Here is what is planned to be in Core Patch 2:
1.BunkersTS (winner of the first poll)
2.Hangmans_Canyon (winner of the scond poll)
3.Tropics and/or Deth_River (first and second in the third poll) depending on filesize (we dont want to make Core Patch 2 too big).
4.New loadscreens and/or fonts (to get rid of the "annoying" fonts in CP1)
5.Fixes for the nickname explots
6.More map fixes (exactly what fixes will depend on what our map fixer Laeubi is able to do)
7.A proper fix for that "error 17" in the installer
and 8.Scripts.dll/bhs.dll 2.1.3 (which will be 2.1.2 + nuckname fixes + crash bug fix if I can get the info needed to fix it + any other fixes e.g. more AGT fixes)
Thats not the final list, just what is currently planned for client CP2.

Server Side Core Patch 2 will contain a 2.1.3 based version of the SSAOW and probobly a new version of Brenbot in addition to the map fixes, new maps and other things mentioned above.

No release date has been set for this patch as of yet, we will set one once we are closer to release.