



ANCESTORS

— L · E · G · A · C · Y —

TO ALL CONQUERORS!

This is a short guide prepared for you by the Ancestors Legacy devteam. Please bear in mind, that this game is relatively complex, and browsing the guide could help you a lot. The build you just received does not feature any tutorial elements, and multiplayer games tend to be fast paced and action-packed.

The multiplayer part of Ancestors Legacy, as challenging as it might be, is only half of the picture. The game will also feature more accessible, and story driven single-player campaign, inspired by real medieval events.

Last but not least, please give us feedback. Whatever way you chose to share your thoughts, whether it's a video, live stream, or a forums/fanpage post, gathering your impressions is the most important reason why we do this closed beta.

Ancestors Legacy devteam, December 2017



Introduction

Game World:

Ancestors Legacy is a game set in medieval times, and aims to depict the harsh and brutal reality of those days. It tries to be historically accurate, which means there is no magic in this game, or any other elements typical for a fantasy setting. The factions that you can play with, are based on how the actual warriors from the medieval lands of Europe looked and fought. Having said that, since it still is a game, and we want it to be fun to play, we might have „gamified” some of the historical aspects, so please don't expect Ancestors Legacy to be 100% free from anachronisms. We tried, though.

Factions and squads:

As in most historical RTS games, the squads you can command have been designed to represent the historical nature of each nation. It includes not only the visuals, but also statistics, economy, skills and nations' unique squad types. For example, some are fast and agile, but less durable, with settlements that don't last long. Others, more cavalry-focused, can be very tough, but their upkeep cost is reasonably higher...

There are dedicated sections of this guide that cover squads' strengths and weaknesses, combat effectiveness, skills, experience, maneuvering, unlocking conditions, etc. It was all described with as much detail as we could, for an unfinished game.

Customizing your multiplayer game:

The ways to start a multiplayer game from the menu, are:

- Quick match: the player can either chose to be connected to a totally random match, or use a limited array of filters to customize it. Suitable for hasty warriors.
- Server browser: players can view the available game servers and, to some extent, sort it by various parameters. Suitable for specialized warriors.
- Create server: player can host a server of his own, selecting the mode and size. Suitable for natural born leaders.

The two modes available in this version are:

- Annihilation: traditional RTS skirmish mode, where victory is determined by destroying enemy's settlements.
- Domination: time-based mode, where the victory is bound to the amount of time, each team or player possesses vital points on the map.

There is one map per each match size available: one for 1v1, one for 2v2 and one for 3v3 - all working well both in Annihilation and Domination modes.



Available Maps

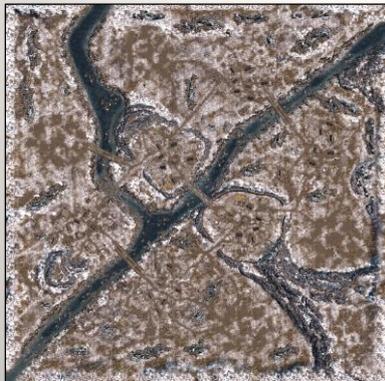
There are three battlegrounds included in this version of the game:



1V1: „BURNT AND RUINED”

This small area will be a decisive ground for the clash between two opponents. The villages, although not in great shape, can still provide enough resources to spin the outcome of the battle around.

- Two player bases.
- Six villages.
- Summer theme.



2V2: „FROZEN AND DESOLATED”

With nothing but snowy fields around, this is the last remaining place with enough resources to keep a small army alive. No wonder it has been fought over for centuries. And will be, for centuries to come.

- Four player bases.
- Six villages.
- Winter theme.



3V3: „AUTUMN RISE”

Calm and resourceful island will become a blood-soaked battleground. Multiple tactically important bridges can serve as chokepoints. Villages' hillside location will lay ground for the body count of military advancements.

- Six player bases.
- Six villages.
- Autumn theme.

Game Modes / Meta-Score

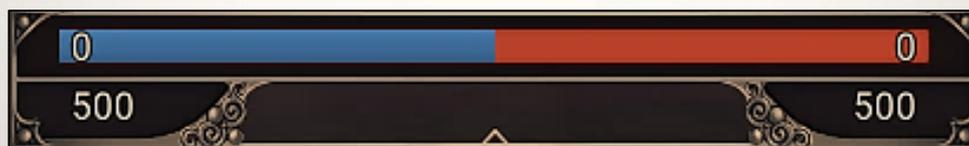
Annihilation:

Classical skirmish mode familiar to all RTS players. The victory is determined by destroying enemy base. Each player that loses ALL of the key buildings in his base, is eliminated from the game. Here's a list of your key buildings; make sure that at least one of those is operational at any given moment: **Townhall, Barracks, Archery, Church, Blacksmith, Stable (Germans and Slavs only).**

Domination:

Key to winning, is maintaining control over the villages. The match starts with points being distributed evenly, and each time a player owns more villages than the opponent, he „steals” the points from him. The match ends when one of the opponents reaches zero points, or when the conditions from the Annihilation mode are fulfilled.

The scoring is displayed in the appropriate interface element. Top row shows each player's points income per minute, while the bottom one shows amount of points each player gathered.



Please note that the maps have even number of villages, so it is not uncommon for the score to stand still for some time. Also, the Domination scoring system is independent from the actual resources that players gain and spend during matches. Also, in each mode players can set a time limit for the match.

Meta-data:

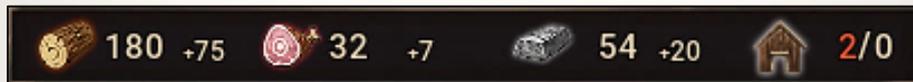


This build features the first implementation of a meta-leveling system. Each nation has its own experience pool, for matches played with it. The total experience sums up towards the meta-level of your Steam profile. Good luck!

Last but not least, upon completing a match, the game shows a detailed statistics screen. Information like squad recruitment/casualties, villages capturing/losing, and resource income is presented both in forms of tables and charts. Very handy, very detailed, and very nerdy.

Resources / Buildings / Map

Each player can recruit and maintain up to ten units at the same time. Current limit depends on numbers of „operational” (built and not currently destroyed) houses. It is represented by Population variable (House icon in the Resource Bar). Other resources, Food, Wood and Iron, represent the amount of owned resource and its change per minute. With too many squads recruited, it is not uncommon to have a negative Food income. Dismissing a squad can help.



Each nation can recruit their own set of units. The list of available normal units can be found on next pages of this guide. Each unit is available from the appropriate building (apart from Townhall, the building needs to be built first).

There are also two types of siege machine squads -  Ballista and  Catapult. Both can be recruited at the Blacksmith, but their availability depends on factors like Nation and Technology Tier, etc.

There is a total of 8 building types that the player can possess in his base:  Townhall,  Barracks,  Archery,  Church,  Blacksmith,  Stables,  Houses and  Shoot Towers. Some are available from the get-go (Townhall). Some need only resources to be build (Houses). Others have more specific requirements (Technology Tier, Blacksmith operational, etc.). There are also those, that depend on the Nation (only Germans and Slavs have Stables). Shoot towers are available from the start, and their number (3) does not change (note: it works differently in single-player).

The mini-map, apart from showing the overview of the battlefield, also contains additional information in form of icons. It is considered by many to be the most important source of information about the match progress. Some of those icons show Squads, Owned buildings, Villages, Resources, Traps, etc., while others are messages and hints left by your allies (check Controls pages for key bindings):

 Generic ping message

 „Attack!”

 „Defend!”

 „Follow!”

 „Retreat!”

Villages / Resource Points

Taking over and maintaining villages is the core of strategical play in Ancestors Legacy. Villages are NOT player base settlements. They are the settlements that are always neutral (grey on map) at the start of the match. Number of resource points around the village determines the number of peasants that the village hosts. Also, resource points can be small (three peasants), and large (six).

Number of peasants determines the strength of the village, which is indicated by the frame around the village's health frame/bar:



The amount of village's defense indicates how fiercely the village will physically attack back at units that attempt to burn it. Here's a breakdown of all additional actions that the player can take, once he owns the village:

Recruit peasants to start work at selected resource points.



Recruit peasants start work at all resource points.

Better Defense: recruit extra peasants only for defense, (they won't work in resource points).

Alarm all peasants to stop work and defend the village. Note: they won't automatically get back to work, you need to call the alarm off (click this button again)

NOTES:

- Even neutral villages can have enough peasants (thanks to amount of resource points) to fire back and cause casualties within squads that attempt to capture it.
- Your enemies can kill peasants working at resource points, and force you to recruit them again to keep your supplies running and maintain village's defences.

Skills / Banners

Skills and actions that are universal for all squads (or squad types):



Area Attack (Siege Machines only) – attack the assigned area.



Change Formation (toggle, melee only) – switch between aggressive and defensive stance (defensive: DEF up, speed down, can detect and avoid traps, can block enemy charge).



Dismiss – permanently remove a squad.



Hold Fire (toggle, ranged only) – equivalent of „Change Formation”, toggles the automation of attacks for ranged units and trap spotting and avoidance.



Medcamp – start healing, ATK/DEF down, movement blocked.



Retreat (and  Long Retreat) – send the squad towards its own Townhall. It chooses the shortest path, and its run cannot be interrupted. The distance of Retreat depends on the morale level, while Long Retreat sends the squad all the way back to the Townhall.



Torch – sight distance up, but easier to spot (even under Fog of War).



A squad gains Experience upon killing enemy's warrior. With enough of it, the squad automatically gains a new level. The first time it happens (and only then), the player can choose a specialization, a specific boost to its statistics. Melee squads have different specializations than ranged ones. Both the level and specialization are visualized by appropriate icons in the bottom-left and bottom-right corners of its banner.



The topmost grey bar above the squad indicates the morale level. Below it, is the HP bar, split into as many chunks, as there is warriors in the squad (each chunk is colored based on the individual warrior's condition). The icons on the sides are the squad's Status Effects (details – next page).

Squad Status Effects

Small icons on sides of the squad banners are its Status Effects. They can heavily influence squad's combat efficiency and maneuvering capabilities. Right side of the banner can contain only statuses that directly influence the stats:

	Morale boost		Ranged fire rate modifier
	Health modifier		Ranged accuracy modifier
	ATK modifier		Ranged DEF modifier
	DMG modifier		Sight distance modifier
	DEF modifier		Speed modifier
	Ranged ATK modifier		Movement blocked
	Ranged DMG modifier		Retreat blocked
	Range modifier		

NOTE: modifier icons are graded. Effect can be positive  or negative .

Also, each modifier can have three strength levels, indicated by the background:   .

The left side of squad's banner contains general statuses, related to environment, formation, etc., indirectly influencing your squad's capabilities:

	Unit with Veterancy unlocked		During Retreat
	Defensive formation		During Medcamp
	Offensive formation		Water/Swamp (speed reduced)
	Rain / Heavy Rain (burning down is tougher, movement is slower)		In the Bushes (hidden, with reduced range of sight)
	Snow / Heavy Snow (same as Rain)		Forrest (range of sight reduced, ranged DEF increased)
			During Defensive Circle

Vikings

Unit (recruitment)



Norse Archers
(Archery)



Berserkers
(Barracks)



Shieldbearers
(Barracks)



Scouts
(Townhall)



Spear Raiders
(Barracks)

Skill #1



Intense Fire
Fire rate up.



Throw Axes
Throw spare axe while charging.



Pin Down
Enemy retreat blocked.



Fear
Engaged enemy morale down.



Chase
ATK, DEF down, ranged DEF, speed up.

Skill #2



Stay And Fight
ATK/DEF/morale up.



Frenzy
ATK/speed/DMG up.



Raise Shields
ATK/DEF down, ranged DEF up.



Pin Down
Enemy retreat blocked.



Defensive Circle
ATK down, DEF up, can't move.

Unit Veterancy



Norse Archers – fire rate up, accuracy up.



Shieldbearers – DMG up.



Scouts – HP, DEF, ATK, DMG up.



Spear Raiders – HP up.

Nation Technology Advancements



Stronger Buildings – more durable buildings.



Greater Income - all resource income up.



Supply Carts – lower upkeep cost.



Cult of Odin - unlocks Frenzy skill for Berserkers (available in Barracks).

Nation Prayers



Loki Worship – buildings burn down faster.



Odin Worship – ATK up.



Thor Worship – movement speed up.

Nation Technology Tier Effects



Tier II – more base income, unlocks Berserkers, Blacksmith, and Archery.



Tier III – more base income, unlocks Shieldmen and their Veterancy, unlocks top-tier technologies at the Blacksmith.

Anglo-Saxons

Unit (recruitment)



**Longbowmen
(Archery)**



**Huskarls
(Barracks)**



**Shieldmen
(Barracks)**



**Slingers
(Archery)**



**Spear Guards
(Barracks)**

Skill #1



Accurate Shot
Accuracy, ranged DMG/ATK up.



Fear
Engaged enemy morale down.



Battle Prayer
DEF/morale up.



Chase
ATK/DEF down, ranged DEF, speed up.



Call To Arms
Nearby allies DEF, ranged DEF up.

Skill #2



Covering You
Nearby allies ATK and ranged ATK up.



Rage
ATK/DMG up, DEF down.



Raise Shields
ATK/DEF down, ranged DEF up.



Guerilla Tactics
Sight distance, fire rate, shot range up.



Spear Wall
ATK down, front DEF up, can move.

Unit Vetrancy



Longbowmen – HP up.



Huskarls – ranged DEF up.



Shieldmen – DEF up.



Spear Guards – ranged DEF, speed up.

Nation Technology Advancements



Stronger Attack – ATK up.



Cheaper Upkeep – lower squad upkeep.



Profiled Ranged Weapons – ranged fire rate up.



Longbows – unlocks Longbowmen (available in Archery).



Celtic Traditions – unlock Guerilla Tactics skill (available in Archery).

Nation Prayers



Luck – melee and ranged DEF up.



Welfare – all resource income up.



Order – recruit cost and time down.

Nation Technology Tier Effects



Tier II - more base income, unlocks Barracks and Blacksmith.



Tier III - more base income, unlocks catapult, Huskarl unit, Church, Call To Arms skill, top-tier technologies at the Blacksmith.

Germans

Unit (recruitment)



German Archers
 (Archery)



Panzer Cavalry
 (Stable)



Crossbowmen
 (Archery)



Cleaver Infantry
 (Barracks)



Panzer Spearmen
 (Barracks)

Skill #1



Awareness
 Sight distance, shot range up.



Fear
 Engaged enemy morale down.



Chase
 ATK/DEF down, ranged DEF, speed up.



Frighten
 Force Retreat on engaged enemy.



Intimidation
 Engaged enemy: ATK down and
 Retreat blocked.

Skill #2



Hold The Line
 Ranged ATK/DMG, DEF, accuracy up, can't move.



Sacrificial Craze
 ATK/DMG/morale up, Retreat blocked.



Pray For Victory
 Boost morale of all own units nearby.



Holy Fury
 Lower the DEF of engaged enemy.



Spear Wall
 ATK down, front DEF up, can move.

Unit Veterancy



German Archers – DMG up.



Panzer Cavalry – ranged DEF up.



Cleavers – DEF up.



Crossbowmen – HP up.



Panzer Spearmen – HP up.

Nation Technology Advancements



Cheaper Construction – building cost down.



Movement Speed – speed up.



Recruit Cost – recruitment cost down.



Crossbows – unlock Crossbows at Blacksmith.



Imperial Steel Supply – unlock armor upgrades
 at Blacksmith.

Nation Prayers



Fast – squad upkeep down.



Victory – ATK, DEF up.



Welfare – all resource income up.

Nation Technology Tier Effects

Tier II – more base income, unlocks Catapult,
 Ballista, Panzer Spearmen, Hold The Line skill,
 Crossbows, Imperial Steel Supply, second-tier
 Blacksmith techs.



Tier III – more base income, unlock Stables,
 Church, Panzer Spearmen Veterancy and top-
 tier Blacksmith techs.

Slavs

Unit (recruitment)



Slavic Archers
(Archery)



Mounted Archers
(Stable)



Cavalry
(Stable)



Shield Warband
(Barracks)



Spear Warband
(Barracks)

Skill #1



Eyes Sharp
Sight distance, ranged DEF up.



Focus
Accuracy, range up, can't move.



Eyes Sharp
Sight distance, ranged DEF up.



Chase
ATK/DEF down, ranged DEF, speed up.



Chase
ATK/DEF down, ranged DEF, speed up.

Skill #2



Arrow Rain
Fire rate up.



Arrow Rain
Fire rate up.



Heavy Blows
ATK/DMG up.



Raise Shields
ATK/DEF/sight dist. down, ranged DEF up.



Defensive Circle
ATK down, DEF up, can't move.

Unit Veterancy



Cavalry – ATK up.



Shield Warband – HP up.



Spear Warband – HP/DEF up.

Nation Technology Advancements



Better Lamellae – DEF, ranged DEF up.



Greater Income – all resource income up.



Composite Upgrade – ranged ATK up
(requires Composite Bows)



Composite Bows – Mounted Archers fire rate up,
unlocks Arrow Rain skill (available in Archery).

Nation Prayers



Mokosh Worship – upkeep down.



Perun Worship – ATK up.



Veles Worship – recruit cost down.

Nation Technology Tier Effects



Tier II – more base income, unlocks Cavalry,
Spear Warband, Veterancy for Spear Warband
and Cavalry, Archery, Place of Cult.



Tier III – more base income, unlocks Blacksmith.

Interface Overview

Please zoom in for details. Press „/” (Keyboard) or LB+RB (Gamepad) in-game to see this hint screen.

Keyboard & Mouse



Gamepad

Controls: Keyboard & Mouse

BASIC CONTROLS

W
A S D Move camera (w/SHIFT - faster)

 Zoom In / Zoom Out

 Select

 Attack / Move

Z Action Camera

R T Y U
F G H J
V B N M Unit Skills



MISCELLANEOUS

H Jump to Townhall

Spacebar Jump to Event

Esc Ingame Menu

Ctrl +  Set Control Groups

 Select Control Group

X Mini-Map Size Toggle

ADVANCED SELECTION

Ctrl + **A** Select All Visible Squads

Ctrl + **Shift** + **A** Select All Squads

Shift +  Add / Remove from selection

MULTIPLAYER

Enter Team Chat (w/SHIFT - public)

Tab (In Chat) Toggle Team/Public Chat

Alt +  Message Ping
(1-Attack, 2-Defend, 3-Follow, 4-Retreat)

Alt +  Generic Ping ("?" icon on map)

Controls: Gamepad



BASIC CONTROLS

- Move camera
- Faster camera movement
- Zoom In / Zoom Out
- (on squad) Select squad
(on terrain) Select all visible units
- Deselect All
- Attack / Move
- Jump to selection
- Fast travel to squad on the left
- Fast travel to squad on the right
- Action Camera

MISCELLANEOUS

- Jump to Townhall
- Jump to Event
- Main Menu
- Control Groups (Hold to set)
- Map Bookmarks (Hold to set)
- Toggle Minimap

COMMAND MENU

- Enter Command Menu
- Select
- Confirm
- Back
- Cancel

ADVANCED SELECTION

- + (on squad) Select same-type units
(on terrain) Select all owned units
- + Add to selection
- + + Add the same type to selection
- + Remove from selection
- + + Remove the same type from selection
- + Paint Select
- + Paint Remover
- + Top Banner

SQUAD SHORTCUTS

- Left Shortcuts
 - + Skill 1
 - + Med Camp
 - + Skill 2
- Right Shortcuts
 - + Change formation
 - + Retreat

MULTIPLAYER

- + Enter Quick Chat
- + Quick Chat: Pings (Team)
- + Quick Chat: Positive (Team)
- + Quick Chat: Negative (Team)
- + Quick Chat: Reactions (Public)



DISCLAIMERS

Ancestors Legacy is still far away from being finished. Here is a list of most important facts and issues we know of, but were not able to fix them before giving you this build:

1. Please check the minimal/recommended hardware requirements on our [Steam store page](#).
 2. Lots of interface elements (especially multiplayer lobby) have temporary graphics.
 3. AI Bots are here for you to use, but please bear in mind that their code is very unfinished yet.
 4. When the host leaves a game, all players see „Network Error” message, even if the match is over. The statistics and meta-experience is saved in such case though.
 5. The experience and meta-game balancing is heavily „under construction” (it’s also one of the main reasons behind this closed-beta).
 6. Graphical options are set to „Ultra” by default, and do not benchmark your PC. Please adjust them manually in the appropriate menu.
 7. The ping information/value is not currently shown.
 8. Joining/hosting the lobby has many visual issues and glitches.
 9. Map loadings. They are really long. Too long.
 10. Sliders in options menu are not movable with the mouse. Only Keyboard and Gamepad.
 11. The cooldown/progress information displayed on HUD icons is not very intuitive now and will be worked on.
 12. Multiplayer chat cannot be scrolled right now. It will be possible later.
 13. Game might be unstable when connection is lost during loading screen.
 14. Clicking on the prayer icon again, while it’s active, might cause issues.
 15. Steam profile avatar picture might be swapped with another user’s picture. I know, crazy.
 16. Characters might clip inside each other while combat. We’ll work on it.
 17. Some poor characters might get occasionally stuck on their way somewhere. Especially siege machines.
- 



Sharing Your Gameplay

There are **no restrictions whatsoever, regarding sharing the gameplay** from this version of the game.

The **guide you are reading right now is not meant for public use**, because it features various bits of information that might either be subject to change, or are meant to be released by us at our own pace. We are very keen on keeping the way in which we communicate Ancestors Legacy to the players, somewhat organized...



Us And Our Games

Ancestors Legacy is a Real-Time Strategy (RTS) being developed by [Destructive Creations](#) (Poland) and published by [1C Company](#).

The game is inspired by real historical events of Middle Ages (10th-13th century). Instead of fantasy approach, it aims to make a realistic depiction of medieval reality, with combat being the main means to achieve your goals. The game features four factions (Vikings, Slavs, Brits and Germans), each having their own single-player campaigns, as well as playable within multiplayer modes. In this build of the game, the player gets to play the part of the Viking campaign.

Most important game features:

- Inspired by real medieval events.
- Larger scale strategic battles combined with tactical stealth missions.
- Accessible gamepad controls, without streamlining the Keyboard+Mouse.
- Fully controllable Action Camera with detailed battle close-ups.
- Gameplay-relevant day/night and weather dynamics (not featured in this build).

The game is being developed for PC and XBOX One, and is planned for release in Q2 2018.

You can use web forms to [REPORT BUGS](#), and/or [GIVE FEEDBACK](#).

All promotional assets are available here: <http://bit.ly/2luls2U>



Changelog

Version 34650 (20171206):

- Crash fixes.
- Balance tweaks (unit/building/upgrade costs, unit stat/skill tweaks)
- AI fix – problem where it waited for Replenish forever)
- Misplaced trap icons fix
- Game icon tweaked
- Fixes in meta-scoring post game
- Avatar display fixes
- Fixed ropes that displayed above scaffolds
- Viking building LoD fixes
- Crash reporter tool fixes
- Map panning with MMB fixes
- Fixes for playing voiceovers on formation change and attack order
- Fixed team-contextual building coloring on Autumn Rise map (3v3)
- Siege machine movement fixes
- Domination mode scoring fixes (delta per minute was bugged)
- The game checks now, whether all connecting clients have the same version of the game

Version 34909 (20171213):

Please note that if you have Razer Synapse installed on your system, make sure that it is up to date. We have received several crashes regarding this software that are happening because of old versions.

New features:

- If a player does not pass a loading screen ready check the game will automatically do this for him after 30 seconds. This is to prevent "forever waiting" on loading screens.
- Default game mode is now Domination - this game mode suits us better, end game is less of a stale-mate.
- Due to the issue with not enough servers being created, a quick match player will now host a game of his own if the matchmaking process takes up too long. The filters chosen by the player are used to determine the map type and game mode.
- Added more AI difficulties, these are not final implementations but it's something that you can practice against. Previous Medium AI is now a Hard AI.
- Current ping to all other players is now displayed in the top left corner.

Tweaks:

- Village with golden level defenses is now much tougher.
- Ballista squads can no longer retreat. Fight to death!
- Catapult projectile's impact and damage area is now half it's size. That was far too OP.
- Cavalry has been nerfed against spearmen.

Bugfixes:

- Navigation issues in NW corner of the "Autumn Rise" map have been resolved, squads should no longer lose their way while moving through this terrain.
- Hovering squad's selection banner will properly highlight the squad and display all the information as hovering the map banner does.
- Player levels were not being updated in some sub-menus.
- Catapult had troubles maneuvering in many places on all maps. This is not a final fix, but it should be noticeably better.
- Slavic ballistas and catapults will no longer have pure white banners after being taken over by another nation. This happened only when there were no Germans in a match, minor missclick
- Turning on "Covering You" skill on archers while there are fighting allied units nearby will no longer interrupt the combat causing more harm than good. Warriors will continue to do their job from now on.

Crashfixes:

- Pressing a back button while being in a submenu under a specific case.
- Player or AI loses a domination match while still recruiting some units.
- Player or AI loses a domination match while still having any building tech in cooldown or running (E.g. prayers).
- Rare case while checking for bow / crossbow shooting animations (vertical orientation).

- In siege machine's code, related to cleaning up stuff after match finished.
- Trying to get a chat widget while it is not present (huge lags / receiving messages while already out of the game / lobby, etc.)
- When a player ALT+F4'd while having villages in a team match. Now they're properly passed onto the remaining teammates equally. Why can't you just quit through the pause menu?
- Several low level crashes that detailed explaining would not really mean anything to anyone outside of developers using Unreal Engine 4 or Epic Games themselves

Possible crashfixes:

- Asynchronous data loading code related to nation specific data. In case it happens again we will have much more information about the actual situation.
- Dying soldier under a non-duel situation (two or more versus one) had no death animation and decided to blow the game up... Should no longer happen.
- Trooper tries to play combat duel animation on another fighter (already dead, but he really wants to finish him off), that is apparently being garbage collected by the engine because of the corpse limit. Had to be a corpse heavy match, guys :)

Version 34989 (20171214):

- Tweak: Player meta-score rebalance.
- Tweak: Default Domination match score increased to 2000 (from 1000).
- Crashfix: Player or AI lost a Domination match while researching a technology.
- Crashfix: Hosting a lobby as a quick match player with custom filters. Small oversight resulting in such destruction
- Crashfix: Rare crash in AI code

Version 35074 (20171215):

- Tweak: Catapult crew is more tightly matched to the catapult itself, movement seems smoother.
- Tweak: Increased the internet connection limits slightly, they introduced errors due to connection saturation while in reality there was still some bandwidth left for use.
- Tweak: Ballistas will now automatically load first bolt when set up in a position.
- Optimization: Playing character animations on clients requires now 50% - 60% of the data we've been sending prior to this patch. Remaining information is reconstructed on client.
- Bugfix: Ballistas now properly deal damage to buildings.
- Bugfix: Visual and mechanical improvements to catapult movement - wheels rotation, less braking when the turn angle is small.
- Bugfix: Ping reported on the screen to other players was incorrect - we made a mistake while unpacking the compressed data (in order to send less data over the net). It could be off for as much as 400% ^^ Corrected.
- Crashfix: There is a haunting crash related to squad having one of the warriors go nuts and cease to exist without telling anybody. We've committed a nasty quick-fix which should resolve the issue when it occurs while we're investigating the root cause.