
Subject: Sole Survivor Patch 1.02 Released
Posted by [SomeRhino](#) on Fri, 18 Jun 2004 04:23:21 GMT
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Sole Survivor Patch 1.02 has now been released, and can be downloaded at one of these mirrors (Thanks to ChronoJam for hosting):

<http://chronojam.cncarmy.com/SS/SS102Patch.exe> (Hosted by ChronoJam)
<http://chronojam.ghostcellclan.com/SS/SS102Patch.exe> (Hosted by ChronoJam)

Please let people know about this, as strange things may happen if you cross-connect with older versions. If you are hosting a server, please include the new map in the rotation. Thanks!

Changes since 1.01

New map, "Defenses 2" has been added.

Bug Fixes---

Prevented GDI Commando from having unlimited C4
Fixed corrupted physics data on CTF and Mobius mode "Bridges" map.
Fixed "Arena" mode crashing
Fixed the Gameset Console so that passwords and settings work when launched from the Start Menu

Balance Issues---

Speed of Medium, Light and Stealth tanks have been increased slightly.
Stealth Tank cloak effect is now more subtle.
Rocket launcher rate-of-fire has been decreased by 25%.
SSM Launcher re-arm time has been decreased.
Default health regeneration rate of Silos and MCVs has been decreased from 5 to 2.