

Changelog:

UI/UX

- Menu UI Overhaul
- Allow Stat Analysis when vs Bot
- Increased Squad Tooltip font size, and adjusted panel to accommodate Squad sizes
- Changed alignment so timers look correct against squad tooltip
- Hide 'ready' buttons when tooltipping
- Show heraldry on card backings
- Squad views show distinct faction frames per card with rarity glow
- Retain sort order when clicking Squads in Squad view
- Unlimited cards in reveal are now given blue borders
- Widened Gamelog, reduced Gamelog Tab size
- Dailies shows date in local format
- Fixed offset in Exiled deck cards in Battle Zone menu
- Don't show exit confirmation if game has ended, and don't show 'Surrender' if game has ended
- Adjusted MainMenu FOV to frame cards better in lobbies
- Tweaked card font and class placement
- Moved scrollbar for opponent hand
- Altered canvas order so all hand areas are under a hovered card
- Don't show 'Selecting Squad' for spectators in Battle Zone or Chaos Clash matches
- Enthralled status now shows on affected Units' tooltips
- Loading screen shows info based on gamemode

General Experience

- Not participating with a Battle Zone squad will show a score of 0
- Do not allow squad rerolls when in a lobby
- Cannot 'roll squads' in empty slots when in lobby
- Default Squad order is by Gold, sub-sorted by Name
- Emotes can be configured and saved
- Player ratings, based on comparative scores and games played
- Rating for deck and player separated and dependant upon gamemode
- Auto tooltip of headshots in deck select, reveal and swap screens
- Changed how 'earnt' cards are displayed, bringing to middle of screen space before moving to hand
- Glossary shows/hides info depending upon seen status and greys out Units/Actions if only seen but never owned
- Customization unlocks system
- Ensure 'Surrendered' games are tracked
- Cannot join/invite Chaos Clash or Battle Zone matches via steam friends UI
- Tweaked Gauntlet difficulty curve

Gameplay/Unit/Action Balancing

- Gauntlet/Dailies Mode games now have random card orders each battle
- Enthralled units revert to owner if not played
- ZoneModifierScatter can throw over Barricades
- Updated stats to show currently owned count as well as ever owned
- Only include targets if a path to that Zone exists for this Unit
- Adjusted costs for Skeleton Knight and Alien Locust (both from 2 to 4 Gold)
- Reduced Gristle Giant cooldown to 1 Skirmish
- Rust Pox can stack (but will not spread the stack)
- Winged Horror (and summoned version) ATK from 4 to 3, HP from 11 to 9
- Focus Units head for highest priority target
- High Magus no longer has Piercing
- Sidequest now yields VP equal to the Unit's Gold cost +1 (enabling use on Unlimited Units)
- Research Station is instant +1 VP, +1 each Skirmish it is in place, loc updated to reflect change as well as pedestal tooltips

Game Modifiers

Modifier Name	Description
Favourable Winds	Ranged Attackers gain +1 Range and +1 Attack
Treasure Trove	Zones that give Gold on capture yield twice that Gold
Reinforced	Armor Durability is doubled
Penniless	Zones that give Gold do not appear
Blood Moon	Units with the Horror tag gain +1 Attack and +1 Health
Gold Rush	Nearly every Zone will give Gold
Jackpot!	Zones that give Gold on capture yield twice that Gold, and nearly all Zones give Gold
Clustered	Low probability of corridors spawning
Bogged Down	All Units have Last Strike
Sprawling	High probability of corridors spawning
Death's Doors	High probability of Minefield, Torture Chamber, Whirlpool and Tentacle Zones
High Stakes	Zones give more VP, but VP amount needed to win is increased
Dust Storm	All Units lose 1 Range
Low Stakes	Zones give less VP, but VP amount needed to win is reduced
Thriller Night	Undead gain +1 Attack and +1 Initiative
Bears!	High probability of Bear Dens
More Bears!	Bear Dens spawn 2 Bears instead of 1

Bear Season!	High probability of Bear Dens. Bear Dens spawn 2 Bears instead of 1.
None	No game modifiers are in effect

Tech

- Upgraded to Unity 6000.3
- Removed legacy Cloud Diagnostics and enabled updated diagnostics
- Configurable data as Addressables to retain smaller memory footprint
- Changed Squad Name generator for V12 onwards Mapping direct to master seed - over 2 million unique names per Faction combination
- Correctly flag Daily mode for analytics
- Allow lower leaderboard writes
- Changes to Zone definitions and modifiers to allow greater flexibility
- Changed how 'disconnected' is calculated
- Player stats accumulated for ELO calculations

Fixes

- Fixed redeploy bug for actions when sovereignty is removed
- Factions shown for remote players in lobby
- Don't time out of lobby as spectator if previously being a player in a lobby
- WILDx shows charges correctly
- Spectators will update ready status and avatars better
- Gold modifiers show correct Gold amount on tooltip
- Fix for double spectator loading screens
- Fixed camera zoom clamping for high speed games
- Fix Health color of buffed Units in hand
- Fix for some stats being ignored
- Fixed some Squads not having correct Faction tags
- Crash fix for not navigable path to Zone
- Fix for potential exception if no targets are available for hunter move
- Fix for not being able to deploy actions to P1 deployed Units as P2 in hotseat
- Fixed text placement for Difficulty/Daily text on results screen
- Fix double entry to lobby when handling an invite (race condition, update could get called twice before lobby was joined)