

Warhammer 40,000: Battlesector - 1.8.0 - Patch Notes

Changes since 1.7.7



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New Content

- Added support for Xbox Play Anywhere
- New Skirmish Map (SP & MP) - "Rerouted"
- New Plasma Rifle weapon for T'au Crisis Battlesuits
- New Multi-melta weapon for Ultramarine Eradicators

- New Model Count variants added to several units:
 - Astra Militarum - Cadian Shock Troops (10 & 5 Models)
 - Black Legion - Cultist Mob & Cultist Warband (10 & 5 Models)
 - Daemons of Khorne - Bloodletters (10 & 5 Models)
 - Necrons - Warriors (10 & 5 Models)
 - T'au - Strike Team & Breacher Team (10 & 5 Models)
 - Tyranids - Termagants, Hormagaunts, Gargoyles (10 & 5 Models)
- Major Tyranid Faction Update
 - New Adaptive Physiology variant loadout options
 - New Abilities
 - Updates to core faction mechanics
 - Updated unit and weapon stats across the faction roster

Core Game Mechanics Updates

- Added a new game mechanic system where weapon damage values are calculated to 1 decimal place. (see [Dev Diary #19](#))
 - In summary, whereas previously a Bolt Rifle would deal 3-5 damage, it now deals 3.7-5.0 damage.
 - When affected by status effects or armour effectiveness, this change to using higher detail numbers means that we avoid the cliff edge drops in performance that were present in previous versions of Battlesector
 - E.g. a 30% reduction in a Bolt Rifle performance would drop it to 2-3 Damage. A drop in average damage output from 4 to 2.5, which is a 37.5% reduction.
 - Now, a 30% reduction would drop a bolt rifle to 2.6-3.5. An average drop in output from 4.35 to 3.05, a 30% reduction, as expected.
- Updated results of weapon attacks to be more clearly defined
 - Attacks can now be Normal Hits, Critical Hits or Deflected Hits
 - Critical Hits deal 150% damage.
 - Deflected Hits are where the attack has been turned aside, either by armour or other forces
 - Each Deflected Hit has a 50% chance to be a Graze (dealing 25% damage) and 50% chance to be Blocked (dealing zero damage)
- Updated Armour Deflection system
 - Previously, each point of difference between the Attacker's Armour Penetration and the Defender's Armour gave either +5 Crit Chance (if AP>Arm) or +3 Graze Chance (if AP<Arm).
 - Now, the Crit Chance or Deflection Chance is equal to the square of the difference between AP and Armour.
 - For example, a 5AP Chainsword attacking a 1 Armour Termagant gets +16 Crit Chance ($4 * 4$)
 - Conversely, a 2AP Bolt Rifle attacking an 8 Armour Exocrine gets +36 Deflection Chance ($6 * 6$).
 - This is then split into 18% Graze and 18% Block Chance
- Weapon Rebalance for low damage output weapons

- The above change has a significant effect on weapons that deal low damage per shot (less than 10).
- As such, there has been a large effort to rebalance these weapons, leading to significant updates to many weapons on all factions (see below)
- Flamer Weapons have been updated to now use the Accuracy stat (same as all other weapons) rather than be autohit.
 - Flamers all have a very high Accuracy as standard, but they can now have their output altered by enemy evasion and by obstacles (units, terrain) that are blocking their line of fire, bringing them into line with all other weapons.

Other Updates

- Main Menu pages now load faster, with less delay between the Skirmish, Multiplayer and Main menus
- We have updated Expanded Attack Tooltip (left click on an enemy when you have a weapon or ability selected) to give more details on attacks.
 - This includes more info on how the Crits and Deflections are calculated
 - Also includes a top-line figure for how much damage you might expect this weapon attack to do. Note, this is a mathematical estimate, and Battlesector's attacks are done in real-time, so you'll have to make your own judgement calls on the best attacks to make.
- Weapons and Abilities that deal self-damage now wait until the attack is completed before damaging the attacker
 - E.g. Overcharging Plasma Weapons, Plasmacyte Infusion
- Set some weapons to use a new "spread fire" system.
 - When firing these weapons, units will rapidly switch their targets, not waiting for their target models to die first.
 - Mostly used on weapons with a high rate of fire to increase their effectiveness versus swarms, without having to overbalance their weapon output against single-model enemies
- Rebalance of other weapons across other factions
 - We've taken the opportunity to tweak the balance of several other units and weapons
- Updated early Age of Crimson Dawn maps to feature variant model count Termagants, Hormagaunts and Gargoyles
- Updated starting Army Size in Crusade to be 1050
 - So that Armies start at the higher Cohesion level, giving more starting variety
- Added font glyphs for Polish language special characters
- Updated some Tech Trees to add updated "Unlock Variant" nodes.
- "Summoned Units" (e.g. From Blood Angel Assault Marine Strike 2CP ability) now have a status effect with that information. Helpful for players of Exterminatus game modes who want to know if a unit kill counts for victory points.
- Equipped Grenades are now visible in the Enemy Unit Information popup when a player left-clicks an enemy unit in battle.

Bug Fixes

- Fixed issue where HP bonus statuses (from tech tree unlocks etc) were not being re-applied on Load Game
- Added Deffkilla Wartrike's Killajet unlock to Crusade tech tree
- Fixed lighting issues on some Skirmish maps
- Spawning a Scarab Drop on a camouflaged enemy will now cause the scarabs to attack correctly
- Fixed issues where some charge-type abilities did not trigger Bodyguard type abilities correctly
- Fixed issue where some Chaos Cultist models had empty eye sockets
- Fixed issue where Venomcrawler could horde stacks of Harvested Souls above it's limit
- Daemon Prince could gain access to Malefic Talons without unlocking it in Crusade
- Soul Grinder had access to Iron Claw in battles, without unlocking it. Same with Burning Roar for Fleshhounds
- Removed italicised text from the Evasion tooltip
- Fixed issue where Oath of Moment could only show as visible on a certain number of Bloodletter models
- Castigator that arrives in Mission 4 of Deeds of the Fallen did not have a working Autocannon
- Forces could spawn on inaccessible locations on some props in Crusade matches
- Believe Fixed: Leona sometimes disappeared from player forces between missions in Deeds of the Fallen.
 - We reproduced and fixed the issue from a player save, but have been unable to reproduce elsewhere. If players get this issue, we would appreciate their save games
- Path of the Penitent did not show correct damage calculations in the attack preview

Game Balance

General

- Global reduction in range for hand grenades to 1-2 tiles from 2-3 tiles.
 - Affects Frag, Krak, Photon, Stikkbombz etc

Tyranids

(NEW) Adaptive Physiology

- Variant Options available for all Tyranid Monster type units
 - Exocrine, Hive Tyrant, Tervigon, Thornback, Trygon, Tyrannofex
- Enraged Reserves
 - Cost: ~16% of base unit cost
 - +0.5% HP gain per momentum per turn

- Hardened Biology
 - Cost: ~16% of base unit cost
 - +1 Armour
- Precognitive Sensoria
 - Cost: ~16% of base unit cost
 - +10 Ranged Accuracy
 - -10 Ranged Accuracy for units attacking this unit
 - 75% Ignores Partial Cover Penalties
- Predator Instincts
 - Cost: ~50% of base unit cost
 - Adds Natural Killer ability
- Synaptic Enhancement
 - Cost: ~33% of base unit cost
 - Adds Synapse Leader ability
- Whipcoil Reflexes
 - Cost: ~16% of base unit cost
 - Zone of Control extends to all adjacent tiles
 - Ignores Enemy Zones of Control
 - +10 Evasion

Endless Hunger

- Removed bonus momentum from model kills
- Faction momentum gain bonuses are instead focused on Synapse Leadership

Synapse Creatures

- Synaptic Leader (self buff)
 - +75% Momentum Gains
 - +10 Accuracy
 - +10 Evasion
- Synaptic Leader Connected Buff
 - Max 1 stack
 - +75% Momentum Gains
 - +10 Accuracy
 - +10 Evasion

Swarm Tactics

- Reduced to 25% damage buff (was 35%)
- Increase to 2 range (was 1)

Natural Killer

- 100% chance to activate from Melee kills
- 35% chance to activate from ranged kills
- (Was 50% for all kills)

Units

- Biovore
 - Cost to 140 (was 160)
 - Spore Mine Launcher
 - Range to 3-8 (was 3-7)
 - (NEW) Added Enraged Strikes melee weapon
 - Accuracy 85
 - Damage 15
 - Attack 3
 - AP 5
 - Splash 3 @ 60%
- Broodlord
 - Now also a Synapse Leader
 - Armour to 7 (was 6)
 - Evasion to 10 (was 20)
 - Monstrous Rending Claws
 - Damage 50 (was 40)
 - Splash 3 @ 60% (was 2 @ 80%)
 - Paroxysm
 - Range to 4 (was 3)
 - -10 Accuracy
 - -10 Evasion
 - -50% MP
 - Prevent Reaction Attacks
 - Remove Overwatch
 - Evolved Brood Telepathy
 - +10 Critical Chance per connection
- Exocrine
 - Added Adaptive Physiology loadout options
 - Cost to 150 (was 170)
 - Powerful Limbs
 - AP to 5 (was 6)
 - Bioplasmic Cannon
 - Accuracy 85 (was 80)
 - Damage to 120 (was 90)
 - AP to 7 (was 6)
 - Plasmic Buildup updated
 - Splashes to 10 models
 - AP -3
 - Damage -30%
 - Critical +5 per MP spent
 - Falloff -5 per MP spent
 - Symbiotic Targeting updated
 - Makes a Ranged Attack with the Bioplasmic Cannon
 - Cost to 1AP (was 0)

- If the attack hits, the enemy receives:
 - -10 Evasion
 - +5 Critical Chance When Hit
 - -5 Deflection Chance When Hit
- Gargoyle
 - Added Model variant option.
 - 10 Models:
 - Cost to 50
 - 10 Models (was 8)
 - 5 Models:
 - Cost 30
 - HP to 25 (was 30)
 - Cohesion to 6,8,10 (was 6,8,8)
 - Blinding Venom, reduced effectiveness, made stackable
- Genestealer
 - HP to 50 (was 45)
 - Evasion to 10 (was 5)
 - Armour to 4 (was 3)
 - Rending Claws
 - Accuracy to 85 (was 80)
 - Damage to 14 (was 22)
 - Attacks to 2 (was 1)
 - AP to 7 (was 6)
 - Brood Telepathy
 - +5 Critical Chance per connection
 - (NEW) Added Hardened Carapaces Loadout Option
 - Cost: 0
 - +1 Armour
 - -1 MP
- Hive Guard
 - Shock Cannon
 - Range to 1-7, Optimal 4 (was 1-3-5)
 - Accuracy to 80, 10 fall-off (was 70, 15 fall-off)
 - Damage to 60 (was 50)
 - AP to 5 (was 2)
 - Shock Spines
 - +50% Dmg vs Vehicles
 - +2 AP vs Vehicles
 - +10 Crit vs Vehicles
 - Impaler Cannon
 - Range to 1-8, Optimal 5 (was 1-4-7)
 - Accuracy 80, fall10 (was 75)
 - Damage to 28 (was 20)
 - AP to 3 (was 4)
 - Splash 2 @ 50% (was No-Splash)

- Hive Tyrant
 - Added Adaptive Physiology loadout options
 - Cost to 350 (was 400)
 - Evasion to 15 (was 20)
 - Cohesion 1,1,1 (was 1,2,2)
 - Heavy Venom Cannon
 - Range to 1-7, Optimal 4 (was 1-5-6)
 - Strategic Adaptation
 - Now also affects the Hive Tyrant itself
 - Psychic Scream
 - Removed Momentum Removal effect
 - Now adds Stunned to all targets
 - -50% Movement
 - -5% Evasion
 - -5% Accuracy
- Hormagaunt
 - Added Model variant option.
 - 10 Models:
 - Cost to 40 (was 35)
 - Units to 10 (was 8)
 - 5 Models:
 - Cost 25
 - Cohesion to 8,10,12 (was 6,8,8)
 - Scything Talons
 - Accuracy to 80 (was 75)
 - Damage to 10 (was 12)
- Prime
 - Cohesion to 1,2,3 (was 1,2,2)
 - Evasion to 10 (was 15)
 - Added Alpha Warrior ability
 - Requires stack of Natural Killer
 - When activated, buffs all surrounding allies within 2 tiles
 - +25% Momentum Gains
 - +35% Melee Damage
- Pyrovore
 - Flamespurt
 - Accuracy 115 (was auto-hit)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
 - Burning Spray
 - Attack at -1 range with +3 Armour Piercing
 - Adds Burning Spray status effect (-3 Armour) after attack
 - (NEW) Added Enraged Strikes melee weapon
 - Accuracy 85
 - Damage 15

- Attack 3
 - AP 5
 - Splash 3 @ 60%
- Termagant
 - Added Model variant option.
 - 10 Models
 - Cost to 40 (was 30)
 - HP to 25 (was 20)
 - Units to 10 (was 8)
 - 5 Models
 - Cost 25
 - Cohesion to 8,10,12 (was 6,8,8)
 - Fleshborer
 - Accuracy fall-off to 10 (was 5)
 - Damage to 4 (was 5)
 - AP to 2 (was 1)
 - Devourer
 - Cost: 5
 - Range to 1-5, Optimal 3 (was 1-3-4)
 - Accuracy to 80 (was 75)
 - Dam to 2 (was 3)
 - Spinefists
 - Accuracy to 85 (was 90)
 - Damage to 2 (was 3)
 - Attacks to 8 (was 4)
- Tervigon
 - Added Adaptive Physiology loadout options
 - MP to 4 (was 3)
 - Armour 9 (was 8)
 - Evasion to -15 (was -20)
 - Stinger Salvo to 0AP
 - (NEW) Added Brood Progenitor passive ability
 - Buffs all allied Termagants within 2 tile range
 - +40% healing per turn
- Thornback
 - Added Adaptive Physiology loadout options
 - Thornback Talons
 - Accuracy 90 (was 95)
 - Damage to 45 (was 38)
 - AP to 7 (was 8)
 - Splash to 3 @ 40% (was 2 @ 80%)
 - Thornback Devourer with Brainleech Worms
 - Range to 1-6, Optimal 3 (was 1-3-5)
 - Accuracy 80 (was 75)
 - Damage to 10 (was 6)

- Attacks to 16 (was 14)
 - AP to 2 (was 3)
 - Splash 3 @ 40% (was No-Splash)
- Thornback Deathspitter with Slimer Maggots
 - Range to 1-7, Optimal 4 (was 1-4-6)
 - Splash to 3 @ 40% (was No-Splash)
- Trygon
 - Added Adaptive Physiology loadout options
 - Cost to 175 (was 160)
 - Action Points to 2 (was 1)
 - Burrow
 - Action Point Cost to 1AP (was 0)
- Tyrannofex
 - Evasion to -15 (was -20)
 - Added Adaptive Physiology loadout options
 - Acid Spray
 - Accuracy to 105 (was Autohit)
 - Attacks to 8 (was 10)
 - AP to 5 (was 3)
 - Added Stinger Salvo
 - As Tervigon
 - Adaptive Targeting
 - Always:
 - +2 Armour Piercing
 - +2 Additional Armour Piercing vs Vehicles
 - Per MP Spent
 - +5 Accuracy
 - +10 Critical Chance
- Venomthrope
 - No Changes
- Warriors
 - HP to 105 (was 100)
 - Warrior Devourer
 - Range to 1 to 6, Optimal 3 (was 1-5, Opt3)
 - Damage to 7 (was 5)
 - Attacks to 10 (was 8)
 - Deathspitter
 - Cost 10
 - Range 1 to 7, Optimal 4 (was 1-6, Opt4)
 - Accuracy to 90 (was 95)
 - Damage to 10 (was 7)
 - Attacks to 6 (was 8)
 - AP to 4 (was 3)
 - Warrior Scything Talons

- Accuracy to 95 (was 100)
- Damage 20 (was 19)
- Counter-Attack
 - Attacks with normal attack, not just a single swipe

Blood Angels

- Invictor Warsuit
 - Cost to 175 (was 200)
 - HP to 320 (was 400)
 - Cohesion to 1,2,3 (was 2,2,3)
 - Heavy Bolter
 - Damage to 10 (was 9)
 - Attacks to 36 (was 12)
 - Accuracy to 85 (was 80)
 - AP to 3 (was 4)
 - Range to 1-7, Optimal 3 (was 1-4-8)
 - Removed Pistol Keyword
 - Removed Cooldown
 - Twin Ironhail Autocannon
 - Damage to 25 (was 7)
 - Attacks to 12 (was 42)
 - AP to 4 (was 3)
 - Max Range to 9 (was 8)
 - Enabled Spread Fire
 - Incendium Cannon
 - Cost to 25 (was 30)
 - Accuracy to 115 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
 - Fragstorm
 - Range to 2-5 (was 4-6)
 - Accuracy to 110, fall off 10 (was 100/5)
 - Damage to 12 (was 10)
- Intercessors
 - Cohesion to 4, 6, 8
 - Bolt Rifle
 - Accuracy Falloff to 5 (was 10)
 - Auto Bolt Rifle
 - Accuracy 80, fall15 (was fall10)
 - Attacks 14 (was 16)
- Hellblasters
 - Heavy Plasma Incinerator
 - Damage to 50 (was 55)
 - AP to 8 (was 7)
- Aggressors

- Boltstorm Gauntlet (ranged)
 - Range to 1-4 Optimal 2 (was 1-3, Optimal 1)
 - Accuracy to 80 (was 75)
 - Damage to 4 (was 3)
- Flamestorm Gauntlet (ranged)
 - Accuracy to 125 (was Autohit)
 - Attacks to 14 (was 10)
 - AP to 1 (was 3)
- Fragstorm
 - Splash to 10 (was 8)
 - Range to 2-4 (was 4-5)
 - Accuracy to 110, fall off 10 (was 100/5)
 - Damage to 12 (was 10)
- Assault Marines
 - Chainsword
 - Splash to 1 @ 40% (was No-Splash)
 - Hand Flamer
 - Accuracy to 125 (was Autohit)
 - AP to 1 (was 2)
- Death Company
 - Black Rage
 - -5 Accuracy per stack (was -10)
 - Hand Flamer
 - Accuracy to 125 (was Autohit)
 - AP to 1 (was 2)
- Furioso Dreadnought
 - Heavy Flamer
 - Accuracy to 115 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
- Land Speeder Tornado
 - Heavy Flamer
 - Accuracy to 100 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - Assault Cannon
 - Damage to 3 (was 4)
 - Attacks to 48 (was 54)
 - Enabled Spread Fire
 - Splash to 2 @ 30% (was No Splash)
- Baal Predator
 - Flamestorm Cannon
 - Accuracy to 125 (was Autohit)
 - Damage to 5 (was 6)
 - Attacks to 24 (was 20)
 - AP to 2 (was 3)
 - Twin Assault Cannon

- Damage to 3 (was 4)
- AP to 3 (was 4)
- Splash to 2 @ 35% (was No Splash)
- Enabled Spread Fire
- Lucifer Pattern Engine
 - Accuracy to -10 (was Ranged Accuracy Falloff)

Necron

- Deathmarks
 - Synaptic Disintegrator
 - Damage to 33 (was 25)
 - Range to 1 to 9, Optimal 6 (was 1-6-8)
- Immortals
 - Cost to 110 (was 100)
 - Gauss Blasters
 - Damage to 10 (was 13)
 - Attacks to 4 (was 3)
 - Range to 1 to 7, Optimal 4 (was 1-4-8)
 - Set to Single Target Per Member (Each Immortal chooses its own target) (was previously that all Immortals tried to focus down a single enemy model)
 - Tesla Carbine
 - Cost to 0 (was 10)
 - Damage to 6 (was 10)
 - Attacks to 4 (was 5)
 - Splash to 4 @ 80% (was 2 @ 70%)
 - Cohesion to 2,4,6 (was 4,6,8)
- Warriors
 - (NEW) Added Model variant option.
 - 10 Models
 - Cost to 55 (was 65)
 - HP to 30 (was 50)
 - Units to 10 (was 8)
 - 5 Models
 - Cost 35
 - Cohesion to 6,8,10 (was 4,6,8)
 - Gauss Flayer
 - Damage to 6 (was 9)
 - Attacks to 3 (was 4)
 - AP to 2 (was 3)
 - Gauss Reaper
 - Damage to 14 (was 20)
 - Attacks to 2 (was 3)
 - Accuracy falloff to 15 (was 10)
- Tomb Blade
 - Particle Beamer
 - Damage to 10 (was 8)

- Attacks to 6 (was 8)
 - Accuracy to 85, falloff 10 (Was 90/5)
 - Optimal Range to 2 (was 3)
 - Splash to 1 @ 60% (was No Splash)
- Twin Tesla Carbine
 - Cost to 20 (was 0)
 - Damage to 6 (was 8)
 - Attacks to 6 (was 10)
 - AP to 1 (was 2)
 - Accuracy to 85, falloff 10 (was 75/5)
 - Optimal Range to 3 (was 4)
 - Splash to 4 @ 80% (was 3 @ 60%)
- Twin Gauss Blaster
 - Cost to 10 (was 15)
 - Damage to 10 (was 6)
 - Attacks to 8 (was 12)
 - Max Range to 7 (was 8)
- Hexmark Destroyer
 - Enmitic Disintegrator Pistols
 - Damage to 12 (was 10)
 - AP to 5 (was 3)
 - Enabled Spread Fire (Switch every 3 shots)
- Annihilation Barge
 - Cost to 190 (was 200)
 - Evasion to -10 (was -15)
 - Twin Tesla Destructor
 - Moved to Weapon Slot 1
 - Action Point cost to 1 (was 0)
 - Cooldown to 0 (was 2)
 - Attacks to 28 (was 20)
 - Accuracy to 90 (was 85)
 - AP to 2 (was 3)
 - Max Range to 8 (was 7)
 - Splash to 4 @ 80% (was 2 @ 60%)
 - Gauss Cannon
 - Action Point cost to 0 (was 1)
 - Cooldown to 1 (was 0)
 - Accuracy to 85, falloff 5 (was 80/10)
 - Max Range to 7 (was 5)
 - Tesla Cannon
 - Action Point cost to 0 (was 1)
 - Cooldown to 1 (was 0)
 - Damage to 6 (was 16)
 - Attacks to 12 (was 10)
 - Accuracy to 90 (was 85)
 - AP to 1 (was 3)
 - Range to 1 to 5, Optimal 3 (was 1-4-6)
 - Splash to 4 @ 80% (was 2 @ 50%)

- Lychguard
 - Guardian Protocols
 - Action Point cost to 0 (was 1)

Adepta Sororitas

- Shield of Faith
 - Updated to use a momentum counter (like Black Legion's Favoured of Chaos)
 - A stack of Shield of Faith is added when a unit earns 25 momentum
 - Each Shield of Faith stack gives +1 Armour (was +0.6)
- Immolator
 - Twin Heavy Bolter
 - Damage to 6 (was 8)
 - Attacks to 60 (was 30)
 - Enabled Spread Fire
 - Immolation Flamers
 - Accuracy to 125 (was Autohit)
 - Damage to 9 (was 8)
 - Attacks to 14 (was 12)
 - AP to 2 (was 3)
- Seraphim
 - Hand Flamer
 - Cost to 20 (was 10)
 - Accuracy to 125 (was Autohit)
 - Attacks to 10 (was 12)
- Penitent Engine
 - Twin Heavy Flamers
 - Accuracy to 115 (was Autohit)
 - Attacks to 14 (was 10)
 - AP to 2 (was 3)
- Paragon Warsuit
 - Heavy Flamer
 - Accuracy to 115 (was Autohit)
 - Attacks to 8 (was 10)
 - Grenade Launcher
 - Range to 2-5 (was 2-8)
 - AP to 1 (was 3)
- Dominions
 - Cost to 90 (was 85)
 - Cohesion to 2,4,6 (was 4,6,8)
 - Flamer
 - Accuracy to 115 (was Autohit)
 - Damage to 2 (was 3)
 - Attacks to 12 (was 10)
 - AP to 1 (was 2)
- Celestians
 - Cohesion to 2,4,6 (was 4,6,8)
 - Flamer

- Accuracy to 115 (was Autohit)
 - Damage to 2 (was 3)
 - Attacks to 12 (was 10)
 - AP to 1 (was 2)
- Oath of Protection
 - Action Point cost to 0 (was 1)
 - Now gives the correct amount of stacks per MP
- Meltagun
 - Cost to 10 (was 20)
 - To align with Dominions
- Celestian Sacresants
 - Oath of Protection
 - Action Point cost to 0 (was 1)
 - Now gives the correct amount of stacks per MP
- Retributors
 - Heavy Flamer
 - Accuracy to 115 (was Autohit)
 - Damage to 3 (was 4)
- Castigator
 - Battle Cannon
 - Accuracy to 90 (was 85)
 - Damage to 135 (was 125)
 - AP to 5 (was 4)
 - Range to 1-9, Optimal 5 (was 3-5-7)
 - Splash to 2 @ 70% (was 3 @ 70%)
 - Twin Autocannons
 - Accuracy to 85, falloff 10 (was 90/6)
 - Damage to 52 (was 48)
 - Range to 1-9, Optimal 5 (was 2-5-8)
 - Enabled Spread Fire
- Exorcist
 - Accuracy to 65 (was 75)
 - Evasion to -15 (was -10)

Daemons of Khorne

- Bloodletters
 - (NEW) Added Model variant option.
 - 5 Models
 - Cost 35
- Flesh Hounds
 - Burning Roar
 - Accuracy to 105 (was Autohit)
 - AP to 1 (was 2)
- Bloodthirster
 - Hellfire Breath
 - Accuracy to 105 (was Autohit)
 - Damage to 6 (was 5)

- Attacks to 12 (was 10)
- Great Axe of Khorne - Sweep
 - Splash to 8 (was 7)
- Daemon Prince
 - Daemonic Axe - Sweep
 - Splash to 8 (was 7)

Orks

- Boyz
 - Rokkit Launcha
 - Accuracy to 80, 10 falloff (was 90/15)
 - AP to 6 (was 5)
 - Big Shoota
 - Damage to 4 (was 5)
 - Attacks to 10 (was 12)
 - Splash to 2 @ 50% (was No Splash)
 - Enabled Spread Fire
 - Get Stuck In
 - Ranged Damage to +25% (was +2 per shot)
- Burna Boyz
 - Burna
 - Accuracy to 110 (was Autohit)
 - Damage to 2 (was 3)
 - Attacks to 10 (was 8)
 - AP to 1 (was 2)
 - Pyromaniaks
 - When this unit kills an enemy unit:
 - +5% Momentum Gains
 - +1 shot per attack
- Deff Dread
 - Skorchas
 - Accuracy to 110 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
 - Big Shoota
 - Enabled Spread Fire
 - Splash to 2 @ 50% (was 2 @ 60%)
- Deffkopta
 - Cost to 120 (was 130)
- Deffkilla Wartrike
 - HP to 300 (was 275)
 - Evasion to 20 (was 30)
 - Killajet
 - Accuracy to 110 (was Autohit)
- Meganobz
 - Kombi-skorchas

- Accuracy to 110 (was Autohit)
 - Attacks to 8 (was 6)
 - AP to 2 (was 3)
- Lootas
 - Shooty Deffgun
 - Enabled Spread Fire
- Kustom Boosta-blasta
 - Evasion to 10 (was 15)
 - Burna Exhausts
 - Accuracy to 110 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 1 (was 2)
 - Rivet Kannon
 - Accuracy to 85, falloff 15 (was 80/5)
 - Damage to 26 (was 24)
 - Attacks to 9 (was 8)
 - AP to 5 (was 4)
 - Splash to No Splash (was Splash 1 @ 70%)
- Warbiker
 - Dakkagun
 - AP to 2 (was 1)
 - Enabled Spread Fire

T'au

- Seeker Missile Strike
 - Splash to 10 (was 9)
- Commander
 - Burst Cannon
 - Damage to 3 (was 9)
 - Attacks to 40 (was 12)
 - AP to 3 (was 2)
 - Accuracy to 95, falloff to 10 (was 90/15)
 - Max Range to 5 (was 4)
 - Splash to 2 @ 50% (was 2 @ 60%)
 - Enabled Spread Fire
 - High Output Burst Cannon
 - Damage to 5 (was 9)
 - Attacks to 40 (was 20)
 - Accuracy to 90, falloff to 10 (was 90/15)
 - Max Range to 5 (was 4)
 - Splash to 2 @ 50% (was 2 @ 60%)
 - Enabled Spread Fire
 - Flamer
 - Accuracy to 125 (was Autohit)
 - Damage to 7 (was 8)
 - Attacks to 12 (was 10)

- AP to 1 (was 2)
 - Gun Drone Companion option now has 2 Drones (was 1)
- Ethereal
 - Sense of Stone
 - Cooldown to 2 turns (was 3)
 - Duration to 2 turns (was 1)
 - Bonus HP to 15% (was 20%)
 - Added +5 Deflection Chance
 - Zephyr's Grace
 - Action Point cost to 2 (was 1)
 - Duration to 2 turns (was 1)
 - Added +50% Momentum Gains
- Riptide Battlesuit
 - Cost to 270 (was 320)
 - Cohesion to 1,2,3 (was 1,2,2)
 - Heavy Burst Cannon
 - Damage to 6 (was 14)
 - Attacks to 54 (was 30)
 - Accuracy to 90 (was 85)
 - Max Range to 7 (was 6)
 - Splash to 2 @ 50% (was 2 @ 60%)
 - Enabled Spread Fire
 - Ion Accelerator
 - Damage to 32 (was 30)
 - AP to 6 (was 5)
 - Accuracy falloff to 10 (was 15)
 - Range to 2 to 10, Optimal 6 (was 3-6-8)
 - Overcharge
 - Self-damage to 80 @ 50%
 - Plasma Rifles
 - Damage to 18 (was 9)
 - Attacks to 6 (was 8)
 - Range to 1 to 6, Optimal 3 (was 1-5-8)
- Crisis Battlesuits
 - (NEW) Added Plasma Rifle Weapon
 - Damage 12
 - Attacks 6
 - AP 5
 - Accuracy 90, falloff 10
 - Range 1-4-7
 - Flamer
 - Accuracy to 125 (was Autohit)
 - Attacks to 10 (was 8)
 - AP to 1 (was 2)
 - Burst Cannon
 - Damage to 3 (was 6)
 - Attacks to 27 (was 18)
 - Accuracy to 85 (was 80)

- Max Range to 5 (was 4)
 - Splash to 2 @ 50% (was 1 @ 80%)
 - Enabled Spread Fire
- Fusion Blaster
 - AP to 8 (was 6)
- Missile Pod
 - Splash to 10 (was 9)
- Stealth Team
 - Burst Cannon
 - Damage to 3 (was 6)
 - Attacks to 27 (was 18)
 - Accuracy to 85 (was 80)
 - Max Range to 5 (was 4)
 - Splash to 2 @ 50% (was 1 @ 80%)
 - Enabled Spread Fire
 - Fusion Blaster
 - Damage to 70 (was 80)
 - AP to 8 (was 6)
- Ghostkeel Battlesuit
 - Flamer
 - Accuracy to 125 (was Autohit)
 - Damage to 7 (was 5)
 - Attacks to 14 (was 10)
 - AP to 1 (was 3)
 - Fusion Collider
 - AP to 9 (was 8)
- Hammerhead
 - Cost to 225 (was 260)
 - Railgun
 - Cost to 15
 - Ion Cannon
 - Range to 3-9, Optimal 6 (was 5-6-8)
 - Overcharge
 - Self-damage to 80 @ 50%
 - Drone Carbine
 - Attacks to 16 (was 12)
 - Range to 1-5, Optimal 2 (was 1-6)
- Piranha
 - Fusion Blaster
 - AP to 8 (was 6)
 - Burst Cannon
 - Damage to 3 (was 8)
 - Attacks to 40 (was 12)
 - AP to 3 (was 2)
 - Accuracy to 90 (was 80)
 - Max Range to 5 (was 4)
 - Splash to 2 @ 50% (was 2 @ 60%)
 - Enabled Spread Fire

- Drone Carbine
 - Attacks to 16 (was 12)
 - Range to 1-5, Optimal 2 (was 1-6)
- Strike Team
 - (NEW) Added Model variant option.
 - 10 Models
 - Cost 65
 - 5 Models
 - Cost 35
 - HP to 30 (was 40)
 - Pulse Carbine
 - Accuracy to 90, falloff to 15 (was 85/10)
 - Range to 1-5, Optimal 2 (was 1-6 Optimal 3)
 - Damage to 5 (was 4)
 - Attacks to 4 (was 10)
 - Pulse Rifle
 - Cost to 10 (was 20)
 - Accuracy to 90, falloff to 10 (was 85)
 - Range to 1-8, Optimal 4 (was Optimal 6)
 - Damage to 5 (was 7)
 - AP to 2 (was 4)
 - Can now also take a Gun or Markerlight Drone for 10 pts
- Breacher Team
 - (NEW) Added Model variant option.
 - 10 Models
 - Cost 75
 - 5 Models
 - Cost 40
 - HP to 30 (was 40)
 - Evasion to 5 (was 10)
 - Pulse Blaster
 - Accuracy to 85, falloff to 20 (was 80/15)
 - Range to 1-3, Optimal 1 (was 1-2)
 - Damage to 14 (was 22)
 - Attacks to 2 (was 3)
 - Can now also take a Gun or Markerlight Drone for 10 pts
- Pathfinders
 - HP to 45 (was 50)
 - Action Points to 2 (was 1)
 - Pulse Carbine
 - As Strike Team
 - Ion Rifle
 - Cost to 20 (was 30)
 - Damage to 7 (was 14)
 - AP to 6 (was 5)
 - Overcharge
 - Self-damage to 40 @ 50%
 - Can now also take a Gun or Markerlight Drone for 10 pts

- Tactical Drone Team
 - Markerlight Drone Companion to 10pts (was 20)
- Drone Carbine (Companions, Drone Team)
 - Range to 1-5, Optimal 2 (was 1-6)
 - Damage to 5 (was 3)
 - Attacks to 8 (was 12)

Astra Militarum

- Guardsmen
 - (NEW) Added Model variant option.
 - Cost 20
 - Standard Lasgun
 - No Grenades
 - 5 Models
- Kasrkin
 - Hot Shot Volleygun
 - Splash to 1 @ 30% (was No Splash)
 - Enabled Spread Fire
- Heavy Weapon Squad
 - Cost to 90 (was 100)
 - Autocannon
 - Damage to 45 (was 30)
 - Splash to No Splash (was 1 @ 70%)
 - Missile Launcher - Frag
 - AP to 1 (was 2)
- Leman Russ
 - Battle Cannon
 - Accuracy to 90 (was 85)
 - Damage to 135 (was 125)
 - AP to 5 (was 4)
 - Punisher Gatling Cannon
 - Accuracy to 90, falloff 15 (was 80/10)
 - Damage to 3 (was 4)
 - Attacks to 110 (was 100)
 - AP to 2 (was 4)
 - Enabled Spread Fire
 - Splash to 2 @ 30% (was No Splash)
 - Demolisher Cannon
 - Damage to 135 (was 120)
 - AP to 7 (was 6)
 - Accuracy to 90, falloff 15 (was 95/10)
 - Splash to 4 @ 60% (was 4 @ 70%)
 - Vanquisher Cannon
 - Accuracy to 90 (was 85)
 - Min Range to 1 (was 3)
 - Heavy Flamer
 - Accuracy to 100 (was Autohit)

- Damage to 8 (was 9)
 - Attacks to 14 (was 12)
- Tank Commander
 - Battle Cannon
 - See Lemman Russ (above)
- Rogal Dorn
 - Twin Battle Cannon
 - Damage to 75 (was 60)
 - AP to 5 (was 4)
 - Accuracy to 90, falloff 10 (was 85/5)
 - Splash to 2 @ 70% (was 4 @ 50%)
 - Enabled Spread Fire
 - Castigator Gatling Cannon
 - Damage to 3 (was 4)
 - Attacks to 64 (was 80)
 - AP to 2 (was 3)
 - Accuracy to 85, falloff 15 (was 80/5)
 - Enabled Spread Fire
 - Splash to 2 @ 30% (was No Splash)
- Chimera
 - Heavy Flamer
 - Accuracy to 100 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - Multi-Laser
 - Damage to 5 (was 16)
 - Attacks to 48 (was 16)
 - Splash to 1 @ 30% (was No Splash)
 - Enabled Spread Fire
- Armoured Sentinel
 - Heavy Flamer
 - Accuracy to 115 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - Multi-Laser
 - Damage to 5 (was 16)
 - Attacks to 48 (was 16)
 - Splash to 1 @ 30% (was No Splash)
 - Enabled Spread Fire
 - Harrassing Fire
 - Damage Reduction to -3 per shot (was -12)
 - Shot Reduction to -24 per attack (was -10)
 - Max Tile Distance between targets increased to 2 (was 1)
 - Arc angle Max between all targets set to 135 degrees
 - Supercharge
 - Self-damage to 60 @ 50%
- Ogryns
 - Bodyguard

- Cooldown to 2 turns (was 1)
- Primaris Psyker
 - Psychic Maelstrom
 - Max range to 3 (was 2)

Black Legion

- Cultist Mob
 - (NEW) Added Model variant option.
 - 5 models
 - Cost 25
- Cultist Warband
 - (NEW) Added Model variant option.
 - 5 models
 - Cost 25
- Cultist Firebrand
 - Balefire Pike
 - Accuracy to 125 (was Autohit)
 - Attacks to 12 (was 10)
- Legionaries
 - Cost to 70 (was 75)
 - (NEW) Add variants for Frag and Krak loadout
 - Frag Variant
 - Frag Grenade
 - Krak Variant
 - Krak Grenade
 - Cost +15
 - Increase melee damage received from Millenia of Experience
 - Fixed issue where Millenia of Experience didn't persist into the enemy turn
 - Cohesion to 4,6,8 (was 6,8,10)
- Forgefiend
 - Cost to 240 (was 215)
 - Daemonic Ordinance
 - Removed Accuracy Buff
 - Self damage increased to 50% chance for 80 damage (was 40% chance for 40 damage)
 - Ectoplasma Cannon
 - Cost to 10 (was 25)
 - Damage to 32 (was 40)
 - AP to 6 (was 7)
 - Hades Autocannon
 - Attacks to 50 (was 64)
 - Enabled Spread Fire
 - Ectoplasma Cannon - Jaws
 - Damage to 50 (was 60)
 - Accuracy to 90 (was 100)
- Sorcerer
 - Servant of the Dark Power

- Gains Favoured of Chaos at the start of every 2 turns (was every 1 turn)
 - At the start of the 8th turn, gains +50 Momentum
- Raptors
 - Cost to 85 (was 80)
 - HP to 65 (was 70)
 - Cohesion to 2,4,6 (was 4,6,8)
 - Plasma Pistol
 - Cost to 20 (was 15)
 - Accuracy to 80 (was 85)
- Havocs
 - Cost to 125 (was 115)
 - HP to 80 (was 85)
 - Cohesion to 1,2,3 (was 2,4,6)
 - Reaper Chaincannon
 - Enabled Spread Fire
- Helbrute
 - Heavy Bolter Max Range to 8 (was 7)
- Terminators
 - Combi-Flamer
 - Accuracy to 125 (was Autohit)
 - AP to 1 (was 3)
 - Teleported debuff
 - -30 Ranged Accuracy (was -33% Shots)

Ultramarines

- Invictor Warsuit
 - Cost to 175 (was 200)
 - HP to 320 (was 400)
 - Cohesion to 1,2,3 (was 2,2,3)
 - Heavy Bolter
 - Damage to 10 (was 9)
 - Attacks to 36 (was 12)
 - Accuracy to 85 (was 80)
 - AP to 3 (was 4)
 - Range to 1-7, Optimal 3 (was 1-4-8)
 - Removed Pistol Keyword
 - Removed Cooldown
 - Twin Ironhail Autocannon
 - Damage to 25 (was 7)
 - Attacks to 12 (was 42)
 - AP to 4 (was 3)
 - Max Range to 9 (was 8)
 - Enabled Spread Fire
 - Incendium Cannon
 - Cost to 25 (was 30)
 - Accuracy to 115 (was Autohit)

- Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
- Fragstorm
 - Range to 2-5 (was 4-6)
 - Accuracy to 110, fall off 10 (was 100/5)
 - Damage to 12 (was 10)
- Intercessors
 - Cohesion to 4, 6, 8
 - Auto Bolt Rifle
 - Accuracy 80, fall15 (was fall10)
 - Attacks 14 (was 16)
- Heavy Intercessors
 - Cost to 120 (was 110)
 - HP to 80 (was 90)
- Eradicators
 - Cost to 120 (was 140)
 - Multi-melta
 - Cost to +25
 - (NEW) Added Melta Rifle
 - Damage 60
 - Attacks 1
 - AP 8
 - Accuracy 90/15
 - Range 1-3-6
- Hellblasters
 - Heavy Plasma Incinerator
 - Damage to 50 (was 55)
 - AP to 8 (was 7)
- Eliminators
 - Cost to 130 (was 120)
 - Las Fusil
 - Accuracy to 95 (was 100)
 - All shots targets a single enemy model (similar to Heavy Hellblasters)
 - Bolt Sniper Rifle
 - Accuracy to 95 (was 100)
- Aggressors
 - Boltstorm Gauntlet (ranged)
 - Range to 1-4, Optimal 2 (was 1-3, Optimal 1)
 - Accuracy to 80 (was 75)
 - Damage to 4 (was 3)
 - Flamestorm Gauntlet (ranged)
 - Accuracy to 125 (was Autohit)
 - Attacks to 14 (was 10)
 - AP to 1 (was 3)
 - Fragstorm
 - Splash to 10 (was 8)
 - Range to 2-4, (was 4-5)

- Accuracy to 110, fall off 10 (was 100/5)
 - Damage to 12 (was 10)
- Terminators
 - Storm Bolter
 - Damage to 4 (was 6)
 - Attacks to 16 (was 12)
 - Accuracy to 85, falloff 10 (was 90/5)
 - Cyclone Missile Launcher
 - Krak Missiles
 - Damage to 30 (was 18)
 - Attacks to 2 (was 5)
 - Accuracy to 75 (was 80)
 - Range to 2-8, Optimal 5 (was 3-5-9)
 - Frag Missiles
 - Damage to 12 (was 8)
 - Attacks to 2 (was 5)
 - Accuracy to 75 (was 80)
 - Range to 2-8, Optimal 5 (was 3-5-9)
 - AP to 1 (was 2)
 - Heavy Flamer
 - Accuracy to 115 (was Autohit)
 - Damage to 5 (was 4)
 - Attacks to 8 (was 12)
 - Assault Cannon
 - Attacks to 30 (was 28)
 - Enabled Spread Fire
 - Teleported debuff
 - -30 Ranged Accuracy (was -33% Shots)
- Redemptor Dreadnought
 - Heavy Flamer
 - Accuracy to 105 (was Autohit)
 - Damage to 8 (was 9)
 - Attacks to 12 (was 10)
 - AP to 2 (was 3)
 - Removed Ammunition Requirement
 - Cooldown to 3 turns (was 1)
 - Heavy Onslaught Gatling Cannon
 - Attacks to 84 (was 70)
 - AP to 2 (was 4)
 - Accuracy to 90 (was 85)
 - Max Range to 5 (was 6)
 - Splash to 2 @ 50% (was 1 @ 50%)
 - Enabled Spread Fire
 - Onslaught Gatling Cannon
 - Damage to 2 (was 3)
 - Attacks to 84 (was 40)
 - AP to 2 (was 4)
 - Accuracy to 90 (was 85)

- Max Range to 5 (was 6)
 - Splash to 2 @ 50% (was 1 @ 50%)
 - Enabled Spread Fire
- Fragstorm Grenade Launcher
 - Range to 2-5 (was 4-6)
 - Accuracy to 110, fall off 10 (was 100/5)
 - Damage to 9 (was 10)
 - Removed Ammunition Requirement
 - Cooldown to 3 turns (was 1)
- Storm Speeder
 - Evasion to 5 (was 10)
 - Hailstrike
 - Onslaught Gatling Cannon
 - Damage to 2 (was 3)
 - Attacks to 72 (was 60)
 - AP to 2 (was 4)
 - Accuracy to 90, falloff 15 (was 80/5)
 - Splash to 2 @ 50% (was 1 @ 50%)
 - Enabled Spread Fire
 - Twin Ironhail Heavy Stubbers
 - Action Point Cost to 0 (was 1)
 - Cooldown to 2 (was 1)
 - Damage to 3 (was 4)
 - Attacks to 54 (was 100)
 - Range to 1-7, Optimal 4 (was 1-3-6)
 - Fragstorm Grenade Launcher
 - Accuracy to 110, fall off 10 (was 90/5)
 - Damage to 9 (was 10)
 - Attacks to 4 (was 5)
 - Range to 2-5, Optimal 3 (was 4-6)
 - Removed Ammunition Requirement
 - Cooldown to 3 turns (was 1)
 - Hammerstrike
 - Hammerstrike Missile Launcher
 - Removed Ammunition Requirement
 - Cooldown to 2 turns (was 1)
 - Krakstorm Grenade Launcher
 - Accuracy to 100, fall off 10 (was 85/10)
 - Attacks to 4 (was 3)
 - Range to 2-5, Optimal 3 (was 4-6)
 - Removed Ammunition Requirement
 - Cooldown to 3 turns (was 1)
 - Enabled Spread Fire
- Gladiator
 - Reaper Twin Onslaught Heavy Gatling Cannon
 - Range to 1-5 (was 1-6)
 - Attacks to 125 (was 140)
 - AP to 2 (was 4)

- Accuracy to 90, falloff 15 (was 85/10)
- Splash to 2 @ 60% (was 1 @ 50%)
- Enabled Spread Fire
- Reaper Tempest Bolter
 - Damage to 5 (was 8)
 - Attacks to 60 (was 36)