Warhammer 40,000: Battlesector
Read me File – 24th March 2025
Version 1.04.160

Welcome.
Thank you for playing Warhammer 40,000: Battlesector™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Slitherine web site.

Below you will find the latest and greatest information on Warhammer 40,000: Battlesector™. Information in this document supersedes that in the official game manual.

Troubleshooting:
Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our Ticket System or post in the Warhammer 40,000: Battlesector Support Forum. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

v01.04.160 – 24th March 2025

   General
- Added Cadian Sergeant and Leman Russ with Battlecannon units to the Astra Militarum faction
- The Sisters of Battle faction has had a significant refresh of their unit abilities
- Updated Army Management to show the correct total configured cost of the selected unit in the top centre of the screen (rather than just the base cost)
- Updated Skirmish/MP objectives for Place of Challenge map
- Enabled Time Speed Acceleration during the player turn for Single Player game modes
   - Also updated the names of the speed modes to be clearer
   - Gamepad controls slightly updated to allow this functionality
- Updated the Strategy Map view of Planetary Supremacy
   - This is the first stage of some on-going work for this mode
   - The previous visual effects were placing extreme load on some graphics processors and also gave little room for us to add any on-map information
   - The update in this build has first stage has removed all of the on-tile props to reduce load and we are now looking at how we make more information available to you, the player, via iconography on the strategy map itself
- Added "Immune to Grazes" to relevant weapon tooltips
- Outstanding Issues:
   - There are some updated strings that did not localise correctly, we will update these in a patch very soon

   Balance
   General
- Graze
   - Reduced Graze Chance per Armour Difference to 3 (from 5)
      - So, an attack with Armour Piercing 3 vs Armour 5 will have a 6% Graze chance (previously 10%)
   - Reduced Graze Damage reduction from 85% to 75%.
      - So, previously, a Graze on a 100 damage attack would reduce damage to 15
      - It will now reduce damage to 25

   Sisters of Battle
- New layout for the Planetary Supremacy Tech Tree for the Sisters of Battle
- Devotion (Faction Skill):
   - Increased Crit rate to +0.2 per momentum

- o Decreased Evasion rate to +0.2 per momentum
- Command Abilities:
  - o The cost of all Sisters of Battle CP abilities was reduced to 1 CP, with commensurate changes to their power.
  - o All have a max range of 3 tiles from the caster, with an AoE range of 5x5 tiles
  - o Divine Guidance
    - ▪ Unchanged
  - o Spirit of the Emperor
    - ▪ Movement bonus reduced to +1 movement (from 2)
    - ▪ Command Point cost reduced to 1 CP (from 2)
  - o Righteous Judgement
    - ▪ Bonus reduced to +15% damage (from 20%)
    - ▪ +1 Armour Piercing remains
    - ▪ Command Point cost reduced to 1 CP (from 3)
- New / Updated Shared Abilities:
  - o Shield of Faith (updated)
    - ▪ A stack of Shield of Faith is gained whenever a unit with this ability is attacked with a Weapon
      - o N.b. This means direct fire attacks, so grenades and scattered artillery do not count. Also, the attack does not have to actually hit to trigger this skill.
    - ▪ Max of 5 stacks.
      - o Each stack of Shield of Faith gives:
      - o +0.6 Armour
    - ▪ Rounding means +1/+1/+2/+2/+3 for 1/2/3/4/5 stacks
    - ▪ Each stack lasts for 2 turns
  - o Divine Inspiration
    - ▪ A unit with stacks of Shield of Faith can choose to exchange all their stacks to gain +10 momentum per stack spent.
      - o NOTE: There is currently a visual bug which shows momentum being removed and then being re-added. The final momentum totals are correct however
  - o Rising Faith (updated)
    - ▪ A stack of Rising Faith is gained when a unit with this ability kills an enemy. Units can also gain stacks by using their activated abilities
    - ▪ Max of 5 stacks
    - ▪ Each stack gives +3% crit chance
    - ▪ Each stack lasts for 2 turns
  - o Faith and Fury (updated)
    - ▪ A unit can exchange 5 stacks of Rising Faith for a single stack of Faith and Fury
    - ▪ Faith and Fury grants +1 Action Point and gives +30% damage (70% empowered)
    - ▪ Lasts for 1 turn (2 Empowered)
    - ▪ Units with a stack of Faith and Fury cannot gain stacks of Rising Faith
      - o NOTE: This skill icon can be clicked on, even without 5 stacks of Rising Faith. Nothing will happen in this case. This is an issue we will address in a future patch
  - o Spirit of the Martyrs
    - ▪ A stack of Spirit of the Martyrs is gained when this unit has a model killed
    - ▪ Max of 4 stacks
    - ▪ Each stack gives +50% damage to weapons
    - ▪ Each stack lasts for 2 turns
  - o Absolution In Battle
    - ▪ A stack of Absolution In Battle is gained whenever this unit attacks or whenever it has a model killed
    - ▪ Max of 5 stacks
    - ▪ Each stack gives +5 melee accuracy and +5 graze chance on incoming attacks
    - ▪ Each stack lasts for 2 turns

- o Blessed Hull
  - A stack of Blessed Hull is gained whenever this unit is attacked and damaged
  - Max of 5 stacks
  - Each stack gives +3% damage reduction
  - Each stack lasts for 2 turns
- o Blessed Ammunition (updated)
  - Affected unit gains:
    - o +50% damage (from +3)
    - o -10 graze chance
- Units
  - o Canoness
    - Gains Shield of Faith, Divine Inspiration, Rising Faith, Faith and Fury
    - Starts each battle with 30 momentum
    - Removed Glorious Incantation
    - Added Divine Deliverance
      - o Affects the Canoness
      - o + 1 MP
      - o + 1 melee attacks
      - o + 25% momentum gains
      - o -10 evasion
    - Updated Honour The Martyrs
      - o If a friendly Sisters unit is killed within 5 tiles of the Canoness then all allied units adjacent to the Canoness gain +10 momentum (including the Canoness herself)
    - Condemnor Boltgun
      - o Armour Piercing to 3 (from 2)
      - o Accuracy to 85 (from 80)
      - o Immune to Grazes
    - Plasma Pistol
      - o Cost to 15 (from 30)
    - Blessed Blade
      - o Cost to 30 (from 40)
      - o Immune to Grazes
  - o Sister Superior (includes Sister Verity)
    - Gains Shield of Faith, Divine Inspiration, Rising Faith, Faith and Fury
    - HP to 180 (from 150)
    - Updated Battle Sermon
      - o Gives +1 ranged damage (from +15%)
    - Power Sword
      - o Cost to 20 (from 55)
    - Plasma Pistol
      - o Cost to 15 (from 30)
  - o Sister Hospitaller
    - Gains Shield of Faith, Divine Inspiration
    - Medicus ability renamed to Sacred Healing
    - New Ability: Medicus Ministorum
      - o Affects all surrounding allies
      - o +10% Bonus HP
      - o -10% Damage received
  - o Battle Sister Squad
    - Cost to 65 (from 50)
    - Gains Shield of Faith, Divine Inspiration
    - Gains Krak Grenade
    - Godwyn Deaz Pattern Bolter
      - o Armour Piercing to 2 (from 1)
    - Updated Blessed Ammunition (see above)

- o Seraphim
  - Cost to 75 (from 60)
  - Gains Shield of Faith, Divine Inspiration
  - Bolt Pistols
    - o Gains Blessed Ammunition
  - Hand Flamer
    - o Cost to 10 (from 20)
    - o Shots to 12 (from 16)
    - o Armour Piercing to 1 (from 2)
  - Inferno Pistols
    - o Cost to 25 (from 40)
- o Retributors
  - Gains Shield of Faith, Divine Inspiration
  - New Ability: Bastion of the Faith
    - o Unit converts all its remaining movement points into Bastion of the Faith stacks
    - o Each stack gives +5% Crit Chance
    - o Max 4 stacks
    - o 2 stacks are removed at the start of each of this unit's turns
  - Heavy Bolter
    - o Updated Storm of Retribution
      - Unit trades in all stacks of Bastion of the Faith
      - For each stack:
        - ❖ +1 additional attack
        - ❖ +2 ranged stability
      - If 4 stacks traded
        - ❖ +10 Accuracy
        - ❖ +1 additional attack
        - ❖ +1 Armour Piercing
  - Heavy Flamer
    - o Cost to 20 (from 30)
    - o New Ability: Cleansing Flames
      - Unit trades in all stacks of Bastion of the Faith
      - For each stack:
        - ❖ +1 additional attack
        - ❖ -2 graze chance
      - If 4 stacks traded
        - ❖ +1 damage
        - ❖ +1 Armour Piercing
  - Multimelta
    - o Cost to 20 (from 30)
    - o Max Range to 6 (from 5)
    - o New Ability: Strike of Faith
      - Unit trades in all stacks of Bastion of the Faith
      - For each stack:
        - ❖ +2 ranged stability
      - If 4 stacks traded
        - ❖ +10 Accuracy
        - ❖ +10 Damage
        - ❖ +1 Armour Piercing
- o Celestians
  - Cost to 75 (from 70)
  - Gains Shield of Faith, Divine Inspiration, Spirit of the Martyrs
  - Godwin Deaz Pattern Bolter
    - o Gains Blessed Ammunition
  - Flamer

- o Cost to 10 (from 20)
  - Melta
    - o Cost to 20 (from 30)
- o Celestian Sacresants
  - Cost to 100 (from 90)
  - Gains Shield of Faith, Divine Inspiration, Spirit of the Martyrs
- o Paragon Warsuits
  - Gains Shield of Faith, Divine Inspiration, Spirit of the Martyrs
  - HP to 150 (from 140)
  - Unit Bonus
    - o +10 Accuracy for all ranged weapons
    - o -5 ranged falloff for all ranged weapons
  - Heavy Flamer
    - o Cost to 20 (from 30)
  - Multimelta
    - o Cost to 20 (from 30)
- o Sisters Repentia
  - Gains Absolution In Battle
  - HP to 55 (from 50)
  - New Ability: Path of the Penitent (replaces Martyrdom)
    - o Unit executes a melee charge attack on a valid enemy
    - o +1 Movement for this charge attack
    - o Gains +10% damage for every MP spent in the charge
    - o Cannot be suppressed
    - o -10 evasion
- o Arco Flagellants
  - Cost to 55 (from 60)
  - Gains Absolution In Battle
  - Movement to 4 (from 5)
  - Updated Ability: Zealous Frenzy
    - o Affects this unit
    - o +1 Movement
    - o + 1 armour piercing
    - o -15 evasion
    - o 20% chance to deal 40% damage to each model on cast
    - o 1-turn cooldown
- o Penitent Engine
  - Gains Absolution In Battle
  - Updated Ability: Torment Amplifiers
    - o Unit gains +25% damage
    - o +30 Momentum
    - o -20 evasion
    - o Stack lasts for 2 turns
- o Rhino
  - Cost to 145 (from 150)
  - Gains Blessed Hull
  - Self Heal increased to 30HP per turn (from 15)
  - Transport capacity increased to 3 Units and 11 Models (from 2/10)
- o Immolator
  - Gains Blessed Hull
  - Twin Heavy Bolters
    - o Range to 1/4/8 (from 1/3/6)
    - o Damage to 8
    - o Attacks to 30
- o Exorcist
  - Cost to 230 (from 240)

- Gains Blessed Hull
- Movement to 4 (from 3)
- Missile Launcher
  - Armour Piercing to 6 (from 5)
  - Splash damage targets to 9 (from 7)
- Hunter Killer Missile
  - Armour Piercing to 8 (from 6)
- Updated Ability: Devastating Refrain
  - Fires 3 shots at 3 targets
  - Improved Accuracy and Crit Chance with MP spent

Astra Militarum
- Tank Commander
  - Cohesion to 1/1/2
  - Pound Them To Dust:
    - Now also gives -10 Accuracy to allied unit
- Kasrkin
  - Cost to 90
  - Volley Gun cost to 20
  - Volley gun accuracy to 80 (was 90)
- Command Abilities
  - Valkyrie Transport and Dropoff range to 6 from caster (from 8)

Blood Angels
- Intercessors
  - Auto Bolt Rifle
    - Armour Piercing to 2 (from 1)
    - Max Range reduced to 5 (from 6)
  - Bolt Rifle
    - Accuracy to 85 (from 80)

Bug Fixes
- Fixed issue where Bonus Upgrade Tokens were not being given after Mission 2 of Age of Crimson Dawn campaign
- Fixed exploit where you can gain infinite action points in Planetary Supremacy when upgrading troops
- Fixed Hive Tyrant Psychic Scream to affect multiple models again
- Fixed issue where Zone of Control warnings weren't shown when a unit was moving to enter a transport
- Added description to Hunters Mark status effect
- Fixed issue where unit variants/configurations that are set when purchasing a unit in Planetary Supremacy didn't pass that configuration to the unit in your army when you purchased it (e.g. you configure a Demolisher, but when purchasing, you end up with a Punisher)
- Fixed issue where units in default armies did not show the correct weapon loadouts
- Fixed issue where the spotlight tower prop was not acting as cover for shooting
- Fixed issue where the wrong name sometimes appeared in the tooltip for deploying a unit from Valkyrie
- Fixed issue where the melta mine model stayed on the map after it had exploded
- Fixed issue where came could freeze if you started Daemonic Incursion with a very small army
- Fixed some small text errors in the Ethereal skill descriptions
- Fixed issue where Word of Contempt would show a casting range when hovering the icon in the enemy info view
- High Explosive skill damage now deals splash damage to the additional tile
- Changed default key binding for "Next Unit with MP" to be "." to not clash with "[" for the game speed controls

v01.04.138 – 27th January 2025
Bug Fixes

- Fixed issue where Heavy Weapon Squads were not getting the bonuses from Setup when activating Pour It On or Piercing Shot

v01.04.137 – 20ᵗʰ January 2025

General

- This is a balance and bug fixing patch with a central focus on responding to the first real battle-tests of the new Astra Militarum Faction
- Pretty much all of the Astra Militarum roster has been updated to some degree. With the largest changes being to the abilities of the HQ Units
- We have also fixed some significant issues with the core faction abilities that meant that the soldiers of the Astra Militarum were not receiving the benefits of their training
- Other significant updates are the training of the Cadian Shock Troops to pull the trigger more rapidly, giving the Armoured Sentinel a bit more punch and utility and a rework of the Basilisk's skills to be clearer and more reliable in action

Balance

- Astra Militarum
  - Born Soldiers
    - Fixed issues with Per Momentum bonuses not being applied properly
  - Ordered Battleline
    - Receiving an order gives +10 baseline momentum whilst that unit has an Order
    - Fixed issue where Orders were not persisting into the enemy turn
  - Valkyrie Transport
    - Can now transport Ogryns
  - Commissar
    - Emperor's Will, Bonus HP boost increased to 10% (5%)
    - Execute adds momentum to surrounding tiles as well as the target unit, and can be used to target a unit that was previously targeted (to refresh or to boost with Empowered)
    - Show Them Steel
      - Added Ranged Crit Chance +10%
      - Cooldown set to 2 turns (1)
      - Corrected Show Them Steel to use Additive maths
  - Cadian Castellan
    - Voice of Leadership, Accuracy boost increased to 10 (5)
    - Bring It Down, Increased range to 5 tiles, reduced cooldown to 2 turns, clarified Status Effect length (1 turn, removes at end of casters turn)
    - Move Move Move applies to all within a 1 tile radius of Castellan, 3 turn cooldown
  - Tank Commander
    - Shock and Awe damage bonus increased to 10% (5%)
    - Battle Cannon -> Range to 1/5/9
    - Pound Them To Dust is now a buff skill that gives +100% shots for all weapons to a nearby vehicle
    - Blitz Them now gives the "Blitz" Charge Ability to friendly Leman Russ or Rogal Dorns and an Incoming Graze buff to any vehicle
  - Leman Russ Battle Tank
    - Leman Russ Sponsons upgrades halved to match Tank Commander
    - Leman Russ Points to 250 (260)
    - Lascannon, cooldown to 2 (3), range to 1/5/8
    - Plasma Cannon range to 1/4/8
    - Demolisher, range to 1/3/5, AP 6 (5)
    - Vanquisher, range to 3/7/10
  - Rogal Dorn
    - Rogal Dorn Pulverisor to 0 points for upgrade
    - Sponson Multimelta to 10 points for upgrade
    - Twin Battle Cannon, range to 1/5/9

- Heavy Bolter, attacks to 28 (24)
- Oppressor, range to 1/6/9
- Pulverisor, AP 5 (4)
- Armoured Sentinel
  - Armoured Sentinel cost to 110 (125)
  - Plasma Cannon
    - Range to 1/4/8
    - Attacks to 2 shots @ 50 Damage
  - Multilaser range to 1/4/8
  - Harrassing Fire can now target 3 adjacent enemies, but fires fewer shots
- Chimera
  - Multilaser range to 1/4/8
  - Run Over min range of 2 (1) to reflect that it's a charge
  - Fixed issue with Run Over final charge damage
- Cadian Shock Troops
  - Cost increase to 40 (was 35)
  - Added Frag Grenade to all loadouts
  - Increased cost of Bayonet Loadout to +5
  - Lasgun
    - Range to 1/3/6
    - Attacks to 4 shots @ 4 damage @ 80 Acc w AP1
  - Lasgun w Bayonet
    - Range to 1/3/5,
    - Attacks to 4 shots @ 4 damage @ 65 Acc w AP1
  - Bayonet Armour Piercing to 4 (3)
  - Removed cooldown from Bayonet weapon action
  - Increased Momentum Gained when killed to 2 (1)
- Kasrkin
  - Evasion to 10 (5)
  - Hotshot Lasgun
    - Range to 1/3/7
    - Attacks to 7 shots @ 5 damage @ 90 Acc w AP3
    - All Unit targets single enemy model rather than spreading shots
  - Hotshot Volleygun
    - Range to 1/4/8
    - Attacks to 10 shots @ 5 damage @ 90 Acc w AP3
    - Upgrade cost to 10
  - Moved unit accuracy bonus to weapons for consistency with other units, no gameplay impact
  - Melta Mine HP to 1 (was 10)
- Ogryns
  - Are now Transportable by Valkyrie
  - HP to 160
  - Fixed issue with Furious Charge final damage
- Heavy Weapon Squad
  - Lascannon
    - Range to 1/5/8,
    - Accuracy to 60 (65), falloff to 6
    - All Unit targets single enemy model rather than spreading shots
    - Removed Cooldown
  - Autocannon
    - Range to 1/5/8
    - Accuracy to 60 (65), Attacks to 3 (2), falloff to 6
    - All Unit targets single enemy model rather than spreading shots
    - Pour It On adds +1 shots per 2 stacks of Set Up spent (from per 1 stack)

- Pour It On cooldown to 2 (1)
  - Missile Launcher
    - Accuracy to 60, Ranged Falloff to 6
- Primaris Psyker
  - Force Staff
    - Attacks to 2 (1)
  - Nightshroud
    - Casting gives +20 momentum
    - Disabled edge case where you could still get pistol reactions against buffed unit
    - Locked at start in Planetary Supremacy
  - Mental Shackles
    - Cooldown to 3 (2)
    - Casting gives +20 momentum
    - Accuracy debuff to -30
    - Fixed maths to be additive
    - Unlocked by default in Planetary Supremacy
- Basilisk
  - Steady Aim updated
    - Used as an ability to make an attack with the Earthshaker with +10 accuracy for every Movement Point the Basilisk has left unspent
  - Barrage Updated to target a tile not a specific enemy
    - Does not use the weapon accuracy, instead scatters 3 shots in a 3x3 area
  - Artillery Targeting reworked to instead give a buff to the firing Basilisk each time it deals damage with an aimed Earthshaker Cannon shot
    - Stacks are lost on movement, like Set Up
    - Barrage does not add stacks (as unaimed)
- Visual FX Tweaks
  - Increased rate of fire of Multilaser
  - Increased speed of all Las weapon projectiles
  - Added Supercharge WarmUp VFX to Armoured Sentinel
- Updated default armies for Astra Militarum (Skirmish and Planetary Supremacy)
- Orks
  - Gretchin
    - Grot Blasta Accuracy to 75 (90)
- Necrons
  - Scarab Tempest Command Ability
    - Spawned scarabs have -1 Action Points on their first turn.
    - They can still do an initial charge on descent
  - Canoptek Scarab Swarm
    - Added extra explosive damage to the Self Destruct Protocol ability

Bug Fixes
- Fixed issue where graphics settings did not always save correctly
- Fixed Unspent Action point Momentum cost for Astra Mil to be same as every other faction, -20 momentum
- Fixed Crit Chance Per Momentum not working properly
- Fixed Graze Chance Per Momentum not working properly
- Stopped AI doing a Change Facing whilst using Overwatch (which was cancelling Overwatch on some occasions)
- Stopped Valkyrie from coming back to haunt the HQ Commander when doing a Valkyrie Transport
- Fixed description for Valkyrie Transport
- Reduced noise of Valkyrie engines on departure
- Fixed slow firing Heavy Bolters on Demolisher

v01.04.132 – 17ᵗʰ December 2024
General
- Fixed an issue where some mid-mission saves from the Age Of Crimson Dawn campaign were not loading correctly
- Updated and adjusted some Astra Militarum SFX
- Adjusted some Astra Militarum movement animations
  - Including fixing tank tracks
- Compressed the Astra Militarum Tech Tree to fit in all screen resolutions
- Fixed UI issue where some data panels were not updating properly when match options were changed/armies were updated

Balance
Astra Militarum
- Commissar Chainsword attacks 3 times, to match his animation
- Leman Russ (and Tank Commander) Plasma Cannons corrected to cost zero AP
- Valkyria Dropoff updated to have the same range as Valkyrie Transport
- Valkyrie Transport heals negative statuses (e.g Poison) from transported units
- Demolisher and Pulverisor corrected to have min range of 1
- Basilisk Barrage ability cooldown reduced to 2
- Fixed issue with CPP awarded from death of Shock Troops
- Updated cohesion limits for some Astra Militarum units
  - Unit (Limit at 1000/2000/3000):
  - Kasrkin 2/4/6
  - Tank Commander 1/2/2
  - Rogal Dorn 1/2/3
  - Shock Troops 8/12/16
  - Leman Russ 2/3/4
- Fixed issue where some Astra Militarum units had greater than 100 melee accuracy
- Standardised some Astra Militarum visibility cones

Bug Fixes
- Fixed rotation of Tank Commander muzzle flash
- Fixed Penetrating Shot ability for Heavy Weapon Squad with Lascannon
- Fixed Trygon Bio-Electric Pulse splash damage
- Fixed Pour It On ability not giving extra attacks
- Fixed eye animation for Kasrkin
- Fixed Furious Charge debuff to be flat value instead of modifier

v01.04.127 – 10ᵗʰ December 2024
General
- Added Astra Militarum as a new playable faction
- Added Remnants of Victory, a new skirmish map
- Added Weapon Category and Graze Chance to tooltips and combat previews.
- Updated Map Editor and Campaign Creator with new functionality and improved user interface

Balance
- Adepta Sororitas
  - Exorcist gained Artillery trait
- Tyranids
  - Biovore gained Artillery trait
- Global
  - HQ Command Abilities cannot graze on impact
  - Army Cohesion bonus reduced to 10% (from 25%)

Bug Fixes
- Changes in AI player behavior – it should no longer overuse grenades on empty fields.

- Fixed a bug where the Command Ability range was incorrect when targeting the caster.

v01.04.120 – 03rd December 2024
General
- Remnants of Victory - Post processing changes and small tweaks to the environment.
- New AM themed menu art.
- Updated AM weapon icons.
- Update AM unit icons.
- AM - updating default armies composition
- Chimera, Sentinel, Ogryns and Guardsman - new animations.
- Updating Valkyrie Pickup and Dropoff with new vfx.
- Adding VFX to Move Move Move
- Textures and material for AM tank projectiles
- Added VFX for Tank Cannons
- Added one model to Heavy Weapon Squad, other 2 unavailable.

Balance
Astra Militarum
- Adjusting vision cone range for units - we made them more like every other unit before.
- Steady Aim and Barrage ranges changed to: 5-10
- Bayonet is now 1 AP
- Psychic Maelstrom costs 10 Momentum now
- Psycer has 1 AP now
- Raised Momentum gain from Ordered
- Adding Harrassing Fire Weapon (Multilaser variant) WIP!
- Fixing sentinel plasma having cooldown
- Little Tanks balancing; cost slightly more; different cohesion and secondary weapons cooldowns
- Tweaking chances for Chimera AI Run Over
- Tweaking chances for Chimera AI Run Over
- Chimera transport capacity changed to: 2/11
- Standardised fire rates of Las Weapons
- Updated Harrassing Fire to use base Multilaser
- Rebalanced Volley Overheat & Overheated
- Reworked Pound Them To Dust to make more sense as a skill. Now focuses down a single enemy, with lots of splash for wiping large groups
- AI - Execute is now more likely to target only guardsmen
- Removing Harrassing Fire weapon slot from sentinel
- Reducing Born Soldiers crit chance, improving graze chance
- Lasgun with Bayonet now has same AP as main Lasgun
- Changing max range of Earthshaker cannon to 15
- Fixing Leman Russ Heavy Flamer having massive splash damage
- Removing Laspistol from Cadian Castellan
- Removing splash hits from Shock and Awe

Bug Fixes
- Adjusting Cadian Castelan pistol model.
- Fixing Sentinel icons.
- Chimera flamer VFX fix
- Chimera adjusting units pick up anim.
- Guardsman fixes to grenade ability animation.
- Chimera - speeding up firing animation
- Rogal Dorn - fixes to material.
- Armoured Sentinel shouldn't be bleeding now
- Fixing bug where floor decals were applied on units
- Sentinel - Harrassing Fire anim speed adjustment

- Removing momentum from mine
- Mine no longer trigger Unspent Action Points popup
- Lowering chances for Noise Spotted barks appearing
- Possibly fixing Castellan AI issues
- Possibility fixing low chance for AI to use melta mine
- AI - Tweaking Guardsmen frag on empty tile
- Fixing all HQ Commands wrong range when hovering on caster
- Melta Mine now has 0 AP; it is not affected by Order nor formation passives
- Possibly fixing melta mine bleeding on shot
- Tank Commander death animation updated
- Possibly fixing Heavy Weapon Squad AI refusing to move
- Fixed issue where Melta Mine was damaging all units rather than using a splash attack
- Fixing Chimera heavy flamer unlocking in planetary supremacy
- Basilisk Heavy Bolter will not juggle enemies now
- Barrage should not stop shooting on enemy death
- Fixing overcharged salvo description
- Prevented AM secondary weapons from being used to Overwatch
- Prevented Earthshaker being used for Overwatch (enabled Bolter on Basilisk for that)
- Changing unit heights to display HP bar properly above unit
- RogalDorn and TankCommander collider fixes.

v01.04.98 – 21st October 2024
General
- Tweaked AI logic for Krak Grens, Stikkbombz and Photon Grenades. AI should use them in more appropriate circumstances now

Balance
- Blood Angels
  - Lieutenant
    - Empowered Graces of the Angels gives +100% momentum gains (from +150%)

Bug Fixes
- Warbiker "Volatile" explosion now happens much quicker
- Fixed issue where Necron Triarch Pretorians could gain +1MP if they jumped to exactly the limit of their range
- Fixed issue where disabling and enabling some empowered abilities could lead to infinite command point generation
- Fixed issue with F11 User Report Tool where pressing "g" would remove the focus from the text box
- Fixed issue where certain flying enemies, if in particular positions, could gain unlimited attacks

v01.04.95 – 30th September 2024
General
- Added ability to select whether you will be Player 1 or Player 2 in a single-player Skirmish match or Hotseat game
- Updated layout of units in Army Management so that units of the same class (e.g. HQ, Elites) are grouped together
- Updated default settings when creating Skirmish and Multiplayer games to [Strategic Command; 8 turns; 80 target score; 2000 army points; Require Cohesive Armies]. Reflecting the standard settings for tournament play.
- Found and fixed an issue with the Graze and Crit system that meant that units with low accuracy (e.g. many Ork ranged units) were getting more Graze results than the odds suggested, lowering their damage output.
- When a player has their army destroyed, they will lose the battle and their opponent will be given points equal to the target score for the battle.
- If a battle reaches its turn limit without either player reaching the target score, the winning player

(who has the most points) will have their score increased to be equal to the target score. Fixes an issue in Tournaments where players could be disadvantaged.

- If a battle ends in a tie then the loser of the tie-breaker will have 1 point reduced from their score. E.g. an 80-80 score would become 80-79. Addresses an issue in tournaments where the tie-break winner wasn't obvious.
- Updated shadow rendering for the Planetary Supremacy base map. Lowering shadow quality in settings will reduce the amount of shadows cast, greatly increasing frame rate for users who have issues here.
  - (PS4 Only) Shadow detail automatically reduced to help prevent memory issues & frame rate issues on this screen
  - (PC Only) Added Bug Report tool. Press F11 to bring up the dialogue to submit a bug report to the development team

Balance
Previous values in ()

- Orks
  - Warboss
    - Shoota - Damage 8 (7), gains Splash x 2 @ 4 damage, gains Pistol trait
    - Power Klaw - Damage 125 (100)
    - Kombi-Rokkit - Min Range 2 (1), Damage 80 (30), AP 6 (3), Splash x 4 (8) @ 40 damage (27), Reload Time 2 (3)
    - Cost - 205 (220)
    - HP - 315 (300)
  - Big Mek
    - Kustom Mega-Blasta - Damage 95 (70), AP 7 (6), Splash x 1 (2) @ 38 damage (28)
    - Health - 250 (180)
  - Meganobz
    - Shoota - gains Pistol trait
    - Kombi-Rokkit - Min Range 2 (1), AP 6 (4), Splash x 1 (5) @ 16 damage (24), Ammunition 2 (1)
    - Armour - 8 (7)
    - Cost - 165 (155)
    - Hit 'em Harder - Gains "Cannot Be Suppressed"
  - Nobz
    - Choppa - Damage 10 (16), Attacks 3 (2), gains Splash x 1 @ 4 damage
    - Big Choppa - Damage 22 (18)
    - Power Klaw - Damage 50 (45), removed Splash, AP 7 (6)
    - Armour - 4 (3)
    - HP - 115 (100)
    - Hit 'em Harder - Gains "Cannot Be Suppressed"
  - Stormboyz
    - Choppa - Damage 10 (16), Attacks 3 (2), gains Splash x 1 @ 4 damage
  - Boyz
    - Big Shoota - Cost 15 (20)
    - Rokkit Launcha - Min Range 2 (1), Damage 30 (20), AP 5 (3), Splash x 1 (4) @ 9 damage (12)
  - Flash Gitz
    - Snazzgun - Accuracy 79 (70), Accuracy Falloff 9 (15), Damage 9 (10), Attacks 9 (8)
    - Armour - 4 (3)
    - HP - 105 (95)
    - Model Scale corrected (theyz Nobz, not Boyz)
  - Lootas
    - Shooty Deffgun - Optimal Range 6 (5)
    - Beamy Deffgun - Optimal Range 6 (5), Damage 20 (32), Shots 2 (1), All Units target single enemy (like Heavy Hellblasters do)

- - - Trukk Smasha - AP 1 (2), Damage Bonus 20% (25%)
  - Gretchin
    - HP - 25 (40)
    - Evasion - 10 (20)
    - Cost - 30 (35)
    - Added Mob Rule ability
  - Deffkopta
    - Kustom Mega-Blasta - Damage 95 (70), AP 7 (6), Splash x 1 (2) @ 38 damage (28)
    - Kopta Rokkits - Min Range 2 (1), Damage 55 (45), AP 5 (3)
  - Warbiker
    - Set to solely Mechanical for gameplay purposes (i.e. Cannot be poisoned)
  - Deff Dread
    - Big Shoota - Attacks 40 (32), Added Splash x 2 @ 3 Damage
  - Command Abilities
    - More Dakka - Shots Multiplier 45% (25%), AoE 3 tile radius (5)
      - Fixed issue where it was also giving more melee attacks
  - Faction Skills
    - Mob Rule - Range 3 (2), Max Stacks 6 (4), Momentum per stack +5% (10%)
- Sisters of Battle
  - Hospitaller's Medicus Skill
    - Fixed issue where many negative status effects were not being removed by the skill
    - Can now be used on a unit on full health, to remove negative status effects
- T'au
  - Commander
    - Cost - 240 (220)
  - Ethereal
    - Honour Stave - Damage 40 (35), Splash x 2 (1)
    - Sense of Stone - Action Points 2 (1), +20% Bonus HP (15), Duration 1 turn (3)
    - Zephyr's Grace - Duration 1 turn (2), Range 1 (2)
  - Riptide
    - Movement - 5 (4), Health 375 (400)
    - Twin Plasma Rifles - Cooldown 1 (2)
- Blood Angels
  - Lieutenant
    - Chainsword - Splash 3 (2)
  - Sanguinary Priest
    - Chainsword - Splash 3 (2)
  - Furioso Dreadnought
    - Furioso Fist - Damage 90 (75)
- Necrons
  - Overlord
    - Staff of Light - Cost -25 (-40)
    - Hyperphase Glaive - Cost -35 (-60)
  - Tomb Blade
    - Movement - 5 (6)
  - Triarch Praetorians
    - Melee Accuracy - 90 (85)
    - Gravity Displacement Pack - Movement bonus 2 (3)
  - Royal Warden
    - Cost 175 (160)
  - Hexmark Destroyer
    - Cost 150 (160)
  - Lokhust Heavy Destroyer
    - Gauss Destructor - Cost 30 (20)

- o Skorpekh Destroyer
  - Movement 4 (3)

Bug Fixes
- Added blocking terrain to Feeding Grounds on location where Line of Sight was causing confusion
- Seize and Control objective could disappear on reload
- T'au Markerlight could be used at infinite range if units had zero AP
- When loading a game, some units were spawning with their models overlapping
- Game could hang if you loaded a Planetary Supremacy campaign save that was using Custom Maps that you had previously removed from your system
- Tweak to Assault Marine AI to reduce instances of them jumping in with no AP to attack with
- Warboss had a 1 damage "Squig Bite" weapon that should not have been there (Warboss retains the correct "Squig Attack" ability)
- Fixed text description of Sense of Stone & Zephyr's Grace (duplicated words)
- Fixed translations for some skills where data was appearing in the wrong place in the description
- Armour can no longer be reduced below zero

v01.04.83 – 09th September 2024
General
- Updated layout of units in Army Management so that units of the same class (e.g. HQ, Elites) are grouped together
- Updated default settings when creating Skirmish and Multiplayer games to [Strategic Command; 8 turns; 80 target score; 2000 army points; Require Cohesive Armies]. Reflecting the standard settings for tournament play.
- Found and fixed an issue with the Graze and Crit system that meant that units with low accuracy (e.g. many Ork ranged units) were getting more Graze results than the odds suggested, lowering their damage output.
- When a player has their army destroyed, they will lose the battle and their opponent will be given points equal to the target score for the battle.
- If a battle reaches its turn limit without either player reaching the target score, the winning player (who has the most points) will have their score increased to be equal to the target score. Fixes an issue in Tournaments where players could be disadvantaged.
- If a battle ends in a tie then the loser of the tie-breaker will have 1 point reduced from their score. E.g. an 80-80 score would become 80-79. Addresses an issue in tournaments where the tie-break winner wasn't obvious.
- Updated shadow rendering for the Planetary Supremacy base map. Lowering shadow quality in settings will reduce the amount of shadows cast, greatly increasing frame rate for users who have issues here.
- (PC Only) Added Bug Report tool. Press F11 to bring up the dialogue to submit a bug report to the development team

Balance
Previous values in ()
- Orks
  - o Warboss
    - Shoota - Damage 8 (7), gains Splash x 2 @ 4 damage, gains Pistol trait
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    - Kombi-Rokkit - Min Range 2 (1), Damage 80 (30), AP 6 (3), Splash x 4 (8) @ 40 damage (27), Reload Time 2 (3)
    - Cost - 205 (220)
    - HP - 315 (300)
  - o Big Mek
    - Kustom Mega-Blasta - Damage 95 (70), AP 7 (6), Splash x 1 (2) @ 38 damage (28)
    - Health - 250 (180)
  - o Meganobz
    - Shoota - gains Pistol trait

- Kombi-Rokkit - Min Range 2 (1), AP 6 (4), Splash x 1 (5) @ 16 damage (24), Ammunition 2 (1)
- Armour - 8 (7)
- Cost - 165 (155)
- Hit 'em Harder - Gains "Cannot Be Suppressed"

o Nobz
- Choppa - Damage 10 (16), Attacks 3 (2), gains Splash x 1 @ 4 damage
- Big Choppa - Damage 22 (18)
- Power Klaw - Damage 50 (45), removed Splash, AP 7 (6)
- Armour - 4 (3)
- HP - 115 (100)
- Hit 'em Harder - Gains "Cannot Be Suppressed"

o Stormboyz
- Choppa - Damage 10 (16), Attacks 3 (2), gains Splash x 1 @ 4 damage

o Boyz
- Big Shoota - Cost 15 (20)
- Rokkit Launcha - Min Range 2 (1), Damage 30 (20), AP 5 (3), Splash x 1 (4) @ 9 damage (12)

o Flash Gitz
- Snazzgun - Accuracy Falloff 10 (15)
- Armour - 4 (3)
- HP - 105 (95)
- Model Scale corrected (theyz Nobz, not Boyz)

o Lootas
- Shooty Deffgun - Optimal Range 6 (5)
- Beamy Deffgun - Optimal Range 6 (5), Damage 24 (32), Shots 2 (1)

o Gretchin
- HP - 25 (40)
- Evasion - 10 (20)
- Cost - 30 (35)

o Deffkopta
- Kustom Mega-Blasta - Damage 95 (70), AP 7 (6), Splash x 1 (2) @ 38 damage (28)
- Kopta Rokkits - Min Range 2 (1), Damage 55 (45), AP 5 (3)

o Command Abilities
- More Dakka - Shots Multiplier 50% (25%), AoE 3 tile radius (5)

- Sisters of Battle
o Hospitaller's Medicus Skill
- Fixed issue where many negative status effects were not being removed by the skill
- Can now be used on a unit on full health, to remove negative status effects

Bug Fixes
- Added blocking terrain to Feeding Grounds on location where Line of Sight was causing confusion
- Seize and Control objective can disappear on reload
- T'au Markerlight could be used at infinite range if units had zero AP
- When loading a game, some units were spawning with their models overlapping
- Game could hang if you loaded a Planetary Supremacy campaign save that was using Custom Maps that you had previously removed from your system
- Tweak to Assault Marine AI to reduce instances of them jumping in with no AP to attack with
- Warboss had a 1 damage "Squig Bite" weapon that should not have been there (Warboss retains the correct "Squig Attack" ability)

v01.04.82 – 04th June 2024
General
TOURNAMENTS:
- Disabled Might and Fury bonus points. Match winners receive the scenario target score, which is the same as the score that users who received a bye get.

- This will likely lead to a tie at the top of the leaderboard and we'll use our new Knock Out style tournaments to determine the overall winner
- Known issue: If you are losing the match on points and destroy your opponent's army, you won't be given the victory. This will be fixed in due course but for now it is the same for everyone, so ensure you play the game mode objectives!

Balance

SISTERS OF BATTLE:
- Exorcist
    - Removed Overwatch ability
    - Added Artillery capacity. Does not need a direct line of sight to attack

TYRANIDS:
- Biovore
    - Reduced Seed Spore Mine cooldown to 1 turn (2)
    - Reduced Seed Spore Mine range to 7 (8)
    - Increased Seed Spore Mine Charge time to 1 turn (0)
- Biovore Spore Mine
    - Added an initial 1 MP to the spawned Spore Mines (no AP though)
    - Removed ability to interact with mission objectives (zones and controls)
    - Can now use their AP to buy extra moves (including on charges)
- Pyrovore
    - Cost to 110 (115)
    - Burning Spray cooldown to 1 turn (2)
    - Burning Spray armour reduction to -2 (-1) and -3 (-2) [Normal and Empowered]

NECRONS:
- Royal Warden
    - Cost to 160 (150)
    - Momentum on Death to 25 (15)
    - Adaptive Strategy Duration reduced to 1 turn (2)
    - Engrammatic Logic momentum boost reduced to 10 (15) and 25 (35) [Normal and Empowered]
- Canoptek Scarabs
    - Reenabled Momentum and CPP when models die
- Plasmancer
    - Quantum Orb now has a cooldown of 3 turns (to match other skills)
- Overlord
    - Increased Command Protocol charge time to 1 turn (0)

Bug Fixes
- Fixed issue where some units had the wrong textures on a Planetary Supremacy map
- Fixed AI issue where units were throwing Frag Grenades at the floor
- Fixed issue where Skorpekh destroyers that were destroyed when using Plasmacyte Infusion were not being properly killed if they had a bonus HP buff
- Tweaked Land Speeder AI to encourage it to use it's Assault Cannon
- Updated New Skulls 2024 units to cost Requisition Points in game modes
- Fixed issue where Biovore Spore Mine was attacking multiple times when self-destructing

v01.04.81 – 23rd May 2024

Changes
- Added New Units
    - Necron Royal Warden
    - Tyranid Pyrovore
    - Tyranid Biovore (and Biovore Spore Mine)
- Updated Planetary Supremacy tech trees to work with the new units
    - Existing saves will find their unlocks preserved on the updated tech tree

- o Updated starting armies for Tyranids and Necrons to add the new units

Balance

General:

- After reflecting upon the doctrines of Mont'ka and Kauyon, the T'au Stealth Camouflage mechanics have been updated
  - o Activating now costs an Action Point with a cooldown of 5 turns
  - o Camouflaged Status last for 5 turns (6 empowered)
  - o Jet Boost is now usable whilst Camouflaged
  - o Camouflage is removed if the unit attacks or takes damage
- Anti-Vehicle weapons (e.g. Shock Cannon, Beamy Deffgun) now gain the correct Armour Piercing bonus against Battlesuits
- Slightly increased chance of a Graze result when there is a large difference between Armour Piercing stat of Weapon and Armour stat of target
- Thrown Grenades can be thrown at empty tiles (perhaps there's a Stealthy T'au there..).
  - o Affects Krak Grenades, Frag Grenades, Stikkbomz & Photon Grenades

BLOOD ANGELS

- Invictor Warsuit with Incendium Cannon will use its primary weapon for Overwatch
- Invictor Warsuit will use its hip-mounted Heavy Bolter as a Pistol

T'AU

- Increased velocity of pulse and burst projectiles, to help reduce shot wastage at long ranges
- Riptide now has the Battlesuit Ability
- Ethereal
  - o Now counter-attacks with the Honour Stave properly
  - o Sense of Stone Cooldown increased to 3 (2)
  - o Sense of Stone Status Effect duration increased to 3 (2)
- Companion Gun Drones (Commander, Stealth Team) no longer cost an action point to use and should not overwatch instead of the attached unit
- Breacher Team:
  - o Removed Markerlight skill
  - o Breacher Photon Grenade skill now costs 1 AP (0). Empowered version still at 0 AP.
  - o Cost reduced to 75 (80)
- Strike Team cost reduced to 65 (70)
- Stealth Team Fusion Blaster cost increased to 30 (20)
- Hammerhead Railgun and Broadside Heavy Rail Rifle:
  - o Optimal Range reduced to 8 (10)
  - o Accuracy Fall-off reduced to 7 (10)
- Fireblade Cadre Volley Fire Skills
  - o Cooldown reduced to 2 (3)
  - o Volley Fire Shots bonus reduced to 20% (25%)

TYRANIDS:

- Reduced Termagant Spinefist upgrade cost to 0 (5)

ORKS:

- Fixed issue where Ork Volatile units wouldn't always explode

NECRONS:

- Immortal:
  - o Tesla Carbine:
    - Damage returned to 10 (12)
    - AP reduced to 1 (2)
    - Increased Splash Damage to 30% (20%)
    - Changed Optimal Range to 3 (4)
    - Increased Accuracy to 90 (80)
    - Increased Accuracy falloff to 10 (5)
- Removed Reanimation Protocol from Canoptek Scarab Swarm

- Dimensional Oubliette (Deathmarks, Flayed Ones)
  - No longer costs an action point to use
  - Range reduced to:
    - Min 2, Max 4 (standard)
    - Min 2, Max 10 (empowered)

Bug Fixes
- Map Builder: Some Imperial Buildings had geometry errors
- Campaign Creator:
  - Research tokens now awarded correctly for all missions in campaigns
  - Resetting choices on the Tech Tree now resets them properly
  - Requisition counters on units now decrease properly between missions
  - Army Size limit is now coloured correctly on the between mission screen
- Fix for Custom Maps not loading correctly in Planetary Supremacy when used with Seize and Control game mode

v01.04.76 – 04th March 2024

Changes
- The Map Builder and Campaign Editor are now out of beta. The user experience for both features has been enhanced since the release of the initial beta version.
- Added support for dialogue triggers during a mission in a custom campaign
- Added support for choosing whether to use an HQ Tech Tree for a custom campaign
- Added support for skyboxes for custom maps
- Added more options for custom map surrounds
- Changed the Painboy and Big Mek healing abilities to also clear Poison or Corrosion status effects
- Adjusted the starting position of several Tyranid units in the Landing Pad mission of the Age of Crimson Dawn campaign so that the Battle Sisters are attacked less in the early rounds
- Adjustments to server refresh rates in multiplayer lobbies to reduce server load

Bug Fixes
- FIX: Imperial Trench not working correctly
- FIX: Ork and Daemons missing a tile cap for their base tile in Planetary Supremacy
- FIX: T'au using the Blood Angels base map in Planetary Supremacy
- Fixed a number of localization issues
- Fix missing faction lore string for T'au
- Contestants and score not displayed during custom campaign battles
- Fixed Planetary Supremacy sliders not working with a gamepad
- FIX: Can't access tooltips for second row of buff icons with gamepad
- Auto-generated AI skirmish armies are not adhering to the point cap
- "In a custom campaign, if you let a player choose between all 7 factions, there's no
- BA"
- FIX: Custom Campaigns, can't customise maps if you use in-built maps only
- "Drop down menus in Army Builder get scrunched when font size is increased"
- Fix terrain not showing up in topdown view sometimes.
- Certain large units don't impact Thornback and Skull Cannon charge ability
- FIX: Shockcannon and Trukk Smasha don't get bonus vs Invictor Warsuit
- "Veterancy rewards in Planetary Supremacy bugged"
- FIX: Players cannot accept Mod.io terms on WinStore builds
- FIX: Can't finish sisters Age of Crimson Dawn missions without owning sisters DLC
- Boon of Khorne is a white square icon on Bloodletters
- Markerlight icon not showing properly
- Certain large units don't impact Thornback and Skull Cannon charge ability.
- (Specific) Terrain not providing cover in PS Random Map
- "Daemon Prince summoned units on top of stealthed stealth suits, and no Daemon

unit appeared anywhere"
- "Seraphim units running animation loop but standing still."

v01.04.72 – 15th February 2024

Changes
- Support for the Tau Faction Pack DLC. This faction pack includes 14 units from the technologically advanced T'au empire. The units included are:
    - T'au Commander (Enforcer and Coldstar variants), Ethereal, Cadre Fireblade, Tactical Drones, Pathfinders, Fire Warrior Strike Team, Fire Warrior Breacher, Team, Crisis Battlesuit, Stealth Battlesuit, Broadside Battlesuit, Ghostkeel, Battlesuit, Riptide Battlesuit, Piranha and Hammerhead gunship.
    - The T'au faction can be used in skirmish, multiplayer, Planetary Supremacy & Daemonic Incursion.
- Map Builder (beta). This feature allows players to create and share their custom maps. User-generated content (UCG), whether it's a map you create or download, can be used in skirmish & multiplayer, or can be included in a Planetary Supremacy campaign.
    - Maps are shared with other players via an in-game tool that connects to the cross-platform mod.io UGC sharing service. You will need to create a mod.io account to upload or download maps. This can be done from within Battlesector. Visit mod.io for more information about this service.
    - **As of this release, the Map Builder is still in beta. It may contain bugs and/or incomplete functionality. We'll be improving the overall user experience before removing the Beta label**
- Campaign Builder (beta). This feature allows players to create and share a simple narrative campaign that combines any number of user-created maps. Campaigns have a background story and missions, each using the built-it objective types (Exterminatus, Strategic Command, etc.). Enemy forces can be placed in the campaign maps, and various other options allow for customization of player forces, unlocks and more.
    - Maps are shared with other players via an in-game tool that connects to the cross-platform mod.io UGC sharing service. You will need to create a mod.io account to upload or download maps. This can be done from within Battlesector. Visit mod.io for more information about this service.
    - As of this release, the Campaign Builder is still in beta. It may contain bugs and/or incomplete functionality. We'll be improving the overall user experience before removing the Beta label
- Added a new planet customisation interface when starting a new Planetary Supremacy campaign. Players can specify the makeup of the "tiles" on the hex map, adjusting parameters including the quantity of structures vs natural landscapes, dryness, sparseness and the mix of custom maps.
- Added a new "Map Picker" when choosing a map for a skirmish or multiplayer battle.
- Re-organized the main menu to group campaigns and various user-generated content under sub-menus

Balance
- Reduced the rate that Command Points are earned when killing enemy units of these types:
    - Termagants, Hormagaunts, Gargoyles, Arco-flagellants, Battle Sister Squad, Gretchin, Bloodletters

CHAOS DAEMONS OF KHORNE:
- Aura of Terror
    - Reduced accuracy debuff to -15 (-25)
    - Reduced duration to 2 turns (3)
- Blood Tithe
    - Increased damage to 50 (30)

TYRANIDS:
- Swarm Tactics
  - Reduced melee damage buff to +35% (+50%)

ORKS:
- Trukk Smasha
  - Increased bonus AP to 2 (1)

NECRONS:
- Annihilation Barge
  - Increased Tesla Cannon Damage to 16 (12)
  - Increase Tesla Cannon splash damage
- Tomb Blades
  - Increased Twin Tesla Carbine shots to 10 (8)
  - Increased Twin Tesla Carbine splash damage
- Immortals
  - Increase Tesla Carbine damage to 12 (10)

Bug Fixes
- Invictor Warsuit : Removed melee "swoosh" visual effect, increased Autostubber and Heavy Bolter fire rate, and adjusted effects for grenade launcher to look more powerful and also generally look better
- Fixed issue with AI in early turns whereby the enemy wouldn't move towards the player's units
- FIX: [BUG] Hexmark is not producing the correct death effect
- FIX: Big Mekaniak +1 Armor not extending to 2 turns when cast on a unit with 1 turn remaining
- FIX: AI Landspeeder repeatedly casting Datalink Telemetry with no allies to take advantage
- FIX: AI Deathmarks using Hunter's Mark without attacking
- FIX: Penitent Engines (Arco-flagellants) activate Zealous Frenzy when there are no units in range to attack.
- FIX: Some HQ Upgrade items are not standardized
- FIX: Overwatch triggering differently depending on how the target moves into range
- Fix incorrect bark subtitle for Arco-flagellants enemy detected bark
- "Main PS map shows a different max army point value as the battle screen"
- "Hotseat Player 2 armies point values not registering correctly"

v01.03.63 – 08th November 2023
Changes
- Added the Invictor Warsuit to the Blood Angels army

Bug Fixes
- Fix Bonus Health not contributing to damage numbers when lost.
- Ensure unit models are on the correct tile in PBEM after a resync after jumping.
- Fix Scrapyard conqueror spire being walkable.
- Fix Planetary Supremacy Reinforcement Screen not showing Requisition Points in some circumstances.
- Fix Strategic Command AI issues preventing enemy from moving forward.
- Fix several smaller AI issues.
- Standardize damage display for charges of Blood Crusher, Skull Cannon and Thornback.
- Fix Rear attack indicator persisting indefinitely.
- Fix Malefic Talons description conflating additional splashed damage with its primary damage.
- Ensure Hit 'Em Harder description in HQ Upgrade Screen specifies which units it is for.
- Ensure Iron Claw benefits from Blood for the Blood God Momentum bonus.
- Remove floating poison icon after status as been "healed".
- Ensure Dynasty of Living Metal indicator displays correctly.

- Fix incorrectly walkable tile in Planetary Supremacy Trench Map
- Remember selection when moving between army and faction units list in model viewer on gamepad.
- Fix bonus health bars and text being hidden on larger health units.

v01.03.62 – 17th August 2023
Changes
- Support for the Chaos Daemons of Khorne Faction Pack. The legions of the Blood
- God are now a playable faction and bring in an additional unit: the Daemon Prince.
- Chaos Daemons of Khorne are playable in Skirmish, Multiplayer & Planetary
- Supremacy.
- Added a new Daemon-themed map for Skirmish and Multiplayer, Field of Skulls.
- Added a direct rear attack indicator display when hovering over an enemy.
- The main menu background image has been replaced with a slideshow of rendered
- images that express the range of factions now in the game.
- Improved the UX when changing facing direction with a gamepad.
- Changed map selection UI for skirmish and multiplayer to a pop-up with a full list.
- Minor updates to the Bolster UI in Planetary Supremacy.
- General improvements to AI

Balancing
Orks
- Warbiker:
    - Increased Dakkagun accuracy to 80 (70)
    - Increased Dakkagun shots to 50 (40)
    - Increased HP to 230 (210)
- Nobz:
    - Increased HP to 110 (95)
    - Increased Power Klaw damage to 45 (40) and added splash damage
- Meganobz:
    - Increased HP to 150 (120)
    - Increased the cost of Kombirokkit to 35 (15)
- Warboss:
    - Increased range of Da Boss Iz Watching to 3 (2)
- Ork HP:
    - Increased HP by 10 for Storm Boyz, Burna Boyz, Gretchin

Necrons
- Gauss Destructor (Lokhurst Heavy Destroyers):
    - Increased damage to 110 (80)
    - Reduced cost to 20 (30)
- Lychguard:
    - Increased Hyperphase Sword damage to 30 (22)
    - Increased Warscythe damage to 40 (34)
    - Reduced Warscythe cost to 15 (25)
- Tomb Blade:
    - Increased HP to 85 (75)
    - Reduced Twin Tesla Carbine cost to 10 (15)
    - Reduced Twin Gauss Blaster cost to 15 (20)
- Gauss Flayer:
    - Increased damage to 9 (8)
- Gauss Reaper:
    - Increased damage to 20 (16)
    - Reduced falloff to 10 (15)
    - Reduced cost to 10 (15)
- Gauss Blaster:
    - Increased damage to 13 (12)

- o Increased accuracy to 85 (80)

Sisters of Battle
- Repentia:
  - o Increased cost to 90 (70)
- Retributor:
  - o Reduced Heavy Flamer cost to 30 (50)
- Immolator:
  - o Increased cost to 210 (190)
  - o Reduced Twin Heavy Bolter cost to -30 (15)
  - o Reduced Twim Multimelta cost to -15(25)
- Paragon War Blade:
  - o Reduced damage to 60 (65)
- Sisters evasion:
  - o Reduced evasion by 5 for Seraphim, Celestians, Celestian Sacresants, Penitent
  - o Engine, Paragon Warsuits

Blood Angels
- Furioso Dreadnought:
  - o Increased HP to 320 (300)

Bug Fixes
- FIX: Low-accuracy shots miss more often than they should
- FIX: Allow hiding some VFX from Photo mode
- FIX: PBEM Replay pauses for 45 seconds before completing entirely.
- FIX: Lootas with Beamy Deffgun not showing as having Trukk Smasha ability
- FIX: (Scrapyard) Map has a boulder that you can stand in
- FIX: Capture Towers on Scrapyard in PS Siege face the wrong way
- FIX: Army Management Screen doesn't show melee accuracy
- FIX: Nobz on-screen HP list is not readable
- FIX: AI Units repeatedly walk through ZoC
- FIX: Flamers kept firing after unit death

v01.03.55 – 06th July 2023
Changes
- Changed the description of the Planetary Supremacy campaign back to the original version
Fixes
- FIX: Unable to save reinforcement changes in Daemonic Incursion when using a gamepad
- FIX: Some achievements unlocked by AI
- FIX: Weapons chosen in skirmish army manager can affect other units in the army
- FIX: Thunderhammer FX is still visible after the unit dies
- FIX: End Turn button text doesn't handle plurals well
- FIX: Multiplayer match configuration loses gamepad focus
- FIX: Dead models still animating or not in die pose
- FIX: Units glitch a little on PS4 when coming out of their 'non-animating' state
- FIX: Tyrannofex is visually bugged on the Necron siege map
- FIX: Plus button appears on the campaign army manager only after the unit has already been added
- FIX: Entering photo mode in live multiplayer prevents the correct passage of turns
- FIX: Unit Stats desyncs not correcting after multiplayer matches
- FIX: Gamepad loses focus and won't accept input temporarily
- FIX: Defender spires don't appear after loading the siege savegame
- FIX: Xbox multiplayer displays players out of order or with missing names
- FIX: Thornback's battering ram skill tooltip gives wrong information on the HQ upgrade menu on planetary supremacy
- FIX: Units floating on Planetary Supremacy desert map
- FIX: Xbox disconnect dialog displayed two countdowns at the same time after the other player left

- FIX: Incorrect objective description in Siege PBEM game
- FIX: Overwatch indicator animation on the unit banner is frozen upon entering overwatch with any unit
- FIX: Xbox disconnect dialog displayed two countdowns at the same time after other player left
- FIX: Spotlights don't currently work correctly on PS4 or PS5
- FIX: Exorcist can soft lock by not returning to idle
- FIX: Army management 'hide UI' feature does not work on PS4
- FIX: Auspex line missing on PlanSup Skyshield map
- FIX: Annihilation Barge does not have a description in the Volatile tooltip
- FIX: Soft lock in army management Choose Weapons mode
- FIX: Units providing cover not working when toggled on
- FIX: Savage Technique does not apply to Aeturo
- Fix error when spawning a Daemonic Incursion wave without enough tiles for the new daemons.
- FIX: Various minor Army manager UI issues
- FIX: Hexmark Destroyer Target Optimisation not applying crit chance
- FIX: Fix suppression fire events sometimes not triggering if one unit had a missing weapon
- Fix adjacent tile damage not applying to any targets when one of the potential targets dies.
- Fix hot seat UI failing to set up completely if Player 2 has no armies available.
- Fixed exception when ending drag with no unit selected.
- Fixed an exception when trying to return disabled loadout unit members to idle.
- Fixed an exception when trying to spawn campaign scenario reinforcements and there is no room.
- FIX: Xbox disconnect dialog displayed two countdowns at the same time after other player left

v01.03.55 – 06th July 2023
Changes
- Refactored the Army Management UI to use 3D models instead of 2D portrait art.
    - This UI can also be used in full screen as a model viewer.
- Modifications to Daemonic Incursion:
    - Change waves to include a turn limit. Any remaining Daemons must be fought in the next wave.
    - There is now a minimum army size of 1000 points
    - When using the Infinite Waves settings, reinforcements are now less frequent after Wave 8
- Added Grot Orderly companion to Ork Painboy
- Added a momentum buff to the Painboy when using the Sawbonez ability
- Added a new passive ability 'Da Doc Iz In' to the Painboy that boosts the health of nearby allies
- Adjusted VFX for Stormboyz rokkit paks
- Adjusted and improved some visual effects for Ork weapons and abilities
- Revised some of the Ork portraits

Balancing
Necrons
- Tomb Blades
    - Twin Tesla Carbine damage reduced to 8 (10), accuracy to 75 (80)
    - Particle Beamer shots reduced to 8 (10)
- Annihilation Barge
    - Twin Tesla Destructor shots reduced to 20 (24), splash falloff to 80% (70%)
- Warriors
    - Gauss Flayer damage reduced to 8 (10)
- Immortals
    - Gauss Blaster damage reduced to 12 (14), accuracy falloff reduced to 5 (7)
- Deathmarks
    - Synaptic Disintegrator damage reduced to 25 (30)
- Hexmark Destroyer
    - Enmitic Disintegrator Pistol damage decreased to 10 (12)

Orks
- Burna Boyz
  - HP increased to 85 (80)
  - Point cost increased to 90 (85)
- Stormboyz
  - HP increased to 80 (70)
- Warbiker
  - Dakkagun armour piercing increased to 3 (2)
- Boyz
  - Big Shoota shots reduced to 12 (14), accuracy reduced to 70 (80)
  - Rokkit Launcha cost reduced to 20 (30)
- Deff Dread
  - Big Shoota damage reduced to 5 (6)

Bug Fixes
- FIX: Visual glitch with kombi-rokkit missiles due to delay to disappear.
- FIX: Pressing 'A' to save the game will activate a hex tile in Planetary Supremacy when using a gamepad
- FIX: Post processing does not reset when exiting Photo mode on Xbox One
- FIX: [BUG] Deffkopta is too low down during loadout screen
- FIX: Movement cursor appears over post-battle UI on gamepad
- FIX: HQ Tech Tree UI does not reach the edge of the screen on Xbox One in Planetary Supremacy
- Fixed issue with camera height smoothing in Scrapyard map
- Fixed various Ork reverse animations not looping
- FIX: "Can walk through Crate prop on trench level in Planetary Supremacy"
- FIX: Warboss can receive "Da Boss iz Watchin'" status from other Warboss
- FIX: "Turn does not hand over from player one to the next" in some multiplayer matches
- FIX: "Sister Superior has the wrong sound effect on melee counterattack once again."
- FIX: "Assault Marine Strike does not work (HQ Command ability)"
- FIX: Skorpekh Destroyers "soft lock" when they explode with Plasmacyte Infusion
- FIX: "Phantom units board transport, consume AP to disembark."
- FIX: "Celestians activating and deactivating Oath of Protection constantly"
- FIX: "Mortis Radzone does not affect units on a reload of a saved game

v01.03.54 – 25ᵗʰ May 2023

Changes
- Added support for the Orks Faction Pack!
  - This pack includes 15 new Ork units that can be used in Planetary Supremacy, Daemonic Incursion, Skirmish and Multiplayer. The units in the pack include: Warboss, Painboy, Weirdboy, Big Mek, Stormboyz, Gretchin, Boyz, Nobz, Meganobz, Burna Boyz, Lootas, Flash Gitz, Warbikers, Deff Dread & Deffkoptas
- Increased the unit cap for Skirmish and Multiplayer armies to 30 units.
- Added the option for the host to choose whether to be the attacker or defender in Seize & Control and Siege skirmish and multiplayer matches
- Add a hotkey to cycle through units with remaining Movement Points ('[' - square bracket). This key is remappable.
- Added a faction filter to the army list UI on the Army Management screen
- Improved the timer UI displayed in Live multiplayer matches
- Various memory and performance optimizations

Balancing

Sisters of Battle
- Paragon Warsuits
  - Reduce Paragon Heavy Flamer damage to 5 (9)
  - Increase Paragon Melta Damage to 75 (45)

- o   Increase the cost of the Paragon Warsuit to 200 (185)
- Celestian Sacresants
  - o   Increase Celestian Sacresant armour to 6 (4)
- Exorcist
  - o   Reduced Hunter Killer missile damage to 80 (120) and 130 (200) when empowered
  - o   Increase Hunter Killer missile splash damage from 20% to 50%
  - o   Increase the cost of Exorcist to 240 (200)
- Penitent Engine
  - o   Increase health to 250 (230)
- Arco-flagellants
  - o   Reduce damage from Arco-flails to 7 (14)
  - o   Increase point cost to 60 (50)

Tyranids
- Thornback
  - o   Increase Thornback HP to 300 (250)
- Tervigon
  - o   Reduce the cost of Feral Spawn ability to 1AP (2AP)
  - o   Increase "Ammo" of Feral Spawn to 5 (3)
  - o   Increase the cost of Tervigon to 215 (195)
- Gargoyles
  - o   Increased the cost of Gargoyles to 45 (40)
- Tyranid Prime
  - o   Reduce Bonesword damage to 55 (60)
  - o   Increase HP to 325 (280)

Blood Angels
- Assault Terminators
  - o   Increase Assault Terminator health to 150 (135)
  - o   Decrease 'Teleported' melee debuff to -25% (-35%)
- Intercessors
  - o   Change Auto Bolt Rifle (Intercessors)
  - o   Change the optimal range to 2 (4)
  - o   Change Attacks to 16 (12)
  - o   Change Accuracy to 80 (85)
- Lieutenant
  - o   Increase Lieutenant (+Carleon) health to 225 (200)
  - o   Decrease Thunder Hammer upgrade cost to 40 (65)
- Aggressors:
  - o   Increased Aggressive model HP to 125 (110)
  - o   Reduced point cost to 120 (135)
  - o   Reduced Flamestorm Gauntlet upgrade cost to 20 (30)
  - o   Added +1 AP (Ranged) to base Hail of Fire

Necrons
- Overlord
  - o   Added a charge time of 2 turns to Orb of Resurrection

Bug Fixes
- FIX: [BUG] Unnecessary faction selection functionality in Replay Campaign Mission
- FIX: Necron Blackstone Map missing spotlight shadows

v01.02.49 – 05th April 2023
*Below is a summary of changes made to Planetary Supremacy. **Note that existing save game files from prior versions are unlikely to load with this build.***
Planetary Supremacy Changes:
- Doubled the number of tiles to battle over on the Overworld Map.

- o   Some tiles are vacant and can be claimed without a battle.
- Removed the starting battle. When the campaign states, the opening animation is played. Then, the first moves occur on the overworld map.
- The 3 main armies now start at 1500 or 2000 points (depending on difficulty settings)
- Neutral faction armies now have more unit types in them and are larger - either 1250 or 1500.
- The resource tiles have been renamed, and are no longer themed as Imperial assets.
    - o   Auxillary Force (formerly Vox caster relay) gives a 300-point bonus to the army cap.
    - o   Expanded Authority (formerly Manufactorum) potentially gives +1AP
        - ▪   The Expanded Authority resource now works by building up charge from performing actions on the Overworld Map. When fully charged, an extra Action Point is awarded for 1 turn. Once the Action Point is used, the resource must recharge again to provide the next Action Point.
    - o   Rapid Resupply (formerly Munitions Depot) reduces unit cooldowns by 1.
- Fighting for resource tiles uses a new objective type 'Sieze and Control'.
    - o   The attacker gains points for each unit in a zone near a resource asset on the map.
    - o   The defender gains points for killing the attackers' units.
- In Planetary Supremacy battles, all AI units are now activated when the battle starts.
- Added a difficulty setting to control requisition cost for the enemy, separately from the player.
- Revised the AI that controls the two AI opponents. The AI should now be more aggressive in attacking the human player.
- Ensured that Neutral factions will always have an HQ Commander unit in their army.
- All of the procedural maps configurations used in Planetary Supremacy have been adjusted to reduce chokepoints and support bigger armies.
- The "Preview" label has been removed.

Other Changes:
- Added 'Sieze and Control' as a new objective type in single-player skirmish mode, and multiplayer.
- Added an option to enable using melee weapons by default when attacking a unit on an adjacent tile.
    - o   Enable this setting in the Options menu under Controls/UI.
- In all non-narrative battles, the HQ Commander can now be chosen from available HQ units in the army loadout phase.
    - o   Click on the HQ Commander icon next to an HQ unit to make it the HQ Commander.
- Implemented a new battlefield promotion system. If your HQ Commander is killed in battle, and another HQ unit is available, they become the HQ Commander at the start of the next turn. Command Points are reset to zero.
    - o   This system is available in all game modes except the Age of Crimson Dawn campaign.
- All weapon options are now displayed when inspecting a unit type in the army management UI.
- Added the amount of momentum gained per model killed to the targeting tooltip.
- Added support for customizing army names via the onscreen keyboard when using a gamepad. This mostly impacts consoles.
- Improved performance of the larger Planetary Supremacy hex map on consoles.
- Improvements to AI for transport mechanics.
- Improvements to AI for using Adepta Sororitas HQ Commands.

Balancing:
- Changed the temporary stat modifiers apply when performing a Fallback action:
    - o   Evasion: 10 (35)
    - o   Damaged Received: -50% (0%)
    - o   Accuracy: -5 (-10)
    - o   We noticed that the fallback action was inconsistent as to when the combatants were able to score hits. These changes should make falling back more consistent and visceral.

Bug Fixes:
- FIX: Surge button can be spammed for more AP
- FIX: Memory use is too high when loading the entire faction's Blood Angels and Daemons
- FIX: Replay Campaign Missions not working

- FIX: [BUG] Units can walk on props they shouldn't be able to in 'Breach in the Heavenwall'
- FIX: Action Point cost is always highlighted in tooltip for weapon abilities.
- FIX: Surge tooltips flicker in and out of view even while UI is disabled.
- FIX: Models do strange twitching when on a slight slope in 'Genestealer Broods' level
- FIX: Planetary Supremacy AI tries to capture a tile they already have.
- FIX: Units face the wrong way when playing death animation
- FIX: Mouse over enemy shows melee damage but should show ranged damage
- FIX: Sisters 2CP ability (+2MP) is the first ability to research on the PS Tech Tree.
- FIX: Might bonus not being applied appropriately in tournament scoring
- FIX: Twin Tesla Destructor is using 'default melee attack' when on an adjacent tile
- FIX: Possible to give units move commands while saving with gamepad.
- FIX: AI sometimes reinforces over the point cap in PlanSup
- Fixed bug where kills from friendly fire were tracked incorrectly, now attributed to enemy team
- Fixed bug where resyncs in PBEM would track unit kills incorrectly causing incorrect values displayed in the post-match UI
- FIX: Unit clipping into terrain on Tyranid map
- FIX: Units sometimes not spending movement points while charging.
- FIX: "Surprise Me" button in Singleplayer Skirmish UI sometimes can pick invalid matches (which requires clicking the button again)
- FIX: Several barks audio files play simultaneously

v01.02.46 – 02nd March 2023
Bug Fixes
- Fixed Storm of Retribution costing 2AP, meaning that it used both AP after Rites of Intercession. Also fixed other attack abilities that can cost 2AP after Rites of Intercession, including Martyrdom and Devastating Refrain
- FIX : [BUG] Cannot cycle through story characters in upgrade screen with gamepad
- FIX : [BUG] HQ command abilities are not working correctly.
- FIX : [BUG] Faction label and point cost text disappears at max scale.
- FIX : AP cost is always highlighted in tooltip for weapon abilities.
- FIX : Words are upside down in AoCD campaign map.
- FIX : [BUG] Tesla weapons are not damaging adjacent models.
- FIX : [BUG] Narrative images for first campaign mission are zoomed in.
- FIX : [BUG] Users reporting loss of control of some units during Asyncronous Multiplayer matches.

v01.02.44 – 10th February 2023
Changes
- Steamdeck support. We've made a number of changes to improve the experience when playing on Steam Deck.
  The game will default to gamepad controls when starting on Steam Deck, fonts should be more readable, the on-screen keyboard should display when required and better v-sync handling for smoother play.
- Added support for gamepad controls in some PC-only multiplayer UIs such as tournaments
- Added support for chat messages in asynchronous multiplayer matches
- Refactored the system that manages multiplayer turn data exchange to prevent most desyncs
- Enabled V-sync when running on PS5, Xbox One X or Xbox Series X

Balancing
- Hunter-killer Missile:
  - Changed damage type from tile (all models) to splash (9 models) with 80% falloff
  - Increased damage for the base level to 120 (100)
- Adepta Sororitas HQ Commands:

- o Swapped the CP costs for Spirit of the Emperor and Divine Guidance
- Penitent Engine:
  - o Increased attacks to 2 (1)
  - o Changed damage to 70 (100)
- Smokescreen:
  - o Reduced evasion bonus to +15/+25 (+20/+30)
- Hospitaller:
  - o Increased evasion to 15
- Medicus:
  - o Increased heal amount to +50/+70 (+30/+60)
- Retributor Heavy Flamers:
  - o Reduced damage to 4 (5)
  - o Increased cost to 50 (30)
- Transport
  - o Embark and Disembark actions now cost 2MP each.
- Devotion
  - o Changed the bonus momentum gained to be based on the percentage of health the unit losses from attacks, rather than HP lost. This means that units with larger health pools will gain bonus momentum at a slower rate.
  - o Adjusted 'Devotion' Momentum Per % HP damage to 0.6 (i.e. gain 0.6 Momentum for each 1% of health lost)

Bug Fixes
- "Tyranid Prime's turning around animation is bugged"
- Pressing "M" while in the pause menu opens the Map in-game
- "If press ESC when the game is loading a level the options menu is opened in the background and stops the game from loading. "
- In Planetary Supremacy, army values on map screen not being updated correctly after winning battle
- [BUG] "If story character dies during same turn that mission ends you can never get them back"
- "Tactical map unit tooltip is invisible and getting stuck in the screen."
- Game freezes either at start of turn (skirmish battle), loading a game, or loading a battle (deployment screen).
- [BUG] "Randomise All" button in skirmish setup does not work
- "Army Management has issues for Skirmish, multiplayer and Incursion Mode"
- Purple particles when casting Spirit of the Emperor
- "Surprise Me" button creates excessive hang when loading game
- "Seraphim model clips through the ground in daemonic incursion map."
- "In photo mode the camera can clip into the terrain."
- Can Capture a Siege point during Necrons revive ability
- Dialogue cuts off when ending a turn on overwatch
- Multiplayer Camera doesn't focus Flayed One's teleport destination
- Army List scroll position resets when deleting a unit from an army.
- Redundant "Hide Password" option in single player skirmish setup
- Low-res texture in 'Rearm and Resupply' mission on consoles
- Fix possible crash on PS4 related to memory management

v01.02.43 – 16th January 2023
Changes
- When hovering over the Disembark Command Bar button of a transport, the weapons loadout of the unit is now included in the tooltip.
- Changed the tooltips for the Evasion stat to better represent when evasion is activated for the unit.
Balancing
- Retributor Heavy Flamers:

- o Decreased shots to 8 (10)
- o Decreased damage to 5 (6)
- Retributor Heavy Bolter:
  - o Increased shots to 10 (8)
- Storm of Retribution:
  - o Decreased bonus AP to 0.25/0.5 (0.5/1)

Bug Fixes

- FIX - [BUG] Unit list doesn't close when using it to select a unit when using a gamepad.
- FIX - "Units able to pass through a wall on Fortress of Redemption map".
- FIX - Change value incorrect for Flayed One teleport ability when loading a multiplayer match.
- FIX - [BUG] PBEM matches created before 1.2.42 are losing all the players units.
- Fixed various map issues present in Sanctum Sacresant map.
- FIX - "Incorrect position for Stratcom tile in Necron Base Map".
- FIX - "Tactical Map isn't rendering props".
- FIX - [BUG] Leaving a multiplayer match always returns you to the main menu.
- FIX - Multiplayer turns get out of sync in live match if timer runs out whilst End Turn UI is active.
- FIX - Some gamepad prompts are too large.
- FIX - "Auspex line does not draw over lava or tents".
- FIX - "Unit shadows are low res in centre of Incursion map".
- Possible fix - "Constant crashing in multiplayer games" (caused by UI video player issues).
- FIX - "Smokescreen disappears when loading a daemonic incursion game."
- FIX - Full Match Display swaps player info around over time on Xbox.
- FIX - "multiplayer chat is not working".
- FIX - "Unable to rebind keyboard controls in game".
- FIX - "Increased length of time for shooting animations when only one model can actually hit".
- FIX - Exception in AimIK Targeting system
- FIX - "Playing a skirmish match on Aisle of Tithes. Squad able to move into Rhino on the lowground from the overlook."
- FIX - Exception while loading or saving games
- FIX - "Reinforcement options stuck at 250 in Incursion Mode" (when using a gamepad)
- FIX - Leaderboard crashes the game on Xbox
- FIX - "Incursion Mode difficulty settings not changing" (in UI)
- FIX - Units lose surge (1 momentum when having 100 momentum) when loading a daemonic incursion save file
- FIX - "Necron Army Cohesion not working in Daemonic Incursion"
- FIX - "The reset camera button on Planetary Supremacy's strategy map does not work."
- FIX - "Planetary Supremacy's topside banner for special bonus tiles does not center the camera around the corresponding tile."
- FIX - "Surge and Empower not working correctly on Xbox"
- FIX - Requisition Points in Age of Crimson Dawn army management don't reset if you change your mind
- FIX - "Sister Superior's melee counterattack with power sword has the wrong sound effect"
- FIX - "Hot Seat multiplayer almost unusable with 2nd profile, 2nd profile cant use own armies"
  - o I.e. Fix Hot Seat not working in Xbox and PlayStation
- FIX - "Soft lock in Mission 2 of tutorial"
- FIX - "Land Speeder visually bugged when zooming in/out."
- FIX - "Dead sisters repentia visual bug at daemonic incursion after loading a saved game."
- FIX - "Overlord Veil of Darkness teleporting where it shouldn't"
- FIX -" Celestians's movement animation gets bugged while using Oath of Protection skill."
- FIX - [BUG] Randomise All button in skirmish setup does not work
- FIX - [BUG] Bonus ranged accuracy is being applied twice in weapon tooltips
  - o NOTE: The accuracy was calculated correctly, only the UI was incorrect
- FIX - "Issues with deployment phase on Xbox"

v01.02.42 – 07th December 2022
   Changes
   - Added support for the Sisters of Battle Faction Pack. The Sister of Battle Faction pack brings a full army of Adepta Sororitas units to Warhammer 40,000: Battlesector. The Sisters of Battle are available to play in Planetary Supremacy, Daemonic Incursion, multiplayer and skirmish mode. The full roster of units includes:
     - Cannoness, Hospitaller, Sister Superior, Battle Sister Squad, Celestian Squad, Celestian Sacresants, Seraphim Squad, Retributor Squad, Sisters Repentia, Acro-flagellants, Pentient Engine, Paragon Warsuit, Sororitas Rhino, Excorcist & Immolator
     - The Rhino Transport and Immolator introduce a new unit transportation mechanic.
   - Added a new gameplay mode, Daemonic Incursion!
     - Choose a skirmish army and test your battle skills against waves of Khorne Daemons. The servants of the Blood God are relentless, and your doom is most certainly assured. Can you overcome the odds, and live to see tomorrow?
     - New Khornate Daemons units added to the roster, including the Soul Grinder, Bloodcrushers, and…worse.
   - Improvements to ballistic visualisation. We made some adjustments to how ranged attacks are displayed. Previously, each model in a unit received the same number of shots, and if an attack "rolled" as a hit, the projectiles could potentially pass through the terrain before reaching the target if the attacker didn't have line-of-sight. We've refactored this system to attempt to distribute "hit" attacks to models that have a line-of-sight to the target. None of this changes the combat calculations, just how they are displayed.
   - Added 4 new Adepta Sororitas-themed music tracks.
   - Added a new Sister of Battle-themed map: Sanctum Sacresant. This map is also the Faction HQ Base map in Planetary Supremacy.
   - Updated the system when creating a new skirmish army to use default or existing armies as templates that can be copied and edited, as well as adding a new set of default army templates for DLC Factions.
   - Implemented a new UI when starting Planetary Supremacy that allows for selecting which faction to play as, and which factions to play against.
   - Adjusted the AI for Battleline Tactics, Assault Tactics and Blessed Ammunition to not trigger if enemies are well outside attack range
   - Increases the maximum zoom level of the camera by 20%
   - Added support for using unassigned full factions as Neutral hostiles in Planetary
   - Supremacy. e.g. if Tyranids are not one of the 3 main combatants, Tyranid neutrals are possible.
   - Rewrote the network interface used for multiplayer on Xbox One to improve stability
   - Significant refactoring of UI code related to gamepad inputs, to prevent issues that could cause the game to stop responding to inputs.
   - Performance: Refactored the Auspex Scanner effect to be significantly faster. This mostly impacts low-end devices like last-gen consoles.
   - Performance: Improved rendering time of terrain on Xbox One
   Balancing
   - Scarabs:
     - Increased splash damage for attacks with Self-destruct Protocol
     - Increased damage to 4 (3)
     - Increased melee accuracy to 90 (80)
   - Tesla Carbine:
     - Reduced accuracy to 80 (85)
     - Reduced damage to 10 (12)
     - Reduced splash to 2 (3)

- Twin Tesla Carbine:
  - Reduced accuracy to 80 (85)
  - Reduced splash to 3 (4)
- Tesla Cannon:
  - Reduced damage to 12 (15)
  - Reduced AP to 3 (4)
- Twin Tesla Destructor (Annihilation Barge):
  - Reduced AP to 3 (4)

Bug Fixes
- FIX - The effect on reaching 100 Momentum does not play correctly until the game is reloaded
- Fixed - The reinforcements threshold was being calculated incorrectly when playing Siege Mode when in the Planetary Supremacy.
- FIX - Death Company surge effect does not apply to their head
- Fixed various animation issues with the Khorne Skull Cannon
- FIX - Triarch Praetorians get an extra movement point after jumping.
- FIX - Water in Wind River Canyon has flickering issues on PS4
- FIX - Blackstone map has tiles that allow walking up/down a wall without stairs
- Fixed bug in AI that incorrectly included dead units when counting nearby enemies
- Fixed (Khorne) Murderous Tide swarming logic
- Fixed rendering issues of fine details that occur with some props
- FIX - During opponent playback, the camera moves to next unit too quickly after Skull Cannon shot
- FIX - Adjusted the description to better communicate that Guardian Protocols trigger on ranged attacks.
- FIX: Adjusted some sound volumes to fix jarring typhoon missile strike audio

v01.01.33 – 05th July 2022

Changes
- Added a new minor faction to Planetary Supremacy: Daemons of Khorne! Chaos starts its incursion into Battlesector with a combat force of Khornate Daemons, including the Bloodmaster, Bloodletters, Flesh Hounds, and the mighty Skull Cannon!
- New game mode! 'Siege' is an asynchronous mode available in skirmish, multiplayer and base attack battles for Planetary Supremacy. The attacker must capture 4 strategic capture points, whilst the defender works to eliminate the attacker's army
- 3 new maps! 'Fortress of Redemption' is a Blood Angels-themed map, 'Feeding Ground' is a Tyranid-themed map, and 'Blackstone' is a Necron-themed map. These maps are used for base attack battles in Planetary Supremacy, and in skirmish and multiplayer.
- Changed the starting positioning for Minor faction units in Planetary Supremacy battles. Instead of starting at the other end of the map, units will now be distributed around the map, similar to the Age of Crimson Dawn campaign.
- Planetary Supremacy Accelerated Reinforcements. You can now spend additional Requisition Tokens to get a unit on cooldown earlier.

Bug Fixes
- Unclaimed tiles have Neutral faction opponents after defeating AI contestant in Planetary Supremacy
- Gamepad and game not responding in Advanced Combat tutorial
- Issue with End of Game/Round scoring in the tournament
- Gamepad does not accept confirmation inputs during The Salt Exchange - Xbox
- Fixed issues with Librarian Wings not appearing when casting Wings of Sanguinius Blood Angels have inconsistent/missing graphics (issues with Assault Terminator
- Thunder Hammer and Inceptor jetpack graphics)
- "No resurrection in the main campaign for the main character"

- "Stuck in the ending match screen."
- "Overlord does a weird animation/move when in Phase Shift"
- Tyranids fielding necron and blood angel units in planetary supremacy
- Incorrect Planetary Supremacy endgame statistics for flame weapons
- Fixed issue that prevented the display of some weapon tooltip
- Gear background on Blood Angel Upgrade Screen incorrect
- "Blood Angels have access to skills they shouldn't have in Tech Tree"
- UI display when winning auto-resolve battles has no information if no losses occur
- Button SFX play when scrolling the gamepad upwards
- Loading screen hang on Xbox (when loading save games)
- "Bolster Army" allows access to Scarabs and its attacks without unlocking in the tech tree (by removing scarabs from the Necron tech tree)
- Immortals tesla carbine tooltip on planetary supremacy is missing
- The army values and point win condition set in Planetary Supremacy options screen don't apply to the first mission
- Tutorial 1 Gamepad - Can press 'A' on inactive HQ Commands during HQ Command section, and other issues
- Overlord animations stop/stutter when he does a special ability

v01.01.29 – 25th May 2022
Changes
- **NEW UNIT!** Added the Penitent Engine to the Adepta Sororitas minor faction army in Planetary Supremacy
- Added **HQ Upgrades** to Planetary Supremacy. Each playable faction now has a full tech tree to unlock. HQ Tokens are awarded for fighting battles.
- Added options when starting a new Planetary Supremacy campaign to control HQ Upgrades settings, including:
    - Whether enemy factions can start with all units and abilities unlocked (for an added challenge)
    - Whether acquiring HQ Upgrades costs an Action Point (in addition to HQ Tokens)
- Added the option in Planetary Supremacy to include allies as neutral opponents. For example, if playing as Blood Angels, it will be possible to enable Adepta Sororitas as a neutral sub-faction.
- Improvements to the strategy layer AI in Planetary Supremacy, including making the AI more aggressive in capturing ground in the early stages of a campaign
- New Planetary Supremacy campaigns now randomise the map type for each hex tile.
- Changed how barks are selected when out of range enemies are nearby, to reduce repetition.
- (QoL) Improved default loadout placement of units. Units now always default to being positioned at the front of the grid, ranked by unit power, rather than a "random" blob or a row at the back of the grid
- (QoL) Added support for displaying expiration time for special ability tooltips
- (QoL) Made the (left-click) Unit Interrogation UI scrollable (for some units, the auto-size panel could go off the screen)
- (QoL) Gamepad controls for the pre-battle "loadout" phase have been reworked to be easier to use
- (QoL) Added the ability to swap units when using a mouse & keyboard during the pre-battle "loadout" phase
- Several adjustments to HQ commands. Made Assault Squad Strike and Scarab Tempest only able to target visible tiles, and disallowed the Interact command for Spore Mines
- Reduced VRAM usage by shaders
- Optimisations to reduce overall memory usage
- Improved the animation transitions for Necron units.
- General reduction of memory usage for ability and weapon visual effects
- Added more animation to the UI, in general. For example, the Command Bar and Unit Info Panel now slide in/out when activated/deactivated.

Balancing
(Numbers in brackets are previous values)
- Blessed Ammunition now gives a +1 bonus to Armour Piercing when not empowered (0)
- Increases shots from Baal Predator Twin Assault Cannon to 100 (80) and AP to 4 (3)
- Decreased upgrade cost of Baal Predator Flamestorm Cannon to 40 (60) points
- Reduced Reanimation Protocols % chance to 40% (50%)
- Changed Assualt Terminator 'Shock and Awe' status that is added when Teleporting from a +15% melee damage buff to a -35% melee damage debuff, to eliminate HQ sniping. Changed status name to 'Teleported'
- Put an Ammo limit of 4 on Necron Overlord Orb of Resurrection
- Changed HP for a number of units:
  - Sanguinary Priest: 180 (was 150)
  - Land Speeder: 225 (was 150)
  - Land Speeder Tornado: 225 (was 150)
  - Baal Predator: 400 (was 365)
  - Tervigon: 425 (was 380)
  - Tyrannofex: 425 (was 350)
  - Gargoyle: 30 (was 20)
  - Broodlord: 310 (was 380)
  - Immortal: 55 (was 65)
  - Seraphim: 55 (was 75)
- Change Point Costs for a number of units:
  - Land Speeder: 95 (was 90)
  - Land Speeder Tornado: 125 (was 130)
  - Baal Predator: 205 (was 215)
  - Primaris Librarian: 190 (was 210)
  - Inceptor: 110 (was 90)
  - Lieutenant: 165 (was 185)
  - Librarian Dreadnought: 240 (was 305)
  - Gargoyle: 40 (was 50)
  - Tyrannofex: 190 (was 155)
  - Prime: 185 (was 210)
  - Broodlord: 195 (was 320)
  - Seraphim: 55 (was 45)
  - Necron Warriors: 65 (was 55)
  - Scarab Swarm: 30 (was 20)
  - Immortals: 100 (was 95)
- Adjustments to Necron Weapons:
  - Made Gauss Cannon default on Annihilation Barge
  - Increase Tesla Carbine & Twin Tesla Carbine AP to 2 (was 1)
  - Increase Gauss Cannon damage to 50 (was 45)
  - Increase Tesla Cannon damage to 15 (was 10), AP to 4 (was 2)
  - Increase Twin Tesla Destructor damage to 8 (was 6), AP to 4 (was 2)
  - Reduced Feeder Mandible damage to 3 (6)
- Adjustments to Blood Angels weapons:
  - Plasma Exterminator, Plasma Pistol (Sang. Guard) - Acc to 85 (was 80)
  - Plasma Pistol (Sang. Guard, Adepta Sororitas) - Accuracy to 85 (was 70), Range Falloff 10 (was 15), ArmPen 5 (was 6)
  - Plasma Incinerator - Ranged Falloff to 10 (was 15)
  - Heavy Plasma Incinerator - Ranged Falloff to 10 (was 20)
  - Inferno Pistol, Dreadnought Melta - Ranged Falloff to 10 (was 15)
  - Land Speeder Assault Cannon - Ranged Falloff to 10 (was 15), ArmPen 3 (was 2)
  - Changed the Plasma Pistol upgrade cost to 15 (was 30)
- Adjustments to Tyranid weapons:
  - Increased Devourer w/Brain Leech Worm to AP3, Accuracy 75 (in line with other

devourers)
- o Increased Deathspitter w/Slimer Maggots to AP4
- o Increase Fleshborer shots to 3

Bug Fixes
- Fixed Spanish subtitles for barks using Portuguese text
- Fixed the final mission is not being available when using the "Replay Campaign Mission" feature
- Fixed pressing left and right bumpers while in Empowered ability select target mode exiting select target mode
- Fixed numerous issues with incorrect cover in Planetary Supremacy battles
- Fixed missing Necron Elite Units when selecting a faction in Skirmish/Multiplayer battle setup

v1.01.25 – 29th April 2022
Changes
- Added Armour and Evasion to the Army Management UI
- Techmarine Omnissiah's Touch ability now removes Corrosion
- Improved the presentation of the post-campaign statistics UI when completing Planetary Supremacy
- Improved performance and reduced generation/loading times for some Planetary Supremacy procedural maps
- Moved the Planetary Supremacy menu item to the main list (instead of under New Campaign)
- Added a pop-up display when starting a new Planetary Supremacy campaign to indicate it is in active development, with a link to the forum to provide feedback and suggestions

Balancing
- Necron Scarab Swarms no longer contribute to HQ Command Points
- Frag Grenades now hit 9 splash targets, so all models in a Scarab Swarm units are damaged

Bug Fixes
- FIX - Necron Warriors summoned by Orb of Resurrection are sometime invisible
- FIX - Using Graces of the Angels causes the game to badly stutter
- FIX - AI opponents withdraw from thier base in Planetary Supremacy
- FIX - Incorrect display of Planentary Supremacy difficulty level in Load/Save game UI
- FIX - Units do not gain Movement Point bonus from Overlord aura on turn start
- Fix shadow pop-in at low sun angles
- FIX - Display the correct game title in the present information for the Epic launcher
- FIX - After reloading of a ongoing mission, all dead Necron corpses reappear in the game.
- FIX - Hunter's Mark UI indicator fused into model
- FIX - Heirs of Azkaellon does not update if HQ unit dies

v1.01.24 – 22nd April 2022
Changes
- Changed how poison and acid damage works. Poison/Corrision now affects individual models, where previously it affected the unit but only damaged 1 model. Also added UI indicators for models with Corrision/Poison status effect under their health bars.
- Added a new procedural map type.
- Improvements to terrain modification and placement in procedural maps
- Improve rendering performance of procedural maps
- Implemented soft clip fading for decals
- Updated the image used in the campaign selection UI for Planetary Supremacy
- Added the first pass of a new post-campaign UI with numerous stats about the campaign playthrough
- Change Thornback Deathspitter to do Acid damage and Devourer to do Poison damage
- Reduced the time required to generate a procedural map, especially on consoles. This should improve loading times.

Balancing
- Increase the Librarian health to 250 and Evasion to 15

- Reduced the health of Assault Marines to 50 and the Krak Grenade splash to 2 and AP 7
- Triach Praetorian: Raise point cost to 100, reduce gravity displacement pack movement to +3
- Tesla Weapons.
- Increase attacks of Tesla Carbine to 5 and splash targets to 3
- Increate attacks of Tomb Blade Twin Tesla Carbine to 10 and splash targets to 3
- Set cost of Tesla upgrades to 10
- Living Lightning : Increased the chance to attack an adjacent units
- Lychguard : Reduced Warcythe upgrade cost to 25
- Fixed Broodlord HP incorrectly configured as 320 (changed to 380)
- Adjust fire rate of Lokhurst Heavy Destroyer so that it's better against multi-model units at long range

Bug Fixes
- FIX: Some players are unable to connect to multiplayer match if they don't own the Necrons Faction Pack
- FIX: Players are unable to access Necrons after purchase from Epic Game Store
- FIX: Overlord is rendered pink after using certain combinations of special abilities
- FIX: (XB1/PS4) Crash when loading a save game with some specific Necron units
- FIX: Units are in mid-air when re-loading some procederal map save games
- FIX: Improved text for clarity for reinforcement cooldowns in Planetary Supremacy army management UI
- FIX: Units can move on/into some procedural map terrain where they shouldn't
- FIX: Setting targets in Planetary Supremacy difficulty often changes from 80 to 100
- FIX: Adjusted descriptions for Blood Lance & Death From Above to include the number of splash targets
- FIX: Necrons do not glow when they reach 100 momentum
- FIX: If a Necron unit is completely wiped out, but reanimates, then they have no faction trait status anymore
- FIX: (PS4) Post-final mission screen (video) stays black.
- FIX: Resource tile shows unknown still
- FIX: Can move through enemy units without cost in procedurally generated maps
- FIX: Skorpekh Destroyer reanimated after destruction from Plasmacyte Infusion has no visible model
- FIX: Options are not saved when force quiting from the Option UI
- FIX: Exploit on point capture during overwatch
- FIX: Bonus Objective tokens aren't aligned right to match the UI elements
- FIX: Gravity Displacement status icon not set
- Fixed low volume of audio effects for Tyranid monster melee attacks, and incorrectly configure sound for the Thunder Hammer

v1.01.23 – 14th April 2022
Changes
- Changed how poison and acid damage works. Poison/Corrosion now affects individual models, where previously it affected the unit but only damaged 1 model. Also added UI indicators for models with Corrosion/Poison status effect under their health bars
- Added a new procedural map type
- Improvements to terrain modification and placement in procedural maps
- Improve rendering performance of procedural maps
- Implemented soft clip fading for decals
- Updated the image used in the campaign selection UI for Planetary Supremacy
- Change Thornback Deathspitter to do Acid damage and Devourer to do Poison damage

Balancing
- Increase the Librarian health to 250 and Evasion to 15
- Reduced the health of Assault Marines to 50 and the Krak Grenade splash to 2 and AP 7
- Triach Praetorian: Raise point cost to 100, reduce gravity displacement pack movement to +3

- Tesla Weapons.
  - Increase attacks of Tesla Carbine to 5 and splash targets to 3
  - Increate attacks of Tomb Blade Twin Tesla Carbine to 10 and splash targets to 3
  - Set the cost of Tesla upgrades to 10
- Living Lightning: Increased the chance to attack an adjacent units
- Lychguard: Reduced Warcythe upgrade cost to 25
- Fixed Broodlord HP incorrectly configured as 320 (changed to 380)
- Adjust fire rate of Lokhurst Heavy Destroyer so that it's better against multi-model units at long range

Bug Fixes
- FIX: (#4182) - Text for reinforcement cooldowns is poorly worded
- FIX: (#4131) - Units can move on/in to Blackstone Swamp Cliffs (Misaligned prop)
- FIX: (#4151) - Setting targets in difficulty often changes from 80 to 100
- FIX: (#4200) - Blood Lance/Death From Above splash damage. Adjusted descriptions to include the number of splash targets
- FIX: (#4177) - Necrons do not glow when they reach 100 momentum
- Fixed [BUG] If a Necron unit is completely wiped out, but reanimates, then they have no faction trait status anymore
- FIX (#3990) - PS4 post- Final mission screen stays black.
- FIX (#4173) - Resource tile shows unknown still
- FIX (#4174) - Can move through enemy unit
- FIX (#4228) - Skorpekh Destroyer reanimated from self-destruct but the model hasn't
- FIX (#3279) - Exception occurs when exiting the game from the Options screen
- FIX (#4229) - Exploit on point capture during overwatch
- FIX (#2885) - Bonus Objective tokens aren't aligned right to match the UI elements
- Fixed low volume of audio effects for Tyranid monster melee attacks, and incorrectly configure sound for the Thunder Hammer

v1.01.21 – 11ᵗʰ April 2022

Changes
- Support for the Necron Faction Pack. For sixty million years, the Necrons have slept in their tombs. Now they come to Battlesector!
  - 14 new units, including the Overlord, Flayed Ones & Skorpekh Destroyers, with dozens of deadly new weapons and special abilities, such as Reanimation Protocols that revives dead units.
  - Use HQ Commands to call in the deadly Doom Scythe, to deliver doom from above.
- Support for the 'Planetary Supremacy' skirmish campaign.
  - Three factions fight for control of a planet. Eliminate the bases of your opponents to win.
  - Battles take place on entirely new procedurally generated maps.
  - Capture resource locations to boost your army.
- 'Fast Forward' and 'Skip' button settings are retained in subsequent turns
- AI turns now take much less time, particulary when Fast Forward/Skip is used
- Added a visualisation of the optimal range of the primary weapon when selecting a unit's destination
- Added a new damage type, Acid, which causes a multi-turn status effect, Corrosion. This functions similar to Poison against organic units but instead applies to mechanical units. Changed Tyranofex Acid Splay to do Acid damage.

Balancing
- Reduced the Evasion gained from the Adepta Sororitas Devotion faction trait from 0.3 to 0.25 per Momentum
- Reduced Seraphim Grace Evasion bonus to 10
- Adjusted the starting position of some Tyranid monsters near the Battle Sisters in Battle for Angels Fall

- Increased Hand Flamer (and variants) AP to 2 and shots to 8

Bug Fixes
- FIX (4103) - Blood Spatter gets truncated by irregular terrain

v1.00.14 – 01st February 2022
Bug Fixes
- FIX: Async games are ending prematurely, and scores are reported incorrectly
- FIX: Winners bonus not included for Exterminatus matches
- FIX: Purity Seals display above weapon UI when using a gamepad
- FIX: Cannot change unit selected after performing an action in some circumstances
- FIX: Game is unable to run when using Thai calendar
- FIX: Tutorial prompt does not go to the third tutorial
- FIX: Some Tyranid models are slightly distorted at long range

v1.00.13 – 09th December 2021
Changes
- Added gamepad shortcuts for speeding up AI. This will make it possible to speed up the AI turns on Xbox and PlayStation (as well as gamepad on PC)
- QoL: Added the mission point cap to mission titles on the campaign screen planet and army management UI
- Increased the number of animation bone influences to reduce mesh warping
- Added a description text when a save game cannot be loaded due to not owning DLC units used in the save game file.
- Changed the scroll bar graphics used when selecting an army when joining a multiplayer match to make it easier to see
- Improved the gamepad interface for changing weapon loadout prior to a mission
- Added the ability to change weapon loadouts for skirmish/multiplayer armies when using a gamepad

Balancing
- Thornback
  - Increased Battering Ram target damage to 120/200
  - Increased Battering charge damage, armour piercing and splash damage targets
- Fend Attacks
  - Increased damage from melee counter attacks for Techmarine, Lieutenant, Assault Terminators, Tyranid Warriors and Genestealers
- Venom Cannon Strafe
  - Change damage type to Splash Damage

Bug Fixes
- Fixed issue where the victory bonus calculation was incorrect in tournament matches
- FIX: (Consoles) Brightness screen not visible from Options menu when in the Multiplayer menu.
- FIX: When selecting Empowered abilities, the cost is not displayed in the tooltip. Also displayed "Cost: 0 AP" on free abilities
- Disabled Level of Detail system when photo mode is active to prevent capturing images of low-detail unit models
- Fixed (harmless) null references when the cutscene panel is enabled during level load.
- Fix decals not visible in tactical map view on consoles
- FIX: Thornback can use Battering Ram through walls/up ledges
- Increase Level of Detail view distance for Gargoyles.
- FIX: Can concede in loadout. (Hid the Concede button while in the loadout phase)
- FIX: Gamepad buttons can be cut off at the top of the screen when in loadout unit placement mode
- FIX: If a unit lands on a tile that is overwatched, they're able to do other actions while being shot
- FIX: Hive Tyrant height snaps if overwatched on the last tile of movement
- FIX (Windows Store): The game enters a partially unresponsive state after disconnecting from

Xbox Live services prior to entering the Live menu.
- FIX: The Prey for Leviathan (Won a skirmish battle against Blood Angels) achievement unlocks when the requirements have not been met.
- FIX: Mismatched factions on Live multiplayer on consoles.
- FIX: "Managed to get two units onto the same tile after an Overwhelm"
- Armies containing DLC units get deleted if you no longer have access to the DLC. (Armies will be blocked instead)
- Units sometimes continue to play their movement animation when they end movement
- Fixed various tile map issues in "The Tyrant of Baal" mission.
- FIX: Overcharging Hellblasters that take Supercharge damage repeat animation
- FIX: Score lost when a user concedes in a tournament
- Gamepad can't select "Surge" if "Empower" is greyed out.
- FIX: Selecting Surge on gamepad also does the one-click action (e.g. move to tile, attack enemy under cursor)
- (Xbox) The game does not display the Choose Your Loadout menu when accepting a game invitation to a Multiplayer lobby from the Army Management menu.
- (Window Store) The game enters an unresponsive state for approximately 20 seconds every 22 seconds when disconnecting the network cable before creating a match.
- FIX: Space Marine corpses missing from several missions
- FIX: Status effect VFX repeat from the beginning when the camera moves far enough away and then back again
- FIX: Wrong Army Cohesion values for Hive Guard
- FIX: Tooltips clip at screen edge in HQ Tech Tree UI at 16:10 aspect ratio
- FIX: Assault Terminators - UI displays 8 for armour instead of 9 when Storm Shield is equipped.
- FIX: Elites DLC units do not make footstep sounds when walking
- FIX: Plasma Pistols not acting as pistols
- FIX: Librarian Quindar has no animation during the pre-battle loadout phase.
- FIX: Improved error handling for Xbox Live login issues when running on PC from the Windows Store
- FIX: Hive Guards don't need to be killed to complete Tyrant of Baal if the game is saved and reloaded
- FIX: Cannot see player 2's faction or army details in the hot seat UI

v1.00.11 – 23rd November 2021
Changes
- Support for the Blood Angels Elites DLC, which includes Assault Terminators and Sanguinary Guard.
- Support for the Tyranid Elites DLC, which includes the Broodlord and Hive Guard.
- Support for the Slitherine Tournament system.
- In multiplayer games, there is now a discreet scoring phase between rounds, to mitigate first-player advantage in Conqueror and Strategic Command modes.
- Implemented an Army Cohesion system. Bonuses are applied to armies created from a diverse selection of units. This mitigates "spam" armies. Multiplayer matches now default to requiring a Cohesive army to play.
- Added a Multiplayer "ready-up" phase prior to starting a match.
- Updated to the animation system to fix several circumstances of animation "snapping".
- Enemies within 7 tiles of the starting zone are now visible during the loadout phase.
- Added credit for Verity (which was missing), as well as adding the latest Black Lab Game team members.
- Numerous optimizations that increase frame rates, reduce GPU load and reduce memory usage overall.

Balancing
- Librarian
  - Increased HP to 200

- o Added +20 Evasion bonus to base Wings of Sanguinius
  - o Increased Empowered Wings of Sanguinius Evasion bonus from 20 to 30
  - o Changed Empowered WoS +3 Ranged Armour to +3 Armour
- Trygon
  - o Increased base movement to 5
  - o Decrease Massive Scything Talons damage to 120
  - o Increase splash damage falloff
  - o Increased Massive Scything Talon splash targets from 2 to 4
- Hormagaunt
  - o Decreased point cost 35
- Volitile
  - o Increased splash damage falloff
- Inceptors
  - o Increased Health to 100
  - o Increased Cost to 90
- Land Speeder
  - o Increased point cost of Land Speeder to 90
- Land Speeder Tornado
  - o Increased point cost of Land Speeder Tornado to 130
- Venomthropes
  - o Increased Spore Cloud evasion bonus from 15/45 to 25/45
  - o Increased Spore Cloud ranged armour bonus from 1/3 to 2/4
  - o Spore Cloud now has infinite charges
  - o Increased Toxic Lash damage from 30 to 50
  - o Decreased Toxic Lash armour piercing from 5 to 3
- Aggressors
  - o Increased melee accuracy from 75 to 85
  - o Decreased AP cost of Fragstorm Launcher from 1 to 0
  - o Flamestorm Gauntlet changed to Pistol type
  - o Increased Flamestorm Gauntlet damage from 2 to 3
- Baal Predator
  - o Increased HP from 350 to 365
- Assault Marines
  - o Increased HP from 50 to 60
- Hellblasters
  - o Increased point cost from 110
  - o Increased Range Falloff of Plasma Incinerator to 15
  - o Increased Range Falloff of Heavy Plasma Incinerator to 20
  - o Increased Supercharge % to self-damage from 25% to 45%
- Termagants
  - o Decreased Devourer range to 4
  - o Decreased Swarm Tactics effect from +50% to +25% per stack
  - o Decreased Swarm Tactics max stacks to 4
  - o Increased Fleshborer damage to 5
  - o Decreased Fleshborer Ranged Falloff to 5

Bug Fixes
- FIX: [BUG] First unit is always disabled by default in loadout
- FIX: Unable to select units near the map edge in Angels Fall with a Gamepad
- FIX: Tutorial cannot be completed on Gamepad
- FIX: Cooldown for Plasmic Buildup not present in async Multiplayer games
- FIX: Multiplayer action flag displays when it should (temporarily removed)
- FIX: Intro video does not play for some users
- FIX (Visual): Gamepad button confirmation animation never completes.
- FIX: Gargoyle's Blinding Venom ability is bound to hotkey 3 instead of 2
- FIX: Enemy tooltip will briefly show quick attack stats for primary weapon once attack with

secondary or ability once confirmed
- FIX: The breakable walls on the Angel's Fall campaign mission are not breaking properly.
- FIX: Army Management UI: Army Inspector scroll region does not reset to top when another army is selected
- FIX: Units gain Synaptic Leader from dead synaptic leaders after saving and loading
- FIX: [BUG] If a unit dies from a reaction attack the tile modifier is not removed
- FIX (Visual): Cursor for Gamepad users can be difficult to see
- FIX: [BUG] The interact button expands/contracts and sometimes disappears when rotating the camera
- FIX: Replay campaign screen jumps to the last object instead of the first in the mission list.
- FIX: Campaign "Reinforcements Added to Reserves" notification appears again when re-opening the army management UI.
- FIX: Fixed several traversal bugs in Imperial Ruins
- FIX: Units that die from poison don't provide points multiplayer modes
- FIX: In PBEM the camera gets stuck in the multiplayer camera mode and doesn't revert to the standard camera
- FIX: Unit Abilities are not scrollable in the Army Management screen
- FIX: Tactical map filters are accessible while inside Unit List.
- FIX: Issue with Hand Flamers performing Zone-of-Control attack damaging friendlies
- FIX: When a unit is affected by an empowered ability, the regular casting of the ability will refresh it.
- FIX (Visual): Baal Secundus textures are very low resolution in Age of Crimson Dawn Mission Information UI

v1.00.10 – 12th November 2021
Changes
- Enemies near the players starting location are displayed during the loadout phase
- In tournament matches, added a Victory Bonus that awards additional points based on the size differential of the contestants' armies, and the number of turns required to win the match. This should prevent multiple winners over a number of rounds from having the exact same score.
- Added ability to leave a tournament (prior to starting)
- Redid the VFX for Terminator Deep Strike
- Changed Assault Terminator Thunder Hammer icon in the Command Bar
- Various performance improvements, largely related to graphics
Balancing
- Blood Angels Elites
  - Deep Strike range reduced from 15/30 to 10/20
  - Added minimum range of 3 to Deep Strike
  - Increased Assault Terminator cost from 170 to 195
  - Decreased Sanguinary Guard cost from 190 to 185
  - Reduced Cohesion Limits of both Terminators and SangGuard from 2/3/4 to 2/3/3
  - Reduced Lightning Claw damage from 24 to 21
  - Reduced Terminator Thunder Hammer damage from 75 to 68
- Trygon
  - Burrow range reduced from 6/10 to 4/8
  - Massive Scything Talons damage increased from 120 to 130
  - Increase splash damage falloff
  - Increased base movement from 4 to 5
Bug Fixes
- (Possible Fix) Intro video does not play for some users
- FIX (3540) Second player doesn't see final scoring phase panel
- FIX (3518) The force field of swords seems to fly to the sides when attacking a target in melee. (Adjusted VFX)
- FIX (3576) Units gain Synaptic Leader from dead synaptic leaders after saving and loading

- FIX : Possible Null Reference in Save Slot buttons
- FIX (3528) The Sanguine Guard's jump animation speed is too slow

v1.00.09 – 20th October 2021

Changes
- Adjusted (slowed) the movement speed and animations for Assault Terminators
- Added a new icon for the Tyranid Army Cohesion status
- Added both turn and round to the tournament Basic Match Display UI
- Set the 'Requires Cohesive Armies' option to be defaulted to true when creating a match
- Added our newest team members to the in-game credits
- Various performance enhancements

Balancing
- Reduced Assault Terminator cost from 195 to 170
- Reduced Sanguinary Guard cost from 220 to 190
- Reduced Hormagaunt cost from 45 to 35
- Debuffed Volatile's splash damage falloff
- Assault Terminators
  - Terminator Teleport Beacon rebranded to Terminator Deep Strike
  - Removed AP cost from Terminator Deep Strike
  - Increased range of Terminator Deep Strike from 10/20 to 15/30
  - Added Shock and Awe status effect after using Terminator Deep Strike
  - Thunder Hammer damage increased from 60 to 75
  - Splash damage added to Lightning Claws

Elite DLC Balancing - Sanguinary Guard
- Increased Plasma Pistol optimal range from 1 to 2 (also applicable to Sister Verity's Plasma Pistol)
- Increased Encarmine Sword damage from 22 to 23
- Decreased Encarmine Axe cost from 20 to 15
- Hive Guard
  - Reduced Shock Cannon Accuracy from 75 to 70
  - Reduced Impaler Cannon Armour Piercing from 5 to 4
- Trygon
  - Trygon Burrow range increased by 2 from 4/8 to 6/10
  - Burrow Exhausted status effect changed to -20 / -5 Evasion
  - Trygon Evasion increased from -10 to 5

Bug fixes
- FIX : Adjusted tournament banner image so it fit properly in the frame with the new banner images
- Fixed layout issues for the tabs on Tournament UI
- FIX : Fixed various issues that caused unsightly animation snapping, particularly related to firing weapons
- FIX : Unable to select units near the map edge in Angels Fall (MAIN_021) with gamepad. (This fix also reduces the instances of looking "through" terrain objects that are just off the edge of the map).
- FIX : Tutorial cannot be completed on Gamepad
- Fix (3519) : Terminator barks do not match subtitles
- FIX (3410) : Fixed [BUG] Cohesion Limit for Unit only appears when added to Army
- FIX (3412) : Fixed [BUG] Overlapping final turn text if the turns are set to unlimited
- FIX (3341) : Cooldown for Plasmic Buildup not present in async MP games
- FIX: Various Tournament UI issues. Fixed [BUG] Gap in 'scores' UI, Fixed [BUG] Gap in main UI, Fixed [BUG] Objectives text gets very small
- Fixed [BUG] : Tournament title is hard to read over background image
- Fix (3513) : Game allows use of DLC units in campaign when DLC is not active
- Fix (3518) : The force field of swords seems to fly to the sides when attacking a target in melee.
- FIX (3532) : IK issue with Blood Angels Elites during loadout phase

- Fix (2555) : Gamepad button confirmation animation never completes.
- FIX (2561) : Gargoyle's Blinding Venom ability is bound to hotkey 3 instead of 2
- FIX (3003) : Enemy tooltip will briefly show quick attack stats for primary weapon once attack with secondary or ability once confirmed
- Fix (3530) : The breakable walls on the Angel's Fall campaign mission are not breaking properly.
- Fix (3525) : Army Management UI: Army Inspector scrolling region does not reset to top when another army is selected
- (Possible fix) - Intro video does not play for some users. If you've had issues with the intro video, please let us know if it's working now

v1.00.06 – 20th October 2021
Changes
- Added a visualisation of Tyranid synaptic networks. Mouse over the Connected or Swarm Tactics status effect icon to see the connected units.
- Adjustments to the calculation of low scoring damage rolls. Higher armour units are now more likely to 'Block' low armour penetration weapons.
- Numerous improvements to the decision making of AI units
- Momentum gains are now displayed as a single figure units, instead of 1 new line of text for each momentum event.
- Updated the barks and campaign text for the French language with some minor translation changes
- Numerous optimizations to graphics and AI performance, and reduced memory usage

Balancing
Tyranids
- Swarm Tactics:
  - Swarm Tactics has been skewing the balance of the Tyranid army a bit too far, allowing medium damage units to exceed their potential (i.e. Devourer Gants), but without being of any benefit to the low- and high-damage units. The overall effectiveness of Swarm Tactics has been reduced, which doesn't have that big of an effect on Genestealers or Hormagaunts, while reigning in the Devourer and Spinefist Termagants.
  - Decreased Ranged Damage from 50% to 35% per stack
  - Decreased max stacks from 6 to 4
- Termagants & Gargoyles:
  - With the Swarm Tactics debuff, Fleshborers deserve to have their base performance increased so that Termagants and Gargoyles maintain their relevance in singleplayer. Additionally, the maximum range of the Termagant's Devourer has been reduced to its intended value. **(Note: Only Fleshborer adjustments apply to Gargoyles.)**
  - Decreased Devourer range from 5 to 4
  - Increased Fleshborer damage from 4 to 5
  - Decreased Fleshborer ranged falloff from 10 to 5
- Trygon:
  - Successfully using a Trygon to swat an overextended unit of Hellblasters should feel rewarding, especially given the damage debuff the Trygon suffers for the next round. We've increased the number of splash targets, and balanced it by reducing the amount of damage done to the secondary splash targets.
  - Increased Massive Scything Talons splash targets from 2 to 4
  - Decreased Massive Scything Talons damage falloff from 40% to 60%
- Venomthropes:
  - Venomthropes are not currently fulfilling their role as the linebreakers of the Tyranid army. We have upped the defensive effectiveness of Spore Cloud so they have a better chance at closing distance with the enemy. Once they're in range, their Toxic Lash attack now hits with more raw damage. Combined with lower armour piercing, it means the initial attack may not hit as hard, but the additional follow-up poison damage guarantees the attack will sting more than it used to.
  - Increased Spore Cloud evasion from 15 /45 to 25 / 45

- o Increased Spore Cloud ranged armour from 1 / 3 to 2 / 4
- o Spore Cloud no longer consumes charges
- o Increased Toxic Lash damage from 30 to 50
- o Decreased Toxic Lash armour piercing from 5 to 3

Blood Angels
- Volatile:
  - o The power of Volatile has been a significant factor in the effectiveness of melee swarm units. The ability now uses the splash damage system, and is only able to target 6 models of a unit at most. This still results in a significant amount of damage, but most swarm units will have at least a few models still standing afterwards.
  - o Changed damage type to splash: 6 splash targets, 60% damage falloff
- Primaris Librarian:
  - o The Primaris Librarian has needed a bit of help with survivability, and what better way than to give him a defensive buff while his Wings of Sanguinius is active. This encourages the Librarian to act like a skirmisher, and utilize the ability as often as possible.
  - o Added effect to Wings of Sanguinius: + ranged armour 1 / 3
- Hellblasters:
  - o Hellblasters have been overperforming for their point cost, edging out Intercessors and Inceptors with raw firepower. The increase to their ranged falloff allows them to maintain their role as marksmen, but now requires precision positioning to unlock their potential.
  - o Additionally, there hasn't been enough risk in using their Supercharged ability. The trigger percentage has been increased so that average damage caused is more closely matched to the potential damage output.
  - o Increased point cost from 90 to 110
  - o Increased Plasma Incinerator ranged falloff from 10 to 15
  - o Increased Heavy Plasma Incinerator ranged falloff from 15 to 20
  - o Increased Supercharged % to self-damage from 25% to 45%
- Assault Marines:
  - o Assault Marines have felt a little too squishy, and have been granted a buff to their health pool.
  - o Increased health points from 50 to 60
- Baal Predator:
  - o Combined with the changes to damage calculation, this health buff helps provide a bit more survivability to the speed-focused Baal Predator.
  - o Increased health points from 350 to 365
- Aggressors:
  - o Aggressors are a staple of single-player armies, but have struggled to find a use for their kit in multiplayer. An increase to their punching accuracy improves their performance as melee armour busters, and making the Fragstorm Launcher a free action gives the Aggressors options to be effective from multiple threat ranges in a single turn, even if they've already spent their movement points.
  - o Increased melee accuracy from 75 to 85
  - o Increased Flamestorm Gauntlet damage from 2 to 3
  - o Flamestorm Gauntlets are now considered Pistol type weapons for the purpose of reaction attacks
  - o Action point cost of Fragstorm Launcher reduced from 1 to 0
- Land Speeders:
  - o Land Speeders have been performing very well, but were undercosted for their performance.
  - o Increased Land Speeder point cost from 70 to 90
  - o Increased Land Speeder Tornado point cost from 120 to 130
- Inceptors:
  - o Inceptors have felt a little too squishy for their role, despite being majorly undercosted for their potential damage output. Both of these issues have been fixed.
  - o Increased health from from 90 to 100
  - o Increased point cost from 75 to 90

NOTE: Modified point costs will be reflected in existing campaign, skirmish and multiplayer army lists after the 1.0.6 update is applied.

Bug Fixes
- FIX: Saving and loading with Shield of Sanguinius applied applies even more current health.
- FIX: Unlimited action points from Empowered Wings of Sanguinius
- FIX: Blessing of the Omnissiah persistent effects not working consistently on Lieutenant/Sgt Carleon
- FIX: Endless Hunger tooltip is incorrect
- FIX: "The Old Ways" HQ upgrade not working
- FIX: Exception occurs sometimes during Melee reaction attack
- FIX: Flamestorm Gauntlet (Melee) weapon does not have an effect when it hits
- FIX: Assaults get placed in reserves after Venomous Corruptions (Added recently kicked units back into the player's army, using veterancy as a tie breaker if there are more recently kicked unit than free spaces.)
- FIX: The charge melee line does not appear when melee attacking props
- FIX: As the match creator, I can't use the army I just made while waiting for opponent to join
- FIX: Post-battle scrollbar handle can only be grabbed at the top of the scrollbar UI element
- FIX: Tile status effects do not update when moving after melee charging
- FIX: Dialogue is replayed when loading a mid-battle save in Gallians Staff
- FIX: Mission Brother Quindar. Intercessor Death From Above skill showing targets in range but not working
- FIX: Unit makes double attack when right click is left pressed.
- FIX: Gargoyles still using Blinding Venom on units that already have the status effect
- FIX: Disconnect dialog prompt disappears if other player goes on to create new live match
- FIX: If a health boosting status is removed, don't kill the unit if health drops below zero (have a 1 health minimum)
- FIX: Can't skip Intro or Outro video on gamepad.
- FIX: The Ghost Land mission objectives don't work when game language is set to Polish

v1.00.02 – 19th August 2021
Changes
- Implemented a campaign unit requisition system. When enabled, limits are placed on the number of units that can be added to the army between missions. This system is on by default for all difficulty settings from Astartes up, and can be controlled via campaign difficulty settings. (Requires starting a new campaign)
- Implemented a lightweight veterancy system in the Age of Crimson Dawn campaign. For each battle a unit survives, they gain +1 accuracy and +1 crit. change.
- Added more graphics options. It's now possible to control shadow quality, disable various effects and better control the maximum frame rate to reduce GPU load.
- Added more tooltips with weapon information. Weapon stats are now shown in the army manager and for enemies in the Unit Inspection UI in battles
- Added AI for Conquerer and Strategic Command skirmish objectives. All three skirmish modes are now available for offline play against AI
- The "Maximum Frame Rate" setting is disabled when v-sync is enabled to better reflect when the setting is used. (When v-sync is enabled, setting a maximum frame rate is redundant, as v-sync caps the frame rate.)
- Updated Blood Angels ability descriptions for Quickening, Shield of Sanguinius, Jump Pack, Lucifer Pattern Engine, Anti-Grav Uplift and Black Rage for clarity
- Updated Tyranid ability descriptions for Catalyst, Spore Cloud, Swarm Tactics and Symbiotic Targeting for clarity.
- Improved performance of volumetric fog across a range of missions
- Various improvements to the basic combat tutorial for gamepad users

Balancing
- Hive Tyrant - Psychic Scream
    - o Decreased Cooldown from 3/2 to 2/2
    - o Increased Psychic Damage from 20/60 to 40/80
- Brood **Telepathy**
    - o Fixed Genestealer units giving themself a stack of Brood Telepathy without any adjacent friendly Genestealers

Bug Fixes
- FIX: Death Up Close Achievement not unlocking
- FIX: Hang after hitting the Proceed button after multiplayer match.
- FIX: Confusing UI when interacting with Astropathic Relay
- FIX: Incorrect Armor values being displayed in unit UIs
- FIX: Clicking "Ready" really fast when someone joins a live matches causes the non host to be left behind
- FIX: Squashed highlight effect on hide password field in Create Match UI
- FIX: Status effect stacks and duration text hidden by other status effect icons
- FIX: Various bugs in Tutorial 3
- FIX: Exocrine Plasmic Buildup has a much higher hit rate against swarm units
- FIX: Surge/Empower cannot be used with a controller
- FIX: Grenade data desyncs in multiplayer cause units to die, revive and die again
- FIX: Mission Wind River Blockade. Units moved to Reserve post-battle do not receive purity seal.
- FIX: Unnecessary Voxcaster Relay interaction point still exists in Venomous Corruption
- FIX: Dead vehicles block selection of other units on same tile
- FIX: Status FX can be seen on invisible Tervigon in The Salt Exchange
- FIX: Multiplayer games can be conceded from the post battle screen
- FIX: AI camera is sometime not zooming out for Exocrine ranged attacks
- FIX: Hive Mind's Will action ends before animation does
- FIX: Incorrect stats shown for Flamestorm Gauntlet Hail of Fire

v1.00.01 – 02nd August 2021
Changes
- Frame rate cap now defaults to 60 fps (was infinite)
- 'Show Detailed Enemy Information' is now active by default, exposing more information about enemy targets
- Refactor of gamepad controls for using the Command Bar
- Reduced system resources used when the game is minimized
- Multiplayer achievements can now be unlocked in Hotseat mode
- Updated a small number of German translations of Warhammer-specific terms

Bug Fixes
- FIX: Units can shoot through wall east of Sanguinius Status in Angel's Fall
- FIX: Incorrect point cap for Angel's Leap
- FIX: Techmarine can heal destroyed units
- FIX: Activating prometheam interaction point in the wrong order cause soft lock in Breach in the Heavenwall
- FIX: Unable to log into multiplayer using GOG account
- FIX: Achievements don't unlock when launching the game from GOG Galaxy
- FIX: Looping sounds never stop if loading a save game whilst in Photo Mode
- FIX: Some Chinese characters are not displayed
- FIX: Opening Photo Mode during cutscene in Mortis Radzone breaks the UI

v1.00.00 – 22nd July 2021
- Initial Release