

Warhammer 40,000 Gladius - Relics of War

Read me File – 16th January 2026

Version 1.17.02

Welcome.

Thank you for playing Warhammer 40,000 Gladius - Relics of War™! 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 at www.slitherine.com.

Below you will find the latest and greatest information on Warhammer 40,000 Gladius - Relics of War™. 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.

If you are still experiencing problems with the game, please use our Help Desk at www.slitherine.com/helpdesk or post in the Warhammer 40,000 Gladius - Relics of War™ Support Forum at www.slitherine.com/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:

v1.17.02 – 16th January 2026

Balance

- Increased Kommando melee attacks from 1 to 2 (affects Stikkbomb).

Bug Fixes

- Fixed game potentially not starting due to incorrect IGD initialization handling (this is likely to have happened in offline mode).
- Fixed Dialogus' Verse of Holy Piety not reducing The Emperor's Deliverance cooldown.
- Fixed missing Plague Spewer sounds.
- Fixed Armiger Helverin barks not showing.
- Armiger Autocannon now benefits from Scriptorum Ordinatus research.
- Blight Grenade now benefits from Daemonbone Casings research.
- Tank Commander research now unlocks the Additional Heavy Bolters research.
- Updated missing mentions of units in researches descriptions.

v1.17.01 – 09th December 2025

Bug Fixes

- Fixed crash when a unit with a Storm Bolter is produced.

v1.17.00 – 09th December 2025

Special thanks to MaidrosTwin and the rest of the Gladius community for helping to identify and fix bugs for this patch.

"We will rise and claim the engines of labour that have bound us in servitude. This world will burn. It will be cleansed, purified, made ready, and the Heavens will deliver our reward!"

— Unknown Genestealer Cult Magus

New Units (Rampage Pack DLC)

- Seraphim (Adepta Sororitas) [Tier 4] - Jump infantry equipped with potent hand flamers to burn down hostile mobs.
- Armiger Helverin (Adeptus Mechanicus) [Tier 8] - Long range heavy walker.
- Deathstrike (Astra Militarum) [Tier 7] - Long-range artillery vehicle carrying a single, destructive missile.
- Plague Marines (Chaos Space Marines) [Tier 4] - Short range heavy infantry unit carrying poisoned weapons.
- Hexmark Destroyer (Necrons) [Tier 3] - Short range specialist able to teleport.
- Kommandos (Orks) [Tier 3] - Melee unit specialized in infiltration and elimination of protected targets.
- Krootox Rampagers (T'au) [Tier 2] - Sneaky melee cavalry.

- Genestealers (Tyranids) [Tier 2] - Elite infiltration melee unit.

General

- Tweaked research screen top and bottom bar sizes.
- Improved multiplayer connectivity.

Bug Fixes

- Fixed buildings constructed in post-game stats counting when a building begins construction instead of when it is completed.
- Fixed targetting not being cancelled when an item is removed, potentially causing crashes.
- Fixed Ruins of Vault tip triggering for Sororitas Holy Site.
- Fixed Succubus being able to target Fortifications with No Escape.
- Fixed Spirit Seer's Destructor not applying Soul Blazed.
- Fixed Cronos' Spirit Probe correctly mentioning that it can affect monstrous creatures.
- Fixed Cronos' Reservoir of Pain not being able to affect fortifications and vehicles.
- Fixed R'Varna damaging itself with Nova Electromagnetic Shockwave.
- Fixed Twin-Linked Storm Bolter having Rapid Fire (to be consistent with Storm Bolter).
- Fixed Interceptor Drones damage against Flyers.
- Fixed Talos and Cronos having Relentless because it has no effect.
- Fixed Sicarian Ruststalkers research not unlocking the Voices in the Code research.
- Fixed Attilan Rough Riders research not unlocking Hammer of Wrath research.
- Fixed Vypers research not unlocking Crystal Targeting Matrix, Ghostwalk Matrix, Holo-Fields, Spirit Stones, Star Engines and Vectored Engines researches.
- Fixed Canoptek Reanimator research not unlocking Immortal Form and Hammer of Wrath researches.
- Fixed Squighog Boyz research not unlocking Hammer of Wrath research.
- Fixed Primaris Inceptors research not unlocking Hammer of Wrath research.
- Fixed Norn Emissary research not unlocking Hammer of Wrath research.
- Fixed Vypers enabled weapon by default not matching its first Cycle Weapon slot.
- Fixed Chaos Terminators' Power Sword not using the Chaos Power Weapon glow effect.
- Fixed Saint Celestine Miraculous Intervention not removing its trait if the action was disabled due to low morale.
- Fixed Saint Celestine Miraculous Intervention not reapplying its trait if the cooldown was reset by a Dialogus.
- Fixed Laud Hailer not granting Zephyrims the ability to use their Act of Faith while Shaken.
- Fixed Zephyrims not losing Angelic Visage when Broken.
- Fixed Angelic Visage not being affected by Vow of the Militant Order research.
- Fixed Stikka (Ranged), Psychic Tendril (Neurolance) and Psychic Tendril (Neuroblast) damage that were higher than intended.
- Fixed Stikka (Melee) damage that was lower than intended.
- Fixed Hunting Lance (Melta Tip) damage that was lower than intended.
- Fixed Clawed Limbs damage that was lower than intended.
- Fixed Adeptus Mechanicus Voices in the Code not mentioning Sicarian Ruststalkers.
- Fixed Astra Militarum Frag grenades not mentioning Attilan Rough Riders (Bullgryns were also missing in French).
- Fixed Astra Militarum Hammer of Wrath not mentioning Attilan Rough Riders.
- Fixed Chaos Space Marines Gift of Mutation and Melta Bomb not mentioning Rubric Marines.
- Fixed Eldar Crystal Targeting Matrix, Ghostwalk Matrix, Holo Fields, Spirit Stones, Star Engines and Vectored Engines not mentioning Vypers.
- Fixed Necrons Hammer of Wrath not mentioning Canoptek Reanimators.
- Fixed Orks Hammer of Wrath not mentioning Squighog Boyz.
- Fixed Space Marines Frag & Krak grenades not mentioning Primaris Hellblasters and Primaris Intercessors.
- Fixed Space Marines Hammer of Wrath not mentioning Primaris Inceptors and Primaris Redemptor Dreadnought.
- Fixed Tyranids Hammer of Wrath not mentioning Norn Emissaries.

v1.16.02 – 22nd June 2025

General

- Updated Spanish translation.

Bug Fixes

- Fixed a Vulkan swapchain recreation issue.
- Fixed hints sometimes appearing blank.

v1.16.01 – 05th June 2025

New

- Added barks for the Onslaught Pack units.

General

- Improved Squighog Boyz movement sound effect.
- Improved Fade Away sound effect.
- Adjusted Transonic Blade visual effect.
- Adjusted Baleblast visual effect.
- Rubric Marines no longer bleed or scream, they are bloodless shells animated by sorcery.
- Tweaked Transonic description.
- Updated translations.

Bug Fixes

- Fixed an issue with saving games and associated crash that could occur with simultaneous turns off.
- Fixed Squighog Boy flavor mentioning four-legged Squigs.
- Fixed Canoptek Reanimator movement sound not playing.
- Fixed Canoptek Reanimator only having one Atomiser Beam.
- Fixed Ruins of Vaul not rewarding some units and items.
- Fixed Vaul's Wrath Support Battery not being Very Bulky.
- Fixed network read and write speeds displaying incorrect numbers.
- Potentially fixed an attack arrow rebuild crash.
- Fixed some typos.

v1.16.00 – 22nd May 2025

"Da big wun! DATZ MINE. WAAA-"

— Beastboss Guzbag Urtgit, shortly before his consumption by a Hierophant bio-Titan

New Units (Onslaught Pack DLC)

- Sicarian Ruststalkers (Adeptus Mechanicus) [Tier 5] - Doctrina Imperatives elite melee infantry unit that excels in prolonged battles.
- Attilan Rough Riders (Astra Militarum) [Tier 5] - Fast melee infantry unit.
- Rubric Marines (Chaos Space Marines) [Tier 5] - Elite infernal infantry unit.
- Vypers (Craftworld Aeldari) [Tier 4] - Fast reconnaissance skimmer unit with a multipurpose missile launcher.
- Mandrakes (Drukhari) [Tier 2] - Light skirmish infantry unit that causes fear and teleports to disrupt enemy formations.
- Canoptek Reanimator (Necrons) [Tier 2] - Support walker unit that regenerates friendly Necrons units.
- Squighog Boyz (Orks) [Tier 6] - Heavy infantry unit that excels at taking down large prey.
- Norn Emissary (Tyranids) [Tier 8] - Elite Synapse monstrous creature bred to annihilate strategic enemy targets.

General

- Technologies in research tiers are now always split into at least 2 columns.

Bug Fixes

- Fixed missing population not affecting loyalty output from non-headquarters buildings.
- Fixed not being able to progress to the next research tier if the required technologies per tier

- setting is too high.
- Fixed an error in the Spanish translation of barks, causing some to appear in English.

Modding

- Added `opponentAccuracy` and `opponentDamage` attribute effects, see SingularPurpose.xml.

v1.15.01 – 18th December 2024

General

- Tweaked death sound timings and weapon sounds.

Balance

- Removed Bolt Weapon trait from Twin Iracus Ironhail Heavy Stubber.
- Added Skimmer to Primaris Repulsor Executioner.
- Fixed Primaris Repulsor Executioner Twin-Linked Heavy Bolter having 1 attack instead of 3.
- Increased Primaris Hellblaster grenade attacks from 1 to 2.
- Increased Heavy Laser Destroyer attacks from 1 to 2.
- Increased Primaris Repulsor Executioner cost and upkeep by 33%.
- Added Power of the Machine Spirit ability to Primaris Repulsor Executioner.
- Added No Escape trait to Flamestorm Gauntlets.
- Added Assault trait to Flamestorm Gauntlets.
- Changed Twin-Linked to also work on melee weapons.
- Changed Close Quarter Firepower from armour penetration to ranged armour penetration.
- Added Turbo Boost ability to Primaris Invader ATV.
- Reduced Primaris Aggressor from Very Bulky to Bulky.
- Reduced Primaris Inceptor from Very Bulky to Bulky.
- Reduced Primaris Hellblaster from Bulky to non-Bulky.

Bug Fixes

- Fixed a crash that would occur when killing an Umbra in a game started before 1.15.0.
- Fixed a crash that could occur when processing damaging traits.
- Fixed missing Armory requirements.
- Fixed missing additional pilots in Storm Speed Thunderstrike.
- Fixed Aquila Macro Cannon counting against the Rubicon Primaris achievement.
- Fixed missing Simplified Chinese Ultima Founding translation.
- Fixed missing French Ultima Founding achievement translation.

v1.15.00 – 10th December, 2024

"Our Imperium is besieged. Across a thousand worlds we fight for survival. Those that would tear Humanity down are legion. Our forces are few, our enemies many. There is no respite. There is no mercy. And in our darkest hour, a spiteful universe awakens forgotten evils to break us. The galaxy burns. Yet still we stand, the last bulwark against the terror. And while we draw breath we will fight. For in this new, dark age... There is only war."

New Units (Ultima Founding DLC)

- Primaris Intercessors (Space Marines) [Tier 2] - Tough versatile infantry unit.
- Primaris Invader ATVs (Space Marines) [Tier 3] - Fast vehicle equipped with a gatling cannon.
- Primaris Aggressors (Space Marines) [Tier 4] - Close-quarters anti-infantry unit equipped with flamestorm gauntlets.
- Storm Speeder Thunderstrike (Space Marines) [Tier 4] - Fast assault vehicle with a powerful anti-armour armament.
- Primaris Hellblasters (Space Marines) [Tier 5] - Heavy armour-piercing ranged infantry.
- Primaris Inceptors (Space Marines) [Tier 6] - Powerful short-range unit equipped with jump packs.
- Primaris Redemptor Dreadnought (Space Marines) [Tier 7] - Powerful walker unit with a vast array of weapons.
- Perimaris Repulsor Executioner (Space Marines) [Tier 8] - Heavy tank with transport capabilities

and a significant payload of ranged weapons.

New

- Added 2 new Steam achievements.

General

- x1 no longer shows for single count weapons in the selection panel.
- Updated Vulkan Memory Allocator to version 3.1.0.
- Updated Steamworks SDK to version 1.61.
- Updated Visual Studio 2019 to version 16.11.42.

Bug Fixes

- Fixed a crash that could occur when using player abilities that cause traits that cause traits (e.g. Icon of Flame -> Soul Blaze -> Soul Blazed). This fix is not retroactive if the state is already broken.

v1.14.03 – 20th November, 2024

Bug Fixes

- Fixed crash when melee attackers kill an Umbra.

v1.14.02 – 30th September, 2024

Bug Fixes

- Fixed technologies not being correctly positioned in a research tier.
- Fixed a crash that could occur when ending the turn.

v1.14.01 – 16th July, 2024

General

- Technologies are now displayed in multiple columns when there are more than 6 technologies in a tier.
- Join Discord pop-up now appears once on game start.

Balance

- Increased Maleceptor hitpoints from 30 to 36.
- Added Witchfire, Psychic Lash and Ignores Cover to Maleceptor's Psychic Overload ability.
- Added Gift of Mutation to Warp Talons.
- Added Adrenal Glands and Regeneration to Maleceptor and Tyrannocyte.
- Spiritseer's Spirit Mark ability now affects Wraithlords.
- Skitarii Marshal's Agression Override and Control Edict abilities cannot affect fortifications anymore.
- Canoness Lead The Righteous ability cannot affect fortifications anymore.
- Removed Wraithlord' Smash trait.
- Added Chaos Lord, Master of Possession and Warpsmith to the list of Chaos Space Marines units benefiting from Gift of Mutation.
- Removed the action consumption for Weirdboy's Warpath ability.
- Replaced Canoness' Combi-bolter by Boltgun.
- Increased the Wraithlord's Ghostglaive damage from 6.5 to 8.
- Increased the Sydonian Dragoon's Taser Lance damage from 4 to 6.
- Added Acid Blood to Maleceptor and Tyrannocyte.

Bug Fixes

- Fixed Teleport Homer description not mentioning that Assault Terminators and Chaplains can benefit from the trait.
- Fixed Pulse Accelerator not affecting Breacher Fire Warriors' Pulse Blasters.
- Fixed Chaos Terminators' power sword not being affected by Conjoined Weaponry research.
- Fixed XV107 RVaria's Electromagnetic Shockwave dealing 10% damage to all adjacent units instead of itself only.
- Fixed Wraithlord research not unlocking the Hammer of Wrath research.
- Maleceptor now has hammer of Wrath instead of Living Battering Ram and is affected by Hammer of Wrath research.

- Minor language fixes.
- Tweaked death sound delays.
- Fixed Cryptek's Mindshackle Scarabs ability that should not target units with Synapse Link and Khaine Awakened.
- Fixed Warpsmith' Mechatendrils not being affected by Forbidden Energies research.
- Fixed Librarian's Shockwave ability not applying Pinned.
- Fixed Cryptek's Minshackle Scarabs description.
- Fixed researched technologies tier setting unlocking disabled DLC units.

v1.14.00 – 23rd May, 2024

"Though blind, the rare and mighty Maleceptor is a living vessel for the Hive Mind. Warp energy spears from its eyeless cranium to vaporise anything in its path, and those with minds strong enough to survive its keening psychic screams are laid low by its powerful talons."

New Units (Firepower Pack DLC)

- Field Ordnance Battery (Astra Militarum) [Tier 3] - Large man-portable artillery unit able to shell out enemy positions at long range.
- Assault Terminators (Space Marines) [Tier 8] - Heavy melee infantry unit equipped with a powerful weapon and shield.
- Skorpekh Destroyers (Necrons) [Tier 7] - Elite armoured melee infantry unit.
- Burna Boyz (Orks) [Tier 1] - Anti-infantry unit equipped with a flamethrower.
- Maleceptors (Tyranids) [Tier 6] - Synapse monstrous creature with support psychic capabilities.
- Chaos Terminators (Chaos Space Marines) [Tier 7] - Elite heavily armoured infantry that excels against all targets and can use powerful combi-weapons.
- Breacher Fire Warriors (T'au) [Tier 1] - Short-range infantry unit that excels in counterattacks.
- Wraithlord (Craftworld Aeldari) [Tier 8] - Versatile monstrous creature equipped with a vast array of weapons and able to perform powerful melee attacks.
- Sydonian Dragoons (Adeptus Mechanicus) [Tier 3] - Fast Doctrina Imperatives close-combat walker unit.
- Arco-Flagellants (Adepta Sororitas) [Tier 1] - Expendable light melee infantry.
- Talos (Drukhari) [Tier 7] - Heavy assault monstrous creature with powerful close-range weapons.

Bug Fixes

- Fixed Bright Lance sound.
- Fixed Drukhari AI not building Scourges.

v1.13.04 – 27th March, 2024

- Fixed not starting on Linux.
- Fixed crash when selecting Drukhari faction in French language

v1.13.03 – 13th March, 2024

Bug Fixes

- Fixed crashes that could occur in multiplayer while on a relayed connection.
- Fixed some server crashes that could occur in multiplayer.
- Fixed an animation issue with the Techpriest Dominus.
- Fixed animation / sound issues with bombing run attacks.
- Fixed Craftworld Aeldari and Adepta Sororitas growth modifiers not working as intended.
- The Passion now affects the Canoness.
- Removed unused Dark Scythe weapon.
- Fixed Master of Pain ability description missing "this and..." (adjacent units).
- Fixed Brides of Death ability description missing "this and..." (adjacent units).
- Fixed Plasma Grenade prerequisites shouldn't have Succubus (it already has Starscraper for Archon).
- Fixed Twin-Linked missing "buff" category.

- Fixed missing line break </br> in Drukhari Chapter 4.
- Fixed Skip action sometimes not ending at the start of the turn.
- Fixed Combat Drugs mentioning loss of hitpoints.
- Reduced Spirit probe level requirement from 4 to 3 (as according to the ability description).
- Spirit Probe now affects Cronos (as according to the ability description).
- Overlord now affects Archon (as according to the ability description).
- Combat Drugs (Splintermind, Painbringer, Grave Lotus, Hypex) now require to research Reavers instead of Dark Foundry.
- Fixed Wraiths not ignoring Wireweed and River penalties.
- Fixed Drukhari weapon upgrade names.
- Fixed missing Drukhari barks.
- Fixed faction abilities and Cronos heal not refreshing cooldown status in multiplayer.
- Fixed Skitarii Marshall's Servo-Skull Uplink affecting fortifications.
- Minor language and other fixes.

v1.13.02 – 11th December, 2023

Bug Fixes

- Decreased Kabalite Stronghold influence from 2 to 1 and food from 2 to 1.
- Fixed a crash that could happen at the start of Chapter 5 of the Drukhari quest line.
- Fixed Succubus' No Escape ability requiring and consuming movement.
- Fixed crash that would occur when researched technologies is equal or greater than maximum technology tier.
- Fixed AI not researching technologies above tier 10.

v1.13.01 – 01st December, 2023

Bug Fixes

- Increased Kabalite Stronghold influence from 1 to 2.
- Fixed Plasma Grenade technology description and requirements.
- Fixed Drukhari Extra Infantry Armour technology name.
- Fixed crash when Haemonculus uses Twisted Animator ability.
- Fixed Towering Arrogance affecting non-allied units.
- Fixed text sometimes mentioning Dark Eldar instead of Drukhari.
- Fixed Webway Travel flavor not mentioning Drukhari.
- Improved Spirit Probe and Power From Pain descriptions:

v1.13.00 – 30th November, 2023

“What was it like, back then? Just sheer joy, I’m told. Entire civilizations, rendered down for stimulants. Stars drained dry of their power, for a decade-long soiree. Oh, to have been alive and powerful in the last days of Empire—before She-Who-Thirsts crashed the party...”

— Gyrthineus Roche, former Archon of The Last Blade

New Faction (Drukhari DLC)

- **Twilight Raiders**
- **Initial Challenge:** Medium
- **Power from Pain:** As pain spreads across the battlefield, Drukhari are invigorated, thriving from the suffering. Their units gain additional bonuses depending on their experience level.
- **Corsair Outposts:** The Drukhari rarely venture outside the webway, save to loot realspace resources. Their cities have a reduced growth rate, but it can be improved by controlling more outposts.
- **Raid from the Webway:** The Drukhari strike swiftly from the webway, before vanishing with their plunder. Pay influence to create temporary portals and activate webway gates to move your raiding party across the map.
- **Raider Fortress:** The Aeldari and Drukhari are forever battling over their access to the webway.

Found cities on activated webway gates from which you can unleash your forces on Gladius Prime.

- **Soul Hunger:** The souls harvested by the Drukhari are an invaluable resource used for their malevolent schemes. Destroying an enemy unit rewards you with influence that can be traded for economic boosts and combat effects.
- **Combat Drugs:** The Drukhari's foul Haemonculi render down some captives into powerful stimulants. Infantry units can pay with influence and hitpoints for temporary buffs that allow them to outperform their opponents.
- **Betrayal Culture:** Drukhari are a vicious race, and only a huge display of riches will convince them to serve—as long as it also serves their interests. Drukhari cities have lower loyalty but gathering influence grants more loyalty.
- **Blade Artists:** Blades have an omnipresent place in Drukhari culture, and each commorrite learns this from a young age. Drukhari units get bonus armour penetration in melee.
- **Raiders Tactics:** When attacking a new prey world, the Drukhari attack en masse from their specially designed vehicles to land troops as close as possible to the fighting. Drukhari transports are all assault transports and Drukhari infantry units can gain combat bonuses when disembarking.

New

- Added advanced game setup options: Growth, Required Technologies Per Tier, Maximum Technology Tier, Researched Technology Tier.
- Added 14 new Steam achievements.

General

- Improved AI for founding Webway Gate cities.

Bug Fixes

- Fixed Strikedown and similar traits sometimes affecting the attacking unit.
- Fixed if a hero has multiple Zoat Hide Jerkin and give them away, he loses 3 hitpoints per jerkin he gives away.
- Fixed being able to found city while in transport.
- Fixed Clear Tiles (Tyrannids) description.
- Fixed some missing dots in faction text.
- Fixed Inescapable Accuracy trait speaks of "Eldar" when it should be speaking about Craftworld Aeldari.
- Fixed Hammer of Wrath technology description not mentioning XV107 R'Varna Battlesuits.
- Fixed Reaper Rangefinder not bypassing Skilled Jink.
- Fixed being able to use free actions while Stunned.
- Fixed Resource Costs new game parameter is copied from Resource Upkeeps value.

Modding

- Fixed `flatResourcesFromResearch` not being applied multiple times if on player.
- Added unit `transport` condition that checks if the unit is in a transport.
- Added player `outposts` condition for checking the amount of controller outposts.
- `onUnitEmbarked`, `onUnitDisembarked`, `onTransportEmbarked`, `onTransportDisembarked` is now taken from both the transport and cargo unit.
- Added `influence` player condition.
- Added `influencePerKillValue` effect that works just like `orePerKillValue`.
- Added `level` unit condition.

v1.12.03 – 29th August, 2023

Bug Fixes

- Fixed Anti-Aliasing for AMD graphics cards.
- Fixed negative ore not affecting population growth for Necrons.
- Fixed negative biomass not affecting population growth for Tyrannids.
- Fixed Bulwark of the Emperor working on enemy units.

v1.12.02 – 03rd July, 2023

Balance

- Endless Crusade now requires movement.
- Increased Imagifiers cost and upkeep by 167%.
- Reduced Sister Repentia Solace In Anguish feel no pain damage reduction from 50% to 33%.
- Increased Dialogus cost and upkeep by 33%.
- Increased Zephyrim cost and upkeep by 50%.
- Increased Hospitaller cost and upkeep by 33%.
- Reduced Castigator Battle Cannon (Sanctified Shell) damage by 25%.
- Reduced Exorcist Missile Launcher armour penetration by 25%.
- Reduced Canoness' Righteous Judgement cooldown from 5 to 3.
- Increased Tempestus Scions group size from 7 to 8.
- Increased Dark Reaper cost and upkeep by 50%.
- Deathmarks Hunters From Hyperspace now costs 20 influence.
- Added Flechette Discharger to R'Varna Battlesuit.

Bug Fixes

- Fixed Cerastus Shock Lance (Melee) having too high armor penetration in combination with Smash.
- Fixed Deff Dread not being a requirement for Extra Vehicle Armour.
- Fixed Rogal Dorn Battle Tank not being a requirement Additional Heavy Bolters.
- Fixed a crash that could occur when connecting to a server.
- Fixed Shield Generator T'au support system being able to target R'Varna Battlesuit.
- Fixed Grot Riggers research not mentioning Deff Dreads.
- Fixed Imagifier tales working on fortifications.

v1.12.01 – 30th May, 2023

New

- Added Prefer Relayed Data network setting (off by default): Instead of connecting directly to the host, relay all data through a relay server if one is available. This will increase the network latency. When turned off, data is still relayed if the initial direct connection fails (as before this setting existed). Only use if you are experiencing connection issues and cannot resolve them otherwise.

Balance

- Moved Kataphron Breachers from research tier 7 to 5, reduced group size from 3 to 2, and reduced cost from 80 to 60.
- Increased Archaeopter Transvector transport capacity from 2 to 4 to compensate for Bulky rules.
- Increased Uncreator Gauntlet heal from 6 to 8.
- Added Very Bulky to Scout Bikers and XV88 Broadside Battlesuits.
- Added Bulky to Assault Space Marines, Autarch and Zephyrim.
- Removed Bulky from Librarian.

Bug Fixes

- Fixed Whirlwind idle animation.
- Fixed Pulse Accelerator not working on Pulse Submunitions Cannon.
- Fixed Carnifex upgrades being gated by Brood Haunt.
- Fixed Rogal Dorn Battle Tank and Whirlwind listing their smoke launchers under weapons.
- Fixed Gargantuan Creatures being transportable.
- Fixed nested transports dying only give the XP of the dead transport + the first transport inside, not the nested others.
- Fixed Deff Dread research requiring Kult ov Speed.
- Fixed crash in third chapter of the Adeptus Mechanicus quest line when playing in German.
- Fixed missing mention of Whirlwinds in Space Marines Dozer Blade research.
- Fixed missing mention of Deff Dread, Greater Brass Scorpion and Tyrannocyte in Hammer of Wrath research description for their respective faction.
- Fixed missing mention of Rogal Dorn Battle Tanks in Astra Militarum Additional Heavy Bolters research description.
- Fixed missing mention of Imagifiers in Adepta Sororitas Frag Grenade research description.

- Fixed missing mention of Imagifiers and Hospitallers in Adepta Sororitas Krak Grenade research description.
- Fixed Monofilament description.
- Fixed minor typos.

v1.12.00 – 25th May, 2023

“They are coming. Kill them all.”

— *Rogal Dorn, primarch of the Imperial Fists*

New Units (Firepower Pack DLC)

- Rogal Dorn Battle Tank (Astra Militarum) [Tier 8] - Heavily armoured battle tank fitted with powerful weapons.
- Whirlwind (Space Marines) [Tier 3] - Artillery tank with a variety of missiles to pound enemy positions from afar.
- Deathmarks (Necrons) [Tier 2] - Sniper unit that teleports to reach its target.
- Deff Dreads (Orks) [Tier 5] - Heavy assault walker unit that excels in close combat.
- Greater Brass Scorpion (Chaos Space Marines) [Tier 10] - Super-heavy walker vehicle that can devastate any enemy frontline with its powerful weapons.
- XV107 R'Varna Battlesuit (T'au) [Tier 9] - Heavily armoured monstrous creature equipped with extremely powerful long-range weaponry and a multipurpose nova reactor.
- Dark Reapers (Craftworld Aeldari) [Tier 3] - Long-range anti-armour infantry equipped with a variety of missiles to deal against fast targets.
- Kataphron Breachers (Adeptus Mechanicus) [Tier 7] - Canticles of the Omnissiah infantry unit with powerful anti-vehicle armament.
- Imagifiers (Adepta Sororitas) [Tier 2] - Support infantry unit that buffs nearby Adepta Sororitas infantry units.
- Poxwalkers (Neutral) - Light melee infantry unit able to regenerate in combat.

New Content (Free)

- New unit: Tyrannocyte (Tyranids) [Tier 2—Unlocked with Brood Haunt] - Monstrous creature that transports units to the frontline and supports them by pinning down enemy units.
- New item: Sightless Helm (Artefact) - Item that grants the ability to ignore ranged damage reduction and increases the ranged accuracy.
- New item: Uncreator Gauntlet (Artefact) - Item that repairs an adjacent allied vehicle or fortification.
- New item: Ultra Wideband Auspex (Uncommon) - Item that prevents the unit from being targeted by overwatch attacks.
- New unit trait: Bulky - Requires an additional cargo slot in a transport.
- New unit trait: Very Bulky - Requires two additional cargo slots in a transport.
- New unit functionality: Monstrous creatures can now be transported and take 6 cargo slots.

Balance

- Units have been given the new Bulky and Very Bulky traits based on 7th edition tabletop codices.
- Brood Haunt building now comes with Tyrannocyte unlocked instead of Carnifex.
- Moved Brood Haunt building to research tier 2.
- Carnifex is now unlocked through its own research option at tier 3.
- T'au Battlesuits can now benefit from the Blacksun Filter research.
- Tweaked Blighted damages to stop scaling with unit.
- Tweaked Cluster Mines damages to stop scaling with unit.
- Tweaked Rad-Saturation damages to stop scaling with unit.
- Tweaked Soul Blaze damages to stop scaling with unit.
- Tweaked The Spider's Parlour damages to stop scaling with unit.
- Tweaked Jokaero Digital Weapon damages to stop scaling with unit.

Bug Fixes

- Fixed Grot Gunner trait.
- Fixed trait visibility for Siege Masters.

- Fixed trait visibility for Static Targeting.
- Fixed Canoness' Combi-bolter not getting assault weapon upgrade.
- Fixed Tech-Priest Manipulus Electro-Shocked ability to prevent stunning already stunned units.
- Fixed Xenarite Acceptance description to say "Ruins of Vault" instead of "outposts".
- Fixed many typos and formatting inconsistencies.
- Removed unused trait Paragon War Blade.

Modding

- Teleport abilities now support `beginTargets` and `endTargets`.

v1.11.04 – 05th May, 2023

Bug Fixes

- Fixed a crash that could occur when quitting the game.
- Fixed a crash that could occur due to audio or display devices containing a < in their name.
- Updated compiler, memory allocator and window library on Windows.
- Improved error checking.

v1.11.03 – 18th April, 2023

Bug Fixes

- Fixed a crash that could occur when quitting the game.

Modding

- Added `useConditionsForVisibility` to actions.

v1.11.02 – 21st March, 2023

New

- Added multiplayer invite codes that are fully platform-independent. This allows everyone to invite people to their private multiplayer game without having the game visible in the public game list. Use "Copy Invite Code" in the multiplayer lobby and paste the text to your mates. To join your game, they will copy the text and click "Paste Invite Code" on the multiplayer screen.
- Lord Commissar's Iron Will resurrection now plays a sound effect.

Balance

- Reduced Battle Sisters, Zephyrim, Sisters Repentia, Dominions, Retributors, Hospitallers, Avenger Strike Fighter and Lightning Fighter morale from 10 to 8.

General

- Increased the per-frame time budget for network processing from 16 ms to 33 ms.
- Reduced the per-frame time budget for EOS processing from unlimited to 16 ms.
- Starting the game for the first time from the Epic Launcher now sets the language to the one in the Epic Launcher.

Bug Fixes

- Fixed Resource Upkeep setting not working.
- Fixed abilities that modify other action cooldowns not being propagated to clients in multiplayer.
- Fixed Medicus Ministorum working on fortifications.
- Fixed Immortal Forms technology not being unlocked by Canoptek Spyders and Canoptek Wraiths technologies.
- Fixed Necrons Extra Vehicle Armour technology not being unlocked by Canoptek Spyders and Canoptek Wraiths technologies.
- Fixed Necrons Extra Vehicle Armour technology description.
- Fixed Quantum Shielding technology description.
- Fixed Cleansing Flame and Destructor not having the Flame trait.

v1.11.01 – 18th January, 2023

New

- Added morale loss % to the unit's morale tooltip.

Bug Fixes

- Fixed Avenger Strike Fighter, Cerastus Knight Lancer and Lightning Fighter movement sounds not playing.
- Fixed Verse of Holy Piety being able to reduce cooldown below 0.
- Fixed Ministorum Workshop costs and resource output.
- Fixed Legatines' Priory resource output.
- Fixed Castigator visual size.
- Fixed Medicus Ministorum sometimes not getting applied.
- Fixed War Hymn ability not mentioning melee attacks.
- Fixed Adepta Sororitas chapter 3 quest objective to raise loyalty in capital to not take one of the player's enclaves instead under certain circumstances.
- Fixed Dialogus Staff flavor position.
- Fixed Saint Celestine requisitions upkeep (from 3 to 6).
- Fixed being able to use Jink by queueing it after an attack.
- Fixed issues with descriptions.
- Fixed Saint Celestine not getting weapon upgrades.
- Fixed Avenger Strike Fighter and Lightning Fighter's missiles not getting weapon upgrades.
- Fixed Cerastus Knight's Stomp attack not getting weapon upgrades.
- Fixed Adepta Sororitas Headquarters' twin-linked bolters not getting weapons upgrades.
- Fixed Novitiates Recruitment not increasing the growth rate of cities.
- Fixed Hunter-Killer Missile not getting weapon upgrades for the Adepta Sororitas.
- Fixed Dialogus' Stirring Rhetoric giving bonus armor to enemy Adepta Sororitas units using their Act of Faith.
- Skitarii Marshall Enriched Rounds can no longer target fortifications. Fixed the ability's description.
- Fixed Adepta Sororitas' Melta Bombs upgrade description.
- Fixed Adepta Sororitas' Laud Hailer upgrade description.
- Fixed Adeptus Mechanicus Reclaimator Protocols upgrade description.
- Fixed Chase the Profane Sacred Rite affecting vehicles and fortifications.
- Fixed the missing flavor for the Penitent Buzz-Blade.
- Fixed Bloody Resolution to -83% morale loss, because morale loss can never go below -83%, just like damage reductions.
- Fixed Mortifier to 2 Penitent Buzz-Blade with 1 attack.
- Fixed Penitent Buzz-Blade damage.
- Fixed Paragon War Blade additional attacks and damage.
- Fixed The Ardent Blade (Melee) damage.
- All "Act of Faith" abilities are now affected by Simulacrum Imperialis.
- Paragon Warsuits do not have the "Open-Topped" trait anymore.
- Berserk Killing Machine now grants feel no pain damage reduction instead of invulnerable damage reduction.
- Fixed The Emperor's Vengeance not getting weapon upgrades.
- Fixed Stirring Rhetoric not working with Miraculous Intervention.
- Fixed Umbra killing a Mortifier that gets killed by the damage-on-death crashing the game.
- Fixed Chapter Approved achievement unlocking even when founding secondary cities with Adepta Sororitas.
- Fixed Nova Boost, Nova Fire, Nova Shield and Pulse Accelerator flavor not showing.
- Fixed and improved visuals for several Adepta Sororitas models.
- Fixed Adepta Sororitas only sometimes founding new cities.
- Fixed Ecclesiarchal Reinforcements upkeep from 4 to 3.

v1.11.00 – 09th December, 2022

"It is not enough to serve the Emperor, or even to love Him. You must give to Him all that you had, all you have, and all you shall ever have. You must give yourself over utterly and entirely to His divine will and become a vessel of that will. Only then is your sacrifice fitting."

— From the Rule of the Sororitas

New Faction (Adepta Sororitas DLC)

- **Daughters of the Emperor**
- **Initial Challenge:** Easy
- **Shield of Faith:** Units benefit from a variety of damage reductions, including witchfire. For the Adepta Sororitas, faith is a shield stronger than any armour.
- **Acts of Faith:** If they have enough morale, infantry units can perform acts of faith to get temporary enhancements. Through the prayers of each sister, the Emperor's holy will is made manifest.
- **Holy Trinity of Weapons:** Based on the holy trinity of bolter, flamethrower, and melta, the sisters are known throughout the Imperium as the scourge of traitors, mutants, and sorcerers.
- **Sacred Rites:** Use influence to temporarily improve the combat abilities of your units and the war effort in your cities. A limited amount of sacred rites can be active at a time. Adepta Sororitas imbued with the Emperor's Will see their faith on the battlefield rewarded.
- **Martyr Spirit:** When a unit is killed, nearby units benefit from a morale loss reduction. The blood of the martyrs killed by the enemies of the Emperor does not distress the Adepta Sororitas, but imbues them with an even stronger will.
- **Requisitions:** Food and ore resources are replaced by a single soil-independent requisitions resource.
- **Convent of Faith:** Tiles increase the loyalty output of your cities. Each convent of the Adepta Sororitas is a blessed sanctuary where everyone's purpose is to serve the Emperor.
- **Sororitas Holy Sites:** Among the wrecked ruins of former Imperial cities lie sacred artefacts that the sisters take great care in retrieving. Explore the sites with Hospitallers to accelerate your research.
- **Oath of Faith:** Broken morale results in losing the Shield of Faith and dealing even less damage. Distraught without their faith, Adepta Sororitas are reduced to mere lost souls, unable to fight.
- **Religious Enclave:** The Adepta Sororitas have only one main city, with every additional city being limited in size to a one-tile radius. The orders of the Adepta Sororitas are based in their preceptory, but smaller detachments can found new, smaller commanderies where the need arises.

New

- Added advanced game setup options: Starting Resources, Resource Costs, Resource Upkeeps and Research Costs.
- Economy graph changed from using every positive resource change to using the total resources per turn without unit upkeeps. This means one-off abilities are no longer tracked. It was previously too misleading because a players' army dying would result in the economy graph changing--and abilities like purchasing resources were not correctly valued.
- Clear tile now clears Holy Sites before Imperial Ruins.
- Actions now say "Not usable." instead of "No valid targets." when appropriate.

General

- The headquarters tile now also requires 1 influence upkeep.

Balance

- Increased Knight Crusader, Baneblade, Obelisk, Tesseract Vault and Lord of Skulls movement from 2 to 3.
- Reduced Heavy Grav Cannon attacks from 6 to 5.
- Moved Daemon Prince research from tier 5 to 4.
- Moved Noctilith Crown research from tier 4 to 3.
- Increased Lightning Claws armour penetration from 4 to 6.
- Increased Laurels of Command radius from 1 to 3.
- Increased Bulgryns Brute Shield Invulnerable damage reduction from 33% to 50%.
- Limited Skitarii Marshall abilities to only target infantry.
- Reduced Aggression Override from +33%...+100% to +25%...+75% attacks.
- Reduced all Adeptus Mechanicus Canticles effectiveness from +67% to +50%.
- Reduces Onager Dunecrawler hitpoints from 36 to 24.

- Increased Cybernetica Datasmith Reprogram Robot cost from 20 to 40 and cooldown from 5 to 10.
- Limited Tech-Priest Dominus Lord of the Machine Cult to only target vehicles.
- Increased Tech-Priest Engineers Awaken the Machine duration from 2 to 5 and increased cooldown from 2 to 5.
- Reduced Tech-Priest Engineers Servo-Arm cooldown from 3 to 1.
- Reduced Tech-Priest Engineers cost from 20 ore and 20 energy to 15 ore and 15 energy.
- Reduced Tech-Priest Engineers production cost from 36 to 30.
- Reduced Tech-Priest Engineers upkeep from 2 ore to 1.5 ore.
- Changed Primaris Psyker Life Leech level-up from damage increase to attacks increase.
- Changed Librarian's Shockwave level-up from damage increase to attacks increase.
- Reduced Orbital Bombardment cost from 80 to 40 influence.
- Increased Orbital Bombardment cooldown from 1 to 3.
- Increased Aquila Macro-Cannon attacks from 1 to 2.
- Increased Aquila Macro-Cannon cooldown from 1 to 3.
- Master of Possession can no longer heal himself with Sacrifice.

Bug Fixes

- Fixed turn ending before all queued orders could begin.
- Fixed animations not loading threaded.
- Fixed Rite of Unholy Pleasure trait icon.
- Fixed vegetation clearing changing meshes.
- Fixed Turbo Boost not being colored.
- Minor language fixes.
- Minor networking fixes.
- Minor other fixes.

Modding

- Added support for *secondaryHeadquarters* (see *SistersOfBattle.xml*).
- Added support for `<area affects="UnitAction">` with `<cooldown>` effect (see *Dialogus.xml*).
- Lord Commissar's Iron Will implementation has changed to be more modular. Added *beginOnDisappear* to actions.
- Added `<deathExperience max="0"/>` and `<deathMorale max="0"/>` effects (see *IronWill.xml*).
- Added `<exploreConditions>` to features (see *HolySite.xml*).
- Added `<feature removeOnExplore="">` to features (see *HolySite.xml*).
- Added `<feature exploreSound="">` to features (see *HolySite.xml*).
- Added `<conditions>` to feature rewards (see *HolySite.xml* comment).
- Added support for default modifiers to *CityTypeManager.xml*.
- Added `<influencePerTile>` and `<loyaltyPerTile>` city effects.

Mod Feature

- *Too Many Voices* mod now features voice overs for the **Craftworld Aeldari** faction. Cheers to George_VA for the relentless hard work.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1918454158>

v1.10.01 – 28th June, 2022

New

- Simultaneous turns can now be enabled or disabled during a game.

General

- Introduction game is now played on high land mass.
- Options associated to non-installed DLC no longer appear.
- Unit DLC check boxes are now by default checked after the associated DLC is installed, even if previously games were started without the DLC.
- Researching locked technologies is no longer necessary to unlock the "An STC?!" achievement.
- Research costs no longer scale with the amount of technologies unlocked.
- Updated German translation.
- Updated French translation (thanks to Jey).

Balance

- Added additional Burst Cannon to Tiger Shark.

- Increased Tiger Shark movement from 4 to 5.
- Removed Jink from Tiger Shark.
- Added Assault Vehicle to Ghost Ark.
- Limited Ghost Ark's Repair Barge to only be able to target Necron units.
- Moved Ghost Ark research from tier 2 to 4.
- Increased Ghost Ark cost and upkeep by 33%.
- Increased Nose Drill damage from 0.75 to 6.
- Added Relentless to Skitarii Rangers.
- Reduced Skitarii Rangers morale from 10 to 6.
- Reduced Skitarii Rangers' Transuranic Arquebus damage from 2 to 1.5.
- Increased Skitarii Rangers cost and upkeep by 50%.
- Added Kraken Bolts upgrade to Sniper Rifle and Space Marine Shotgun.
- Added an additional Hornet Pulse Laser to Hornet.
- Increased Hornet cost and upkeep by 50%.
- Moved Hornet upgrade from tier 2 to 3.
- Moved Vault's Wrath Support Battery upgrade from tier 3 to 2.
- Increased Vault's Wrath Support Battery cost and upkeep by 50%.
- Removed Jink from Marauder Bomber.
- Reduced Marauder Bomber movement from 6 to 5.
- Reduced Marauder Bomber cost and upkeep by 33%.
- Removed Move Through Cover from Forgefiend.
- Increased Forgefiend cost and upkeep by 50%.
- Reduced Scouts morale from 10 to 8.
- Increased Scouts cost and upkeep by 33%.
- Changed Sniper armour penetration bonus from +6 to min 4.
- Removed Rapid Fire from Phosphor Serpenta.
- Added Precision Shots to Ironstrider Ballistarius.
- Halved Power Surge production bonus.
- Increased Hive Guards' Impaler Cannon armour penetration from 2 to 4.
- Reduced Khorne Berzerkers' cost and upkeep by 33%.
- Reduced Khorne Berzerkers' melee accuracy from 10 to 8.
- Increased Canoptek Wraiths' attacks from 2 to 3.
- Changed Mark of Tzeentch from invulnerable damage reduction to feel no pain damage reduction.
- Reduced Hive Guards morale from 8 to 4.
- Reduced Krootox Riders morale from 8 to 6.
- Reduced Serberys Sulphurhounds morale from 8 to 6.
- Increased Lictor cost and upkeep by 50%.

Bug Fixes

- Fixed missing library libcrypt.so.1 on Linux.
- Fixed Warlock barks referencing Witchblade.
- Fixed Devil Dog not being a prerequisite for Dozer Blade.
- Fixed Ghost Ark not being a prerequisite for Quantum Shielding.
- Fixed Veterans of the Long War description.
- Fixed Runtherd Groundz description.
- Fixed a crash that could occur during gameplay.
- Fixed a rare crash with a Catachan Devil Lair not being able to spawn a Catachan Devil.
- Fixed Scattershield description.
- Fixed issues reordering mods.

Modding

- `LobbyHUD.xml` changed. If you modify it, please integrate the new changes to avoid bugs.
- Research cost scaling with amount of unlocked technologies (`costCompletionFactor * researchedTechnologies / researchableTechnologies`) can now be defined with `costCompletionFactor` in `UpgradeManager.xml`: a value of 1.0 doubles the research cost once

all technologies are unlocked (this is the previous behavior).

v1.10.00 – 01st June, 2022

New Units (Escalation Pack DLC)

- Devil Dog (Astra Militarum) [Tier 4] - Fast tank unit with a deadly armour-melting cannon.
- Scouts (Space Marines) [Tier 1] - Infantry unit specializing in reconnaissance and infiltration.
- Ghost Ark (Necrons) [Tier 2] - Transport vehicle with healing abilities.
- Megatrakk Scrapjet (Orks) [Tier 2] - A metal tube covered in things that make enemies die.
- Hive Guards (Tyranids) [Tier 4] - Tough ranged infantry unit.
- Forgefiend (Chaos Space Marines) [Tier 6] - Fast walker unit with twin rotary guns.
- Tiger Shark (T'au) [Tier 10] - Flying super-heavy fighter-bomber unit equipped with maximum firepower.
- Hornet (Craftworld Aeldari) [Tier 2] - Fast reconnaissance skimmer unit.
- Skitarii Rangers (Adeptus Mechanicus) [Tier 1] - Doctrina Imperatives infantry unit with a sniper weapon and move through cover.

New

- Added more flavor and bark entries.

General

- Improved save file name handling.
- Updated translations.

Balance

- Tau overcharged weapons now use Blast Phasing upgrade instead of Mor'tonium Accelerators.
- Grot Gunners now increases the accuracy only of Big Shootas and Twin-Linked Big Shootas.

Bug Fixes

- Fixed world seed and game name not showing.
- Fixed quests in rare cases asking the player to visit a tile with an artefact.
- Fixed a potential issue in the Tyranid quest line asking the player to found a city on top of an ally's city.
- Fixed crash when regional format is set to United States and decimal symbol is set to ",".
- Fixed crash when finishing Adeptus Mechanicus quest "Chapter 3: Testing—Uncertain Inputs" in German ("Kapitel 3: Testphase – Unergebigte Informationsquellen").
- Fixed a crash that occurred under certain circumstances when using the Weird Boy's teleport.
- Fixed potential crash.

Modding

- Added support for specifying multiple action interface sounds via ``<action interfaceSoundCount="">``.

v1.09.03 – 09th March, 2022

We're adding a few new traits to increase the uniqueness of some units along with a very large balance update. Game performance and GUI scaling has also been improved.

New

- Added Malicious Volleys to Chaos Space Marines: If the unit remains stationary, they fire Rapid Fire weapons with increased attacks at all ranges. *To a Heretic Astartes the boltgun is far more than a weapon, it is an instrument of his anger and the bringer of death to his foes.*
- Added Bolter Discipline to Tactical Space Marines: If the unit remains stationary, they fire Rapid Fire weapons with increased attacks at all ranges. *To a Space Marine, the boltgun is more than a weapon—it is an instrument of Mankind's divinity, the bringer of death to his foes.*
- Added Stronghold Shielding research option at tier 5 that grants Fortress of Redemption 50% invulnerable damage reduction. Fortresses of Redemption are an essential part of Space Marines' economy, but do not get any harder to destroy as the game progresses, unlike cities. This addition is aimed at rectifying that. *Gladius Prime is already proving far more hostile than the Adeptus Administratum's worst forecasts. With the Fortress' physical defenses under almost constant assault, the Techmarines approve installation of a void shield. Once constructed, this shimmering

dome of power is sufficient to warp away the firepower of entire battalions (or even a rogue Imperial Knight) before collapsing.*

- Astra Militarum city headquarters can now cycle from Krak Missile Launchers to Frag Missile Launchers.
- The GUI can now be scaled from 50% to 300%, in steps of 25%, or even custom values through the Gladius.xml configuration file or by modding SettingsHUD.xml.

General

- Improved performance on Windows by up to 45%.
- Improved unicode support.
- Improved text box rendering.
- Name text input is now limited to 50 characters.
- Chat messages are now limited to 500 characters.
- Added option to choose graphics device under video settings.
- Increased Malanthrope visual size by 20%.
- Updated translations.

Balance (General)

- Clear tile abilities can now be used to remove enemy cluster mines. This is the first thing removed. Previously, it was impossible to remove enemy cluster mines except walking on them.
- Tweaked Graviton trait so that damage buffs and debuffs uniformly scale the final damage independent of target armor. The formula is now: $\text{damage} * 0.4 + \text{targetArmor} / 10$.
- Fortifications can no longer be constructed on enemy city tiles.
- Gargantuan units and Super-Heavy Walkers units can now overwatch again. This was taken from tabletop rules, but was confusing and not justified very well (why can other Super-Heavy Vehicles overwatch?).

Balance (Adeptus Mechanicus)

- Reduced Cybernetica Datasmith cost by 33%. Adeptus Mechanicus expansion was a bit slow to be competitive.
- Cybernetica Datasmith Reprogram Kastelan Robot now costs 20 influence. It continues to be free for neutral Cybernetica Datasmiths.
- Archaeopter Transvector now has energy instead of ore upkeep.
- Moved Kataphron Destroyer research from tier 8 to 7.
- Moved Skorpilus Disintegrator research from tier 7 to 8.
- Increased Onager Dunecrawler cost by 33%.
- Increased Skorpilus Disintegrator cost by 50%.
- Reduced Tech-Priest Manipulus hitpoints from 9 to 6.
- Reduced Tech-Priest Manipulus Galvanic Field armour penetration from 2...6 to 1...3 and increased duration from 1 to 2 turns.
- Reduced Tech-Priest Dominus, Tech-Priest Manipulus and Cybernetica Datasmith armour from 10 to 8.
- Reduced Tech-Priest Dominus Volkite Blaster damage from 6 to 4.
- Monolithic Buildings now consider themselves as a building of the same type, thus gaining a +5% bonus. Previously, any building built on the initial tile incurred a -5% on both existing buildings, now both buildings get +0%.
- Reduced Power Surge cooldown from 10 to 6.
- Reduced Power Surge duration from 10 to 6.
- Reduced Power Surge cost from 40 to 20.
- Increased Power Surge resource effect from +10% to +25%.
- Thermo-Exchange Efficiency now increases Power Surge resource effect from +3.3% to +10%.
- Changed Terran Generalism from removing Monolithic Buildings malus to increasing the production output for each building in an adjacent tile.
- Added Move Through Cover to Pteraxii Sterylizers.

Balance (Astra Militarum)

- Reduced Tech-Priest Enginseer cost by 33%. Astra Militarum expansion was a bit slow to be competitive.

- Increased Tech-Priest Enginseer Power of the Machine Spirit cooldown from 1 to 2.
- Increased Tech-Priest Enginseer Construct Imperial Bastion cooldown from 5 to 10.
- Increased Tech-Priest Enginseer Construct Void Shield cooldown from 5 to 10.
- Reduced edict cost by 25%.
- Changed Labour Corps resources from +2 food to +2 research.
- Changed Imperial Barracks resources from +1 loyalty to +2 food.

Balance (Chaos Space Marines)

- Reduced Dark Disciples Deferred Absolution invulnerable damage reduction from 33% to 17%. Dark Disciples made Noctilith Crowns irrelevant.
- Reduced Dark Disciples cost by 25% To compensate for the lower damage reduction.
- Changed Master of Possession's Possession from 1...9 Chaos Spawn level to 5...1 cooldown. The rush-ability was a little too high on this one.
- Reduced Bloated from 100% to 50% heal. This makes it less oppressive when rushing.
- Moved Daemon Prince research from tier 9 to 5.
- Reduced Helbrute's Fire Frenzy speed reduction from 0 to 1.

Balance (Craftworld Aeldari)

- Reduced Webway Redoubt cost by 25%. Craftworld Aeldari expansion was a bit slow to be competitive.
- Reduced Webway Gate hitpoints from 32 to 16. The AI will now try to not take over gates it can't defend. This should make countering webway teleportation easier.
- Increased Transcendent Bliss loyalty from 2 to 3.
- Increased Doom of the Aeldari loyalty from 2 to 3.
- Increased Rangers cost by 33%.
- Increased Howling Banshees War Shout morale from -2 to -3.
- Reduced Warlocks Cleansing Flame attacks from 7 to 5.
- Warlocks' Gate of Infinity now costs 10 influence.
- Moved Craftworlds' Pledge research from tier 9 to 8.
- Changed Shining Spears cost and upkeep to ore only.
- Changed Vault's Wrath Support Battery cost and upkeep to ore only.

Balance (Necrons)

- Monolith's Gauss Flux Arc now has rapid fire. This is an addition from 9th edition tabletop rules.
- Increased Obelisk Gravity Pulse radius from 1 to 3.
- Changed Quantum Shielding from +2 armour to 17% invulnerable damage reduction. To make the performance similar against low and high armour penetration weapons.
- Increased Cryptek Mindshackle Scarabs range from 2 to 3.
- Reduced Gauss Pylon Phase Shift Generator invulnerable damage reduction from 33% to 17%.
- Increased Efficient Reanimation Protocols hitpoints per turn from 0.67 to 2.
- Increased Immortal Forms hitpoints per turn from 0.67 to 2.
- Changed Lord's Defensive Protocols from +2...+6 armour on Necron infantry to +2 armour, 1..3 radius on all Necron units.
- Moved Efficient Reanimation Protocols research from tier 3 to 6.
- Moved Immortal Forms research from tier 5 to 3.
- Moved Viridian Discharge research from tier 9 to 4. To make early Tesla units more viable.
- Moved Atomic Flyers research from tier 4 to 5.

Balance (Orks)

- Reduced Mek cost by 25%. Orks expansion was a bit slow to be competitive.
- Changed Waaagh! from +3...+30% attacks to +2...+20% attacks and +2...+20% loyalty.
- Changed Animosity from -3...-30% attacks to -2...-20% attacks and -2...-20% loyalty.
- Changed Pile O' Dakka resources from +4 influence to +1 food, +1 influence, +1 loyalty.
- Changed Kult ov Speed resources from +2 influence, +2 research to +1 ore, +1 influence, +1 loyalty.
- Moved Runtherd Groundz research from tier 10 to 9.
- Moved Big Shiniies research from tier 9 to 10.
- Ere We Go! can now be used in transports.

Balance (Space Marines)

- Space Marines can no longer deploy Fortresses of Redemption and Aquila Macro Cannons into enemy city tiles.
- Hammer of Wrath no longer affects Bomb weapons.
- Reduced Vindicator cost by 25%.
- Increased Hunter cost by 50%.
- Increased Hunter's Savant Interlocution ranged accuracy from +2 to +4.
- Changed Signum to give Relentless (negates penalty for heavy weapons) instead of +2 accuracy.
- Added Devastator Centurion to the Devastator Doctrine requirements so it can be researched without Devastator Space Marines.
- Scout Bikers' Cluster Mines ability no longer consumes movement.

Balance (T'au)

- Markerlight no longer works on fortifications.
- Reduced Vespene Stingwings cost by 33%.
- Increased Convert Auxiliary cost by 50%. Converting Krooth Hounds was too cheap.
- Increased XV25 Stealth Battlesuits accuracy from 6 to 8.

Balance (Tyrannids)

- Reduced Venomthropes cost by 33%.
- Reduced Venomthropes' Toxic Miasma cooldown from 5 to 2.
- Added Move Through Cover to Gargoyles, Venomthropes and Zoanthropes.
- Removed Spore Cloud and Fleet from Malanthrope.
- Increased Malanthrope hitpoints from 12 to 16.
- Increased unit upkeep reduction research from 10% to 17%.
- Added Strikedown to Haruspex. Trying to give them more of a role—a sturdy defender that slows enemies.
- Increased Thresher Scythe damage from 3 to 6. Increases Haruspex viability with limited balance downsides.
- Changed Brood Nest resources from +4 biomass to +2 biomass, +1 loyalty.

Bug Fixes

- Fixed game sometimes not starting on Windows when the user data folder or game folder included non-ANSI characters and did not have "Use Unicode UTF-8 for worldwide language support" turned on.
- Fixed crash when entering a non-ANSI character for the save name.
- Fixed Canoptek Wraiths having a power effect below them.
- Fixed Helbrute and Wraithblades having a glowing orb at their bases.
- Fixed Craftworld Aeldari music not playing while playing as Craftworld Aeldari unless the Assault Pack DLC is installed.
- Fixed being able to give found city orders on target tiles with stationary units.
- Fixed hero skills being leveled past the maximum under rare circumstances.
- Fixed crash when infiltrating camps or exploring depths in quests with a unit in a transport.
- Fixed Avatar of Khaine taking damage from Warp Smith's Mechatendrils.
- Fixed Tomb Blades being able to use Hammer of Wrath without an action left.
- Fixed text boxes not being cut off properly when fallback font glyphs are used.
- Fixed some words in the menu in the Russian language being cut off.
- Fixed many typos.
- Fixed sometimes not being able to cycle weapons.

Modding

- Added ability to specify minimum distance between two cities via the foundCity action: ``<foundCity minCityDistance="5">``.
- Found City description now dynamically fetches the min city distance and loyalty per city.
- Added ability to specify if an action can be used while embarked in a transport with ``<genericUnitAbility usableInTransport="1">`'. Not all actions are guaranteed to work properly.
- ``<deployUnit>`` actions that deploy units that have the HarvestResourceFeatures trait will now be deployed by the AI with the same logic as Fortresses of Redemption.

- Added ``<addBuilding name=""/>`` tile effect.
- Added ``<buildingSlotsRemaining/>`` tile condition.

v1.09.02 – 02nd December, 2021

General

- Show more factions in faction quick-select.
- The Space Marine fortress in chapter 5 of the Adeptus Mechanicus questline is now invulnerable until infiltrated to prevent players from accidentally destroying it.

Bug Fixes

- Fixed avoid duplicate random factions working when unchecked.
- Fixed Control Edict applying to enemies and non-Adeptus Mechanicus factions.
- Fixed too many building slots showing when inspecting a different faction's city as Adeptus Mechanicus.
- Fixed Relentless description.
- Fixed Super-Heavy trait.
- Fixed Terran Generalism description.
- Fixed audio initialization crash that could occur under rare circumstances.
- Fixed memory not being released under some circumstances under Linux due to the default glibc malloc design.
- Fixed some typos.

Modding

- .ext files of mods highest in the mods list will now have priority.

v1.09.01 – 24th November, 2021

General

- Transport experience value now includes its cargo.
- AI now considers the strength of units inside transports.
- Camera no longer scrolls to action if mouse buttons are pressed over the map or minimap, if currently scrolling, or if playing a spectator and have a unit or city selected.
- Selecting a unit or city as a spectator now gives you the vision of that player.
- Don't deselect unit when new turn starts if spectator.
- Chaplain now also uses new Terminator move sound.
- Big Mek now also uses new Meganob move sound.

Balance

- Increased Skitarii Vanguard armor from 2 to 6.
- Added Stomp to Knight Crusader.
- Skorpius Dunerider is now an Assault Vehicle.
- Skorpius Dunerider and Disintegrator are now skimmers.
- Relentless now removes the move penalties of salvo weapons (affects Kataphron Destroyers).
- Gargantuan units and Super-Heavy Walker units can no longer overwatch.
- Increased Umbra damage taken from Flame and Melta from +50% to +100%.

Bug Fixes

- Fixed a crash that could occur for the research upgrade tier objective.
- Fixed a crash that could occur when continuing play after losing in Adeptus Mechanicus quest 5.
- Fixed Adeptus Mechanicus not suffering a loyalty penalty for having multiple cities.
- Fixed sometimes not being able to cycle weapons.
- Fixed Sicarian Infiltrator's Voices in the Code affecting allied units.
- Fixed Sicarian Infiltrator's Voices in the Code being classified as a buff.
- Fixed Skitarii Marshal's Control Edict not working.
- Fixed Tech-Priest Dominus' Lord of the Machine Cult not working.
- Fixed Tidewall Shieldline showing on neutral units.
- Fixed weapons and traits hints sometimes drastically reducing the framerate.
- Fixed quest crash while playing in German.
- Fixed Command Uplink showing on enemy units.

- Fixed Kastelan Robots not getting weapon upgrades.
- Fixed Datasmith's Gamma Pistol not getting assault weapon upgrade.
- Fixed Space Marines' Frag Grenades and Krak Grenades upgrade descriptions.
- Fixed some typos.

v1.09.00 – 22nd November, 2021

New Faction (Adeptus Mechanicus DLC)

- **Disciples of the Machine God**
- **Initial Challenge:** Hard
- **Canticles of the Omnissiah:** Chant Mechanicus hymns to enhance units, increasing in power with every praying warrior.
- **Doctrina Imperatives:** Override Skitarii subroutines to amplify some combat aspects while reducing others.
- **Hive Cities:** Place more buildings per tile by utilizing Adeptus Mechanicus' capability to create layered constructions of rockcrete and adamantium.
- **Monolithic Buildings:** Increased output of buildings of the same type on a tile. Decreased output of buildings of differing types on a tile.
- **Power Surge:** Increase the output of buildings on a tile through forceful intensity.
- **Enslaved to the Past:** Increased research cost. The ability to truly innovate has long been lost, replaced with a reverence for the times when Humanity was the architect of its own destiny.
- **Reprogram Kastelan Robot:** Capture enemy Kastelan Robots with Cybernetica Datasmiths' programming rituals.
- **Bionics:** Adeptus Mechanicus units have high damage resistances. Generally, artificial limbs are more durable than their biological counterparts.
- **Adjacency Integration:** Adeptus Mechanicus upgrades increase building output with each adjacent building.

New

- Kastelan Robots now spawn with Cybernetica Datasmiths from the new Adeptus Mechanicus roster instead of Tech-Priest Enginseers.
- New movement sounds for Meganobs, Obliterators and Terminators.
- Added advanced world creation setting to avoid duplicate random factions. When turned on, this setting will adjust random faction chances so that the each faction appears an equal amount of times in the game.
- Added 14 new Steam achievements.

General

- Added "and/or monstrous creature" to actions and traits that affect monstrous creature units in addition to infantry.
- Added missing Hammer of Wrath to War Walkers.
- Only server mods that are not currently active on the local system are now colored yellow.
- Compendium entry of Kastelan Robot now appears under Adeptus Mechanicus and Kroot Hound under T'au.
- Updated localizations.

Bug Fixes

- Fixed being able to use invalid file names for save games.
- Fixed being able to Webway Travel while in a transport, crashing the game.
- Fixed Astra Militarums grenade upgrade descriptions to mention which units receive the grenades.
- Fixed Tidewall Shieldline trait sometimes not showing.
- Fixed marker color not getting updated properly when multiple players mark and unmark the same tile.
- Increased read buffer size limit for relay server from 10 MB to 40 MB since some valid network messages have been getting rejected. This may fix some connection issues.
- Removed multiple successive spaces in text.
- Fixed wrong double quotation marks in text.

Modding

- New XML tags for modding; see Adeptus Mechanicus XMLs.

v1.08.04 – 20th August, 2021

General

- Dying units now pay back queued costs.
- Units that need to be recovered in quests can no longer spawn in wire weed.

Balance

- Gargantuan Squiggoth is now Assault Vehicle.
- Gargantuan Squiggoth's Supa Lobba now has Massive Blast.
- Stormraven Gunship is now Assault Vehicle.
- Stormtalon Gunship now has Strafing Run.
- Lord Commissar now has Stubborn.
- Bullgryn's Brute Shield now also increases damage by 10%.
- Combi-Bolters are now Twin-Linked.
- Venomcrawler now has Fleet.
- Tesseract Vault's C'tan abilities now have 10 instead of 8 accuracy.
- Kroot Hounds and Vespider Stingwings are now considered Tau units.

Bug Fixes

- Fixed crash in Hotseat mode if a player had a "<" in his name.
- Fixed double-clicking on disband unit then OK crashes the game.
- Fixed Deathshriek mentioning a max range of 1.
- Fixed Venomthrope missing Override Instinctive Behaviour.
- Fixed Gargantuan Squiggoth having 2 Suppa Lobbas instead of 1, compensated with giving Suppa Lobba 2 attacks instead of 1.
- Fixed Cybork Implants not mentioning you can target monsters.
- Fixed Tau Headquarters overcharged mode firing effect being incorrectly placed.
- Fixed units that are in the process of dying from gaining or losing traits. This could result in ghost units.
- Fixed turn timer forcing the turn to end while there are actions in progress. This could result in overwatch happening on the opponent's turn.
- Fixed being able to give orders while the turn timer is at 0.

Modding

- Added ability to specify `faction` in unit type. See KrootHound.xml.

v1.08.03 – 09th July, 2021

Bug Fixes

- Fixed a map generator issue that could result in not all accessible land tiles being connected.
- Fixed audio not playing in rare circumstances.

v1.08.02 – 21st June, 2021

Balance

- Fly actions now have +1 movement.
- Reduced Ratlings group size from 7 to 6.
- Changed Labour Corps from +2 influence to +2 food.
- Reduced influence required per Waaagh! tier by 40%.
- Boss Speaker now increase Scrap Shedz production output instead of city growth rate.
- Moved Devastator Centurions research from tier 9 to 8.
- Moved Omniscience research from tier 10 to 9.
- Canoptek units now have Living Metal.
- Changed Gauss Flayer Array's base attacks to 10 and changed Salvo to "Halves the attacks and range if the unit has moved."
- Reduced Quantum Shielding cooldown from 3 to 2.
- Moved Grey Matter Dispersion research from tier 7 to 6.
- Moved Lictor research from tier 6 to 7.

- Reduced Malanthrope armour from 6 to 4.
- Reduced Tyranid Prime's Adaptive Biology feel no pain damage reduction from 25%...75% to 15%...45%.
- Reduced Chaos Lord's Dark Glory invulnerable damage reduction from 15%...45% to 10%...30%.
- Obliterators can now freely cycle their weapons.
- Increased Riptide Battlesuit Nova cooldowns from 1 to 2.
- Cleansing Flame, Shockwave and Psychic Scream now are Psychic Power and Witchfire.

General

- Master of Possession can now disable the Possession skill.

Bug Fixes

- Fixed a very rare issue that would prevent the turn from ending.
- Fixed Tips not being displayed in German.
- Fixed some typos.
- Fixed Canoptek Scarabs having 0 squad size when below 0.5 hitpoints.

Modding

- Fixed Korean language research UI text positioning.
- Fly actions' increased movement in <modifiers> is now taken into account.

v1.08.01 – 04th June, 2021

Bug Fixes

- Fixed Kill Bursta crash on death.
- Fixed Dimensional Key item missing from the Jokaero Trader Encampment.
- Fixed crashes that could occur when a < is in a city name.
- Fixed Kill Bursta missing Move Through Cover and Aura of Fear.
- Fixed Canoptek Wraiths not being able to traverse water tiles.

v1.08.00 – 03rd June, 2021

New Units (Specialist Pack DLC)

- Ratlings (Astra Militarum) [Tier 1] - Sniper infantry unit that can move after shooting.
- Devastator Centurions (Space Marines) [Tier 9] - Very bulky infantry unit with massive armaments.
- Canoptek Wraiths (Necrons) [Tier 5] - Extremely mobile infantry unit that passes through terrain and enemies with equal ease.
- Kill Bursta (Orks) [Tier 9] - Super-heavy vehicle with a big kannon and transport assault capacity.
- Venomthropes (Tyranids) [Tier 3] - Infantry unit with poisonous attacks and a protective spore cloud.
- Dark Disciples (Chaos Space Marines) [Tier 2] - Infantry unit that increases the defenses of Chaos units.
- Krootox Riders (T'au) [Tier 3] - Sneaky infantry unit with both ranged and close combat capabilities.
- Warlocks (Craftworld Aeldari) [Tier 5] - Psyker infantry unit that can teleport around the battlefield and cleanse their foes.

New Item

- Dimensional Key (Artefact) - Item that allows the hero to teleport to an explored tile.

General

- Heavy Weapons Squad can now cycle from Krak Missile Launchers to Frag Missile Launchers.
- Transcendent C'tan's Immune to Natural Law now allows him to move through enemy units.
- Research screen now support 7 techs per tier on minimum resolution.
- Updated translations.

Balance

- Increased Grot Gunner accuracy from +1 to +2.
- Increased Swiftstrike from +17% to +33% attacks.
- Reduced Runtherd Groundz cost.
- Runtherd Groundz no longer provide influence.

Bug Fixes

- Fixed Master of Possession's Possession skill creating Chaos Spawn on water.
- Fixed items not triggering enemy killed modifiers (fixes Master of Possession's Possession skill not creating Chaos Spawn when killing a unit with Jokaero Digital Weapon).
- Fixed many potential threading data races.
- Fixed undefined behavior when destroying temporary entities.
- Fixed several memory leaks.
- Fixed several memory use-after-free on quit.
- Fixed Where There's A Web, There's A Way achievement not unlocking.
- Fixed spectators end turn button being enabled.
- Removed Dispersed Targeting from Doom Scythe's Death Ray weapon since it does nothing.
- Fixed Farseer's Summons and Craftworlds' Pledge not showing in the hint of Asuryani Arrivals.
- Fixed lots of typos.

Modding

- Added <opponentTile> encounter condition (see Possession.xml).

v1.07.07 – 11th May, 2021

General

- Show cliff highlights by default.

Bug Fixes

- Fixed game crashing if no audio output device could be initialized.
- Fixed overwatch attacks not starting on units that are entering transports.

v1.07.06 – 27th April, 2021

General

- Unit descriptions now say if a unit can clear tiles.
- Added User Data option to the Extras menu for easy access to the game's configuration, logs and saved games.

Balance

- Reduced Umbra attacks from 6 to 4.

Bug Fixes

- Fixed shaken and broken traits not taking into account morale increase from levels for the thresholds.
- Fixed Hemlock Wraithfighter not consuming all movement when using Shrouding or Dominate.
- Fixed units being able to interfere with queued overwatch attacks.
- Fixed some typos in the French translation.
- Fixed Slitherine Launcher sometimes not starting.
- Fixed Flyboss trait not showing.
- Fixed Stun Grenade notification missing an icon.
- Fixed units not being able to do any actions in rare circumstances when their movement would drop below 0.
- Fixed world data checksum calculation being dependent on the selected language.
- Fixed unit selection hitpoints display sometimes rounding up too far.
- Fixed Spore Mines giving experience to the enemy when suiciding.
- Fixed a rare crash that could occur on quit.
- Fixed a crash that could occur after clicking on a unit icon after the unit died.
- Fixed camera continuing to scroll if a different screen is opened while holding down a scroll key.

Modding

- Added texture support for Glossiness.
- Faction actions now play specified voiceSound.
- Fixed select faction list going out of the screen if there's too many factions.

v1.07.05 – 01st March, 2021

General

- Units now die at 0 hitpoints instead of when below 0.5.
- Unit hitpoints display is now always rounded up in the selection panel.
- Unit hitpoints and morale bars now always show one pixel if the unit has any hitpoints or morale left.
- Asuryani Arrivals and Remnants of the Fall only show on buildings that are affected by them.
- Improved Vulkan device detection on system with both an AMD and Nvidia graphics card by disabling AMD and Nvidia's buggy implicit layers (<https://github.com/KhronosGroup/Vulkan-Loader/issues/552>).
- Improved multiplayer connectivity.

Balance

- Increased Webway Travel influence cost from 10 to 20.
- Increased Found Webway Redoubt ore and influence cost from 60 to 80.
- Changed Bonesinger Chantry from +4 ore to +2 ore and +0.7 growth.
- Changed Shrine of Khaine from +1 loyalty to +2 research.
- Reduced Transcendent Bliss and Doom of the Aeldari loyalty bonus from +3 to +2.
- Reduced Bladestorm bonus damage from +25% to +17%.
- Reduced Command accuracy from +10%...+30% to +5%...+15%.
- Reduced Autarch's Assault damage from +10%...+30% to +5%...+15%.
- Reduced Doom damage taken from +33%...+100% to +25%...+75%.
- Changed Void Strike to 3 cooldown with +6...+12 attacks instead of charges.
- Photon Grenades now consume an action.

Bug Fixes

- Fixed Seeker Missile not checking range 4 for attackable targets.
- Fixed Tyranids Hammer of Wrath requirements.
- Fixed Blacksun Filter requirements.
- Fixed Laurels of Command notification missing icon.
- Fixed issue when killing Lord Commissar with Iron Will with a Master of Possession with Possession.
- Fixed spectators that are in a team having to end the turn.
- Fixed drop lists sometimes not showing hints.
- Fixed canceling orders increasing resources accumulated.
- Fixed being able to level up an ability multiple times without spending points by clicking quickly in multiplayer.
- Fixed a crash when auto-focusing on a destroyed unit.
- Fixed an instance of the camera jumping around the edges of the map due to scroll acceleration.
- Fixed Twin-Linked Pulsar from Blast to Large Blast to be consistent with the tabletop.
- Removed Unwieldy from Wailing Doom to be consistent with the tabletop.
- Fixed Proselytize missing visual and sound effect.
- Fixed preferring the wrong graphics device when its graphics driver wrongly reported an insane amount of memory.

v1.07.04 – 13th January, 2021

Balance

- Asyuran's Crucible now gives +1 loyalty instead of +2 food.

Bug Fixes

- Added missing language string for "or" used by technology requirements.
- Fixed Destructor not damaging targets without line of sight to.
- Fixed being able to teleport into a city with Dimensional Corridor.
- Fixed Malanthrope being able to consume map boundary tiles.
- Fixed kills not counting for achievements for non-host players.
- Fixed resources not reflecting the change from a newly captured outpost right away.
- Fixed Fleshbane trait not showing.
- Fixed kills from returned or reflected damage resulting in incorrect morale and experience change.
- Fixed a Vulkan error reported by new validation layers.

Modding

- Fixed Webway Travel not working on new modded factions.
- Extensions without the base file will now produce a warning instead of an error.
- Added the ability to specify the image to show when a resource is selected in the compendium and when an upgrade is researched with `image=""` in xml resources, similarly to `icon=""`.

v1.07.03 – 14th December, 2020

Balance

- Reduced Pinned ranged accuracy reduction from -50% to -17%.
- Increased Montka damage bonus from +20%...+60% to +25%...+75%.
- Primaris Psyker's Life Leech now spreads gained hitpoints to all adjacent allied infantry units, giving more hitpoints to more wounded units.
- Reduced Dusk Blade life steal from 25% to 20%.
- Deploying Webway Redoubts now requires a newly added tier 3 technology.
- Reduced Wraithknight hitpoints from 72 to 56.
- Reduced drone hitpoints by 33%.
- Moved The Spiders' Parlour technology from tier 10 to 1.
- Moved Biogenesis Organelles technology from tier 9 to 10.
- Increased the headquarter weapons of Astra Militarum, Orks, Space Marines and Tyranids to be more in line with the other factions.
- Increased cost and upkeep of Shining Spears by 33%.

Bug Fixes

- Fixed Target Acquired trait not showing.
- Fixed a rare occurrence of AI units moving in another player's turn.
- In case of multiple dedicated or integrated graphics cards with presentation queues, the game now chooses the one with the most video memory.
- Fixed some tips not showing action highlights for T'au and Craftworld Aeldari.
- Fixed a crash that could occur for non-host in multiplayer when certain tips are displayed.
- Fixed game not starting on Linux if `libkeyutils.so.1: version 'KEYUTILS_1.5' is not found`.
- Fixed empty line in morale hint if a unit has no morale barks.
- Fixed "Haru, Is It Me You're Looking For?" not unlocking if artefacts are captured. Capturing units no longer counts towards Units Created or Units Lost statistics. This is not retroactive and requires a new game to work.
- AI players that have Craftworld Aeldari allies on their team will no longer attack neutral webway gates.
- Fixed allies not preventing artefacts from being captured.
- Fixed Strafing Run, Siege Crawler, Toxic Haemorrhage and Target Relayed traits not showing.
- Fixed Ripyka'Va applying without unlocking it.
- Fixed being able to get infinite movement with Endurance Implant.
- Fixed Rapid Fire not working above range 1.
- Fixed preview of Destroyer Missile on Stormsurge being incorrect after attacking with the main weapon without moving.
- Don't show "Hold ctrl for max damage." if right mouse is not being held.
- Fixed Destroyer Blades not mentioning they can only target infantry.
- Fixed hero levelable abilities not showing stats in the compendium.
- Fixed Target Acquired trait disappearing when the unit attacks.
- Non-host spectators can no longer pause or unpaue the timer.
- Fixed supporting fire damage increase showing in attack estimate when the unit attacking is the only unit adjacent to the enemy.
- Fixed Twin-Linked Shuriken Catapult wrongly having the Rapid Fire trait.
- Fixed incorrect normals for the Spiritseer model.

Modding

- Added `lifeStealRadius` modifier effect.
- Added `startingCity` bool faction attribute to signal that the faction should start with a prebuilt city

- instead of the first unit (see Eldar.xml).
- Added `webwayGate` string faction attribute to signal which unit to have sight over and for the AI to avoid attacking (see Eldar.xml).

v1.07.02 – 17th November, 2020

Balance

- Scattershield now only blinds melee attackers.
- Increased War Walker Power Field invulnerable damage reduction from 17% to 33%.
- Reduced Craftworld Aeldari starting Guardians from 3 to 2.
- Reduced Howling Banshees squad size from 7 to 6.
- Reduced Howling Banshees War Shout from -3 to -2 morale.
- Reduced Man Catcher cooldown from 3 to 2.
- Moved Craftworld Aeldari Hammer of Wrath research from tier 5 to 6.
- Moved Wraithblades research from tier 6 to 7.
- Increased Vespene Stingwing cost by 50%.
- Increased Bionics Chantry ore from 2 to 4.
- Reduced Remnants of the Fall growth rate from -25% to -33%.
- Increased Asurani Arrivals growth rate from +50% to +67%.
- Reduced Rangers squad size from 6 to 5.
- Changed Autarch's Command from +1...+3 to +10%...+30% accuracy.
- Command and Autarch's Assault now only work on Craftworld Aeldari units.
- Reduced Khaine Awakened from +50% melee attacks and +10% melee damage to +17% melee attacks and +17% melee damage.
- Linked Fire now only affects the Prism Cannon.

Bug Fixes

- Morale loss reduction can now go to a maximum of 83%.
- Sniper trait now adds 6 armour penetration instead of min 6, so that weapon upgrades work.
- Fixed Fleshbane always adding damage instead of only against infantry.
- Fixed Holo-Fields research mentioning War Walker.
- Fixed a Craftworld Aeldari quest crash that could occur under certain circumstances.
- Fixed Webway Gates being able to capture and hold Artefacts.
- Fixed pressing on some unit discovered entries not showing the right compendium entry.
- Fixed Slowed trait description.
- Fixed Icon of Despair trait not showing.
- Fixed being able to use Icon of Despair and Icon of Flame on units that already have it.
- Fixed being able to use Dimensional Corridor while in a city's cargo.
- Fixed Webway Constriction description.
- Fixed a rare multiplayer crash that could occur when a city is destroyed.
- Fixed debug panel's complete action temporarily leaving a city in an inconsistent state for non-host players in multiplayer.
- Fixed a Steam crash that could occur when connection to the master server is restored.
- Fixed being able to found Craftworld Aeldari cities within a 4 tile radius of another city.

v1.07.01 – 13th November, 2020

General

- Drop lists are now grey when disabled.

Balance

- Webway Gate is now immune to morale effects.
- Moved Wraithknight research from tier 8 to 9.
- Moved Wraithknight Starcannons from tier 9 to 10.
- Psychneuein can no longer infest Webway Gates.
- Webway Gate is now a Fortification that does not exert control over outposts.

Bug Fixes

- Fixed game visibility setting not being transferred to other players.

- Fixed Steam friends only games' player names being incorrectly escaped.
- Fixed crash in multiplayer games after about an hour when an Epic Account is connected.
- Fixed mods not loading up in non-Steam versions.
- Fixed Serpent Shield armor bonus not working.
- Fixed Extraction Efficiency, Exquisite Cultivation, Lileath's Oracle, Black Librarians research not working.
- Fixed Expert Hunter research requiring Rangers instead of Greater Ingress.
- Fixed player names in the details of the stats panel overlapping with stats.
- Fixed Faolchu's Wing giving a permanent movement increase.
- Fixed War Walker not gaining extra vehicle armour from the research.

Modding

- Added ``<noType name=""/>`` unit condition.

v1.07.00 – 12th November, 2020

“Ask not the Aeldari a question, for they will give you three answers, all of which are true and terrifying to know.”— Inquisitor Czevak

This update adds Craftworld Aeldari to the world of Gladius Prime -- a new fully-featured faction with their very own unique playstyle and storyline. To bring the existing factions more in line with each other and improve gameplay, it also contains a wide array of balance changes as well as a new neutral unit, new items, new colors, UI improvements, improved post-game stats, bug fixes, new Steam achievements and optional Epic Games Account social integration.

New Faction (Craftworld Aeldari DLC)

- Children of Asuryan
- Initial Challenge: Medium
- Webway Gate: Exploit your knowledge of webway gates to activate them and move swiftly across the battlefield.
- Webway Redoubt: Found a city on top of an activated webway gate to fortify Craftworld Aeldari's presence on Gladius.
- Remnants of the Fall: Reduced city growth rate. The last remnants of a people whose mere dreams once overturned worlds and quenched suns.
- Asuryani Arrivals: Call upon offworld Asuryani to join you and temporarily boost your growth rate.
- Transcendent Bliss: Focus the Aeldari's spiritual consciousness to experience a period of increased loyalty towards your cause.
- Spirit Preservation: Gain energy for every fallen Aeldari unit.
- Battle Focus: Many Craftworld Aeldari units can move after using their actions.
- Ancient Doom: The Aeldari loathe and fear She Who Thirsts above all else, increasing their accuracy, but also the damage taken when fighting the forces of Chaos.

New

- Added a new neutral unit: Umbra (terrifying flying monstrous creature that is vulnerable to light).
- Added 3 new items: Entropic Locum [Common] (increases the armour penetration), Laurels of Command [Uncommon] (restores the morale of adjacent allied units), Faolchu's Wing [Artefact] (consumes action to increase movement).
- Added a new Ork research: Kraklin Gubbinz [Tier 8] (Increases the energy output of Ork cities).
- Added 32 new Steam achievements.
- Transports can now carry allied units.
- Units in transports can now be selected to inspect their status such as ability cooldowns. Disembarking is done by right-clicking on the destination tile.
- Added details tab to the stats panel, listing the resources accumulated, units created, units lost, units killed, damage dealt, damage taken and buildings constructed for each player.
- Improved stats economy graph to more accurately reflect total resource income.
- Added mark tile button to the world hud.

- Added stats button to the world hud on game over and for spectators.
- The selected unit's armour, hitpoints and morale hints now show additional details: the unit's damage reductions, exact hitpoints and morale decimal values, total group size, and healing and morale regeneration rates.
- A building's production hint now says how much production has been accumulated.
- Added 7 new colors.
- Added the ability to connect an Epic Games Account with Gladius to invite Epic Games friends to multiplayer games. Cross-play and cross-invite support with Steam and standalone versions is fully supported.

General

- Victorious players now get the map revealed.
- Once all non-AI players have been defeated, only the host has to end the turn.
- Improved building hints to say "total" and "limit" instead of "per turn" for loyalty and population limit.
- Improved performance.
- Improved Dakkagun, Reaper Autocannon and Vespider Stingwings jump pack sounds.
- Lowered the volume of some excessively loud sound effects.
- Malanthropes can now consume tiles that have an Artefact.
- Changing the overall difficulty setting now changes non-AI player difficulties to medium to reduce the confusion about achievements that are tied to difficulties.
- Updated some icons to be more distinguishable.
- Updated localizations.

Balance

- Moved Apothecaries research from tier 6 to 5.
- Moved Thunderfire Cannon research from tier 5 to 6.
- Moved Bolster Defences research from tier 6 to 8.
- Moved Space Marines Multi-Melta weapon research from tier 8 to 7.
- Moved Space Marines Dozer Blade research from tier 7 to 6.
- Added Assault Vehicle trait to Battlewagon and Tidewall Gunrig (all open-topped transports are assault vehicles).
- Increased Tidewall Gunrig cost by 33%.
- Moved Tidewall Gunrig research from tier 4 to 5.
- Icon of Despair now works against units with And They Shall Know No Fear.
- Increased Tomb Blades cost by 33%.
- Increased morale regeneration rate from 10% to 20%.
- It is no longer possible to use Stomp on fortifications.
- Changed Rapid Fire from adding +1 attacks to doubling the attacks. This primarily fixes Chimera's Lasgun Arrays, but also affects attack buffs on Rapid Fire weapons, such as Skull Altar's Blood Blessing.
- The first use of Deploy Fortress of Redemption is now free.
- Markerlight now requires line of sight.
- Jink is no longer usable if the unit has attacked this turn, even if it attacked with free action weapons.
- Skyfire no longer has reduced accuracy against jetbike and jet pack units.
- Moved Sky Ray Gunship research from tier 5 to 6.
- Moved Hammerhead Gunship research from tier 6 to 5.
- Master of Possession can no longer heal himself.
- Builder Drones can now heal themselves.
- Painboy can now use his abilities on himself.
- Reduced Tervigon's Catalyst range from 2 to 1.
- Tervigon's Catalyst now only works on Tyranids units.
- Space Marines Orbital Deployment can now only be done from Space Marines cities.
- Tyranids outposts now grant Instinctive Behaviour Override.
- Reduced Birthing Canals influence upkeep reduction from -50% to -25%.

- Reduced Spore Mines group size from 6 to 5.
- Increased Spore Mines cooldown from 3 to 5.
- Reclaim Unit's production returned now increases by 2.5% with each unit level.
- Deffkoptas now have ore upkeep.
- Land Speeders now have requisitions upkeep.
- Mek Gunz no longer cost energy and now have ore upkeep.
- Apothecaries now have requisitions upkeep.
- Thunderfire Cannon now has requisitions upkeep.
- Venomcrawler now has ore upkeep.
- Warpsmith now has ore upkeep.
- Chaos Spawns now have food upkeep.
- Techpriest Engineeers now have ore upkeep.
- Mekz now cost food and ore and have ore upkeep.
- Builder Drones now have ore upkeep.
- Increased Daemon Prince hitpoints from 16 to 20.
- Reduced Grey Matter Dispersion from +2 to +1 loyalty from amount of cities.
- Possession now has a cooldown of 3, Chaos Spawn level scales from level 1 to 7.
- Proselytise cost now scales with game pace.
- Increased Adaptive Biology feel no pain damage reduction from +20%...+60% to +25%...+75%.
- Chaos Space Marines heroes can no longer transform.
- Reduced Daemon Prince influence cost and upkeep by 25%.
- Increased Chaos Rising city found cost reduction from -33% to -50%.
- Changed Stabilising Anchors to work if the unit has not moved instead of having movement remaining. Using melee weapons such as Stomp counts as having moved.
- Increased Destroyer Lord Jet Charge invulnerable damage reduction from +10%...+30% to +15%...+45%.
- Changed Heavy, Salvo and High Power weapons to reduce accuracy if the unit has actually moved this turn rather than having 0 movement.
- Increased all Chaos Rite bonuses from +25% to +33%.
- Increased all Ork and Necron economic upgrade bonuses from +10% to +17%.
- Reduced Necron population limit upgrade from +2 to +1 per housing building.
- Changed Objuration Mechanicum damage from 8...16 to 6...18.
- Changed Veterans of the Long War from +2 morale to -33% morale loss.
- Mark, Icon and Install Support System influence cost now scales with unit strength (death experience value * 3).
- Changed Targeting Relay to cause a debuff on attack that increases the ranged accuracy of Necron units against the target unit by 2 for 1 turn.
- Markerlight Target Acquired now increase the accuracy against the unit marked by 1 instead of increasing damage taken by 10%.
- Markerlight Target Acquired now only works for Tau.
- Networked Markerlight now increases the accuracy against the target unit by 1 instead of increasing damage taken by 10%.
- Increased Vault Sentry movement from 1 to 2.
- Reduced Stomp damage by 3.

Bug Fixes

- Fixed a pathing issue for units not moving around artefacts in explored but unsighted tiles.
- Fixed a crash that could occur after playing with a mod that increases the amount of difficulty options.
- Fixed a crash that could occur while dragging a unit in cargo.
- Fixed spectators having to end the first turn.
- Fixed resource hints having a blank line for total if the total is 0.
- Fixed an issue that could cause the camera to permanently continue to scroll in a direction if the camera was being scrolled with the keyboard when mouse scrolling began.

- Fixed an issue that could cause the camera to permanently continue to scroll in a direction if the display mode was changed while scrolling.
- Fixed Lord Commissar's Summary Execution affecting enemy units.
- Fixed an issue with units being incorrectly positioned when coming out of transports.
- Fixed The Sound of Unsilence achievement not working correctly.
- Fixed Cluster Mines not preventing movement on outposts.
- Fixed a threading crash that could in a variety of circumstances.
- Fixed item hints not showing the effects of the unit's modifiers.
- Fixed Super-Brolly 2000 getting unlocked when other players use the Big Mek's shield.
- Fixed city trait description saying movement cost is reduced only for allied units instead of all units.
- Fixed rapid rise cost scaling twice with game pace.
- Fixed actions that require line of sight not working correctly.
- Fixed unit hitpoints being clamped too soon, resulting in very rare order-dependence when an individual action had multiple effects or weapons that both increased hitpoints past max hitpoints and also decreased hitpoints at the same time.
- Fixed explosion sound not playing when Kastelan Robot dies.
- Fixed items hints not showing "On cooldown".
- Fixed Override Instinctive Behaviour cost scaling with unit level.
- Fixed some font glyphs rendering as boxes.
- Fixed an battle estimate error that could occur for weapon actions after the unit has moved.
- Fixed Pulse Driver Cannon and Twin-Linked Pulse Carbine using Brachyuran Assemblies instead of Mor'tonium Accelerators.
- Fixed language mods having to include English language files.
- Fixed faction DLC units not spawning as neutrals when specified in Wildlife.xml.
- Fixed units losing movement in special circumstances when a new turn starts, e.g. Pinned + 'Ere We Go.
- Fixed tile hint with Orkoid Fungus showing incorrect food % when Mushling Bloom has not been researched.
- Fixed being able to have units selected that are on unsighted tiles.
- Fixed if you click found city and click a valid unexplored tile, the settler will settle right where he is currently at immediately.
- Fixed being able to use found city to check where units are under the fog of war.
- Fixed chat button in the lobby sometimes being incorrectly laid out.
- Fixed debug panel position when visibility is toggled.
- Fixed VK_ERROR_DEVICE_LOST due to erroneous TwitchNativeOverlay64.dll by force-disabling Twitch Studio's Vulkan layer (DISABLE_TWITCH_VULKAN_OVERLAY=1).

Modding

- Added ``<groupSize>`` unit effect to change current group member count.
- ``<summaryExecution>`` action is no longer hardcoded and as such no longer supports moraleMin and moraleMax attributes. It's now implemented with generic conditions and effects.
- ``<deployFortress>`` action now supports `unit` attribute.
- Added ``<aiControlled>`` and ``<notAIControlled>`` player conditions.
- Costs and upkeepes can now be modified by traits and upgrade.
- Fixed opponent attacking condition not working.

v1.06.04 – 17th August, 2020

This update adds the ability to automatically issue attacks for maximum possible damage and improves the world generation. It also includes a host of balance changes and fixes to minor bugs. Thank you for reporting bugs and expressing your wishes and concerns!

General

- Holding Ctrl when attacking now chooses a tile for maximum damage instead of only forcing

- melee weapons, thus also working on ranged units and traits such as rapid fire.
- Adjusted the world generator to spread water more evenly across the map and produce shorter cliffs.
- City traits, such as economic boosts like Cultist Sacrifice and edicts, now show in the city's tile hint.
- Tau AI will no longer install support systems into units of allied Tau.
- Produced hero level now scales with game pace.
- Replaced the wording "New" on the multiplayer screen with "Create" because loading games is done after clicking that button.
- Multiplayer game visibility is now taken from the lobby setting instead of the save game setting.
- Installed unit packs are now enabled for the introduction game.
- Killing Joke achievement no longer requires unit to be broken.
- Changed Super-Brolly 2000 achievement to "Use a Big Mek's shield to reduce ranged damage taken by your unit."
- Engine cleanup, including minor stability and performance improvements.
- Improved scroll bar behaviour.
- Improved resource line wrapping.

Balance

- Bikes and Jetbikes can no longer be pinned as per 7th edition tabletop rules.
- Teleporting or Orbital Deploying transports no longer allows unloading cargo units in the same turn.
- Increased Heavy Flamer damage by 0.5 and armour penetration by 1. The previous values were incorrectly identical to the Flamer.
- Moved Icon of Vengeance research to tier 6.
- Moved Icon of Flame research to tier 10.
- Reduced Tidewall Gunrig accuracy from 50% to 33%.
- Reduced Tidewall Gunrig costs and upkeep by 25%.
- Added No Escape and Ignores Cover traits to Bio Acid Spray and Gorestorm Cannon.
- Added Psychic Power trait to Psychic Scream.
- Changed Twin-Linked Plasma Rifle from 2 to 1 attack, 2 to 6 armor penetration and 4 to 3 damage. The previous stats were not correctly taken from tabletop.
- Reduced Nova cooldown from 3 to 1 turn.
- Increased Nova Fire attacks from +50% to +67%.
- Changed Blind Grenade from uncommon to common, reducing its cost from 80 to 40 influence.
- Reduced Broadside Battlesuit costs and upkeep by 33%.
- Added Daemonforge to Defiler and Venomcrawler.
- Added new Walker trait to walking vehicles, which reduces the movement cost in forests and imperial ruins by 1 (bringing it to 2 from 3).
- Kastelan Robot is no longer a monstrous creature.
- Increased In Diversity, Unity loyalty bonus from +33% to +100%.
- Reduced Scythed Hierodule hitpoints from 96 to 72.
- Scythed Hierodule now has Instinctive Behaviour.
- Reduced Grey Matter Dispersion loyalty loss reduction from -50% to -33%.
- Added No Escape to Soul Blaze.
- Increased Shred damage from +25% to +33%; affects Flayer Claws and Lightning Claws.
- Added Aura of Fear to Chaos Spawn, Defiler, Heldrake, Master of Possession, Maulerfiend, Obliterator, Venomcrawler, Warp Talon, Gauss Pylon, Obelisk and Tesseract Vault.
- Added Fearless to Chaos Lord.

Bug Fixes

- Fixed invalid font glyphs in the Chapter 3: Citadel of the Witch objective descriptions.
- Fixed sometimes not receiving the reward for killing the Lord of Skulls.
- Fixed max movement sometimes showing as a negative number.
- Fixed being able to save a game with no name.
- Fixed Orks Extra Vehicle Armour missing upgrade requirements: Killa Kan and Gorkanaut.

- Fixed Gift of Contagion description.
- Fixed being able to teleport with Dimensional Corridor to your own tile, crashing the game.
- Fixed being able to claim the same item multiple times in some circumstances.
- Fixed Astra Militarum Dozer Blade missing Chimera upgrade requirement.
- Fixed cancelling the "Disband unit" function and re-executing it causing disbanding without confirmation question.
- Fixed Space Marines Dozer Blade upgrade description not mentioning Razorbacks.
- Fixed Tyranids Hammer of Wrath upgrade description and requirement missing Scythed Hierodule.
- Fixed damage buffs and debuffs not modifying the damage of some melee weapons correctly.
- Fixed a crash related to marking invalid tiles.
- Fixed Machine Empathy not applying to fortifications.
- Fixed Life Drain damage bonus applying against all units, not just infantry.
- Fixed Snazzy Digs achievement unlocking even if Flash Gitz are not moved.
- Fixed end turn button prompting to select research even after all research has been completed.
- Fixed Assault Cannon not benefiting from Warpborne Bolts.
- Fixed Skorcha not benefiting from Improved Frag Casings.
- Fixed Meteoric Descent not benefiting from Conjoined Weaponry.
- Fixed Heat Ray (Dispersed) not benefiting from Dispersed Targetting.
- Fixed changing action not refreshing yield overlays in some circumstances.
- Fixed missing Shadow In The Warp on Hive Tyrant.
- Fixed Tyranids Hammer of Wrath description not saying it affects Hive Tyrant.
- Fixed a bug related to movement costs resulting in a wrong movement area being shown under certain circumstances.
- Fixed a networking crash that could occur under very limited circumstances.
- Fixed item cooldown being reduced to 1 when moving items to another hero.
- Fixed Launcher preventing Steam invites from working properly when accepting the invite before the game was started.
- Fixed produced hero level being lower than intended on higher difficulties.
- Fixed cargo slots being displayed as floating numbers in the compendium.
- Fixed units dying from self-inflicted health loss not disappearing.
- Fixed attack estimate sometimes being incorrect.
- Fixed transports gaining Hammer of Wrath when using jump pack to land in them.
- Fixed effects that remove action cost, movement cost or cooldown not showing in hints.
- Fixed units not getting rendered properly when jumping into transports.
- Fixed Life Drain trait not being visible.
- Fixed Jetbikes still being pinnable in certain circumstances.
- Fixed passive abilities and items that go off cooldown while the unit is being transported not working when the unit exits the transport.

Modding

- The GUI now makes full use of the extendable blueprints system and no longer uses skins. This increases flexibility and stability. See Data/GUI/Blueprints for the overhauled xmls.
- Added ``<groupSizeMax>`` modifier effect.

v1.06.03 – 24th June, 2020

New

- Added the ability to place markers for allies by Control+MouseLeft clicking on a tile. AI allies tend to move their units towards markers.
- Added the ability to pause and unpause the timer in multiplayer games by clicking Menu > Pause Timer / Unpause Timer.
- Added the ability to choose which monitor the game goes fullscreen on.

General

- Improved display of player status in multiplayer: added the team, added players that are AI-controlled and if a player is disconnected.

- Surrendering now requires confirmation.
- Unit type discovered notifications are no longer colored red for allied units.
- Don't show buttons that are not relevant to the current game mode.

Balance

- Chaos transformations now return a hero's items to the player.
- Reduced Daemon Prince cost and upkeep by 25%.
- Increased Cultist Sacrifice growth from +25% to +50% and Our Lives For The Gods growth bonus from +12.5% to +25%.
- Reduced Prey Adaptation research gain from 3 to 2.
- Reduced Scythed Hierodule attacks from 3 to 2.
- Increased Tidewall Gunrig cooldown from 5 to 10.
- Builder Drones can no longer repair themselves or non-Tau infantry.
- Reduced Tank Commander cost by 33%.
- Changed "Gunners, Kill on Sight!" from +20...60% damage to +15...45% ranged attacks.
- Reduced Killshot damage bonus from +50% back to +33%.
- Changed Ceramite Plating from "Allows Stormraven and Stormtalon Gunships to not take additional damage from melta weapons." to "Increases the armour of Stormraven and Stormtalon Gunships."
- Reduced movement of gargantuan creatures by 1.
- Reduced Dusk Blade life steal from 50% to 25%.
- The cost of consume tile and purchasing resources no longer scales with game pace.

Bug Fixes

- Fixed text boxes not using fallback font to correctly render non-Latin characters.
- Fixed moving a hitpoints item sometimes spreading morale and giving experience to enemies.
- Fixed Writhing Worldscape preventing units from performing actions.
- Fixed AI losing unspent skill points for their heroes under certain circumstances.
- Fixed modifier keys being stuck when changing display modes.
- Fixed research sometimes getting stuck on already researched technologies when a turn ends while in the research screen.
- Fixed being able to attack fortifications out of sight.
- Fixed units sometimes not going out of the hold position until healed order automatically.
- Fixed Hellbrute's Crazy traits lasting 2 instead of 1 turn.
- Fixed not being able to research extra vehicle armour if the aircraft building was researched.

Modding

- Added `costScalesWithPace` attribute to actions.

v1.06.02 – 11th June, 2020

General

- AI now claims and uses items.
- AI is now better at closing in to utilize melee and rapid fire weapons.
- Clarified that Blind also applies to monstrous creatures and not only infantry.
- Added support for Hangul Syllables. A Unicode block containing precomposed Hangul syllable blocks for modern Korean.

Balance

- Increased Iron Halo invulnerable damage reduction from 33% back up to 50%.
- Increased Rosarius invulnerable damage reduction from 33% back up to 50%.

Bug Fixes

- Fixed being able to move units during the enemy's turn.
- Fixed a crash that could occur when loading a game.
- Fixed a crash that could occur when joining a game.
- Fixed crashes that could occur while certain tips are shown and the game is exited.
- Fixed crash while in the faction selection screen when you are kicked from a server.
- Fixed being able to damage invulnerable units with the debug panel.
- Fixed AI building Tidewall Gunrigs in cities.

- Fixed not being able to add new languages through mods.
- Fixed a crash that could occur when using mods that add unit response sounds.
- Fixed not losing 1 movement when Endurance Implants is removed or moved.
- Fixed a crash that could occur when building the scene on a machine with very low video memory.
- Fixed Tidewall Gunrig cost.

v1.06.01 – 02nd June, 2020

General

- Selecting other players' units and holding the right mouse button now shows their movement and attack estimates.
- Multi-threaded rendering is now forced off for AMD graphics cards on Windows to avoid a black screen when changing the graphics card vendor.

Balance

- Aura of Discipline now works only on Astra Militarum infantry.
- "Bring it Down!" now works only on Astra Militarum infantry.
- Defensive Protocols now works only on Necron infantry.
- Sense of Stone, Storm of Fire, Calm of Tides and Zephyr's Grace now work only on T'au infantry and monstrous creatures.
- Infernal Power now only works on Chaos Space Marines units.
- Increased Consume Tile cost from 20 to 30.
- Decreased Necrodermis Repair cost from 80 to 60.
- Increased Tidewall Gunrig cost and upkeep by 33%.

Bug Fixes

- Fixed Steam friend invites not working.
- Fixed being able to move Tidewall Gunrig multiple times per turn.
- Fixed crash when a city with a `<` character acquires a tile.
- Fixed Tyranid city tiles not blocking sight.
- Fixed not being able to research Space Marines Dozer Blade with only Razorback as pre-requisite.
- Fixed attack estimate for the enemy not showing when they do not have sight.
- Fixed Ruin of Vault rewards inversely scaling with game speed. Rewards no longer scale with speed.
- Fixed Skull Altar giving multiple non-stacking Blood Blessings in later turns.
- Fixed missing Assault Vehicle trait from Chaos Land Raider.
- Fixed a crash that could occur when clicking Multiplayer.
- Fixed missing upgrade descriptions not mentioning Chaos Land Raiders for Dirge Caster, Smoke Launchers, Havoc Launcher and Warpflame Gargoyles.
- Fixed Chaos Land Raider Heavy Bolter not receiving bolter damage upgrade.
- Fixed a crash that could occur when attacking.

v1.06.00 – 22nd May, 2020

This update adds new units for each faction through the Assault Pack DLC, adds a free new terrain feature and brings Steam Workshop support to Gladius, along with enhanced modding and multiplayer connectivity improvements.

New Units (Assault Pack DLC)

- Chimera (Astra Militarum) [Tier 1] - Amphibious transport unit with manned weaponry and communication equipment.
- Razorback (Space Marines) [Tier 1] - Tank unit that transports infantry.
- Flayed Ones (Necrons) [Tier 1] - Close combat infantry unit that ignores enemy overwatch.
- Warbiker (Orks) [Tier 1] - Fast skirmish unit with high fire power.
- Scythed Hierodule (Tyranids) [Tier 10] - Agile gargantuan creature unit that shreds entire armies.
- Chaos Land Raider (Chaos Space Marines) [Tier 9] - Massively armoured and heavily armed transport unit.

- Tidewall Gunrig (T'au) [Tier 4] - Heavily armed fortification that can be moved by transporting troops.

New Terrain Feature

- Skull Altar - Special feature that provides a recurring reward to units entering the tile and increases the influence output of the city when acquired.

Steam Workshop Launch

- Mods can now be downloaded directly through Steam, simply subscribe to a mod through its Steam Workshop page and the mod will be automatically installed for you for the next time you start Gladius.
- To upload a mod, follow these 4 easy steps:
 - Create a directory that represents your mod under "My Documents/Proxy Studios/Gladius/Mods/". To include a preview image, add a "Preview.png" or "Preview.jpg" file to that directory. The preview image must be smaller than 1 MB.
 - Restart the game and the mod will appear in-game under Extras > Mods.
 - Press the "Upload mod." button next to your mod. You will be required to agree to the modding terms and the upload will begin.
 - After a successful upload, the mod will gain an additional button to open the mod's details. This opens the Steam Workshop page for the mod in the Steam client where the player has to agree to Valve's Steam Workshop legal agreement and can then change the description, add additional assets and make the mod public for everyone.
- In addition to mods fully overriding game files, blueprints and world data files from mods can now be loaded as extensions to the game's files through .ext files. For example, Guardsman.xml.ext will load after and in addition to the game's Guardsman.xml so it is no longer needed to copy values from the base game.
- From now on, greater care will also be taken with changes to the engine to preserve mod support.
- Save games now display mods with which the save was made on hover before loading.
- Multiplayer server list now display active mods and if world data or revision differs from local.
- Hero cost scaling is now implemented with `<duplicateTypeCost mul="1.0"/>` in the Hero trait xml.
- Added `<onUnitEmbarked>` and `<onTransportEmbarked>` trait triggers.
- Added `<cargoSlots>`, `<cargoSlotsFree>` and `<cargoSlotsTaken>` trait value conditions.
- Added `<movedThisTurn>` and `<notMovedThisTurn>` trait conditions.
- Added `<explorable>` tile conditions.
- Added `<exploreCooldown>` attribute to features.

Improved Multiplayer Connectivity

- Multiplayer connections that cannot be established directly between clients and servers now route data through a relay as fallback. This should guarantee multiplayer connectivity as long as the relay servers are up, albeit at a higher latency.
- Multiplayer game list now shows friends-only games of your Steam friends.
- Game list now shows when a player is disconnected or a spectator.
- Improved multiplayer performance.
- Ping times now include application processing time to better reflect actual latency.
- Fixed connected players sometimes losing connection when new players connect.
- Fixed ping messages sometimes preventing a NAT traversal from completing successfully.
- Fixed a crash that could occur after being kicked from a server.
- Fixed a crash that could occur after being disconnected from a server and then hosting a new game.

General

- Cargo is now affected by experience gain and death morale.
- Fortifications in general (instead of only Headquarters) now have an increased height for calculating sight lines.
- Fortresses of Redemption can now capture outposts from allies if those do not have an adjacent fortification.
- Added advanced setting to disable ai-control of disconnected players.
- Added additional content available prompt to the bottom left of the main menu screen.

- Added world seed and version info to the menu while in a game. Many were asking how to find a world seed for a game that has already been started.
- Added currently active city traits to the tile hint. This makes it possible to see how long city abilities such as edicts, sacrifices and subvert city are still in effect outside the city view.
- Added restore defaults button to the game lobby screen and the settings screen.
- Increased drop list height cap to show more information at a glance.
- Reduced stutter during gameplay and when saving a game.
- Improved unit order responsiveness.
- Improved startup speed and reduced memory usage.
- Higher difficulties now also increase the levels of cities and starting units.
- Moving units are now only shown while they are moving across sighted tiles.
- Updated localizations.
- Updated Vulkan headers.

Balance

- Hive Crone Tentaclics now have a 3 turn cooldown.
- Neutral units no longer unleash due to reflected damage.
- Swapped Skyray Gunship and Hammerhead Gunship in the tech tree.
- Piranha, Devilfish, Skyray Gunship and Hammerhead Gunship now also cost energy.
- Commander, Crisis Battlesuit, Stealth Battlesuit and Broadside Battlesuit now have food upkeep.
- Increased Ghostkeel Battlesuit cost from 60 to 80.
- The Cadre Fireblade's Volley Fire and Break Composure now only affect infantry.
- Seeker and Destroyer Missiles now consume movement on firing.
- Reduced Shield Drone's Shielded trait invulnerable damage reduction from 33% to 17%.
- Increased maximum Waaagh level from 5 to 10, with the same amount of influence being required to reach max level.
- Reduced Waaagh attacks modifier from +/-5% to +/-3% per level.
- Changed Smash from min 6 melee armor penetration to +6 melee armor penetration. Adjusted armor penetration values for certain melee weapons in combination with Smash. Some upgrades did nothing due to the min modifier.
- Synapse Creatures dying now reduces the morale of linked creatures as per normal death. We want Tyranids to care more if their synapse creatures die.
- Changed Instinctive Behaviour from -10% to -1 morale per turn. A creature with higher morale should take longer to be break.
- Reduced Fire Team from +2 to +1 ranged accuracy. The condition is too easy to achieve to warrant a bigger accuracy boost.
- Reduced Networked Markerlight from +20% to +10% damage. The damage boost should not be higher than for the regular markerlight.
- Reduced Psychic Scream damage from 1.5 to 1.0 and max rank damage from +200% to +100% to be more in line with Shockwave.
- Increased Convert Auxiliary cooldown from 1 to 5. Converting neutrals as Tau should be a useful, but as an addition to other units.
- Jink now requires an action point, decreases accuracy by 33% and has a cooldown of 3 turns. Jink should require more thought behind its usage and not always be a 'good' thing.
- Warp Talons now cost food and ore instead of food and energy, with food instead of energy upkeep. Warp Talons do not fit the support role and the energy cost was too prohibitive.
- Added Blood for the Blood God trait to Khorne Berzerkers, increasing their attacks by 17%. Berzerkers were a bit on the weak side, so we're taking inspiration from 8th edition tabletop for a buff.
- Reduced the influence cost of Tactical, Assault and Devastator Doctrine from 80 to 40. These affect only single types of units so warrant cheaper cost.
- Apothecarion now grants +1 population limit instead of +1 loyalty. Population is much more useful to start off than loyalty.
- And They Shall Known No Fear and Stubborn units can now be broken but have -33% morale loss. We have found that not being able to break units creates an asymmetric interval of morale

affects that do not play as intended.

- Increased Fearless and Zealot morale loss reduction from -50% to -67%.
- Champions of Chaos can now receive multiple Boons of Chaos in one kill with a chance of 25% per boon. The investment to research boons was too heavy with the chance of a unit never gaining a reward.
- Void Shield Generator damage reduction now has a 1 turn cooldown when constructed. The damage reduction is powerful so should require pre-planning and an additional round of upkeep before becoming operational.
- Reduced artefact density by 50%. Even on tiny maps artefacts were too common making them not feel special.
- Reduced Tau headquarters Pulse Rifle count from 5 to 3. Tau Headquarters did disproportionately more damage than other factions' headquarter units.
- Necron Tombs are now guaranteed to have 5 tile neighbors that are not ocean, cliff, wire weed or artefact (in addition to the existing minimum guaranteed resource output of the tile).
- Player starting locations are now guaranteed to have 5 tile neighbors that are not ocean, cliff or wire weed.
- Removed loyalty and food penalties to adjacent tiles for Fermentation Pool and Promethium Relay Pipes, since it devalued these two special features a bit too much.
- Reduced Thunderbolt cost and upkeep by 33%.
- Increased Thunderfire Cannon cost and upkeep by 50%.
- Decreased Sky Ray Gunship and Hammerhead Gunship armour by 1.
- Reduced Razorshark Strike Fighter cost and upkeep by 25%.
- Added missing Aura of Fear to Marauder Bomber.
- Added missing Jink to Marauder Bomber, Doom Scythe, Night Scythe, Razorshark Strike Fighter and Sun Shark Bomber.
- Reduced Vespene Stingwings group size from 6 to 5 as well as cost and upkeep by 33%. They are now in line with the other neutral units that spawn closer to a player, while conversion is still viable due to the reduced cost.
- Increased Gloom Prism witchfire damage reduction from +25% to +33%.
- Removed the second twin-linked heavy bolter from the Land Raider (it doesn't exist on the model).
- Moved Land Raider tech from tier 10 to 9.
- Moved Krakstorm Missile Silo tech from tier 9 to 10.

Bug Fixes

- Fixed Special Delivery achievement unlocking by using a Tau faction ability.
- Fixed some flavor typos.
- Fixed cities not gaining hitpoints bonus from abilities like Mobile Holoprojector artefact.
- Fixed cities getting damaged after losing Mobile Holoprojector artefact.
- Fixed Veterans of the Long War not increasing current morale.
- Fixed several T'au weapon effects.
- Fixed being able to use Subterranean Assault to move into transports, crashing the game.
- Fixed already queued actions' hints saying there are not enough resources available.
- Fixed Lord Commissar Iron Will visual effect.
- Fixed T'au spellings: shas'el instead of Shas'El etc.
- Refactored action blocking system to make it more robust under laggy conditions.
- Fixed being able to embark artefacts on transports, causing artefacts to die when the transport dies, resulting in potential crashes.
- Fixed Jokaero Digital Weapon not doing the same damage across heroes.
- Fixed disabling Sleeping Sentry returning action points to the Obelisk.
- Fixed performance info label not having a shadow.
- Fixed a graphical glitch that could occur when changing display modes.
- Fixed a crash that could occur on quit.
- Fixed servers not reconnecting to the master server on disconnect.
- Fixed cities not gaining the correct amount of hitpoints when constructing a building while their max hitpoints are increased.

- Fixed crash if the same building order was cancelled twice in the same frame.
- Fixed player pings not updating consistently.
- Fixed headquarters units showing as having x0 weapons.
- Fixed bombers potentially disappearing when bombing targets on the edge of the map.
- Fixed attack estimate sometimes showing old target after releasing alt.
- Fixed a crash that could occur on quit.
- Fixed a crash that could occur when starting a new game.
- Fixed Helhaunted Eyrie description.
- Fixed scaling issue when taking a screenshot and then changing display mode.
- Fixed save / load screens' "../" entry returning two directories back instead of one.
- Fixed weapons in the compendium showing x8 attacks.
- Fixed Soul Blaze doing less damage if the source unit is dead.
- Fixed Soul Blaze damage being dependent on the source unit.
- Fixed old attack estimate showing when pressing alt without a unit selected.
- Fixed Subvert City decreasing the loyalty of a city more than intended.
- Fixed Subvert City affecting units on the tile after a city is destroyed.
- Fixed Subvert City affecting the next city after the affected city is destroyed.
- Fixed a crash that could occur when confirming to disband a unit.
- Fixed teleport sounds not being audible when a unit teleports into an unsighted tile.
- Fixed teleport visual effect showing on an unsighted tile.
- Fixed teleport crashing when teleporting to the edge of the map.
- Fixed Wire Weed not doing damage in the first turn.
- Fixed auras that apply an affect every turn always stacking.
- Fixed AI being able to research technologies locked under disabled DLC.
- Fixed Psychic Maelstorm effect not being displaced by terrain height.
- Fixed setting a mouse button as a control binding crashing the game.
- Fixed a crash that could occur during the AI turn.
- Fixed a crash that could occur after a city is destroyed.
- Fixed a crash that would occur when completing the last objective of Chapter 3: A Palace Fit For A Priest by founding a new city while auto-cycle units is turned on.
- Fixed Bound Coalescent missing visualization.
- Fixed Bound Coalescent not blocking the Obelisk.
- Fixed a bugged Warboss Attack Squig idle animation.
- Fixed AI not using Instinctive Behaviour Override.
- Fixed crash when closing the game while it's starting up.
- Fixed crash when closing the game while it's loading.
- Fixed issues that could occur while saving the game twice in quick succession.
- Fixed being able to keyboard- and edge-scroll while not in the main world screen.
- Fixed a crash that could occur when loading during certain quests.

v1.05.01 – 05th March, 2020

General

- Added max FPS sliders to video settings.
- Music streaming now uses more optimal buffers to minimize playback issues.
- Action hints now say if an action is a free action.
- Improved drone research descriptions to mention who gains the ability to deploy them.
- Improved Convert Auxiliary and For The Greater Good descriptions to mention that the cost scales with target strength.
- Enslaved units can no longer be converted with Convert Auxiliary.
- Updated game start splash screen.

Balance

- Commander, Crisis Battlesuit, Stealth Battlesuit and Broadside Battlesuit now cost food and ore instead of only ore.

- Reduced morale loss traits like Fearless now also reduce the morale loss of abilities and traits such as Aura of Fear and Break Composure, and not only of morale loss for deaths.
- Reduced morale penalties from -25/-50% back to -17/-33%.
- Reduced Iron Halo invulnerable damage reduction from 50% to 33%.
- Increased Psychic Hood witchfire damage reduction from +25% to +33%.
- Increased Relic Plating witchfire damage reduction from +25% to +33%.
- Reduced Repulsor Grid ranged damage reduction from +33% to +17%.
- Reduced Rosarius invulnerable damage reduction from 50% to 33%.
- Increased Nova Shield invulnerable damage reduction from 33% to 50%.
- Reduced Riptide Shield Generator invulnerable damage reduction from 33% to 17%.
- Reduced Shield Generator invulnerable damage reduction from 50% to 17%.
- Reduced Stimulant Injector feel no pain damage reduction from 33% to 17%.
- Reduced Warp Field invulnerable damage reduction from 67% to 50%.
- Reduced Stealth Drones group size to 2.
- Increased Waaagh! attack bonus from +4% back up to +5% per level.

Bug Fixes

- Fixed Flechette Discharger not working.
- Fixed transports not being selectable after a summon expires inside.
- Fixed +% weapon modifiers sometimes not working (in particular, Cadre Fireblade's Volley Fire and KV128 Stormsurge's Stabilising Anchors).
- Fixed +% weapon modifiers sometimes stacking incorrectly.
- Fixed Pulse Rifle being affected by Brachyuran Assemblies instead of Mor'tonium Accelerators.
- Fixed Pulse Bomb being affected by Blast Phasing instead of Mor'tonium Accelerators.
- Fixed not being able to select a faction you own in multiplayer.
- Fixed server leave messages not being sent properly.
- Fixed surrendering not doing anything if you have no cities.
- Fixed Sensor Spines not working.
- Fixed games getting stuck on "Please Wait" after ending the turn.
- Fixed Supporting Fire Warriors achievement counting when doing regular attacks.
- Fixed outposts controlled by Fortresses of Redemption not changing control when a player surrenders.
- Fixed Vectored Retro-Thrusters research description.
- Fixed missing flavor for Nova Fire and Nova Shield.
- Fixed Tau heroes building research having the wrong icon.
- Improved state blocking logic to reduce a category of gameplay crashes.
- Fixed crash if you are placing a unit in debug mode and swap player faction without deselecting the unit placement first. Happy lobsters.
- Fixed Kauyon ranged damage reduction not working correctly at higher levels.
- Fixed Possession spawning level 10 Chaos Spawns.
- Fixed typos.

Modding

- An action's modifiers are now used to modify weapon action attributes instead of ``accuracyFactorMax``, ``accuracyFactorMin``, ``attacksFactorMax``, ``attacksFactorMin``, ``damageFactorMax``, ``damageFactorMin``, ``rangeFactorMax``, ``rangeFactorMin``.
- Added ``attacksPerCharge`` action modifier effect for Lord's Void Strike.
- Attribute effect's `set=""` is now deprecated in favor of `base=""`. Both no longer override `add=""` values.
- Barrage is now implemented with ``preventOverwatch`` effect.
- Chameleonic Skin is now implemented with ``meleeOverwatch`` effect.

v1.05.00 – 25th February, 2020

New Faction (T'au DLC)

- **The Greater Good**
- **Initial Challenge:** Medium

- **Utopia:** Each new type of building in a city increases loyalty, each duplicate building decreases loyalty.
- **Convert Auxiliary:** Convert T'au auxiliaries to your side.
- **For The Greater Good:** Use your diplomatic influence to crush enemy unit morale.
- **Subvert City:** Undermine the power and authority of enemy cities to reduce their loyalty.
- **Tidewall Shieldline:** Cities and outposts reflect incoming ranged damage.
- **Supporting Fire:** Increased overwatch damage against enemy units next to other friendly units.
- **Markerlight:** Mark enemy units for a more damaging attack.
- **Bonding Knife Ritual:** Sacrifice individual gain to restore unit morale for the betterment of the Empire as a whole.
- **Drones:** Miracles of T'au technology that provide offensive, defensive and tactical support.
- **Trade Goods:** Purchase resources and even proselytise population.
- **Support Systems:** Install support systems on battlesuits. Each battlesuit only has a limited number of support system slots.

New

- Added Vespene Stingwings neutral units (T'au DLC).
- Added new item, Dusk Blade: Grants life steal to all melee weapons (T'au DLC).
- Added 20 new achievements (14 for T'au DLC and 6 for Fortification Pack).
- Added 40 new region names.
- Added Jet Pack trait -- movement equivalent of Skimmer, but not countered by anti-skimmer weapons. Heavy Destroyer and Destroyer Lord are now Jet Pack instead of Skimmer units.
- Added Haywire trait to Tentaclids: Increases the damage and ignores armour against vehicles and fortifications.
- Added bits and pieces of new flavor text.
- Faction DLC can now be disabled in the advanced game lobby settings.

General

- Higher player difficulties now produce higher level units (hard +1, very hard +2, ultra hard +3, impossible +4).
- Music is now played in a more randomized manner to minimize repetitions.
- Research and item options now appear even if the corresponding DLC has not been enabled for the game to make it clear a new game must be started with adjusted settings.
- Added "General/TerminateWithMarkContentCorrupt" setting to be able to bypass Steam verifying files after startup crashes.
- Updated localizations.

Balance

- Destroyer Lord now benefits from the Hammer of Wrath upgrade when using Jet Charge.
- Orbital Bombardment now has 8 instead of 12 accuracy but Apocalyptic instead of Large Blast.
- Fortresses of Redemption now disband when Space Marines lose their city so that remaining players in the team do not gain Fortress of Redemption bonuses.
- Heroes are now produced with higher experience later in the game, gaining 1 full level every 20 turns after turn 20.
- Items on dying heroes are now lost instead of being returned to the player.
- Doubled the morale impact of deaths. It now equals the experience value of the unit dying.
- Morale no longer regenerates if the unit has taken damage this turn.
- Merged Instinctive Behaviour into a single trait that reduces morale each turn. The multiple types of maluses did not make clear sense in their exclusive assignment to particular units and caused unnecessary friction when moving to the front lines with rally points.
- Override Instinctive Behaviour influence cost now scales with the unit strength (Termagants = 3, Carnifex = 12).
- Increased Synapse Archevires influence cost reduction from -33% to -50%.
- Adjusted blast, template and beam affected members and accuracy.
- Defensive Protocols, Aura of Discipline and "Bring it Down!" no longer works on Fortifications, Gargantuan Creatures, Monstrous Creatures and Vehicles.
- Increased "Gunners, Kill on Sight!" damage from +10...30% to +20...60%.

Bug Fixes

- Fixed Gargantuan Squiggoth missing Feel No Pain trait.
- Fixed Hive Tyrant missing Jink and Hammer of Wrath.
- Fixed being able to load games that have been started with DLC that is not installed.
- Fixed being able to add units and items via the debug panel for which the DLC is not installed.
- Fixed unit actions container not being scrollable, hiding the shop action on units such as Tervigon and Cadre Fireblade when all abilities and upgrades are unlocked.
- Fixed Lord of Skulls not having the Vehicle trait.
- Fixed Lord of Skulls sounds playing at wrong positions.
- Fixed Waaagh! Level hint in the top bar showing incorrect % attacks.
- Fixed player's name being reset when changing faction.
- Fixed not being able to use Scier's Gaze on tiles with artefacts.
- Fixed a rare crash that could occur when attacking.
- Fixed Quantum Shielding going on cooldown before being unlocked.
- Fixed Quantum Shielding going on cooldown the same turn it goes off cooldown.
- Fixed not being able to activate Sleeping Sentry.
- Fixed crashes that could occur when units were accelerated when out of player sight.
- Fixed Catachan Devil Lair sometimes not being attackable.
- Fixed outposts acquired by cities not changing ownership when surrendering.
- Fixed "From Units" showing twice in the city loyalty hint.
- Fixed being able to orbital deploy to your own tile, crashing the game.
- Fixed being able to orbital deploy to unsighted tiles.
- Fixed being able to orbital deploy and teleport into transports, causing two units to be on the same tile.
- Fixed Da Jump not capturing outposts.
- Fixed a crash that could occur in multiplayer because an action's affected tiles were not cleared on the clients.
- Fixed a crash that could occur in multiplayer due to action deletion on client being out of order with server.
- Fixed Canoptek Scarabs not having any models when between 0.5 and 1.0 hp.
- Fixed Marauder Bomber bombing run explosion sounds playing too early.

Modding

- Added new attribute modifier effects: ``<ignoreLineOfSight>``, ``<ignoreZoneOfControl>``, ``<loyaltyFromUtopiaDuplicate>``, ``<loyaltyFromUtopiaType>``, ``<population>``, ``<supportSystemSlots>``.
- Added new unit modifier effect: ``<refreshMoraleTraits>``.
- Added new unit modifier condition: ``<affiliate>`` (unit is of same player).
- Added new modifier conditions: ``<encounterRange>``, ``<supportingFire>``.
- ``<unitsInRange>`` modifier condition now supports all the conditions of the ``<unit>`` condition.
- Added support for traits affecting areas when units disappear with ``<onUnitDisappeared><area>``, see SynapticBacklash.xml.
- ``<onUnitDisappearedModifiers>`` is now deprecated.
- Synaptic Backlash radius is no longer hardcoded.
- And They Shall Know No Fear and Stubborn are no longer hardcoded.
- Added support for player modifier effects: ``<win/>`` and ``<lose/>``, see SynapticBacklash.xml comments for an example how to trigger a loss if there are no allied Termagants present on the map when your Tervigon dies.

v1.04.07 – 11th February, 2020

General

- AI players now get faction-based names on world creation.
- AI spectator players are now named [Spectator] instead of [AI].
- Increased patch size for land mass to generate less narrow land passages.
- Weapons that come from upgrades are now colored blue.

- Changed icon of Spectators to an eye.

Balance

- Reduced Waaagh! attack speed bonus from +5% to +4% per level.

Bug Fixes

- Fixed Master of Possession and Warpsmith not gaining Extra Infantry Armour.
- Fixed Tantalising Icon causing Ork heroes to generate negative influence on combat.
- Fixed Waaagh! being affected by influence upkeep and output from tiles and items instead of only from unit upkeep.

v1.04.06 – 28th January, 2020

General

- New game player settings, including colors, difficulties, factions and teams, are now saved.
- Changing world size no longer automatically changes the amount of players.
- Battle estimate traits are now decompressed for increased readability.
- Passive actions can no longer be disabled by default.
- Added --simulateHighNetworkLatency "Delay network processing to simulate high latency." executable argument.

Balance

- Fearless and Zealot now decrease morale loss by 50% instead of giving morale immunity.
- Removed Space Marines city tier upgrades providing resource bonuses to all features.
- Reduced Space Marines Fortress of Redemption influence upkeep from 3 to 2.
- Fortress of Redemption cooldown now scales with game pace.
- Waaagh! now grants +5...+25% attacks instead of +4...+20% damage and +2...+10% feel no pain damage reduction.
- Scrolls of Magnus now grants +6 instead of +20% research.
- Tantalising Icon now grants +8 instead of +20% influence.
- Reduced Gargoyles group size from 9 to 8.
- Reduced Gargoyles cost by 25%.
- Reduced Hormagaunts group size from 10 to 8.
- Reduced Hormagaunts cost by 33%.
- Moved Shield Vane back from tier 6 to 2.
- The Triarch Stalker's Targeting Relay now only affects infantry again.

Bug Fixes

- Fixed crash that would occur when joining a multiplayer game and afterwards hosting a multiplayer game.
- Fixed crash when using Warp Blast Lance against a unit with Psychic Block.
- Fixed unavailable reason not showing for unit actions.
- Fixed crash when activating the same consumable item multiple times.
- Fixed Destroyer Lord's Destruction Protocols applying to allies instead of enemies.
- Fixed being able to move items between units while there are actions in progress.
- Fixed unit state transition inconsistencies that could result in crashes.
- Fixed Imperial Bastion tech hint.
- Fixed crash when using an operation and afterwards hovering over a unit in a new game.
- Fixed Void Strike not being usable until after max charges are accumulated.
- Fixed Russian translation typos and errors.

v1.04.05 – 6th January, 2020

Balance

- Crushing Claws are no longer unwieldy.
- Moved Carnifex Bone Mace from tier 4 to 5.

- Moved Ripper Dispersion from tier 5 to 4.
- Moved Carnifex Bio-Plasma from tier 5 to 6.
- Moved Aggressive Expansion from tier 6 to 5.
- Reduced Bone Mace and Thresher Scythe attacks from 2 to 1.
- Bone Mace is no longer unwieldy.
- Increased Thresher Scythe damage from 1.5 to 3.
- Increased Killshot bonus damage from +33% to +50%.
- Increased Bio-Plasmic Cannon armour penetration from 4 to 6.
- Increased the hit points of all Tyranid monstrous creatures by 6.
- Increased Tempestus Scions group size from 6 to 7.
- Orkoid Fungus now grants 5 biomass on consume.

General

- Improved text rendering.
- Lowered video memory requirements.
- Fallback font is now used when the default font does not have the requested glyphs, such as when trying to display Russian or Simplified Chinese characters while having the game language set to English.
- Added the ability to automatically send usage statistics and crash reports to Proxy Studios to help improve the game's features, stability and performance. You can read more about this feature and opt-out in the settings.
- When crashing during loading, Gladius now asks Steam to verify the integrity of game files to try to reduce support requests dealing with corrupt or missing files.

Bug Fixes

- Fixed a rare quest bug.
- Fixed Enslavers giving twice as much experience as they should.
- Fixed drop list text sometimes not being cut and droplist arrows not rotating when the drop list opens and closes.
- Fixed Rampage trait not always showing.

v1.04.04 – 10th December, 2019

This update brings a plethora of multiplayer fixes and some Tyranid buffs to help with their struggle when entering the late game.

General

- Added a confirmation dialog when destroying an item.
- Improved multiplayer code. This should fix crashes and glitches due to high ping.

Balance

- Increased Prey Adaption research gained from +2 (+3 with upgrade) to +3 (+4 with upgrade). With the recent buffs to other factions and the nerf to Malanthrope hitpoints we can restore some of their former power.
- Increased Savage Apressants influence cost reduction from -25% to -33%.
- Increased Haruspex Crushing Claws damage by 50%.
- Increased Trygon Scything Talons attacks from 2 to 3.
- Reduced Orbital Scan radius from 2 to 1.
- Changed Oration of Restoration from restore 20% hitpoints to restore 6 hitpoints.
- Changed Machine Empathy from restore 10% hitpoints to restore 3 hitpoints. No longer affects fortifications.
- Changed Shaken and Broken effects from -17% and -33% to -25% and -50%.
- Changed Quantum Shielding from going on cooldown after being attacked to persisting until the end of the turn if damage is taken.

- Reduced Quantum Shielding armour from +4 to +2.
- Adjusted the morale values of many units based on the leadership values from 8th edition tabletop.
- Increased Poisoned trait bonus damage from +0.25...+2.25 to +0.25...+4.25.

Bug Fixes

- Fixed Tesseract Vault's abilities having incorrect fixed accuracy, preventing modifiers from working on them.
- Fixed a crash that could occur when ending the turn against AI.
- It is no longer possible to construct fortifications on special features.
- Fixed a crash that could occur when completing a quest.
- Fixed several descriptions.
- Fixed players getting kicked from the lobby when removing an AI player or changing the map size.
- Fixed outdated floating messages showing up when scrolling around the map.
- Fixed cargo panel unit positions not persisting between clients and server in multiplayer.
- Fixed clients not using the server's animation speed, resulting in potential animation glitches.
- Fixed Destroyer Lord's Destruction Protocols.
- Fixed revealed tiles with attackers not staying visible until the end of the turn.
- Fixed And They Shall Know No Fear missing on several Space Marine units.
- Fixed Aura of Fear icon.
- Fixed Reclaim Unit effect not getting rendered.
- Fixed crash when founding a city.
- Fixed a rare issue that could result in nothing getting rendered.

v1.04.03 – 26th November, 2019

This version addresses the costs of several units that were performing too well compared to their counterparts of other factions, as well as buffing some underused upgrades. We also doubled the regeneration of Necrons as well as Orks in Orkoid Fungus, because these are iconic concepts and simply were too weak considering the prevalence of focus fire.

Balance

- The Maulerfiend's Lasher Tendrils now reduce attacks by 33% instead of 1.
- The Venomcrawler's Devourer of Souls now grants +2 hitpoints instead of +10%, keeping it in line with other regeneration.
- Increased Heldrake cost and upkeep by 50%.
- Increased Defiler cost and upkeep by 33%.
- Reduced Daemonforge damage bonus from +33% to +25%.
- Increased Tyranid Prime Adaptive Biology from +15...+45% to +20...+60%.
- Increased Vindicator cost and upkeep by 33%.
- Changed Captain's Deeds of Glory influence gain from +4...+8 to +2...+6. The skill provided too much influence and with the improved Space Marines economy they are less dependent on it.
- The Captain's Orbital Bombardment is no longer affected by the Captain's level, items and status effects.
- Removed Fortress of Redemption cooldown getting slightly reduced by city tier upgrades.
- Increased Orkoid Fungus healing from 1 to 2.
- Increased Fear Da Orks influence bonus from +25% to +33%.
- Increased Grot Scavengers ore bonus from +25% to +33%.
- Increased The Lord's Command influence cost reduction from -25% to -33%.
- Increased Reanimation Protocols and Living Metal healing from 1 to 2.
- Increased Reanimation Protocols and Living Metal healing bonus from +25% to +33%.
- Increased Accelerated Regrowth healing bonus from +25% to +33%.
- Increased Tesla attacks from +33% to +50%.
- Increased Immortals cost and upkeep by 33%. With the Tesla and Reanimation Protocols

- changes these need to be a bit costlier again, which also goes with their status as elite troops.
- Mindshackle Scarabs now directly reduce the morale of the target enemy unit by 4/8/12 instead of causing Fear.
- Tiles with Necron Tombs are now guaranteed to have at least +20% resources in total (production and loyalty count double).
- Slightly increased Necron Tomb density.
- Increased Regeneration healing from 1 to 2.
- Reverted Stealth only granting ranged damage reduction if the unit has action points left.
- Increased Void Shield Generator cost and upkeep by 33%.
- Reduced Void Shield Generator hitpoints from 32 to 16.
- Reduced Noctilith Crown hitpoints from 36 to 24.
- Changed Void Shield, Kustom Force Field and Telekine Dome from stacking ranged damage reduction to non-stacking ranged invulnerable damage reduction.
- Halved death morale gain and loss from 1 per experience value to 0.5 per experience value to make morale less swingy.
- Halved morale regeneration from 20% to 10%.

General

- Unit action buttons, item buttons and cargo buttons now show their keyboard hotkey in their hint.
- Spectators no longer see "Enemy Turn" in the center of the screen and "Please Wait" on the end turn button.
- Unit overlay now shows the amount of cargo a transport is carrying -- white if any units can be unloaded, gray otherwise.

Bug Fixes

- Fixed Void Shield Generator cost increase not working properly.
- Fixed Big Mek benefitting from 'Eavy Armour (they already have Mega Armour).
- Fixed debug panel cooldown button not affecting items.
- Fixed Warboss dying when increasing Big Boss level.
- Fixed a crash that would happen when two cities try to acquire the same tile at the same time.
- Fixed Quantum Shielding going on cooldown when toggled off.
- Fixed wildlife unleashing when damaged by Wire Weed.
- Fixed spectators unlocking "Life, But Not As We Know It".

Modding

- Percentages in the WorldParameters.xml now count against total land tiles instead of remaining placement candidates. Some values have been adjusted to give similar worlds as before.

v1.04.02 – 14th November, 2019

Balance

- Weapon upgrades now provide +1 armour penetration instead of +25% damage in order to exactly compensate armour upgrades.
- Skyfire weapons now have regular (instead of increased) accuracy against skimmers. Skyfire weapons were too much of a hard counter to skimmers, especially the Necron vehicle lineup.
- A Predator's Killshot now grants +33% damage instead of +2 armour penetration against vehicles and fortifications, which makes it more effective in virtually all situations.
- Increased Hormagaunts cost and upkeep by 50%. In combination with Toxin Sacks on tier 2 (which increase their damage against infantry by 50%) their cost was just too low.
- Increased Void Shield Generator cost and upkeep by 50%.

Bug Fixes

- Fixed a crash that could occur due to an artefact being destroyed.
- Fixed accuracy above 100% not being capped by squad member hitpoints.
- Fixed a crash that could occur when ending the turn.
- Fixed Lord Commissar's Iron Will healing him when the skill is acquired or the passive toggled on.
- Fixed being able to use items on cooldown.

- Fixed cooldown not showing correctly on items.
- Fixed being able to disable Projected Void Shield, Lasher Tendrils

v1.04.01 – 30th October, 2019

This version adds the option to rebind keys and show cliff highlights. It also includes a large amount of balance changes and bug fixes. Special thanks go to everyone who provided feedback, error reports and save games on Discord and on the forums.

New

- Added the ability to rebind controls through a new Controls tab in the settings screen.
- Added video setting to show cliff highlights.

Balance

- Decreased Immortals cost by 25%. This is to make them a more viable alternative to Necron Warriors.
- Increased Tomb Blades cost by 33%.
- Moved Shield Vanes upgrade from tier 2 to 6. Being able to remove Tomb Blades' only downside (low resilience) so early made them too powerful.
- Canoptek Spyders now come with the Fabricator Claw Array without requiring an upgrade. This should make Necron vehicle builds more viable and reduces the high number of Canoptek Spyder upgrades.
- Triarch Stalker's Targeting Relay now also affects vehicles. Annihilation Barges really struggled with synergies and this gives the Necron vehicle lineup more options.
- Reduced Dimensional Corridor cost from 40 to 30 influence. Dimensional Stability reduces the cost further to 20.
- Reduced Prey Adaptation research from 3 to 2, up to 3 with upgrade. Tyranids had it a bit too easy with research due to this passive stacking throughout the mid-game.
- Increased Tyranid Warriors group size from 2 to 3. This is to make Tyranid Warrior builds a more viable alternative to gaunt builds.
- Increased Tyranid Warriors cost from 40 to 60.
- Moved Tyranid Warriors research from tier 1 to tier 2.
- Moved Gargoyles research from tier 2 to tier 1.
- Malanthropes can no longer consume tiles in enemy cities.
- Reduced Malanthrope hitpoints from 16 to 12. Malanthropes were used to tank too many overwatch shots, which is contrary to their supportive role.
- Reduced Malanthrope Toxic Miasma cooldown from 10 to 5.
- Increased Malanthrope Grapsing Tail cooldown from 1 to 3.
- Spore Mines no longer give experience when suiciding.
- Spore Mines are no longer reclaimable.
- Space Marines' Fortress Expansion, Advanced Redoubts and Fortress Supreme upgrades now also increase resources from features by 25% and reduce Deploy Fortress of Redemption cooldown by 1. Space Marines needed some gradual economic boosts throughout their research to keep them competitive in the mid- and late-game.
- Increased Scavenger ore per kill value from 2 to 3. Orks' economy needed some love.
- Reduced Big Mek cost by 33%. Now costs ore and energy instead of food and ore. Energy upkeep instead of food upkeep. The Big Mek was slightly too costly and his resources did not match his role.
- Halved Noctilith Crown's attacks from 6 to 3. Noctilith Crown's damage surpassed Imperial Bastion's while also giving invulnerable damage reduction.
- Void Shield Generator now costs half ore and half energy with energy upkeep. Energy matches its supportive role better.

- Changed Fear from -50% circumstance melee damage to -33% melee accuracy. Fear incorrectly scaled high-damage weapons due to squad members dying, by scaling accuracy the results are more consistent across weapons.
- Noctilith Crown now costs half ore and half energy with energy upkeep. Energy matches its supportive role better.
- Increased Chaos Cultist construct Noctilith Crown cooldown from 5 to 10.
- Invulnerable damage reduction no longer stacks.
- Lictors now require the Flesh Hooks upgrade to receive the additional weapon.
- Lictors' Chameleonic Skin now allows them to overwatch with melee weapons instead of increasing ranged damage reduction.
- Moved Tyranid Megafauna Sac from tier 5 to 4.
- Moved Tyranid Ripper Dispersion from tier 4 to 5.
- Changed Fear from decreased melee accuracy to lose 2 morale each turn. Fear was too hard of an immediate counter to Orks.
- Changed Stealth to only work if the unit has actions remaining. This models the flavor of Stealth better and gives Lictors a more interesting dynamic.
- Items now go on a 1 turn cooldown when assigned to a new hero.

Bug Fixes

- Fixed sporadic unit state crashes.
- Fixed ground transports being able to deploy across cliffs.
- Fixed Ram Raider achievement sometimes not unlocking.
- Fixed disband confirmation prompt showing up for other players' units.
- Fixed a crash that would sometimes occur when using Jokaero Digital Weapons.
- Fixed tile resources sometimes showing 0%.
- Fixed rivers adding +10% food bonus on coast tiles.
- Fixed flying units capturing outposts when a city is destroyed.
- Fixed fortifications not capturing outposts when a city is destroyed.
- Fixed a crash that would sometimes occur when destroying a city.
- Fixed attack estimate weapon damage sometimes being incorrect because it showed the damage of each weapon independently instead of simulating hitpoint loss and squad member death.
- Fixed multi-weapon combat being dependent on weapon order and sometimes doing less damage after buffs because of squad members dying before a blast-weapon does damage. Now all weapon damage is calculate before any members are killed off so weapon order no longer matters.
- Fixed Ammo Runt research missing Big Mek requirement.
- Fixed several typos.
- Removed inconsequential trait Slow and Purposeful from Gargantuan Squiggoth.
- Fixed Tyranid buildings not having a team color.
- Fixed Waaagh! description.
- Fixed Waaagh! feel no pain damage reduction not stacking properly with other feel no pain damage reductions..
- Fixed Spectators getting the Explore Map Steam achievement.
- Fixed buildings not being visualized properly in multiplayer when first built.
- Fixed a visualization issue with units that have healed in a transport and are afterwards disembarking.
- Fixed Swarms trait not showing on Canoptek Scarabs.
- Fixed Big Mek missing a Mek's Tools animation.

v1.04.00 – 17th October, 2019

New Units (Fortification Pack DLC)

- Aquila Macro-Cannon (Space Marines) [Tier 10] - massive fortification with a devastating long-range cannon.

- Big Mek (Orks) [Tier 5] - heavily armoured infantry unit that protects its allies.
- Biovores (Tyranids) [Tier 5] - artillery unit that creates Spore Mines which explode on contact with the enemy.
- Gauss Pylon (Necrons) [Tier 10] - powerful defence turret that shields allied Necron units.
- Noctilith Crown (Chaos Space Marines) [Tier 4] - fortification that shields allied Chaos units and damages enemy psykers.
- Void Shield Generator (Astra Militarum) [Tier 5] - fortification that shields units in range.

Balance

- Imperial Bastion, Forterss of Redemption and Aquila Macro-Cannon are now transports.
- Added Prince of Chaos ability to Daemon Prince: "Increases the accuracy of adjacent allied Chaos units."
- Lictors no longer gain Hammer of Wrath.
- Changed Space Marines Dozer Blade upgrade from tier 7 to 9.
- Changed Space Marines Additional Heavy Bolters upgrade from tier 9 to 7.
- Reduced Signum cooldown from 10 to 5.
- Changed Predator Heavy Bolters upgrade to Additional Heavy Bolters: Grants Fortresses of Redemption, Predators and Acquila Macro-Cannons extra heavy bolters.
- Reduced Ammo Runt cooldown from 10 to 5.

General

- Added player-required confirmation when disbanding a unit and deleting or overwriting a save game.
- Improved some unit descriptions.
- Updated mod screen icons.
- Updated localization files.
- Added Severin Stojanovic (Additional Programming) to the credits screen.

Bug Fixes

- Fixed Summary Execution missing fire effects.
- Fixed Mushling Bloom always showing in the Construct Orkoid Fungus hint.

v1.03.08 – 1st October, 2019

General

- Major refactoring of economy AI.
- Added health and morale bars to transported units.
- Research is now scrolled to the beginning each time a new game is started.

Bug Fixes

- Fixed a rare occurrence of Destruction Protocols crashing the game when completing a quest.
- Fixed incorrect Stinger Salvo upgrade description.
- Fixed Tyranid AI not consuming tiles with Malanthropes.
- Fixed passive unit traits like Quantum Shielding permanently applying to the headquarters unit in which a unit is produced.
- Fixed response voices having incorrect positions when a new unit is selected.

Modding

- Added more report sound triggers: "Factions/<faction>Lost", "Factions/<faction1>Defeated<faction2>", "Factions/<faction>WonElimination", "Factions/<faction>WonQuest".
-

v1.03.07 – 12th September, 2019

Balance

- Carnifex's Spine Banks no longer require an upgrade to unlock.
- Moved Bone Mace upgrade from tier 5 to 4.
- Moved Bio Plasma upgrade from tier 6 to 5.
- Moved Ripper Dispersion upgrade from tier 5 to 4.
- Moved Megafauna Sac upgrade from tier 4 to 5.
- Moved Aggressive Expansion upgrade from tier 5 to 6.
- Increased Bio-plasmic Cannon armour penetration from 2 to 4.
- Changed Slave Mastaba from +2 influence, +2 loyalty to +2 energy, +2 influence, +1 loyalty.
- Changed Nameless Causeway from +2 energy, +1 research, +1 influence, +1 loyalty to +2 energy, +2 influence, +1 loyalty.
- Changed Summoning Core from +2 research, +2 influence to +2 research, +1 loyalty.
- Changed Hypostyle Temple from +2 loyalty to +2 energy, +1 loyalty.
- Changed Bloody Crusade from +10%...+30% damage to +10%...+30% attacks.
- Increased Destruction Protocols damage taken from +5%...+15% to +10%...+30%.
- Triarch Stalker's Targeting Relay no longer requires an upgrade to unlock.
- Reduced Canoptek Scarab cost by 33%.
- Increased Necron tomb density by 50%.
- Fixed Cluster Mines accuracy from 8 to 12.
- Cluster Mines are now permanent.
- Increased Maulerfiend cost by 33%.
- Chaos Rhino's Destroyer Blades no longer requires an upgrade to unlock.
- Moved Crystalline Body upgrade from tier 4 to 3.
- Moved Warpborne Bolts upgrade from tier 3 to 4.
- Bolster Defences now has range 2 and applies ranged damage reduction to a tile instead of invulnerability damage reduction to a unit.
- Increased Jink ranged damage reduction from +17% to +33%.
- Changed Possession from +1...3 armor penetration to +0 armor penetration and 1...3 Chaos Spawn level.
- Reduced Soul Blaze damage.
- Baneblade, Doomsday Ark, Monolith, Lord of Skulls and Gargantuan Squiggoth now have split weapons again.
- Chaos Space Marines now start with 2x Chaos Cultists and 1x Chaos Space Marines instead of 4x Chaos Cultists.

General

- Spectators now show with a spectator instead of a defeated icon on top of the screen.
- Tweaked Triarch Stalker description.
- Added Show Barks setting.
- Made Doomsday Cannon muzzle flashes more pronounced.
- Slightly tweaked particle beam effect.
- Tweaked and fixed several descriptions.

Bug Fixes

- Fixed Lightning Gauntlet going on cooldown when defending.
- Fixed Quantum Shielding going on cooldown when attacking.
- Fixed item shop refresh bug in multiplayer.
- Fixed cluster mines not showing up.
- Fixed vegetation, rocks and imperial ruins not getting culled by buildings.
- Fixed cycle weapons actions requiring skipping the unit.
- Fixed cycle weapons not working in multiplayer for non-host players.
- Fixed selection going to the next unit even when the current unit has available use weapon actions.
- Fixed trait duration not showing for traits coming from features.

Modding

- Unit response sounds are no longer cut off when a different unit is selected.
- Unit response sounds no longer play for units you cannot control.
- Added support for playing custom sounds when a quest report appears with `- Added support for playing custom sounds when a research report appears with `- Added support for playing a report sound when a faction is discovered (`Data/Audio/Sounds/Cached/Factions/<faction1>Discovered<faction2>.wav`).
- Added support for playing sounds when a city is selected through Cities/ `` tag.
- Added support for playing building response sounds through Buildings/ `` tag.

v1.03.06 – 3rd September, 2019

General

- World loading is now multi-threaded to improve responsiveness and to avoid overloading the GPU.
- Material used for Imperial Ruins can now be specified via XML.
- Log configuration when exiting settings.
- Tweaked generic error message to include user data path.
- Toxin Sacs now shows on the unit instead of each weapon.
- Loosened warning for outdated graphics drivers.
- Disabled multi-threaded rendering check box for AMD on Windows.
- Gladius.exe is now SHA256 signed by Proxy Studios GmbH.
- Items now show cooldown on the icon.

Bug Fixes

- Fixed a bug that could result in a failed to submit to queue error.
- Fixed Steam friend invites not working.
- Fixed a pathing issue that could cause units to stop moving before entering the enemy zone of control.
- Fixed a potential synchronization issue.
- Fixed Stinger Salvo upgrade icon.
- Fixed overlay not fading out smoothly.
- Removed frame duration cap, which resulted in wrong fps numbers being reported when the frame rate dropped below 20.
- Fixed autocycle moving to the next unit when an item starts being dragged, is placed on a different slot, activated or deactivated.
- Fixed items on cooldown being enabled when moved.
- Added checks to prevent abilities being leveled past the amount of available points due to things like quick multi-clicking and multiplayer lag.
- Fixed crash when exiting a game with a unit in a transport.
- Fixed passive buffs of units in a transport applying to the transport itself.
- Fixed passive buffs working while a unit is in a transport.
- Vulkan-Loader: Check JSON API version in create instance #228.
- Vulkan-Loader: Ignore old driver registry entries #231

v1.03.05 – 12th August, 2019

Bug Fixes

- Loosened memory requirements.
- Fixed incorrect sample count for stereo cached sounds causing them to not play properly.
- Fixed unit-city boni applying twice.
- Fixed a rare crash that could occur when a unit tried to move onto a blocked tile without having

- vision.
- Fixed several disabled weapons being in the compendium.
- Fixed max tick rate under certain circumstances not getting set properly when disabling vertical synchronization.

v1.03.04 – 07th August, 2019

Balance

- Exalted Strike now performs a Thunder Hammer attack at +150% accuracy against units with hitpoints below 50%.
- Replaced Daemon Prince's Furious Charge with Shrouded to better reflect the fact that he's a Psyker.
- Halved the cost of unit clear tile.

General

- Improved video memory usage on UMA systems.

Bug Fixes

- Fixed crash when a player with outposts remaining is defeated and has a Spectator ally.
- Fixed crash that could occur when exiting a hotseat game.
- Fixed traits that have a longer remaining duration not showing over other identical traits that were applied previously.
- Fixed traits like Alpha Warrior not expanding their range on level up before being reactivated.
- Fixed Extra Bitz sometimes not working.
- Fixed Tyranids found city costing biomass for the first city.
- Fixed Tyranids found city not scaling biomass for non-first cities.
- Fixed loading of sounds from unicode paths on Windows.
- Fixed language files not being loaded from mods.
- Fixed Soul Blaze kills not granting experience.
- Fixed transported units keeping a queued order if the transport moves before the unit fully embarks.
- Fixed unit auto-cycle moving forward while a unit is still moving into a transport.
- Fixed some issues related to Vulkan.
- Fixed unicode text issues.

v1.03.03 – 24th July, 2019

Balance

- Moved Mark of Nurgle back from tier 1 to 2.
- Moved Rite of Change back from tier 2 to 1.

General

- Mods are now disabled if the game crashes on startup, world creation or when loading a save game. Set "General/TerminateWithDisableMods" to "0" in the config file to disable this behavior.

Bug Fixes

- Fixed crash when the game is started with a disconnected audio output device that has been previously chosen to be used.
- Fixed potential rendering race conditions.
- Fixed Data/Core files not being loaded from mods.

v1.03.02 – 22nd July, 2019

Balance

- Reduced Chaos Rhino squad size from 2 to 1.
- Reduced Chaos Rhino cost by 25%.
- Added Jink to Heldrake.
- Meteoric Descent is now part of the Heldrake's regular attack.
- Reduced Gift of Contagion cooldown from 5 to 3.
- Increased Gift of Contagion range from 1 to 3.
- Sensory Overload now scales attacks instead of cooldown (now: cooldown 3, attacks +0%...+100%).
- Added missing Monstrous Creature trait to Daemon Prince.
- Moved Mark of Nurgle from tier 2 to 1.
- Moved Rite of Change from tier 1 to 2.
- Moved Havoc from tier 2 to 3.
- Moved Khorne Berzerker from tier 3 to 2.
- Tentaclics are now part of the Hive Crone's regular attack.

General

- Added an exclamation mark to the population display when the required population exceeds the available.
- Improved Chaos Space Marines Grenades descriptions to note which units they apply to.
- Added Sensory Overload description.
- Log world seed when loading game.

Bug Fixes

- Fixed crash that could occur due to a non-UTF user locale.
- Fixed not being able to load games through the load game screen's load button under rare circumstances.
- Fixed crash that could occur due to the pathfinder not having a valid goal.
- Fixed crash that could occur when cycling autosaves or quicksaves.
- Fixed some issues related to Vulkan.
- Fixed No Escape trait not showing on weapons.
- Fixed Poisoned trait not showing on weapons.
- Fixed experience value of units on Orkoid Fungus being reduced to 0.6.
- Fixed Gift of Contagion consuming the Daemon Prince's action points until the Blighted effect ends.
- Fixed enemies gaining experience when a Champion of Chaos transforms.
- Fixed allies losing morale when a Champion of Chaos transforms.
- Fixed unit weapon upgrades not showing in the compendium.
- Fixed Shatter Defences not showing the amount of ranged damage reduction.
- Fixed Features in the compendium not showing trait properties.
- Fixed weapon effect in the portrait rendering through the unit.

v1.03.01 – 19th July, 2019

New

- Tiles affected by Shatter Defences are now visually marked.

Balance

- Reduced Dark Glory damage reduction from +20%...+60% to +15%...+45%.
- Increased Worthy Offering Boon of Chaos chance from +20%...+60% to +25%...+75%.
- Reduced Ichor Blood cooldown from 2 to 1.
- Increased Ichor Blood returned damage from 50%...150% to 100%...300%.
- Possession summons are now permanent.
- Increased Master of Mechanisms heal from +6...+18 to +8...+24.

- Increased Shatter Defences range from 1 to 2.
- Increased Mechatendrils attacks from 1...3 to 2...4.
- Increased Infernal Industry energy and ore gain from +9 to +12.
- Reduced Daemonforge cooldown from 10 to 3.
- Changed Cultist Sacrifice from +2 to +25%.
- Summons no longer cost upkeep.

Bug Fixes

- Fixed Master of Possession's Possession ability making units disappear.
- Fixed not being able to load games through the load game screen under rare circumstances.
- Fixed crash that could occur when a transport dies with units inside.
- Fixed crash when starting a game as a Spectator with cinematics enabled.
- Fixed found city cost not increasing from queued orders.
- Fixed Adamantium Weave Vest applying to the tile instead of the unit.
- Fixed Worthy Offering sometimes not applying.
- Fixed Fire Frenzy not increasing the ranged attacks.
- Fixed Blood Rage and Fire Frenzy not restoring decreased movement.
- Fixed Cultist Sacrifice affecting all cities instead of just one city.
- Fixed Chaos Rhino self-repair missing healing effect.
- Fixed please wait message appearing when deselecting a transport while it is not your turn.
- Improved cancel order handling in multiplayer.

v1.03.00 – 18th July, 2019

Note: Saved games from previous versions are not compatible with this version.

“Heresy... must be eradicated leaf, brand and root. It must be exorcised utterly or it will return all the stronger, time and time again, until it is too great to destroy.”

— Galan Noirgrim, Master of the Ordo Malleus

New

- New Faction (Chaos Space Marines DLC)
 - Death to the False Emperor
 - Initial Challenge: Medium
 - Chaos Cultists: Cheap fodder infantry that can found cities and increase city growth.
 - Unholy Rites: Sacrifice city population to a Dark God to grant the city a significant temporary economic boost based on the god.
 - Boons of Chaos: When a Champion of Chaos kills an enemy, there's a chance the unit gains a permanent boon.
 - Spawnhood: Instead of gaining a Boon of Chaos, there's a chance the unit transforms into a Chaos Spawn.
 - Dark Apotheosis: Instead of gaining a Boon of Chaos, there's a chance the unit transforms into a mighty Daemon Prince.
 - Marks of Chaos: Brand individual units with a mark from one of the Dark Gods to increase the unit's powers.
 - It Will Not Die: Daemon engines that regenerate hitpoints each turn and even consume the souls of their enemies.
 - Veterans of the Long War: Veteran units with increased morale that gain a bonus to melee accuracy against loyal Space Marine units.
- Added 4 new items: Axe of Blind Fury, Scrolls of Magnus, Tantalising Icon, Omni-Scope.
- Added 13 new achievements.
- Added 5 new tips.
- Added display of total number of Chaos Cultists killed on Gladius to the menu screen.
- Unit overlay now shows if a unit has actions remaining with a player-colored border around the

- unit icon.
- Holding Ctrl while giving attack orders now makes the unit go into melee range for the attack if the unit has melee and ranged weapons.
- Added population limit to the city overlay, so you can see at a glance if a city is population-capped.
- Items are now colored by rarity: uncommon—turquoise, artefact—purple.
- Elite abilities are now colored purple.
- Research screen can now be scrolled by dragging the mouse left or right while the left mouse button is pressed.
- Added weapons list to the compendium.
- Added compendium faction sub-folders for buildings and units.
- Added Spectator faction for observing games in multiplayer.
- Added setting that controls the audio output device.
- Added a Mods management screen under Extra in the main menu.

Balance

- When a hero unit dies all his items now become unclaimed for the hero's owner. This should reduce the overwhelming impact of losing a hero.
- Damage reduction from traits is now always additive instead of sometimes specifying the minimum. This fixes damage reduction buffs and debuffs applying in a confusing manner.
- A single type of damage reduction can no longer apply past 83%.
- Kastelan Robot's Repulsor Grid now returns 17% of ranged damage done by weapons that are not blast, template or witchfire.
- Neutral units no longer gain upgrades.
- All walkers now have access to Hammer of Wrath, as per 7th edition tabletop rules.
- Mourning Blade of Lazaerek now increases melee damage and melee armour penetration instead of hitting additional enemies.
- Gets Hot now deals 5% of the weapon's raw damage to the unit instead of 2% of the unit's hitpoints per attack.
- Smoke screen now blocks line of sight.
- Teleportation is no longer possible into enemy city tiles.
- Reduced Mob Rule morale loss reduction from -5% to -3%.
- Reduced Mob Rule morale loss reduction cap from -80% to -30%.
- Reduced Bosspole morale loss reduction from -3% to -1.5%.
- Increased Extra Bitz upkeep reduction from 10%...30% to 25%...75%.
- Mek Gunz's Traktor weapon now applies Immobilized instead of Slowed.
- Slowed no longer applies -10% accuracy.
- Smoke Screen is now self-target.
- Canoptek Spyder is no longer erroneously considered a vehicle.
- Added missing Tank trait to Battlewagon, Hunter, Predator and Vindicator.
- Fixed Poisoned rank not working. This correctly increases Toxinspike, 'Urty Syringe and Malanthope damage against infantry.
- Fixed Shockwave not applying Pinned.

General

- 1 turn cooldown weapons that required no action points are now part of the default attack of a unit. This helps with super-heavy unit usage without any significant practical sacrifice.
- Reduced minimum turn number for a new quest appearing if the previous one was completed.
- Increased spawning distance of enemy waves in invasion quests.
- Execute queued orders prompt is now displayed before order unit.
- End turn button now shows the icon of a sand watch instead of unit skip.
- Improved item hints and compendium entries to show cost and rarity.
- Compendium entries now show default stats instead of based on the current player.
- Actions for cycling weapons are now more descriptive.

- Changed key to keep attack estimate visible from Ctrl to Shift.
- Don't show "screen shot saved" message so multiple screenshots can be taken in a row.
- All fonts now support the general punctuation UTF-8 block (e.g. " " ' ' „ « » —).
- Added support for non-breaking space in text ``<nbsp>``.
- Improved the look of punctuation by using smart quotes and em dashes.
- % modifiers now show up to one digit after comma.
- Librarian's Objection Mechanism application of Gets Hot now shows on the unit instead of each individual weapon.
- Random and Spectator factions are now at the bottom of faction lists.
- Improved jump pack landing sound effect.
- Improved timing of unit die sounds.
- Improved multiplayer movement line responsiveness.
- Improved save game format to reduce GUI lag when many large save games are present on disk.
- Improved performance.

AI

- Neutral units spawned by quest objectives such as invasions no longer run away to heal.
- Fixed AI to prefer attacking the closest enemy.
- Fixed AI sometimes not retreating its army when its cities are threatened by a large enough force.

Bug Fixes

- Fixed non-starting players losing upkeep resources in the first turn.
- Fixed unit queued orders not returning resources when changing orders or when a unit dies.
- Fixed attack estimate not showing for Jokaero Digital Weapon, Orbital Bombardment and Orbital Strike.
- Fixed attack estimate not updating when selecting a targetable ability with a keyboard shortcut.
- Fixed rare occurrences where the attack estimate would show incorrect numbers.
- Fixed Tyranid Prime's Adaptive Biology incorrectly triggering after the first weapon dealt damage instead of after the first combat was over.
- Fixed buffs and upgrades showing incorrectly in the hint of some abilities such as Shockwave and Orbital Strike.
- Fixed Catachan Devil Lair sometimes not dying with 0 hitpoints.
- Fixed notifications of abilities used showing incorrect rank.
- Fixed Attack Squig name not including max rank.
- Fixed Compendium scroll bar issues.
- Fixed Dreadnought ranged attack animation.
- Fixed Feed Upon The Planet tip showing when not playing Tyranids.
- Fixed crash when an item is removed while being dragged.
- Fixed Psychneuein Infestation spawning Psychneuein when a city is founded.
- Fixed movement debuffs sometimes not working properly.
- Fixed animation speed being applied incorrectly for firing weapons at non-standard speeds.
- Fixed centering in the unit portrait being off in some circumstances.
- Fixed Forbidden Knowledge triggering Captain's Deeds of Glory.
- Fixed scroll bar button not highlighting when pressing on an empty portion of the scroll bar.
- Fixed intro cinematic sometimes not playing when starting multiple games in succession.
- Fixed the first fraction of a second of streaming audio being cut off.
- Improved cinematic audio synchronization.
- Fixed cities spawned by kill camp quest objectives not having custom names.
- Fixed being able to click inside the game world while the menu screens are visible.
- Fixed music restarting when the game is saved through the save screen with a new name.
- Fixed rain audio sometimes not playing.
- Fixed unclaimed items being clickable without a hero selected under rare circumstances.
- Fixed an issue with units avoiding their rally tile.

v1.02.08 – 09th July, 2019

New

- Added setting for multi-threaded rendering. Players who experience visual artifacts should try disabling it.

Bug Fixes

- Fixed a potential rendering race condition.
- Fixed clear tile action visualization.
- Fixed a pathing issue when showing the attack estimate in combination with hidden units.
- Fixed a crash caused by newly produced unit having an invalid path.

v1.02.07 – 18th June, 2019

In order to make our engine future-proof and equalize performance across different graphics card vendors, we have transitioned from OpenGL to the Vulkan graphics API.

Please note that unfortunately the minimum hardware requirements for the game have increased (the vendors don't provide Vulkan drivers for 8+ year old cards), but we are keeping up a legacy OpenGL Steam branch.

On the plus side, the game now uses 1 GB less physical memory and, while NVIDIA performance should be roughly identical, run at more than double the frame rate for AMD cards. There are also further performance improvements planned.

General

- Migrated from OpenGL to Vulkan renderer.
- Improved cinematic playback performance.

Bug Fixes

- Fixed compatibility with Ubuntu 18.04.
- Fixed getBuildingSlotsRemaining crash that could occur when a city was built at the location of a previously destroyed city.
- Fixed crash that could occur after loading a game in which a city was built at the location of a previously destroyed city.
- Fixed movement area and target highlights of selected enemy units giving away targets not visible to the player.

New Minimum System Requirements

- Operating System: Windows 7 (64-bit) or Ubuntu 18.04 (64-bit)
- Processor: Intel Core i3 or equivalent
- Memory: 4 GB RAM
- Graphics: Vulkan support (Nvidia GeForce 600 series / AMD Radeon HD 7000 series / Intel HD Graphics 500 series) and up-to-date graphics drivers
- Hard Disk: 4 GB available space
- Display: 1280x720

New Recommended System Requirements

- Operating System: Windows 10 (64-bit) or Ubuntu 18.04 (64-bit)
- Processor: Intel Core i5 or equivalent
- Memory: 8 GB RAM
- Graphics: Vulkan support with 3 GB VRAM (Nvidia GeForce 900 series / AMD Radeon RX 400 series) and up-to-date graphics drivers
- Hard Disk: 8 GB available space
- Display: 1920x1080

v1.02.06 – 31st May, 2019

Balance tweaks and bug fixes.

Balance

- Orks now always create a 3 turn Orkoid Fungus on death. The tier 10 tech Permanent Decomposition makes the Orkoid Fungus duration permanent.
- Growing Orkoid Fungus is now available to Orks from the start and no longer requires research.
- Mob Rule and Bosspole now reduce the amount of morale lost based on the amount of allied units in the area; no longer incurs a hitpoint loss.
- Halved Ork non-hero unit influence upkeep and their influence gain on combat.
- Increased Flash Gitz group size from 4 to 5.
- Moved Flash Gitz upgrade from tier 3 to 4.
- Moved Killa Kan upgrade from tier 4 to 3.
- Increased Mek group size from 3 to 5 and cost by 33%.
- Reduced Deffkopta cost by 33%.
- Added missing Open-Topped traits to Warbuggy and Battlewagon.
- Moved Tyranid Warrior tech from tier 2 to 1.
- Moved Gargoyle tech from tier 1 to 2.
- Reduced Hormagaunt cost by 33%.
- Haruspex now has Acid Blood even without the upgrade.
- Increased Haruspex's Rapacious Hunger additional attacks from +33% to +50%.
- Increased Tyrannofex's Rupture Cannon attacks from 2 to 3.
- Reduced Librarian Shockwave damage by 50%.
- Triarch Stalker's Targeting Relay now correctly buffs only Necron infantry units.
- Necrons Tombs are now guaranteed to not have more than one cliff / water tile next to them.
- Blighted, Blind, Stun and Concussive no longer work on Vehicles and Fortifications.
- Reduced the chance of gaining item rewards when exploring ruins (especially artefacts).

General

- Improved overlay performance.

Bug Fixes

- Fixed crashes related to a unit dying while in a transport.
- Fixed crash when a transport dies while one of its cargo units is selected.
- Fixed crash whenever a Space Marine player is killed with Fortresses remaining.
- Fixed crash when the city view of a city being destroyed is open.
- Fixed units not being able to enter a transport that is adjacent to an enemy.
- Fixed death effects like Psyhneuein Infestation and Synaptic Backlash not applying when a unit is disbanded.
- Fixed construct feature actions like Grow Orkoid Fungus not showing flavor text.
- Fixed a small memory leak.

v1.02.05 – 14th May, 2019

Hotseat mode is here! Play with friends on the same device or send them your saves to play asynchronously!

This update adds a new neutral unit, enhances notifications and improves item and early unit balance.

"The cultists of Chaos can be found, in one form or another, almost anywhere the Imperium has spread. At first glance, they are indistinguishable from normal men, but under their clothes, their flesh is tattooed and branded with sigils that hurt the eyes of any faithful who look upon them."

New

- Chaos Cultists reveal themselves from the Imperial remnants on Gladius Prime. What powers will

- they manifest once the Traitor Marines arrive?
- Hotseat mode! While in the new game lobby with simultaneous turns off, any player can be toggled into a human hotseat player. During play, the game will pause on a shrouded screen before each player's turn starts, allowing the seat to change or the game to be saved for forwarding to distant players.
- Added new hotseat achievement.
- Notification text is now shown for 3 seconds and then hides to prevent excess information and to give more focus to new notifications. The notification icon is shown until dismissed and shows the notification's text when hovered.
- Notifications are now saved when saving a game and shown again on load.
- Opening Menu while in a single player game, including hotseat, now pauses the timer.
- Added surrender button to the Menu.

General

- Improved notification text to be more concise and informative.
- Notifications against your units are now always displayed, even if the action is in your view.
- Notifications for abilities and attacks no longer appear before the animation has ended.
- Clearing notifications is no longer required before ending the turn.
- Updated Exocrine unit description.
- Improved German, Russian and Simplified Chinese translations.

Balance

- Weapons with an armour piercing value of 5 in the board game now have an armour penetration of 1 instead of 0. This makes many low-tier infantry's weapons slightly stronger against armour.
- Reduced Blight Grenade duration from 3 turns to 2.
- Reduced Blind Grenade duration from 3 turns to 2.
- Reduced Combat Stimulant duration from 3 turns to 2.
- Reduced Man-Catcher duration from 3 turns to 2.
- Reduced Powered Bolas duration from 3 turns to 2.
- Reduced Stun Grenade duration from 2 turns to 1.
- Reduced Temporary Shield duration from 3 turns to 2.
- Reduced Zoat Hide Jerkin from +4 hit points to +3.
- Added Melta Bomb to Assault Space Marines.
- Added Melta Bomb to Devastator Space Marines.
- Added Melta Bomb to Scout Bikers.

Bug Fixes

- Fixed Blight Grenade & Blighted having an accuracy of 12% instead of 100%.
- Fixed loyalty artefact not having an effect until reactivated.
- Fixed Scavenger Adaptation not working on Reclamation Pool.
- Fixed Enslavement notification not showing.
- Fixed "Game Saved" message not appearing when not in the default world view.
- Fixed multiple GUI screens showing at the same time under rare circumstances.

v1.02.04 – 29th February, 2019

This update is primarily aimed at rebalancing Tyranid and Astra Militarum economies, and fixing a variety of outstanding bugs.

Special resource features now value biomass percentage bonuses as double to offset the disproportionately higher biomass output of Tyranid buildings. To reduce the irregularities of map generation for Tyranids, more features now have a biomass bonus.

Balance

- Reduced Grox Pasture from +20% biomass to +10% biomass.

- Changed Trader Encampment for Tyranids from +20% influence to +10% influence and +5% biomass, and constant bonus from +2 influence to +1 influence and +1 biomass.
- Changed Promethium Relay Pipes for Tyranids from +20% influence to +10% influence and +5% biomass, and constant bonus from +2 influence to +1 influence and +1 biomass.
- Changed Recaf Leaf for Tyranids from +2 influence to +1 influence and +1 biomass.
- Increased Zoanthrope cost by 33%.
- Astra Militarum resource edicts now only increase the output of the associated resource buildings to prevent tilting edict efficiency towards certain resources that appear more frequently on buildings, such as Labor Corps and Manufactorum ore.
- Spawning units now triggers overwatch.
- Spawning units now capture outposts.
- Smoke Screen can now be used on adjacent tiles.
- Reduced Hunter-Killer Missile damage from 12 to 8 and armor penetration from 8 to 6.
- Fixed Triarch Praetorians gaining Hammer of Wrath when using Jump Packs without having Hammer of Wrath researched.
- Bolster Defences can now be used on its own tile.
- Bolster Defences now gives invulnerable damage reduction instead of ranged damage reduction.
- Reduced Siren Caster from +5 to +4 loyalty.

General

- The world generator now tries to place players of the same team closer together.
- Added Space Marine Shotgun flavor.
- Clarified in trait descriptions that Barrage and Melee cannot overwatch.
- Clarified in trait description that Pinning only works on fearful infantry.

Bug Fixes

- Fixed Reclaim Unit target selection sometimes not showing a unit's value.
- Fixed trait conditions sometimes matching wrongly if the unit has multiple instances of the same trait type, for example when being adjacent to a friendly and an enemy Synapse Creature simultaneously.
- Fixed Flyers capturing outposts when a Fortress of Redemption is destroyed.
- Fixed Ammo Runt not having Flash Gitz as requirement.
- Fixed extraneous Stormraven Gunship requirement from Ceramite Plating.
- Fixed Orbital Strike being usable on Headquarters under fog of war.
- Fixed Malanthropes being able to consume water tiles.
- Fixed an issues with units in transports becoming visible upon healing.
- Fixed Bolster Defences being usable on tiles without units.
- Fixed missing effect for bolster defences.
- Fixed Gorkanaut effect visualization being off-center.
- Fixed animation speed not applying to various effects.
- Fixed Orbital Deployment having no sound.
- Fixed several typos.
- Fixed crash on quit.

Modding

- Fixed Reclaim Unit target selection sometimes not showing a unit's value.

Next to various tweaks and fixes, this update adjusts the resource output of some Ork buildings to give them more viable opening strategies and help with their early game.

Balance

- Scrap Shedz now generates 2 ore, 2 influence and 1 population limit.
- Pile O' Dakka now generates 4 influence and has a -2 energy upkeep.
- Kult ov Speed now generates 2 influence and 2 research.
- Runtherd Groundz now generates 2 food, 2 influence and 1 loyalty.
- Increased Cybork Implants damage bonus and damage reduction from 3% to 5%.
- Increased Cybork Implants cooldown from 1 to 3.
- Rending now grants +10% damage and +1 armour penetration instead of +25% damage (making it slightly stronger against medium and heavy armoured targets).
- Paroxysm now reduces accuracy by -50% instead of -4.
- Blind now reduces accuracy by -50% instead of -4.
- Accuracy can no longer drop below 2 from debuffs.

General

- Overhauled netcode backend; simplified connection handling and improved memory safety.
- Doubled duration before a network timeout occurs.
- Improved menu screen performance.

Bug Fixes

- Fixed certain special features not granting the city percentage bonus when acquired by Necrons or Tyranids.
- Fixed hint for Mass Incubation.
- Fixed Hive Commander hint to state that it only works on allied Tyranid units.
- Fixed Hive Crone hint wrongly stating it being a synapse creature.
- Fixed multiplayer crashes that could occur when a player tries to connect to a server, especially while the host is loading, because the connecting player would start receiving world data before fully joining the game.
- Fixed players not matching to their name when multiple players connect at the same time.
- Fixed invalid world parameter in the configuration xml crashing the game.
- Fixed invalid faction in the configuration xml crashing the game.
- Fixed buildings in the compendium not displaying upkeep.
- Fixed Catachan Devil Lair not having the Fortification trait.
- Fixed current research icon not having a shadow.
- Fixed current quest icon not having a shadow.
- Fixed missing flavor for Extra Monstrous Creature Armour.
- Fixed typo when Tyranids encounter Orks.
- Fixed Tyranids quest typo.

v1.02.02 – 1st February, 2019

General

- Whenever possible, instead of erroring when data is not found, use fallback data instead. Not found data is logged on first access and on program exit.
- Tweaked mixer distance attenuation.

Bug Fixes

- Fixed an animation crash with a destroyed player becoming neutral and losing upgrades.
- Fixed a crash that could occur when a turn ends and a trait is removed.
- Fixed death sounds sometimes playing multiple times.
- Don't allow accuracy to go below 0%.
- Halved Fleshborer fire volume and Warbuggy move volume.
- Don't modify voice sound pitch by animation speed.

Modding

- Fallback data name can be specified in each manager's blueprint with fallback="".
- Added support for unit response sounds:

```
\<unit>
  \<responses>
    \<action name="" sound="" soundCount=""/>
    \<attack sound="" soundCount=""/>
    \<move sound="" soundCount=""/>
    \<productionCompleted sound="" soundCount=""/>
    \<select sound="" soundCount=""/>
  \</responses>
\</unit>
```

- Added Audio/VoiceVolume configuration entry, used for unit response sounds.

v1.02.01 – 28th January, 2019

- This update adds new floating text to improve battlefield awareness. It also improves the readability of icons, rebalances problematic units and fixes several outstanding bugs.

New

- Added floating text when a unit gains a trait, overwatches, infiltrates or causes resource gains.
- Added shadows to icons through dynamic glow rendering for improved readability.

Balance

- Increased Hive Crone morale from 6 to 12.
- Increased Haruspex armor from 6 to 8.
- Increased Haruspex hitpoints from 20 to 30.
- Reduced Haruspex morale from 12 to 6.
- Fixed Carnifex Bio-Plasma missing Blast.
- Increased Carnifex Spine Banks damage from 1 to 2.
- Fixed Hive Tyrant, Tyranid Prime and Tervigon not gaining Acid Blood upgrade.
- Fixed Strikedown trait not working.
- Fixed Mushling Bloom not working for Orkoid Fungus that has not been planted by the player with the upgrade.
- Increased cost of Astra Militarum city edicts from 20 influence to 40.
- Smoke Screen now consumes action and movement.
- Moved Basilisk research from tier 4 to 5.
- Moved Leman Russ Battle Tank research from tier 5 to 6.
- Moved Imperial Bastion research from tier 5 to 4.
- Reduced Tomb Blade cost by 25%.
- Reduced Canoptek Scarab's Entropic Strike max damage from hitpoints from 2.4 to 1.2, bringing it in line with Gauss.

General

- Improved bark triggers.

- Cities now no longer give Synapse Link on acquired tiles, but gain a synapse range of 2 when upgraded with Ripper Dispersion (tile acquisition radius upgrade).
- Don't show "Achievements disabled." message for standalone version.
- Improved font rendering: faster game start, lower memory requirements, faster rendering.
- Now requires OpenGL 4.0.
- Updated localization files.

AI

- Improved Tyranid AI hero ability usage.

Bug Fixes

- Fixed a crash that would sometimes occur when a city is destroyed.
- Fixed a crash that would occur when a unit would gain a weapon upgrade in the same frame as its animation changes.
- Fixed a crash related to a Fortress of Redemption missile effect.
- Fixed active order cancelling when a unit is healed by a trait or ability. This fixes Necrons hold position until healed cancelling each turn.
- Fixed some abilities not playing sound effects.
- Fixed some items not playing sound effects.
- Fixed sound effect not playing when capturing an artefact.
- Fixed some barks never appearing.
- Fixed neutral Orkoid Fungus receiving free Mushling Bloom upgrade after a certain amount of turns.
- Fixed Psychneuein infesting attackers.
- Fixed Synapse Link trait showing multiple times.
- Fixed Tyrannofex research not requiring Brood Haunt research.
- Fixed trait "turn" not being localized.
- Fixed trait duration greater than 1 not being plural.
- Fixed effect for Malanthrope Grasping Tail.
- Fixed effect for Malanthrope Toxic Miasma.
- Fixed Malanthrope melee attack animation.
- Fixed effect for Jokaero Digital Weapon.
- Fixed effect for Combat Stimulant.
- Fixed effect for Forbidden Knowledge.
- Fixed Vault Sentry attack animation.
- Fixed Rapid Rise not costing any influence.
- Fixed AttainMaxUnitLevel achievement being unlocked when capturing a unit that has no levels, e.g. an artefact.
- Fixed several typos.

Modding

- Added \<action soundFirstActingMemberOnly="1"> and \<action voiceSoundFirstActingMemberOnly="1">.
- Added \<radius> modifier effect.

v1.02.00 hotfix – 16th January, 2019

- Fixed bug where Rapid Rise was costing 0 influence.
- Fixed bug where Max Unit Level achievement being wrongly triggered by capturing an artefact.

v1.02.00 – 15th January, 2019

Note: Saved games from previous versions are not compatible with this version.

*"They come from between the stars, a god of hunger made flesh, to harvest the galaxy of life."
-- Inquisitorial Xenologist, Darnye Gotopo*

This update adds Tyranids to the world of Gladius Prime -- a new fully-featured faction with their very own unique playstyle and storyline. To bring the existing factions more in line with each other and improve gameplay, it also contains a wide array of balance changes as well as many atmospheric additions, AI improvements, bug fixes and Steam achievements.

New Faction (Tyranids DLC)

- Tyranids - The Great Devourer
- Initial Challenge: Hard
- Biomass: Food and ore resources are replaced by a single biomass resource.
- No Energy: Influence is used for building maintenance.
- The Ravening Swarm: Cities are more restricted in size, but less penalized by quantity.
- Reclamation: Production buildings can reclaim units to regain biomass and production.
- Feed Upon The Planet: Cities and Malanthropes consume tile biomass and strip the ground down to bedrock.
- Prey Adaptation: By defeating and consuming enemies, Tyranids evolve better ways of beating them next time. Enemies defeated in the area of a Malanthrope generate research points.
- Instinctive Behavior: Units outside the range of a synapse creature revert to their instinctive behavior until contact is re-established. Whilst in range of a synapse link, units are immune to morale effects. The Hive mind's attention can be focused to temporarily override a unit's instinctive behavior.
- Poisoned Weapons: Many weapons do additional damage against infantry units.
- Acid Blood: Many monstrous creatures cause melee attackers to take damage.

New

- Added Tyranid music.
- Added unique barks for the majority of units instead of having all units of a faction share the same ones.
- Added several pieces of new flavor text scattered throughout the game.
- Show names of quest bosses above their icon.
- Added 55 Steam achievements.
- Added display of total Tyranids killed on Gladius to the menu screen.
- Added new outpost captured sound.
- Added new sound for Neophyte Hybrid's Return to the Shadows ability.
- Added chat notification sound.
- Ruins of Vault can now give Vault Sentries as rewards.

Balance

- Increased height level for headquarters and flyers used for sight and line of fire.
- Shaken now reduces the accuracy by 17% (from 25%) and increases the damage by 17% (from 0%).
- Broken now reduces the accuracy by 33% (from 50%) and increases the damage by 33% (from 0%).
- Added Fleet trait to Canoptek Scarabs, Catachan Devils, Krooth Hounds and Lord of Skulls: +1 movement.
- Added Poisoned trait to 'Urty Syringe: increased damage against infantry units.
- Added Pinning trait to the Hades Gatling Cannon and Shockwave: prevents infantry taking damage from doing overwatch attacks for a turn, decreases movement by 67%, decreases

accuracy by 50% and increases ranged damage reduction by 17%.

- Added Infiltrate trait to Catachan Devils, Kroot Hounds and Scout Bikers: prevents overwatch attacks.
- Stealth trait now increases ranged damage reduction by 17% instead of preventing overwatch attacks.
- Reduced Smash trait min armor penetration from 10 to 6.
- Hammer of Wrath upgrade now also grants Hammer of Wrath for a turn to units using the Jump Pack ability.
- Heavy Weapon trait now reduces accuracy by 50% after moving instead of fixing it to 2, allowing buffs like Aura of Discipline, Signum and Ammo Runt to affect it.
- Smoke Screen is now a free action.
- Increased Summary Execution regained morale from 2...6 to 3...9.
- Increased Iron Will regained hitpoints from 50% to 100%.
- Changed Labour Corps resource output from 6 influence to 4 ore and 2 influence. This should give Astra Militarum a better opening.
- Reduced cost of Astra Militarum city edicts from 40 influence to 20.
- Reduced cost of Bullgryns by 25%.
- Reduced Fortress of Redemption cost from 40 to 20.
- Increased Necron ore starting resources from 25 to 50. Necrons were accidentally starting with 25 less resources than the other factions and forced to commit heavily to ore too early.
- Increased Concussion accuracy from -20% to -25%.
- Increased cost of Monolith by 50%.
- Increased cost of Obelisk by 50%.
- Increased armor of Land Raider by 2 and cost by 50%.
- Increased cost of Gorkanaut by 33%.
- Reduced Gorkanaut Rampage attacks from +1 to +50%.
- Reduced cost of Gargantuan Squiggoth by 33%.
- Reduced Channel Mental Emissions research from +6...+18 to +3...+9.
- Reduced Cybork Implants damage and damage reduction from +10%...+30% to +3%...+9%, reduced cooldown from 3 to 1.
- Reduced Experimental Procedure damage and damage reduction from +50% to +25%.
- Reduced Extra Bitz upkeep from -25%...-75% to -10%...-30%, reduced radius from 4 to 3.
- Reduced Prophet of the Waaagh! radius from 4 to 3.
- Reduced Might Makes Right from 4 to 3 influence per combat per upkeep.
- Changed Warpath from +1...3 attacks to +20%...+60% attacks, reduced cooldown from 3 to 2, reduced duration from 3 to 2.
- Changed Skyfire weapon accuracy against flyers/ground to +33%/-33% from +2/-2, and non-skyfire weapons against flyers to -33% from -2.
- Siren Caster artefact now grants +5 instead of +3 loyalty.
- Increased Enslavers experience value from 2 to 3.
- Outpost's ranged damage reduction now works on all units, not only allied.
- Increased Shelter Compression population limit increase from +1 to +2.
- Clear tile restores a tile to its nominal climate (removing bedrock).
- Reduced the number of enemies spawned for the last Astra Militarum quest. It was a too hard considering the turn limit.
- Enemies spawned by quests now have higher rank as well -- randomized and based on the tier of the quest.
- Disabled healing, movement and sight artefacts until better solutions can be found and

implemented.

General

- Defeating a player now transfers his units and outposts to the closest undefeated ally and only become neutral if there are no undefeated allies.
- Economy graph now shows resource output instead of building cost.
- All trait effects are now processed before trait durations.
- Hero units no longer gain titles.
- Random faction no longer considers other random players and is now truly random.
- Melee weapons now have a specified range of 1; the Melee trait restricting their range.
- Improved CPU performance when units move.
- Improved audio synchronization.
- Improved ground decal rendering.
- Configuration is now logged on application start.
- Updated localization files.

AI

- Restored AI troop variety.
- AI now prefers to put buildings that don't benefit from the bonuses of a given tile on tiles that have the lowest bonuses of other things it also might need.
- AI no longer orders a unit to heal which is already healing, unless its position is no longer safe. This prevents unnecessary interruption of healing.
- New way to analyze healing spots without using pathfinding for faster turn-processing.
- AI will now research loyalty buildings before it needs them, so they are available when required.
- AI no longer considers its own wounded units when it comes to combat strength calculations, so it doesn't overestimate themselves.
- AI will now base the unit type it will focus on based on the availability of resources. So, for example if there's a lot of food but few minerals an Astra Militarum AI will focus on infantry. Support and air production buildings are not treated by this system as they are not available early on. Instead the AI will just add those in a ratio with their other unit production buildings.
- AI can once again build the construction building without requiring a certain amount of loyalty.
- AI will now first fix resource problems before getting population, expansion or construction in addition to unit production buildings.
- AI shall no longer move squishy units like Devastators in an overly aggressive manner.
- AI will now only perform the aggressive move style when they think their army is at least 50% stronger than that of the enemy.
- AI should now ignore enslaved units when it comes to how they position their units.

Bug Fixes

- Fixed checks if a unit can attack not always considering a weapon's targeting conditions and accuracy 0. This fixes Domsday Ark being able to fire at enemies at range 3 after moving for 0 damage.
- Fixed Psycheneuein kills spawning units for the wrong player.
- Fixed please wait message triggering when a hero that can't act is deselected.
- Fixed being able to change research in the enemy's turn.
- Fixed being able to use actions in the enemy's turn if they have already begun targeting.
- Fixed outpost trait not appearing for non-host players in multiplayer.
- Fixed weapon upgrades not showing for non-host players in multiplayer.
- Fixed feature durations not updating for non-host players in multiplayer.
- Fixed passive traits not working on world generation before a unit is moved or turn ends.
- Fixed passive actions that increase in radius with level not applying to new affected tiles before

moving when leveled.

- Fixed auras not working properly when multiple affect the same tile but from different players.
- Fixed auras not working properly when multiple affect the same tile and one is removed.
- Fixed non-stacking trait priority to prioritize higher rank traits.
- Fixed non-stacking traits not being kept disabled on the unit in case the trait becomes stronger or a prevailing trait disappears.
- Fixed morale bar not reappearing when Fearless trait is removed.
- Fixed morale not being restored when Fearless trait is removed.
- Fixed traits marked as always visible not always being shown on weapons.
- Fixed action tile highlights showing up on unsighted tiles.
- Fixed Space Marines getting outpost constant bonus twice when controlled by Fortresses of Redemption.
- Fixed Jokaero Digital Weapons item being usable on targets out of line of sight.
- Fixed Flame Breath not applying Soul Blaze.
- Fixed Traktor Kannon not applying Slowed.
- Fixed crash that would sometimes occur when starting a game with random colors.
- Fixed cinematic subtitles sometimes stretching outside the screen.
- Fixed several typos.
- Fixed Data/Audio/Mixer.xml being overwritten with Windows style line-endings on game quit, invalidating Steam's stored file.

v1.01.05 – 5th December, 2018

Balance

- Changed loyalty resource output modifier from +/-2% to +1% for positive and -2% for negative loyalty.
- City tiles no longer exhibit zone of control.
- City tiles now obstruct vision.
- City tiles now provide ranged damaged reduction not only to allied units. City damage reduction is still only affecting allies.

AI

- AI will now generally use their units in a more aggressive fashion when they think they have an edge over their opponent.
- AI now only considers retreating army to defend if the threat cannot be handled by the city alone.
- AI units that are too far away from the main army will now act on their own and try to accomplish things in the area where they are instead of joining up with the main army at all costs. They will still join the main army if they don't find anything else to do in their proximity.
- AI no longer disbands units.
- Librarian no longer uses Shockwave on artifacts.
- Fixed a bug that caused AI to not use their support units properly and also caused some other unintended behavior.
- Fixed an issue that prevented invading enemies spawned by quests to act as intended.
- Fixed a recent regression that could cause natives to not do nothing under certain circumstances.

v1.01.04 – 21st November, 2018

Balance

- Cities now start with 1 tile acquisition radius instead of 2.

- Reduced Astra Militarum edicts from +50% production to +33% production.
- Increased Astra Militarum edicts from +25% resources to +33% resources.
- Increased cost for Necron Monolith by 50%.

AI

- Fixed an issue that prevented Neutrals from retreating.
- Improved AI tile evaluation (and tiles recommended for founding cities).
- Fixed an issue where AI units would still heal instead of defending their city with their lives.
- AI will now only make room for more population when they actually have a need for that population because maintaining unused population just puts too much of a strain on the economy.

v1.01.03 – 20th November, 2018

AI

- AI will now be more aggressive when fighting other factions. This might slightly weaken them in FFA scenarios but should be more fun to play against.
- AI will no longer retreat its units when their cities are under attack and take damage. Instead it'll also fight with the damaged units.
- AI now tries to keep support units behind other units and out of harms way.
- AI is now less likely to shoot their own enslaved units when there's other units around (like an Enslaver).
- Targets for capturing and exploring will now always be picked considering the distance from the AI's army. Targets for attacking will be picked considering the distance from the cities. That way the AI still prioritizes defending but will not waste so much time going back and forth with their army for recapturing and exploring.
- When retreating a unit to heal, the AI will now not just go out of immediate attack range of the enemy but also further back in general to make it harder to chase the retreating unit down.
- AI is now more afraid of Enslavers.
- Added AI flags to a lot of technologies so the AI knows what they are good for and can choose research accordingly.
- AI shall now prefer targets it can deal a lot of damage to over targets that are safest to attack.
- AI shall no longer leave an important frontline where it still feels it has the upper hand in order to chase some easy targets.
- AI will no longer build a colonizer production building in every single city when it already has one.
- AI now will no longer completely disregard important techs it might not need right now but later.
- AI now takes the lacking resources into account that it saves by disabling buildings when it calculates which resource buildings it needs.
- AI no longer considers to let a unit heal when it hasn't lost at least 10% of its health. This helps against "stunning" Ork melee units via miniscule damage caused by morale loss.
- Whether AI tries to keep their population growth maximized now depends on whether they have enough production capabilities to keep up with the population growth.
- Ammo Runt and Signum abilities are now used by the AI.
- AI Weirdboy should no longer cast warpath on himself and shall prefer more expensive units as targets instead of random ones.
- AI shall now prioritize units to which they deal the most damage overall rather than the highest damage percentage (still taking into account if a target has lower health).
- Fixed Librarian using Telekine Dome when there were no enemies nearby.
- Fixed an issue with potential division by 0 in score evaluation for Neutrals.

Bug Fixes

- Fixed an issue that caused recommended tiles for founding a city only being the tile the builder was on.

v1.01.02 – 02nd November, 2018

AI

- AI now takes into consideration from how many of the currently visible enemies they could be attacked from a tile before stepping into it. They will try to position their units on tiles that can be attacked by as few enemies as possible while still being able to attack from where they are.
- Added a threshold for when melee units that currently can attack an enemy will retreat, causing them to stay in combat for longer. This shall help Orks in particular, who often lost a lot of units from being too undecisive with their many melee units.
- AI now mathematically determines whether building a second construction building makes sense and will put more emphasis in getting it quickly when it does.
- AI now puts more emphasis on not getting their population growth reduced.
- Area of Effect is now properly taken into consideration for AI unit selection.
- Fixed an issue with the AI not getting resources refunded when canceling an order under certain circumstances.
- AI no longer disbands units when their cities are damaged as not losing is more important than fixing the economy in such a scenario (and most of the bad economy is caused by city damage anyways).
- AI is now much more concerned about defending territory near to its cities as compared to pushing further wherever its army is. They will now also return from somewhere else to defend their cities as luring away their units and then killing the city was too exploitable.
- Evaluation of how good a city location is now depends on distance from own army.
- Made algorithm that makes unit evaluation go from cost efficiency towards tile efficiency the more units are available.
- AI is now capable of planting orkoid fungus.
- AI now can handle severe resource shortages via disbanding excess units.
- AI should no longer overrule the order to found a city with another order.
- Fixed a bug that prevented Space Marines AI from actually acquiring tiles with a range of 5 from the headquarters.
- Fixed an issue that could cause AI to build nothing at all when they were completely happy with their city.

General

- Adjusted difficulty names for the improved AI.
- Changed visualization and audio of Neophyte Hybrids' Return To The Shadows ability to better match its description.
- Tweaked Land Raider model and animations.
- Tweaked color intensity of some Space Marine vehicles.

Bug Fixes

- Fixed unit health bars not refreshing when a unit has a wait order.
- Fixed neutral Techpriest Enginseer units sometimes continuously appearing from the ground.
- Fixed Jokaero Digital Weapon item having an incorrect range of 1 instead of 2.
- Fixed quest screen not closing by keyboard shortcuts like other screens.
- Fixed crash when closing the settings screen after opening it with Ctrl+E.
- Fixed outposts not being captured when the player control of a unit changes.

- Fixed Stormraven Gunship research not requiring Launch Pads to be researched.
- Fixed Dimensional Sanction research description not mentioning action cost reduction.
- Fixed several English typos.

v1.1.0 – 17th October, 2018

NOTE: Saved games from previous versions may cause inconsistent behavior when using certain weapons and abilities due to balance changes.

Reinforcement Pack (DLC) - New Units

- Flash Gitz (Orks) - a versatile ranged infantry unit.
- Immortals (Necrons) - a medium-range armoured infantry unit.
- Land Raider (Space Marines) - a massively armoured transport unit.
- Neophyte Hybrids (Neutral) - a ranged infantry unit specialized in ambushes.
- Tempestus Scions (Astra Militarum) - an elite shock infantry unit.

Balance

- Reduced ranged damage reduction for city, forest and imperial ruins from 50 to 33%, for outposts from 25 to 17%.
- Reduced Devastator Space Marines squad size from 4 to 3.
- Rebalanced Artefact boni: reduced damage bonus from 20% to 10%, healing bonus from +1 to +0.5, hitpoints bonus from 20% to 10% and loyalty bonus from 4 to 3, removed sight boni.
- Increased Canoptek Scarabs group size from 3 to 4.
- Reduced Canoptek Scarabs attacks from 4 to 3.
- Added Power of the Machine Spirit ability to Stormraven Gunship.
- Jokaero Digital Weapon now has a cooldown of 3 turns, 1 attack, 12 damage, 8 armor penetration, 100% accuracy and range 2.
- Mourning Blade of Lazaerek now cleaves 0.75 additional members instead of 1.5.
- Tweaked research trees.
- Starting resources now scale with game pace.

AI

- AI now gathers intelligence data on enemy units to take into consideration which units to build to best counter them.
- AI now takes a look at the units it can build in each building and prioritizes buildings for units that are assumed to fare the best.
- AI now researches all units for the buildings it already has constructed with high priority.
- Improved the AI evaluation of units in relationship to group sizes, blast effects and amounts of attacks.
- Changed algorithm that determines when the AI expands, now being tied to loyalty. This way the AI will expand quicker on higher difficulty levels.
- Added AI support for Tank Commander abilities.
- Added AI support for Chaplain abilities.
- Added AI support for Warboss abilities.
- Added AI support for Lord elite.
- Added AI support for Destroyer Lord elite.
- AI Librarian now uses Shockwave.
- AI Lord Commander will now only use Bring it Down when there is at least one friendly adjacent unit.
- Improved AI usage of Captain, Cryptek and Primaris Psyker.
- AI now only uses Necrodermis Repair in rare cases instead of wasting influence on it whenever it

can.

- AI no longer puts their economy in jeopardy by making too many heroes.
- AI considers military buildings more valuable when it doesn't have any.
- Water neighbor tiles are also no longer considered interesting for scouting.
- Fixed inconsistency in behavior between attacking and using abilities like Throw Grenade and Void Strike.
- AI now values tiles with wire weed less when deciding what to acquire.
- AI now considers maintenance cost of potential heroes.
- AI now takes into consideration how much the need for food, ore or requisitions will increase as its population grows.
- Fixed an issue that prevented the AI from stepping inside an opponent's city with ground units unless they could target an enemy.

Modding

- Removed damageByGroupSizeFactor attribute.
- Renamed damageByGroupSizeMaxAffected attribute to additionalMembersHit.

General

- Added Alexander Stumpp (Additional Programming) to the credits screen.
- Improved performance for all calculations involving modifiers.
- UPnP initialization is now performed threaded to prevent stalling.

Bug Fixes

- Fixed a crash related to Mob Rule.
- Fixed an issue with Catachan Devils spawning on top of the lair.
- Fixed blast weapons doing incorrect damage in certain situations.
- Fixed accuracy of items and Orbital Bombardment scaling with unit accuracy instead of being fixed at 100%.

v1.0.10 – 20th September, 2018

NOTE: Saved games from previous versions may cause inconsistent behavior when using certain weapons and abilities due to balance changes.

New

- Added world parameters for general region size and density as well as arctic, desert, tropical and volcanic region densities.
- Fortifications now capture and keep control of adjacent outposts.
- Fortress of Redemption now only gains percentage and flat resources from a controlled outpost.

AI

- AI will now prefer building units with a cost profile that fits its resource pool and income.
- AI will now cease producing units if this would slow the economic buildup.
- AI will now cease producing units if this would lead to going bankrupt in one of the resources.
- AI will now cease producing units if this would lead to going into negative income for the resource required to power their buildings.
- AI is now better at stockpiling the right amount of resources based on its expenditure.
- AI will now make sure to have at least one colonizer unit in case it wants more cities.
- AI now knows the true value of loyalty and constructs this building when it makes sense.
- AI will now research loyalty and habitat buildings even if it doesn't need them yet so it has them available once required.
- AI will now take into consideration that loyalty also increases the production capabilities of production buildings and reduces the required count accordingly.

- AI will no longer add more research buildings once it reaches the highest research tier.
- AI units now prefer moving through forests and imperial ruins in order to gain combat advantages.
- AI now considers their production capabilities when choosing what units to research.
- AI now chooses better tiles for healing its units.
- AI no longer has the urge to explore water tiles.
- AI now assumes there are unseen enemies near visible ones.
- AI no longer spams colonizer units.
- AI is now a significantly better in grouping its units.
- AI now performs more organized retreats.
- AI will no longer wait for the population to grow before constructing a building that helps with a resource emergency (even if the required population exceeds the available population).
- Fixed Space Marines AI placing several fortresses of redemption on the same resource node.
- Fixed an issue with Space Marines AI not acquiring tiles with a city center distance of 5.
- Fixed an issue with AI operating on outdated strategy data.
- Fixed AI stopping exploration under certain circumstances.

General

- Made regions more pronounced.
- Improved multiplayer UPnP connectivity.
- Updated French, German, Russian and Simplified Chinese translations.

Bug Fixes

- Fixed crash when using an operation after having selected a transport unit.
- Fixed unit autocycling moving to the next unit when the item shop is open, resulting in bought items disappearing into the void.
- Fixed Ctrl+Y showing unexplored tiles.

v1.0.9 – 17th August, 2018

NOTE: Saved games from previous versions may cause inconsistent behavior when using certain weapons and abilities due to balance changes.

New

- Added drop pod landing screen shake effect.
- Added new keyboard hotkeys.

Balance

- Reduced the maximum effective armor (after applying armor penetration) from 11 to 10. This effectively doubles the minimum damage against certain units with very high/stacked armor (namely Captain and Chaplain).
- Melta Bomb and Tankbusta Bomb can now only target Vehicles, Monstrous Creatures and Fortifications.
- Melta Bomb and Tankbusta Bomb now have Bomb traits.
- Bomb trait now fixes accuracy to 6.
- Blast trait now gives +2 accuracy.
- Reduced Frag Grenade and Stikkbomb damage by 33% to compensate the accuracy buff from Blast weapons.
- Reduced Killa Kans cost by 33%.
- Reduced Assault Space Marine melee attacks from 2 to 1.
- Increased Space Marines doctrine costs from 40 to 80 influence.

Bug Fixes

- Fixed a crash bug that was caused by loading a game with certain quests active.

- Fixed being able to remove hero items of other players.
- Fixed language \<string> references being resolved after each individual mod is loaded instead of at the end of loading all language.

Hotkeys

- | | |
|----------|------------------|
| • Q | Unit ability 1 |
| • W | Unit ability 2 |
| • E | Unit ability 3 |
| • R | Unit ability 4 |
| • T | Unit ability 5 |
| • A | Unit ability 6 |
| • S | Unit ability 7 |
| • D | Unit ability 8 |
| • F | Unit ability 9 |
| • G | Unit ability 10 |
| • Y | Unit ability 11 |
| • X | Unit ability 12 |
| • C | Unit ability 13 |
| • V | Unit ability 14 |
| • B | Unit ability 15 |
| • 1 | Unit item 1 |
| • 2 | Unit item 2 |
| • 3 | Unit item 3 |
| • 4 | Unit item 4 |
| • 5 | Unit item 5 |
| • 6 | Unit item 6 |
| • 7 | Unit item 7 |
| • 8 | Unit item 8 |
| • 9 | Unit item 9 |
| • 0 | Unit item 10 |
| • Alt+1 | Cargo 1 |
| • Alt+2 | Cargo 2 |
| • Alt+3 | Cargo 3 |
| • Alt+4 | Cargo 4 |
| • Alt+5 | Cargo 5 |
| • Alt+6 | Cargo 6 |
| • Alt+7 | Cargo 7 |
| • Alt+8 | Cargo 8 |
| • Alt+9 | Cargo 9 |
| • Alt+0 | Cargo 10 |
| • Ctrl+1 | Player ability 1 |
| • Ctrl+2 | Player ability 2 |
| • Ctrl+3 | Player ability 3 |
| • Ctrl+4 | Player ability 4 |
| • Ctrl+5 | Player ability 5 |
| • Ctrl+6 | Player ability 6 |
| • Ctrl+7 | Player ability 7 |

- | | |
|----------|-------------------|
| • Ctrl+8 | Player ability 8 |
| • Ctrl+9 | Player ability 9 |
| • Ctrl+0 | Player ability 10 |
| • Ctrl+E | Settings screen |
| • Ctrl+N | Next music track |
| • Ctrl+U | Unit overlay |
| • Ctrl+Y | Yield overlay |

v1.0.8 – 8th August, 2018

NOTE: Saved games from previous versions may cause inconsistent behavior when using certain weapons and abilities due to balance changes.

New

- Lord of Skulls quest now shows the turns until Khorne goes inactive again.
- Added warp in and out effect for Lord of Skulls.
- Added setting for orkoid fungus density.
- Added non-destructive mod support: mod data is loaded from "%USERPROFILE%\Documents\Proxy Studios\Gladius\Mods\<ModName>\Data\" on Windows and "\$HOME/.config/Proxy Studios/Gladius/Mods/<ModName>/Data/" on Linux.

Balance

- Rescaled all influence costs to match the default cost scheme (25/50/100/200 to 20/40/80/160).
- Fortresses of Redemption now costs 40 influence.
- Fortresses of Redemption no longer gain the percentage bonus from tiles controlled by cities.
- Increased Fortress of Redemption upkeep from 2 to 3.
- Increased Orbital Bombardment cooldown from 0 to 1.
- Increased Orbital Scan cooldown from 0 to 1 and increased its radius from 1 to 2.
- Aircraft and jump / levitate now only ignore zone of control of enemy ground units (but are still affected by other aircraft).
- Ere We Go now requires movement (but does not consume movement) to prevent exploiting its use to cross wire weed or zone of control in 1 turn and still attack after.
- Deffkopta's big bomm no longer consumes an action (7th edition bombing run Orks errata).
- Reduced Apothecaries group size from 5 to 3.
- Reduced Apothecaries cost by 50%.
- Fixed Dreadnought conversion typo: increases Dreadnought armor from 7 to 8 and hitpoints from 24 to 36.
- Increased Dreadnought cost by 50%.
- Fixed Gorkanaut's Klaw of Gork typo: increases damage from 6 to 12 and armor penetration from 0 to 8.
- Reduced Gorkanaut attacks from 3 to 1.
- Reduced Gorkanaut Rampage bonus attacks from 2 to 1.
- Fixed Gorkanaut gaining Rampage even when the number of enemies was even.
- Medi-Pack research moved from tier 2 to tier 3.
- Heavy Weapons Squad research moved from tier 3 to tier 2.
- Increased Cryptek's Resurrection Orb range from 1 to 2.
- Canoptek Spyder and Kastelan Robot now have Vehicle traits, allowing them to be repaired.
- Killshot now also increases damage against Fortifications.
- Machine Empathy now also heals Fortifications.

- Ordnance now also has increased damage against Fortifications.
- Dok's Tools, Extra Bitz, Experimental Procedure, Narthecium, Roll Over Them, Summary Execution and The Flesh Is Weak no longer work on Fortifications.
- Awaken the Machine, Blessings of the Omnissiah, Fabricator Claw Array, Mek's Tools and Objuration Mechanicum now work on Fortifications.
- Fermentation pool now gives +1 energy and +1 influence instead of +2 influence for Necrons.
- Grox pasture now gives +1/+10% influence and +1/+10% ore instead of +2/+20% influence for Necrons.
- Recaf leaf now gives +1 influence instead of +1 energy for non-Necron factions.
- Tweaked some special features adjacency bonuses for Necrons.
- Lord's Royal Guard summon duration increased from 3 to 5 turns.

Modding

- Added XML support for specifying if only one conditions needs to match before effect is applied. That is, \<conditions> and other block conditions tags such as \<unit> can now have the attribute match="Any". Defaults to match="All".
- Revert to random faction instead of crashing if config faction is invalid.

General

- All relevant technologies are now linked with requirements.
- Level up selection now stays up until all points have been spent.
- Tweaked Tactical Space Marines death animations.

Bug Fixes

- Fixed mouse cursor not showing when mouse pointer trails is enabled on Windows.
- Fixed item cooldowns not decreasing.
- Fixed a crash when immediately founding a city on a tile where a city was just destroyed.
- Fixed experience not being awarded when a unit is disbanded or killed with an ability such as Shockwave and Orbital Bombardment.
- Fixed cleared tiles still obstructing vision.
- Fixed being able to move items to units across the map.
- Fixed trait rank not going up with ability rank (e.g. Cybork Implants).
- Fixed capturing artefacts not refreshing resources before the end of the turn.
- Fixed clicking on an item while leveling a hero wrongly spending level up points.
- Fixed drop pods not being player colored.
- Fixed orbital deployment and teleporting to a tile not triggering explore/capture/overwatch.
- Fixed outposts of a destroyed city not being immediately reclaimed.
- Fixed Astra Militarum energy, food, loyalty, ore and research edicts accidentally increasing the upkeep of buildings.
- Fixed Fear, Furious Charge and Zealot applying less melee damage change than intended (adds Circumstance Melee Damage).
- Fixed units being affected by heavy and not healing if their max movement increased.
- Fixed aircraft not being able to fly over enemy ground units.
- Fixed bolt damage upgrade having no effect for Orks.
- Fixed destruction protocols trait not being red.
- Fixed heresy in an Astra Militarum bark.

v1.0.7 – 30th July, 2018

Balance

- Flyers can no longer capture or hold artefacts.

- Bomb trait: bombs from aircrafts and skimmers now have set 50% accuracy and cannot target air units.
- Melta bombs and tankbusta bombs now use melee instead of ranged accuracy (abstracts that they are deployed in close combat). This fixes tankbusta bombs being ineffective.
- Fixed heavy bomb clusters of the Marauder Bomber having only 1 instead of the correct 8 attacks.
- Increased Burna Bommer burna bomb count from 1 to 2.
- Decreased Burna Bommer burna bomb cooldown from 5 to 3.
- Increased Burna Bommer skorcha missile count from 1 to 2.
- Increased Thunderbolt skystrike missile count from 1 to 2.
- Increased Mek Gunz traktor kannon range from 2 to 3.
- Reduced Fortress of Redemption influence upkeep from -3 to -2.

General

- When finishing production and research, any progress left over is no longer lost but preserved until the end of the turn.
- Reveal map when player has no sighted tiles instead of when he is defeated. This allows fairer team play.
- Don't allow sending chat messages to teams you are not part of.
- Stretch basic and advanced parameters buttons to full size when chat is not there.
- Don't clear chat when going from lobby to world.
- Improved resolution handling.
- Updated French translation.

Bug Fixes

- Fixed an issue with fog of war and water not covering the entire screen when the viewport size was exceeding the framebuffer size.
- Fixed an issue with turns being stuck in multiplayer when a player connects or leaves the game.
- Reducing world size no longer removes players if they are human.
- Fixed player joined message appearing multiple times on the server.
- Added missing vectored afterburners effect.
- Added missing effect for signum and ammo runt.

v1.0.6 – 25th July, 2018

New

- Added lobby setting for simultaneous turns. If disabled, only players of the same team will act simultaneously. If a team contains human as well as AI players, the AI players will act after the human players but still before the next team.
- Added multiplayer chat.
- Added 3dsMax exporters and other scripts to Resources/ folder for modding support.

Balance

- Increased the loyalty penalty from additional cities from -3 to -6 per city.
- Halved resource cost for Space Marines fortress of redemption.
- Slightly increased influence cost of orbital scan.
- Improved spreading of special features, necron tombs, artefacts and wild life.
- Reverted reduction of Necron tomb density.

General

- Space Marines AI now always deploys in their starting area instead of potentially adjacent to allies.
- Quests that spawn units now prefer unpopulated areas.
- Halved the rate at which a new wave of enslavers appears in Astra Militarum quest 5.
- Ambulls can no longer be awarded from Ruins of Vault.
- Tweaked tile colonization score evaluation.
- Language tweaks.

Bug Fixes

- Fixed a crash issue caused by two fortresses of redemption being deployable on the same tile.
- Fixed enemy units sometimes moving during the players turn instead of performing an overwatch attack.
- A corrupted configuration file should no longer crash at startup.
- Improved error logging.

v1.0.5 – 19th July, 2018

Next to several bug fixes this update addresses the Necron early game being too strong, mainly because of Tomb Blades. By giving them the missing abilities all other jetbikes possess, but doubling their cost and upkeep, they should be more interesting to use while being less overpowering. We also increased the cost of necrodermis repair, since this is intended as an emergency heal to bolster reanimation protocols and living metal.

Multiplayer chat is coming next week.

Balance

- Deffkoptas, like other jet bikes, now gain ranged damage reduction in forests, imperial ruins and cities.
- Tomb Blades, like all jetbikes, now have turbo boost, jink and hammer of wrath.
- Increased cost and upkeep of Tomb Blades by 100%.
- Increased the influence cost of necrodermis repair from 50 to 75.
- Reduced necrodermis upgrade bonus healing from +33% to +25%.
- Reduced the amount of Necron Tombs by 25%.

Bug Fixes

- Improved handling of unicode account names on Windows.
- Fixed crashes on Windows sometimes not generating error logs.
- Fixed a multiplayer crash that could appear when deploying a Fortress of Redemption.

v1.0.4 – 17th July, 2018

Due to high demand we've implemented a UI scale setting. This is an early implementation that can be improved with crisper font and icon rendering down the line, but we wanted to get it to you as soon as possible.

Our next priority is getting the essential multiplayer issues resolved and features added -- you can expect more updates on that front soon.

New

- Added UI scale setting.
- Allies (and defeated) players can now see allies' (everyone's) unit orders and inspect their cities, resources and items.

General

- Cinematics are now cropped to avoid distortion.
- Difficulty no longer scales wildlife density.
- Changed turn timer options from 1, 2, 4, 6, 8 to 1, 2, 3, 4, 5 minutes.
- First start now starts at native resolution, even if that is 4K.
- Players that are AI controlled now show with name "AI" instead of the disconnected player's name.
- Game list is now sorted alphabetically, with incompatible games at the bottom.
- Allow humans to take over artefacts even if they're of allies.
- Joining a game now prioritizes matching to undefeated players.

Bug Fixes

- Fixed friend invites not working because Steam converts lobby data to lower case on Windows (undocumented).
- Fixed an instance in which friend invites would not do anything because the client believed he was already on the server.
- Fixed a crash with the Chaplain's elite.
- Fixed Orbital Strike doing no damage after moving the Captain.
- Fixed crashes related to Steam user names, player, unit and city names containing the character \<.
- Fixed notifications clearing when the turn starts.
- Fixed non-host players not being able to delete or move hero items.
- Fixed disconnected players not being set to AI controlled when loading a saved game.
- Fixed brightness, contrast and gamma not being applied when starting the application.
- Fixed Triarch Stalker's Targeting Relay applying to enemy units.
- Fixed quick load crashing when there is no quick save.
- Fixed artefact capture effect being affected by the capturing unit's squad size.
- Fixed Vault Control Device being activatable too early.
- Fixed missing effect for activating Vault / Exterminatus Device.
- Don't allow teleporting stationary units.
- Don't allow loading games when non-host.

v1.0.3 – 13th July, 2018

This is a small update to fix a few immediate issues after yesterday's release.

We are aware of a few more outstanding crashes and are looking into them.

We are also working on UI scaling support, non-Steam private server invites and more, and will release more patches as soon as possible.

New

- Added warning about friend invites not working if Steam privacy settings (game details) are set to private.
- General difficulty setting now scales wildlife density.
- Introduction now plays at lowest wildlife density.
- Added hint to difficulty setting.

General

- Turn timer now goes red when below 11 seconds.
- Minor performance tweaks.

Bug Fixes

- Fixed a multiplayer crash that could occur when creating a new game.
- Fixed Necron chapter 3 causing a crash in multiplayer.
- Fixed Da Jump effect not working properly in multiplayer.
- Fixed first start of the game not being in Steam's language.
- Fixed wrong max height of multiplayer games list.
- Fixed an issue with the recommended tiles for founding cities.
- Fixed being able to give orders as non-host during AI turn in multiplayer.
- Fixed resource rewards not scaling with game pace.
- Fixed Lord of Skulls option becoming disabled after joining a game as non-host.

v1.0.1 – 12th July, 2018

- Initial Release.