- 6 Added more cheat protection to catch and nullify trainers/hackers in action
- 7 Removed bugs which caused the campaign to stop proceeding
- 8 Fixed some miscellaneous magic-item bugs
- 9 Added items & resource carts to random maps
- 10 Added stat cap's for high level heroes
- 11 Increased the base cost of stat's from 6 to 7
- 12 Fixed a bug with Create Artifact where it made cursed items
- 13 Added "Hero Themes" to the game. Players can create themes with the supplied "Hero Theme Editor" and attach them to their heroes (portraits & sound) Three will be supplied for separate download: ElfGirl.bht, GrumpyMage.bht & DeadGuy.bht
- 14 Allowed buildings to set a default attitude for all troops produced
- 15 Improved the stat's of the AI heroes to be more in keeping with human heroes
- 16 Allowed rally points to be directly into mines
- 17 AI Heroes will now quest
- 18 Supplied an extra KEYMAP.TXT file (in the English subdirectory) It can be copied over the old one, to swap SPACEBAR & F12 (for Baldurs Gate players!)

- 19 Provided a multiplayer stats screen for in-game. Pressing Ctrl+N will show pings and reliability for all players
- 20 Improved selectability for small armies
- 21 Any hero with Knight Commander AND Animal Training now gains a 60% bonus for Knights (not 50%)
- 22 Allowed groups to be given the patrol order
- 23 Reloading a game after buying "Farseeing" now works
- 24 Dwarven Armor special ability is now working
- 25 Rebalanced the Ability Point bonus from Training to give less AP's
- 26 Increased setup points for some high level armies such as Minotaur Kings, Archons & Dryads
- 27 Gave a higher cost for Archmage & Paladin spell mastery skills
- 28 2 Miscellaneous/random in-game-crash fixes involving missile fire near the edge of the map
- 29 Added GAMESPY support to the LobbyLauncher
- 30 Improved AI Handling of walls
- 31 Added a note to the right-click hero-popup whether the hero is Version 1.00 or not
- 32 Army balancing
- 33 Added a line of text to the ArmyPoints/Retinue Screen to remind the user of the current Keep Level
- 34 Fixed a display bug involving Slashing/Crushing Armor where their bonuses were sometimes reversed.