Changelog → May 31, 2026 Steam/Nexus → May 31, 2026



W40K Gladius: Revindicated Alternate Balance Mod

Changelog Masterlist

v1.18+ (Eradication)

Comprehensive balance mod with (a bucketload of) QoL tweaks & hotfixes on the side. It's like vanilla ice cream, with strawberry sprinkled on top!



Design Philosophy

My approach is simple:

1. no nerfs
2. don't touch the tech tree
3. don't touch weapon profiles
4. don't touch units costs, stats or group size; instead:
    a. give 'em traits, existing or wholly new;
    b. failing that, abilities (sparingly)
5. keep all changes:
    a. minimal,
    b. thematically-fitting

There have been a few exceptions, but these are very few and far between (as will be detailed in the sections below). I do try to live by "less is more" but that can't always be helped. More importantly, I've taken liberties that Proxy Studios wouldn't (due to Games Workshop policy or whatevs). Although I've deviated from the official Codex (by giving units traits or abilities purely imagined by Yours Truly), I ensured everything was kept appropriately lore-friendly.

I feel Gladius must be judged by its own merits as a strategy video game rather than by strict adherence to inflexible (and often broken and, quite frankly, nonsensical) tabletop rules. This "traits only" approach makes everything exceptionally easy to implement and adjust as needed.

Lastlty, I avoid nerfs as it isn't fun (and the devs/community can tackle those).

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I'm all about reducing bloat and feature creep (hard to believe, I know). Dozens of changes (well over 200 now) were reverted and/or revised during playtest. I've spent 500+ hrs since 2022 tweaking and fine-tuning this mod for release.

God save the (Norn) Queen.
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Changelog

- [**Weapon**] Krak Grenade armor pen 2 > 4
- [**Trait**] Blinded now also reduces sight by 1
- [**Trait**] Blighted now also applies -1 armor reduction
- [**Trait**] Slowed (Strikedown) now also applies +1 ranged accuracy against target
- [**Weapon**] Soul Blaze gained [Trait] Psychic Lash (100% armor pen)
- [**Ability**] Hammer of Wrath now affects Bomb weapons again
- [**Weapon**] Hunter-Killer Missile gained [Trait] Seeking
- [**Ability**] Smoke Screen now free action
- [**Trait**] Outpost passive healing rate +50% > +100%
- [**Trait**] City passive healing rate +100% > +200%
- [**Trait**] Gets Hot self dmg 5% > 10%
- [**Trait**] No Escape attacks 2 > 1
- [**Trait**] Headquarters gained +2 armor, -50% morale loss

Comments

Krak Grenades was the entire reason this mod was started, LOL! Why not give them Armourbane instead? Because Krak weapons are all flat-out armor pen 4.

Hammer of Wrath non-Bomb condition was a silly nerf to Scout Bikers & ASMs. Now restored to what it was before v1.9.3. Melta Bomb goes from 6 to 7.5 dmg (consider Chaos get Icon of Wrath which buffs Bomb's dmg

from 6 to 7, while Sisters get Rending making it 6.6 dmg and 11 armor pen).

Soul Blaze up from a pitiful 1 armor pen, now 3 dmg guaranteed.

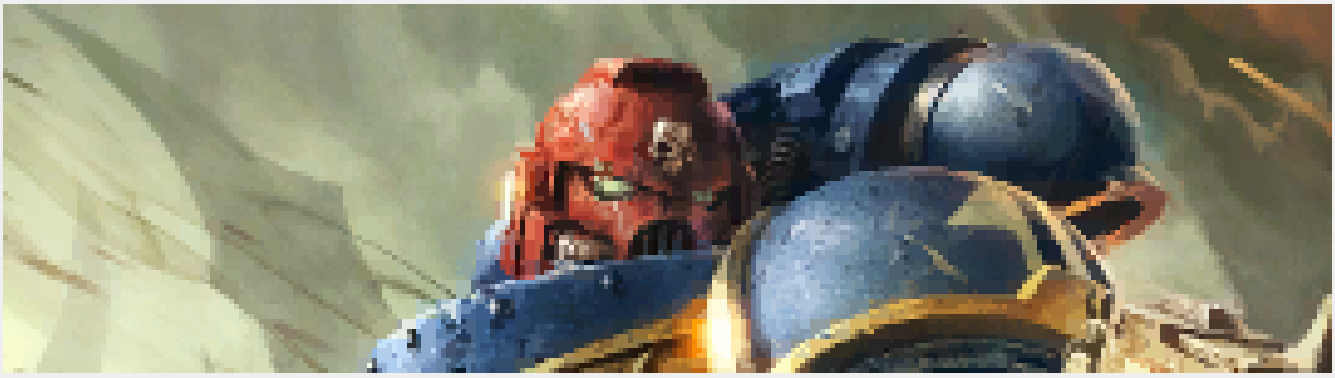
Smoke Screen on all 24 vehicles (10 AM, 8 SM, 3 Chaos, 3 Sisters), as of Rampage DLC.

Headquarters (including Sisters' Commissary). It never felt quite right that cities were made out of thin paper while so many starting units had 8 armor to begin with. HQs additionally gained morale loss mitigation (Norn Cyst has no morale due to Synapse Creature, so this change doesn't affect Tyranids).

And No Escape (used by 25 weapons, as of Rampage DLC) just to keep game in a healthier state.

Personal Checklist

- ☐ Hammer of Wrath ability & trait description updated
- ☐ Slowed & Strikedown trait description updated
- ☐ Blinding & Blind trait description updated
- ☐ Blighted trait description updated
- ☐ Headquarters trait description updated



Changelog

- [**Unit**] Razorback gained NEW [Trait] Bulwark (+17% invul dmg reduction when adjacent to another allied Razorback)
- [**Ability**] Levitate gained NEW [Trait] Fortress of Mind (+20,40,60% invul dmg reduction, -17,25,33% additional morale loss for 1 turn)
- [**Trait**] Telekine Dome applies only to allies now
- [**Trait**] Telekine Dome gained +33% witchfire dmg reduction
- [**Ability**] Telekine Dome gained NEW [Trait] Psychic Shackle (-67% movement, -10% HP p/turn to enemy psykers and daemons)
- [**Ability**] Objuration Mechanicum now also damages monstrous battlesuit (T'au) and living metal construct (Canoptek) units
- [**Unit**] Captain armor 10 > 8
- [**Unit**] Captain gained NEW [Ability] Command Aura (+1 accuracy to adjacent Space Marine infantry units, passive)
- [**Ability**] Power Strike gained cleave effect (+1 additional members hit)
- [**Trait**] T7 Bolster Defences gained +1 armor
- [**Tech**] T9 Teleport Homer now includes Assault Space Marines
- [**Tech**] T10 Locator Beacon now includes Land Speeders
- [**Ability**] Cluster Mines cooldown 5 > 3
- [**Weapon**] Plasma Cutter range 1 > 2
- [**Trait**] Siege Shield gained +100% dmg if unit remains stationary
- [**Ability**] Signum lost [Trait] Relentless

- [**Ability**] Signum gained [Trait] Signum (+2 accuracy if stationary)
- [**Trait**] Signum gained +50% accuracy after moving (effectively Relentless)
- [**Unit**] Dreadnought gained NEW [Trait] Tactical Armoured Walker (can be transported, takes 4 cargo slots, but does not benefit from Assault Vehicle; e.g. Stormraven Gunship)
- [**Unit**] Dreadnought gained NEW [Trait] Indomitable (+67% invul dmg reduction when below 34% HP)
- [**Unit**] Whirlwind gained NEW [Trait] Advanced Telemetry (+2 accuracy in allied cities and outposts)
- [**Weapon**] Incendiary Castellan Missile gained NEW [Trait] Blanket Fire (+33% attacks VS infantry units in cover; i.e. forests and imperial ruins)
- [**Faction**] Space Marines gained NEW [Tech] T10 Astartes Superior (operation that deploys an additional city, 320 infl cost, 1 charge)
- [**Ability**] Orbital Strike (Operation) no longer shares weapon profile with Captain, but instead has its own custom weapon profile which is identical except it has +2 accuracy; renamed Orbital Bombardment (as it was in files originally)
- [**Ability**] Assault Doctrine now also applies to Assault Terminators (cf. Devastator Doctrine applying to Devastator Centurions)
- [**Unit**] Fortress of Redemption gained NEW [Trait] Stronghold (+17% invul dmg reduction; does not change T5 Stronghold Shielding)
- [**Unit**] Apothecaries gained [Trait] Feel No Pain
- [**Unit**] Thunderfire Cannon gained [Trait] Feel No Pain
- [**Unit**] Devastator Space Marines gained [Trait] Feel No Pain
- [**Trait**] Savant Interlocution gained +1 range when adjacent to another allied Hunter
- [**Trait**] Linebreaker Bombardment gained +33% attacks VS units in cities when adjacent to another allied Vindicator
- [**Unit**] Land Raider gained NEW [Trait] Juggernaut (+33% attacks, +2 armor pen when fully loaded cargo)

Strict Nerfs

- [**Unit**] Primaris Invader ATVs armor 8 > 6
- [**Tech**] Storm Speeder Thunderstrike T4 > T5
- [**Tech**] Primaris Repulsor Executioner T8 > T9
- [**Unit**] Primaris Repulsor Executioner lost [Ability] Power of the Machine Spirit

Comments

Razorback's new trait is a little extra something tactically in line with the rest of the SM tank lineup (i.e. unit type adjacency bonuses).

Capt gets Iron Crown, Chap gets Rosarius. What does Libro get? KIA, that's what! No 50% invul dmg reduction, 2 less armor, and overall subpar hero abilities. What was even the point of Telekine Dome besides "let's have a pillow fight where nobody hurts each other"? Now Libro basically gets Chronometron with Levitate (finally worth dropping in for Shockwave without getting completely obliterated in the process). And Telekine Dome affects only allies *and* doubles-up as Obelisk's Grav-Pulse but for psykers/daemons. Niche fulfilled without loss of identity.

SMs have a case for really boring heroes/abilities…

Captain's Power Strike was one of the lamest skills in the whole game (oftentimes doing less dmg than attacking with regular sword and bolter). It's now better VS infantry (but still worse than Lord's Voidblade or Autarch's Khaine's Might).

Speaking of, Captain with 10 armor was no fun (not even Terminator Armor). Minor nerf with a nice tradeoff feels better now.

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Signum restored to what it was prior to v1.9.3. Change to Relentless made no sense thematically (i.e. Relentless doesn't match Signum's description being a targeting device). I merely repurposed it so it does the exact same thing still (i.e. Heavy trait negation) while
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retaining the old +2 accuracy if stationary (meaning 12 with Doctrine, else 10 if moved).

Best of both worlds.

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My issue with Vindicators is… Predators do it better. Sure, Vindies get +2 armor and can hit elite infantry in cover. But Preds get Heavy Bolters and wreck everything anyway (plus, they benefit from Bolter Discipline).

So yeah, Siege Shield buff to help Vindies pull their own weight (Predators were just outright better at sieging otherwise).

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Plasma Cutter changes may seem questionable. Sure, Thunderfire Cannons can obliterate infantry, but it sucks to have 3 weapons and 2 of them are basically never seen (and the main one is usually operating at half efficiency due to being Heavy and Barrage).

Long story short: Thunderfire Cannon can finally overwatch at range (sorta balanced by Gets Hot).

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Teleport Homer and Locator Beacon should need no explanation. Helps keep Assault SMs more relevant/viable (even more so with Jump Pack) and Land Speeders too as the middle ground between Scout Bikers and Stormavens.

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Whirlwind and Incendiary Castellan Missile being so incredibly freaking useless: 9.5 out of 10 times, regular Vengeance Missile will do more dmg against targets in cover despite Incendiary being specifically designed for it (Ignores Cover). LOL!

I tried a bunch of things to fix this thing, but everything just ended up feeling "tacked on." But I think I finally managed to cement its role as an anti-cover/anti-infantry tank now.

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AS for Dreadnought? I always found them a bit unimpressive (for a Space Marine unit). Sure, they pack a punch, but they are always lagging behind. And they are so, so easy to kill too (being melee and all). The only reason I'm improving their survivability is because SM only has one production line (as opposed to Chaos or Orks churning out Helbrutes and Deff Dreads).

Also, yeah, you can transport them now.

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Orbital Strike used to have a 0 cooldown on release, so you could spam it indiscriminately to take down any HQ. That got soon patched to 1 cooldown. Then its accuracy got nerfed from 12 to 8 (v1.5.0) And later on its cooldown also got nuked from 1 to 3 (v1.11.0).

The real issue, however, was it shared the weapon profile with Captain. It was prolly not meant to, as their different icons might suggest (that, and it's called Orbital Bombardment in the game files, not the titular Strike).

I merely opted to restore some of its former glory (and rename it Orbital Bombardment) to help it stand on its own as a more distinct and useful tech.

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Fortress of Redemption merely gains 17% baseline invul dmg reduction. T5 Stronghold Shielding remains a separate upgrade.

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(Oct 5, 2023) FINALLY, one of the last changes I managed to squeeze in: considering Space Marines lack a real super-heavy T10 unit and their endgame seriously suffers and pales in comparison to other factions (i.e. slow unit production due to single city limit), it felt only right to give them a chance to hold their ground and make a "comeback."

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Repulsor Executioner was broken on so many levels (having a dozen weapons is a joke). Least we can do is tone down the insane dmg a notch. Indirect buff to Land Raider while at it.

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Hunter, Predator & Vindicator improved adjacency bonuses to help solidify roles and increase viability among all the Primaris nonsense.

Edit: reverted Predator to vanilla (good as-is).

# Comments (Feel No Pain)

(Apr 11, 2024) The change to give Havocs, Devastator Marines, Apothecaries and Tech-Priests Enginseers Feel No Pain was a very last-minute decision.

What prompted this change was Sisters being so incredibly OP and resilient. Notably, Retributors and Hospitallers.

Let's break it down a little:

Retributors melt practically everything, are 5 models, and have crazy amounts of stacking survivability (Shield of Faith, Medicus Ministorum, Stirring Rhetoric, etc.). You could argue they are range 2 while Havs/Devs are range 3. Sure, but Havs/Devs are only 3 models and made of thin paper. Zero survivability, complete morale nuke.

Hospitallers are the ultimate multi-purpose support/founder unit: Clear Tile, Endless Crusade, Sacred Healing, Medicum Ministorum, Shield of Faith and, of course, Feel No Pain (for no good reason other than, *why the hell not?*). Oh, and they can be built straight out of the hero building!

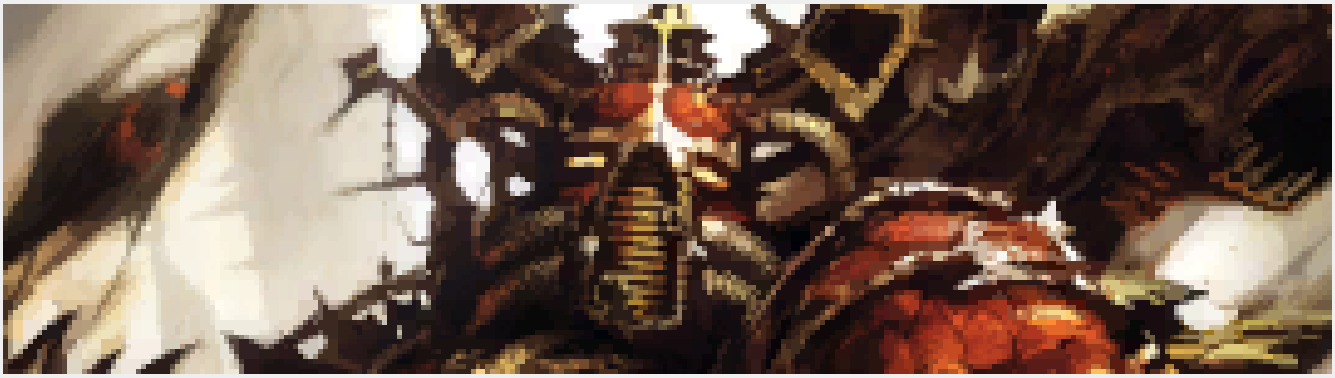
Enginseers not only need their own dedicated building but are one of the only units in the game to lack any traits (or the ability to heal themselves). And Apothecaries share the infantry building with everybody else (and SM are stuck with 1 city and 1 production line, so you can't make them in bulk). Oh, and both 'Seers and Apos die to a breeze too.

And that brings us to Thunderfires. Yes, they obliterate most infantry (when/if properly positioned). But they also get wiped themselves just as easily for a T6 unit with only 12 HP.
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This is a long-winded way to say: giving them Feel No Pain feels warranted.

Personal Checklist

- [ ] Levitate ability description updated
- [ ] Telekine Dome ability & trait description updated
- [ ] Objuration Mechanicum ability description updated
- [ ] Power Strike ability description updated
- [ ] Bolster Defences tech & trait description updated
- [ ] Teleport Homer tech description updated
- [ ] Locator Beacon tech description updated
- [ ] Signum ability & trait description updated
- [ ] Siege Shield tech & trait description updated
- [ ] Assault Doctrine ability & tech description updated
- [ ] Assault Doctrine tech prerequisite updated
- [ ] Stronghold Shielding tech description updated
- [ ] Savant Interlocution trait description updated
- [ ] Killshot trait description updated
- [ ] Linebreaker Bombardment trait description updated



Changelog

- [**Unit**] Havocs gained NEW [Trait] Warpforged (+50% armor pen to heavy weapons; i.e. not grenades/bombs)
- [**Unit**] Havocs gained [Trait] Feel No Pain
- [**Unit**] Obliterators gained [Trait] Fearless
- [**Unit**] Obliterators gained NEW [Trait] Hellraiser (+33% attacks to flame weapons)
- [**Unit**] Khorne Berzerkers lost [Trait] Blood for the Blood God
- [**Unit**] Khorne Berzerkers gained NEW [Ability] Thirst for Blood (gain Fleet + Blood for the Blood God for 1 turn, cooldown 5, free action, requires movement; can be used from inside transport)
- [**Trait**] Shatter Defences gained -2 armor
- [**Trait**] Worthy Offering chance +0.25,0.5,0.75 > +0.5,1.0,1.5
- [**Unit**] Daemon Prince gained [Trait] Fleet
- [**Unit**] Daemon Prince gained [Trait] Shred
- [**Ability**] Boon of Mutation cooldown 4,3,2 > 3,2,1
- [**Ability**] Boon of Mutation range 1 > 2
- [**Weapon**] Breath of Chaos Poisoned 3 > 4
- [**Weapon**] Breath of Chaos gained [Trait] Psychic Lash
- [**Weapon**] Breath of Chaos gained [Trait] Soul Blaze
- [**Tech**] T6 Chaos Rising gained +2 loyalty to each city/HQ (new trait added to Headquarters)

- [**Unit**] Dark Disciples gained NEW [Ability] Dark Evangelism (takes control of target enemy Chaos Cultists, 40 infl cost, cooldown 10, consumes move/action)
- [**Trait**] Runes of the Blood God (Greater Brass Scorpion) witchfire dmg reflect 17% > 33%
- [**Weapon**] Soulburner Cannon (Greater Brass Scorpion) gained [Trait] Soul Blaze
- [**Unit**] Chaos Land Raider cargo slots 3 > 4
- [**Unit**] Chaos Land Raider gained NEW [Trait] Juggernaut (+33% attacks, +2 armor pen when fully loaded cargo)
- [**Unit**] Chaos Land Raider gained NEW [Ability] Power of the Machine Spirit (Corrupted) (+50% dmg, 25% damage taken, free action, cooldown 5)
- [**Unit**] Chaos Lord lost [Ability] Melta Bomb
- [**Unit**] Plague Marines lost [Ability] Melta Bomb
- [**Unit**] Plague Marines lost [Ability] Krak Grenade
- [**Unit**] Plague Marines group size 2 > 3
- [**Unit**] Plague Marines HP 4 > 3
- [**Unit**] Plague Marines melee attacks 2 > 1.5
- [**Weapon**] Plague Spewer dmg 2 > 1
- [**Unit**] Noise Marines gained [Ability] Melta Bomb
- [**Weapon**] Sonic Blaster gained [Trait] Concussive
- [**Trait**] Terrifying Crescendo now also grants +3 influence (p/kill value) when killing an enemy

Rework

- [**Trait**] T8 Icon of Despair lost +50% melee dmg reduction VS fearful attackers
- [**Trait**] T8 Icon of Despair gained -2 morale reduction to fearful attackers at range 1
- [**Trait**] T5 Mark of Tzeentch lost +17% FnP dmg reduction
- [**Trait**] T5 Mark of Tzeentch gained +1 sight, +2 accuracy to overwatch attacks

Comments

First off, Havocs not living up to their "devastating anti-infantry and anti-armour firepower" reputation. New trait allows them to punch harder (it benefits from Warpborne upgrade too) and provide some early anti-air support without straight-out becoming Devastator SMs (at least not before getting fully Booned and Marked).

Khorne Berzerkers were a last minute addition. Great damage, poor mobility/utility (being ASMs T2 counterpart). Now they basically get 'Ere We Go to make up for it.

This, alongside changes to Havocs, should help keep Chaos infantry more relevant past the mid-game (and hopefully make some use of T9 Gift of Mutation at last).

And Oblies just needed to start more fires. No Champ of Chaos? No prob. And Fearless fits them like a charm.

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Chaos Rising was bad as Chaos encourages you to found new cities early and by T6 you'd likely have 3 already (and not a huge need for more unless playing on huge maps). It needed a little something extra and loyalty fits the theme. Same as Grey Matter Dispersion for the purposes of expansion, but different in the sense this loyalty can be impacted by city destruction or T'au's subversion (or loyalty % tile modifiers, if that) whereas Gray Matter is a flat/fixed -2 penalty mitigation for having more cities.

Chaos Rising new trait applies to city/HQ.

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Chaos Lord losing Melta Bomb? You won't even notice. Absolutely useless unless Broken with Paroxysm and Hallucination or Blind on top and down to min 2 accuracy (and when is that ever gonna happen?).

Worthy Offering buff is miniscule (it ain't what you're using Chaos Lord for anyway). But here's the quickie: vanilla Offering at max was turning a 49% chance (base) to get some Boon into 63%. Now? 70%. Again, miniscule.

For those that like charts, we'll oblige:

Vanilla	Base %	Worthy	Worthy 2	Worthy 3
Nothing	49.18	43.80	39.47	35.93
Prince/Spawn	0.82	0.73	0.66	0.60
Boon (single)	8.20	9.12	9.87	10.48
Boon total	49.18	54.74	59.21	62.87

ABM Previous	Base %	Worthy 1	Worthy 2	Worthy 3
Nothing	49.18	42.31	36.99	32.97
Prince/Spawn	0.82	0.71	0.62	0.55
Boon (single)	8.20	9.38	10.30	10.99
Boon total	49.18	56.28	61.78	65.93

ABM Current	Base %	Worthy 1	Worthy 2	Worthy 3
Nothing	49.18	39.47	32.97	28.30
Prince/Spawn	0.82	0.66	0.55	0.47
Boon (single)	8.20	9.87	10.99	11.79
Boon total	49.18	59.21	65.93	70.07

This is calculated on a total weight chance value of 1220, where 600 is nothing, each Boon is 100 (600 for 6), and 10 is Spawn and another 10 is Prince.

Each level of Worthy of Offering adds (vanilla) 25, 50, 75 to boons (resulting in 625, 650, 675).

Formula: boon weight / total weight (1220) = %

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Icon of Despair and Mark of Tzeentch are probably the biggest "deviations" from the base game. But I'm happy with Despair's morale
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loss being a replacement to the old 50% melee dmg reduction (it even fits the whole "despair" theme better).

Icon of Tzeentch was super lame, if only because it was uninspiringly identical to Icon of Excess (17% FnP) and Icon of Flame wasn't a particularly outstanding reward for it either). Now? Much nicer (and fits the theme perfectly).

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Chaos Land Raider cargo slots same as Space Marines counterpart. Also because of new trait requiring full load.

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So what's up with Plague Marines? Never sat quite right with me. All other Chaos squads are 5 (Zerkers, Noise, Rubrics). So I balanced Plagues out to be a squad of 3. They turned out to be "basically" the same, though!

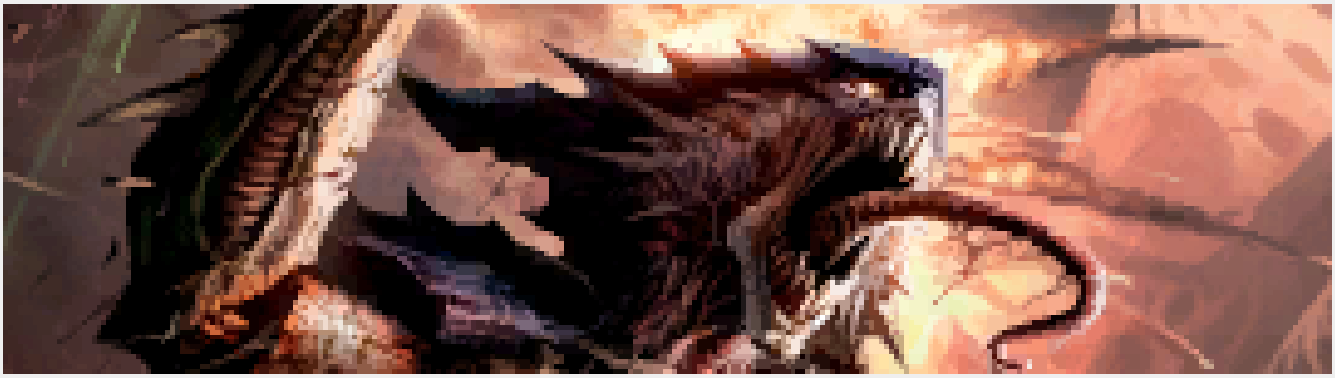
Comments (Feel No Pain)

(Apr 11, 2024) The change to give Havocs, Devastator Marines, Apothecaries and Tech-Priests Enginseers Feel No Pain was a very last-minute decision.

For a detailed explanation, please refer to the dedicated section under Space Marines.

Personal Checklist

- ☐ Chaos Rising tech description updated
- ☐ Boon of Mutation ability description updated
- ☐ Icon of Despair ability & trait description updated
- ☐ Mark of Tzeentch ability & trait description updated
- ☐ Melta Bomb tech description updated
- ☐ Melta Bomb tech prerequisite updated
- ☐ Melta Bomb tech description updated



Changelog

- [**Unit**] Haruspex gained [Trait] Rampage
- [**Tech**] Thresher Scythe T7 > T5
- [**Weapon**] Thresher Scythe *1 attacks cap removed
- [**Weapon**] Bone Mace *1 attacks cap removed
- [**Ability**] Alpha Warrior range 1,2,3 > 3
- [**Trait**] Alpha Warrior accuracy 2 > 1,2,3
- [**Unit**] Tyranid Prime infl cost/upkeep 120/6 > 90/4.5
- [**Tech**] T8 Regeneration now includes Tyranid Warriors
- [**Unit**] Hormagaunts gained [Trait] Hit & Run
- [**Unit**] Gargoyles gained [Trait] Jet Pack
- [**Unit**] Venomthropes gained [Trait] Stealth
- [**Trait**] Grasping Tail gained -33% movement
- [**Ability**] Toxic Miasma (Malanthrope) cooldown 5 > 2
- [**Weapon**] Toxinspike gained NEW [Trait] Insidious (+1 additional members hit)
- [**Tech**] T6 Grey Matter Dispersion loyalty penalty -1 > -2
- [**Trait**] T2 Toxin Sacs now only applies to Hormagaunts, Gargoyles, Tyranid Warriors and Tyranid Prime (and no Genestealers)
- [**Trait**] T2 Toxin Sacs dmg +0.5 > +50%
- [**Trait**] T8 Efficient Digestion infl cost -25% > -33% (Consume Tile infl cost 30 > 20, down from 22.5)

- [**Tech**] T10 Echiurean Walls now also grants [Trait] Rending to The Spiders' Parlour
- [**Unit**] Tyrannocyte gained [Trait] Skimmer
- [**Unit**] Tyrannocyte gained NEW [Trait] Synaptic Impulse (+1 movement while transporting cargo)
- [**Tech**] T10 Adrenal Glands now includes Biovores
- [**Unit**] Spore Mines (Biovores) gained [Trait] Stealth
- [**Unit**] Biovores gained NEW [Ability] Vile Payload (next attack applies Blight to infantry or monstrous creature, goes on cooldown for 3 turns after unit attacks)
- [**Weapon**] Psychic Overload (Maleceptor) gained [Trait] Psychic Lash
- [**Weapon**] Psychic Overload (Maleceptor) gained [Trait] Ignores Cover
- [**Weapon**] Psychic Overload (Maleceptor) gained [Trait] Blast
- [**Unit**] Maleceptor lost [Ability] Synapse Creature
- [**Unit**] Maleceptor gained NEW [Ability] Greater Synapse Creature (identical to Synapse Creature but +1 range)
- [**Unit**] Exocrine gained [Trait] Acid Blood (cf. Haruspex)
- [**Trait**] Symbiotic Targeting gained +2 accuracy to overwatch attacks
- [**Trait**] T6 Gaunt Instincts unit upkeep -17% > -20%
- [**Trait**] T9 Megaunt Instincts unit upkeep -17% > -20%
- [**Weapon**] Warp Blast Burst (Zoanthrope) dmg 2 > 3
- [**Weapon**] Warp Blast Lance (Zoanthrope) range 1 > 2
- [**Weapon**] Warp Blast Lance (Zoanthrope) upgrade T4 Gigaborer Hives > T7 Ocular Proliferation
- [**Unit**] Harpy no longer shares cooldown between [Ability] Spore Mine Cysts and [Ability] Spore Burst
- [**Weapon**] Spore Mine Cysts range 1 > 2
- [**Weapon**] Spore Mine Cysts lost [Trait] Bomb
- [**Weapon**] Spore Mine Cysts gained [Trait] Blinding

Comments

Haruspex. The saddest of all units in the whole game. No more!

First off, Thresher Scythe (Haruspex, Exocrine) and Bone Mace (Carnifex) were the only weapons in the entire game to have an attack cap of 1 for no good reason. No more. Now they may benefit from attacks multipliers (e.g. Rapacious Hunger). This is a buff to Haruspex primarily. Bone Mace was done purely for consistency (no real benefit outside Blood Blessing for Carnifex).

Lastly, a little bonus perk to let loose when surrounded by enemies. And it all fits Haru's role oh so nicely.

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Alpha Warrior should need no explanation. It only affects 'Nid Warriors. Way too niche. This should encourage more Warriors to come out to play and become alternatives to Raveners/Lictors.

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Hormagaunts weren't bad per se. They just cost you research and can't even overwatch. If you just wanted chaff, you had Termies for the same cost without tech investment. Infiltrate may sound like a huge buff, so their cost went up accordingly (same as Gargoyles). And don't forget: Flayed Ones do exist. This only makes them equivalent (same tier, same cost now). Still less armor (and 8 models: easier to wipe). Not to mention Flayed Ones get HP heals and hit harder than Hormies w/Sacs. And Hormies lose morale if not constantly supervised.

Bottom line: baby raptors needed some love (and 'Nids don't even have snipers nor a means to counter them effectively). Besides, who you gonna infiltrate early on? Only neutrals this will help against are Neophyte Hybrids and Vespid Stinwings.

Also? 'Nid weren't scary enough early-game. This might fix that.

(Dec 9, 2025) Update. Genestealers came along and stole Infiltrate. Had to revert Hormagaunts' cost and instead… give them Hit & Run. Meanwhile, removed Toxin Sacs from Genestealers (they already hit like a freaking truck, and mod's Toxin Sacs was redesigned to help the little guys, plus Warriors).

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Toxin Sacs may sound controversial. But realistically, it barely made any difference to most 'Nid units. It lacked "personality." I merely repurposed it while keeping it practically identical. Net result? Hormies and Gargos stay the same and Warriors gain an additional grand total of (wait for it…) 0.5 dmg per model (Warriors were never particularly outstanding to begin with, so it's a welcome buff).

Coupled with Prime's Alpha Warrior being a bit more attractive now, this should make Prime/Warrior synergy more viable into the mid-game.

Old Warriors	**NEW Warriors**
w/out Toxin Sacs 1.5 (* 2 attacks = 3) * 3 units = 9 dmg	idem
w/Toxin Sacs 1.5 + 0.5 = 2 (* 2 attacks = 4) * 3 units = 12 dmg	w/Toxin Sacs 1.5 + 50% (0.75) = 2.25 (* 2 attacks = 4.5) * 3 units = 13.5 dmg

These are all flat values without accounting for accuracy loss.

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Malanthrope was nerfed waaaay too many times. I just gave Toxic Miasma the same cooldown as Venomthropes (2 instead of 5).

Biovores were oddly left out from Adrenal Glands (while every other unit that wasn't Thropes or Raveners/Lictors got it).

Gargoyles with Jet Pack to give them situational niche (and don't get slogged by rivers or stuck in wire weed). Tyrannocyte getting Skimmer to be a more useful transport (wire weed, river & water traversal).

~~~
Tyranid Prime was the only hero whose production/resource cost didn't match (Tyranid hero influence cost is 150% of their biomass, and Prime costs 60 biomass meaning it should be 90 influence instead of 120).

Likely reason it was made 120 is because unit cost breakpoints are 15, 20, 30, 40, 60, 80, 120, 160, 320.

In the case of Tervigon and Hive Tyrant this was no problem (as 80 biomass becomes 120 influence, and 120 becomes 180), but it made Prime pricier than it needed to be. So I fixed that.

In the case of non-Tyranid heroes, influence cost is twice their resource cost (so 80 becomes 160). The only exceptions were Avatar of Khaine and Daemon Prince whose influence costs were also 150%, but I addressed (with fluff) that elsewhere. Oddly enough, Saint Celestine was left 200%.

~~~
T8 Trygon Toxinspike was… one of the worst upgrades in the game. Does nothing to tanks/forts (and 100% useless VS air). I merely helped it do ~something~ VS infantry.

Lastly, The Spiders' Parlour was just Wire Weed without immobilization. Gave it (and Echiurean Walls, indirectly) a little something extra to become a bit more relevant.

~~~
(27 May, 2025) Zoanthrope changes were done as a buff, yes, but also to match Norn Emissary's weapons having the exact same weapon profiles as Zoan's (albeit with slightly different roles: Blast VS Large Blast, Lance VS Melta, range 2 VS range 1).

Also buff to Thropes in general having more support (Venoms are better, Zoans are better).

~~~
Thresher Scythe is an exception to the "don't touch the tech tree" guideline, but Haruspex/Exocrine could really use some help (compare Maulferfiend/Forgefiend counterparts who are comparatively stacked).

~~~
(May 21, 2026) Update. Harpies lost Toxin Sacs. See Genestealers above for context. Next, Spore Mine Cysts barely tickled. And it was only range 1 despite upgrading off of Ocular Proliferation (range 2-3)? Figured it was dev oversight.

Tried increasing attacks, armor pen, dmg… nothing felt right. It was just "useless" compared to Harpy's normal attack and secondary

ability (Spore Burst). Speaking of! Made no sense how both abilities shared cooldown. The only other abilities that do so are on Zoans and Norn Emissary (where it makes sense, Lance/Burst split), and T'au unit (where it also makes sense, mostly Drones and Nova abilities).

In any case, if Cysts was gonna do no dmg, might as well turn it into a debuffing ability. So now it offers something actually impactful.

Personal Checklist

- ☐ Toxin Sacs tech description updated
- ☐ Echiurean Walls tech description updated
- ☐ Echiurean Walls prerequisites updated
- ☐ Echiurean Walls icon updated
- ☐ Symbiotic Targeting icon updated

Main Hotfixes

Norn Emissary Dmg Fix

- [**Weapon**] Psychic Tendril (Neuroblast) missing `<strengthDamage base="0"/>`
- [**Weapon**] Psychic Tendril (Neurolance) missing `<strengthDamage base="0"/>`

Neuroblast & Neurolance are `<rangedDamage add="3"/>` and `<rangedDamage add="12"/>`, respectively. Yet they were **6 and 15 dmg in-game** because Norn Emissary has `<strengthDamage base="3"/>` but weapons lacked `<strengthDamage base="0"/>`.

There's 418 weapons in the game as of v1.16 (325 ranged, 93 melee). All ranged weapons have `<strengthDamage base="0"/>`.

Part of the reason Norn Emissary was so broken. Now fixed.

Both Psychic Tendrils were also missing Psychic Power.



Changelog

- [**Tech**] T1 Vox-Caster now includes Heavy Weapons Squad
- [**Tech**] T1 Vox-Caster now includes Field Ordnance Batteries
- [**Unit**] Tempestus Scions group size 7 > 8
- [**Unit**] Tempestus Scions gained NEW [Trait] Cadia Stands (+17% ranged dmg reduction, +2 accuracy to overwatch attacks while in imperial ruins)
- [**Unit**] Bullgryns gained [Trait] Strikedown
- [**Unit**] Bullgryns gained NEW [Trait] Hard Noggin (+17% FnP dmg reduction)
- [**Trait**] T7 Brute Shield invul dmg reduction +50% > +33%
- [**Trait**] T8 Relic Plating now also applies Soul Blaze to enemy psyker or daemon attackers
- [**Unit**] Devil Dog gained NEW [Trait] Monster Hunter (+50% dmg VS monstrous creatures & daemons)
- [**Unit**] Marauder Bomber gained [Trait] Strafing Run
- [**Unit**] Marauder Bomber gained NEW [Ability] Imperial Broadcaster (passive +15% morale regen to allied Militarum infantry units, range 3)
- [**Weapon**] Lascannon (Baneblade) gained NEW [Trait] Baneblade Lascannon (hidden trait that grants +2 accuracy exclusively to Baneblade's Lascannons)
- [**Unit**] Baneblade production cost 72 > 66, resource cost 320 > 240, upkeep 16 > 12
- [**Unit**] Baneblade gained [Trait] Stubborn
- [**Unit**] Baneblade Hunter-Killer Missile weapon count 1 > 2

- [**Ability**] Hunter-Killer Missile (Baneblade) now consumes action
- [**Ability**] Aura of Discipline range 1 > 2
- [**Ability**] Summary Execution cooldown 3 > 2
- [**Weapon**] Roll Over Them! gained [Trait] Armourbane
- [**Unit**] Wyrdvane Psykers gained NEW [Trait] Vortex Arcanum (-33% morale loss, +17% FnP when adjacent to allied Astra Militarum psykers)
- [**Unit**] Primaris Psyker gained NEW [Trait] Vortex Arcanum (-33% morale loss, +17% FnP when adjacent to allied Astra Militarum psykers)
- [**Ability**] Life Leech gained [Trait] Life Drain
- [**Weapon**] Psychic Maelstrom gained [Trait] Concussive
- [**Weapon**] Servo-Arm gained [Trait] Concussive
- [**Weapon**] Servo-Arm gained [Trait] Haywire
- [**Ability**] Servo-Arm cooldown 1 > 2
- [**Unit**] Tech-Priest Enginseers gained [Trait] Feel No Pain
- [**Weapon**] Bombastic Field Gun range 3 > 2-4
- [**Weapon**] Deathstrike Missile gained [Trait] Destroyer Weapon
- [**Unit**] Deathstrike gained NEW [Trait] Expensive Payload (+100% ore upkeep cost)
- [**Unit**] Armoured Sentinel gained [Trait] Move Through Cover

Strict Nerfs

- [**Unit**] Attilan Rough Riders production cost 36 > 42, resource cost 40 > 60, upkeep 2 > 3
- [**Unit**] Rogal Dorn Battle Tank HP 72 > 64

Comments

Brute Shield didn't make any sense, how a tiny wristband buckler could provide 50% invul dmg reduction (it was 33% before patch 1.11.0). Meanwhile ASMs Combat Shield a meager 17% invul? Whatevs. Bullgryns could've used some baseline dmg reduction anyway.

Bullgryns also had a hard time catching up to units and finishing them off. Strikedown helps alleviate that. And it procs off of

abilities too. Meaning, in Bullgryn's case, Frag Grenades (turns out 'Gryns into hard pitchers).

~~~
Temp Scion always felt like they were the only unit genuinely missing that 1 extra model (funny they started at 6 way back when). And they weren't much better Guardsmen for their cost. Now they feel a bit more elite. And extra trait to give 'em a bit more of a thematically-fitting (if situational) strategic utility.

~~~
Vox-Caster was a pretty uninclusive tech, and it only made sense it'd apply to Heavy Weapons Squads too.

Relic Plating is not bad if the enemy is amassing psykers, I guess (but when is that realistically gonna happen?). I mean, there's only, what, 15 psykers in the whole game and only 3 are meaningfully offensive (Zoanthropes, Warlocks, and maybe heretic Wyrdvanes?). And they don't often rely on witchfire attacks anyway. At least now all attacking psykers (regardless of dmg type) will get Soul Blazed, including heroes (Daemon Princes, Autarchs, Farseers, Hive Tyrants, etc.) for some chip dmg.

And my gripe with Devil Dog is: I never needed it. Sure, they can deal with semi-elite infantry, I get that. But by that time, I'll have Lemans (which totally wipe the floor with Heavy Bolters later) and before then… well, I got Hydras which outdamage Devil Dogs in every other scenario and actually offer some unique utility (i.e. anti-air), or Chimeras which are far more versatile (i.e. Amphibious transport, Mobile Command, Lasgun Array).

I merely gave Devil Dogs a bit more of a specialized role as monster hunters (on paper, it just means +6 dmg from Melta Cannon) which will help clear Catachans/Umbras earlier.

And for the record (as of v1.12 Firepower DLC): 'Nids got 10 Monstrous Creatures, T'au 4, Necrons and Eldar 3, Orks and Chaos 1, and Neutrals 2. That's it.

Then comes Marauder Bomber. Strafing Run makes sense. But in the end I felt they needed something a bit more special. And I think I

finally hit the jackpot. +15% morale regen helps support infantry late-game. Broken morale? No prob, next turn that's back to Shaken. And from Shaken, Rallied.

~~~
Baneblade having 2 separate HKMs made little sense. Now, 1 action like HKM on every other tank (but 2 HKMs in 1, so more powerful overall).

Psychic Maelstrom's weapon profile and dmg output was identical to Molten Beam VS single target units (except it is only cooldown 2, while Maelstrom is 5) so it could use some extra utility.

~~~
And lastly, Servo-Arm. What was even the point of having this as a separate ability that consumes move/action and is a beefed up regular attack? Utterly mind-boggling. No more.

This makes Enginseers more useful VS infantry and especially tanks/forts (which is a welcome prospect, considering they require a unique building).

~~~
Attilans were underpriced for role/tier.

Rogal Dorn was insanely tanky. 72 HP was Hierodule, Cerastus, Knight Crusader, Tiger Shark & Marauder Bomber. "Titan" tier of units. 62 HP is just Land Raider, CLR and Monolith, which is more in line with its tier.

~~~
(Dec 9, 2025) Deathstrike was definitely off. 12 range is crazy, sure. But dmg was absolutely pitiful. Like, it's supposed to be a mini-nuke. Barely tickles anyone. So yeah, twice the dmg, twice the upkeep.

Tried a bunch of different things (including but not limited to costing resources to fire, or immobilizing itself as it "rearms" for 2 turns). Also tried giving it +50% attacks (1 > 1.5) so it does more than a scratch to infantry, but it was too much. Have to compromise somewhere. More dmg, more upkeep is the more elegant solution.

If needed, it can be tweaked some more later.

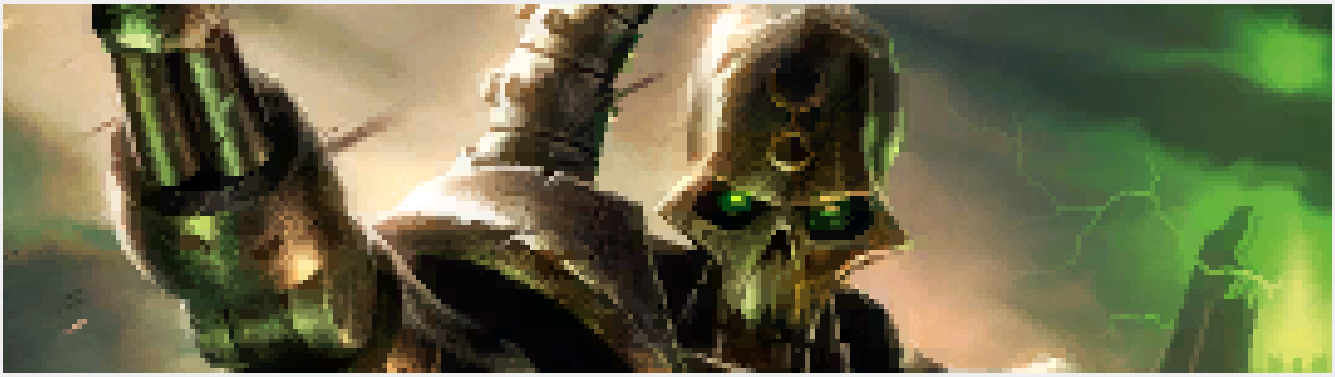
Comments (Feel No Pain)

(Apr 11, 2024) The change to give Havocs, Devastator Marines, Apothecaries and Tech-Priests Enginseers Feel No Pain was a very last-minute decision.

For a detailed explanation, please refer to the dedicated section under Space Marines.

Personal Checklist

- ☐ Vox-Caster tech description updated
- ☐ Relic Plating tech & trait description updated



Changelog

- [**Unit**] Destroyer Lord gained [Trait] Rage
- [**Unit**] Destroyer Lord gained [Trait] Fearless
- [**Unit**] Destroyer Lord gained [Ability] Aura of Fear
- [**Unit**] Immortals gained NEW [Ability] Reanimator (+2 HP revive on death, cooldown 10, passive)
- [**Unit**] Tomb Blades gained NEW [Ability] Chrono Bauble (+33% invul dmg reduction for 1 turn, free action, cooldown 10)
- [**Unit**] Triarch Stalker gained [Trait] Fleet
- [**Unit**] Triarch Stalker gained [Trait] Hit & Run
- [**Unit**] Triarch Stalker gained [Trait] Arachnolobe (+50% attacks to dispersed ray weapons)
- [**Ability**] Quantum Shielding cooldown 2 > 1
- [**Ability**] Gloom Prism gained NEW [Trait] Psychic Shackle (-67% movement, -10% HP p/turn to adjacent enemy psykers and daemons)
- [**Unit**] Monolith gained NEW [Ability] Auxiliaries (summons temporary Necron Warriors, consumes movement, cooldown 5)
- [**Unit**] Transcendent C'tan gained NEW [Ability] Dimensional Corridor (C'tan) (teleport to adjacent city or Monolith, cooldown 10, infl cost 60, no research required)
- [**Unit**] Tesseract Vault gained [Trait] Fearless
- [**Trait**] Sleeping Sentry (Obelisk) now also reduces ore upkeep by 50% when active (12 > 6)
- [**Trait**] Technomancer gained passive +2 HP heal p/turn

- [**Weapon**] Seismic Assault (Transcendent) gained [Trait] Armourbane
- [**Weapon**] Seismic Assault (Coalescent) gained [Trait] Armourbane
- [**Trait**] Hardwired for Destruction gained 17% FnP dmg reduction, 25% melee dmg reflect
- [**Ability**] Repair Barge (Ghost Ark) lost active +8 HP heal to adjacent allied Necron infantry
- [**Ability**] Repair Barge (Ghost Ark) gained passive +2 HP heal p/turn to adjacent and embarked allied Necron infantry
- [**Ability**] Nanoscarab Reanimation Beam now also inflicts -2 HP to adjacent enemy non-Necron infantry units
- [**Unit**] Hexmark Destroyer lost [Trait] Hardwired for Destruction
- [**Unit**] Hexmark Destroyer gained [Trait] Preferred Enemy
- [**Unit**] Seraptek Heavy Construct gained [Trait] Smash

Strict Nerfs

- [**Unit**] Monolith armor 10 > 8

Comments

Destroyer Lord was one of the worst heroes in the game (generic Lord and Cryptek did so much for faction-wide economy). Destroyer was supposed to… well, destroy stuff. Now it can live up to its name. And it be scary.

Immortals might be controversial. They were fine, but cost you research and don't do anything 2 Warriors can't do. This helps them live up to their namesake too and require 2 dedicated units to truly wipe in one turn.

Triarch Stalkers were pretty underwhelming for their tier (specifically, were overshadowed by Annihilation Barges for the same cost 2 tiers earlier). And Dispersed Heat Ray left something to be desired. I fixed that. Lastly, gave them better mobility to finally bring out the "deftness and precision seldom found in the walkers of less advanced races."

Gloom Prism was niche and not impactful enough given its purely defensive applications. So it gained a small offensive edge to compensate.

~~~
K, so Tomb Blades are glass cannons. Problem is: they take 2 techs to come into their own (and still get wrecked). Meanwhile, Shining Spears (their most direct comparison) come with a 33% ranged dmg reduction baked in as long as they move (and Skilled Jink to make that 50%). Plus Scout and Battle Focus and Outflank (and Expert Hunters later), and OMG. To be fair, Tomb Blades got amazing self-healing. And they can attack from range 2 (at half accuracy). But still.

TL;DR? A bit extra durability every 10 turns. I'm not 100% happy with this change, but I tried a million things already and this is my "less is more approach." (And nope, don't wanna give them Scout just because "bikes!" Don't wanna mess roles.)

~~~
Transcendent C'tan seriously lagged behind when every other infantry unit got Dimensional Corridor. So they get their own, only twice as expensive

Tesseract Vault inherited Fearless from C'tan.

~~~
Monolith was pretty insane for a T7 unit with 64 HP and a whooping 10 armor (with  +1 armor upgrade on the same tier) that can be Rapid Rised and easily spammed. So a minor armor nerf. This helps abate rushes somewhat (and make Obelisk more attractive later).

Summoning temporary Warriors every so often sorta indirectly compensates for that, spiffing up its role a bit without impacting the game in any hugely dramatic way.

~~~
Repair Barge was bad. 8 HP heal that consumed move/action wasn't very useful considering Necrons are self-healing already. Gave it a passive heal aura instead.

(May 23, 2025) And then came along Cryptek Reanimator and copied my Repair Barge, LOL. But they were pretty bad too. So made their passive heal "entirely destructive to organic targets" as per description.

~~~
(Dec 9, 2025) Hardwired for Destruction got nerfed with Rampage DLC to account for Hexmark. Problem was, mod had buffed it in account of Skorpekhs. Considering devs made it a measly +1 accuracy, merely resorted to giving Hexmark Preferred Enemy instead (same effect, and trait already used by other Necron units).

# Personal Checklist

- [ ] Gloom Prism ability description updated
- [ ] Sleeping Sentry trait description updated
- [ ] Hardwired for Destruction trait description updated
- [ ] Hardwired for Destruction icon updated
- [ ] Repair Barge ability description updated
- [ ] Nanoscarab Reanimation Beam ability description updated
~~~



Changelog

- [**Unit**] Warbikers gained NEW [Trait] Warband (+17 ranged dmg reduction when adjacent to allied Warbikers, Warbuggies or Warbosses)
- [**Unit**] Warbikers gained NEW [Ability] Scrap Mechanic (+2 HP self heal, 10 ore cost, 3 cooldown, consumes move/action)
- [**Unit**] Warbuggies gained NEW [Trait] Speedsta (+1 move outside forests and imperial ruins, +17% attacks after moving)
- [**Unit**] Burna-Bommer gained NEW [Trait] Blaze of Glory (damages attacker on death at close range: 8 accuracy, 6 dmg, 4 armor pen, Large Blast, Ignores Cover, T9 armor pen upgrade)
- [**Weapon**] Skorcha Missile gained [Trait] Armourbane
- [**Trait**] Grot Gunners now also affects Supa Shootas
- [**Unit**] T8 Gorkanaut gained NEW [Trait] Hand of Gork (prevents unit from being targeted by Stomp)
- [**Tech**] T7 Bosspole now includes Flash Gitz
- [**Tech**] T7 Bosspole now includes Burna Boyz
- [**Tech**] T7 Extra Vehicle Armour now includes Gargantuan Squiggoth (on top of Extra Infantry Armour)
- [**Trait**] Tusked (Gargantuan Squiggoth) now grants an additional +1 melee attacks when surrounded by more enemies than allies
- [**Trait**] T1 Fungal Forests HP +0.5 > +1
- [**Weapon**] Frazzle range 2 > 3
- [**Ability**] Warpath no longer consumes move/action
- [**Ability**] Grabbin' Klaw no longer consumes action (only movement)
- [**Ability**] Cybork Implants dmg/FnP +5,10,15% > +15%

- [**Ability**] Cybork Implants cooldown 3 > 3,2,1
- [**Ability**] Squighog Boyz ore cost > split ore/food, upkeep ore > food

Strict Nerfs

- [**Ability**] Extra Bitz now only affects allied Orks
- [**Trait**] T3 'Eavy Armor armor +2 > +1

Comments

Sure, Warbuggies are tanky. So boring. The problem is Orks are a rushy faction and Warbuggies were being left in the dust. This helps support Bikers too (who need it most, being so fast yet so squishy) and keep up with the rest of the frontline.

Speaking of, Warbikers were pretty underwhelming. They are basically SM Bikers without Scout, Infiltrate, Mines or 'Nades. And they are locked behind a tech. Oh, and no Hammer of Wrath till T10. And they can't hit from range 2.

They are not supposed to be tactical like SM Bikers, I get that. But they can't play to Orks' strengths either because they are made of thin paper. Now? Send them in gangs (better yet, with Warbuggies to tank) and they won't get 100% totalled by the first overwatch they encounter.

Bonus? Tiny self-heal at the cost of some scrap.

~~~
Squiggoth was in such a weird place so late in the game (requiring a dedicated building to boot). I limited myself to settling the whole "infantry VS vehicle" debacle by letting it have both armor upgrades (I mean, it's an Assault Vehicle too after all).

Aaaand Gorkanaut getting stomped was just a bit silly. I mean, it's the same size as a Wraithblade, Stormsurge, Crusader, Cerastus, larger than a Hyerodule even.

~~~

Cybork Implant explained. Once applied, it cannot be removed/reapplied. This means if you'd get an Implant @ lv.1 and Painboy dies, you're stuck with the 5% buff forever (which sucks). Making it a flat % across the board means no Implant is wasted.

The benefit of leveling it up now, is not upgradable buffs but rather Painboy's cooldown (allowing you to give out buffs every turn at max).

~~~
K, Burna-Bommers. Skorcha Missiles didn't even compare to Dakkajet's own upgrades. I mean, "makes a mockery of the mightiest fortifications" couldn't be further from the truth. Now? A tiny bit closer. And while Dakkajet remains the overall the better choice, Burna-Bommer is now at least semi-comparable (if somewhat situational).

As an added (thematic) bonus/incentive, Burna-Bommer will now go out in a blaze of glory! Originally implemented and discarded, after trying many other things that didn't feel quite right… it's been reimplemented.

Extra Bitz is a negligible nerf, and it just made no thematic sense.

~~~
Squighogs having an ore cost made no sense (or the fact they don't come out of Runtherdz, but that's another matter entirely), so changing them to split food/ore with food upkeep would be the way to go (Killa Kans and Deff Dread come out of infantry building purely on ore, so it'd be fine if Squighogs come out of vehicle building on food).

Personal Checklist

- [ ] Bosspole tech description updated
- [ ] Extra Vehicle Armour tech description updated
- [ ] Extra Bitz ability description updated
- [ ] Grot Gunners trait description updated

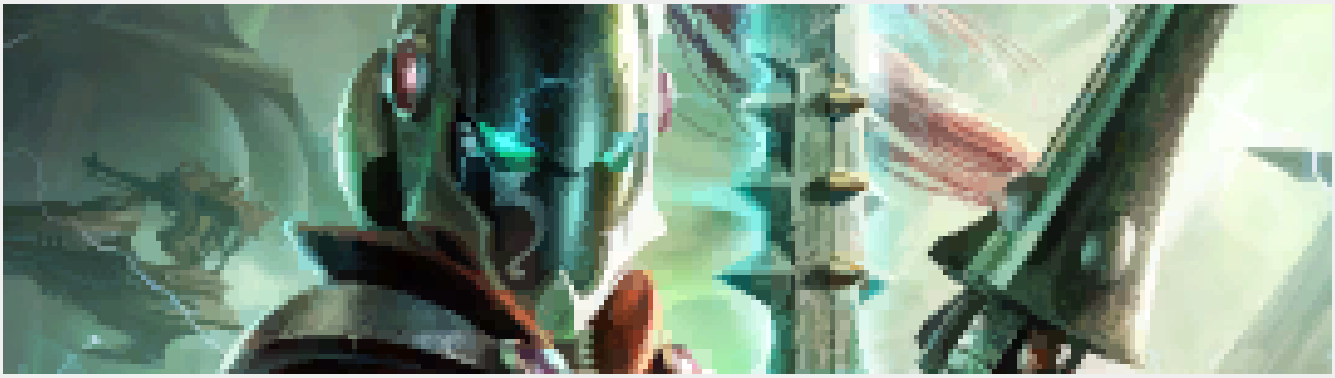
Main Hotfixes

Squighog Boyz Dmg Fix

- [**Weapon**] Stikka (Ranged) missing `<strengthDamage base="0"/>`

Stikka (Ranged) was doing 2 more dmg than intended. For a detailed explanation, see Norn Emissary Dmg Fix (under Tyranids). Proxy is getting sloppier with each passing DLC.

Anyway, this should tone down Squighog's crazy dmg just a bit.



Changelog

- [**Unit**] Webway Gate HP 16 > 24
- [**Ability**] Activate Webway Gate now also applies [Trait] Forceshield for 1 turn
- [**Weapon**] D-Cannon [Trait] Blast > Large Blast
- [**Weapon**] D-Cannon gained [Trait] Ignores Cover
- [**Weapon**] Heavy D-Scythe (Hemlock) gained [Trait] Ignores Cover
- [**Unit**] Hornet movement 4 > 5
- [**Unit**] Hornet gained NEW [Trait] Lightning Reflexes (+17% ranged dmg reduction VS overwatch attacks)
- [**Trait**] Molten Body now also neutralizes bombs (i.e. Melta Bomb, Tankbusta Bomb)
- [**Unit**] Wraithblades gained NEW [Ability] Spirit Guard (+67% invul dmg reduction to adjacent Spiritseers)
- [**Ability**] Spirit Mark now also applies to Wraithlord
- [**Ability**] Destructor/Renewer dmg +0,50,100% > +100,200,300%
- [**Weapon**] Destructor gained [Trait] Rending
- [**Trait**] Hallucination gained +25% morale loss
- [**Weapon**] Eldritch Storm dmg 1 > 10
- [**Trait**] Transcendent Bliss loyalty 3 > 4
- [**Tech**] T10 Doom of the Aeldari loyalty 3 > 4
- [**Weapon**] Eldar Missile Launcher (Starhawk) gained [Trait] Seeking

Strict Nerfs

- [**Unit**] T6 Warp Spiders production cost 36 > 42, resource cost 20 > 30, upkeep 2 > 3
- [**Trait**] Monofilament gained -50% damage against fortifications

Comments

32 HP was too much, I get it. But cutting it by half? Webways made outta paper! I unnerfed it a bit.

D-Cannon just wasn't very good VS infantry. And the fact this is all Eldar got (and it can't even overwatch) against a rush/siege leaves something to be desired.

Hornet was fine, but it was basically a baby Fire Prism which was easily outclassed, if not entirely skipped (unlike Shining Spears who still have a role). Since they are light skimmers in the same vein as Land Speeders and Piranhas, I gave them the same role/mobility to warrant their research.

And Wraithblades? Sure, they hit like a truck. But no Battle Focus, no Hammer of Wrath, no additional upgrades of any kind? And only melee (when flyers are starting to come out T7)? I wanted to strengthen their synergy with Spiritseers at the very least (a bit like Sacresnats with Sister heroes).

~~~
Hallucination, in effect, is great. So why buff it? Because it's actually not ~that~ great. Lemme explain. First, you need to be facing a large enough threat that you can't take down in 3 turns. That means heroes and elite T8 units and up. And while effectively cutting down incoming dmg in half ~is~ great, isn't it greater still to just cut down the target outright? (By which I mean: at level 3, Horrify nukes 9 morale which brings most non-fearless units into a Broken state, cutting accuracy by 33% and increasing dmg taken by 33% already.)
~~~

Also? Hallucination was just Malan's Grasping Tail for 3 turns. It felt like Spiritseer's ult needed some love. And a way to circumvent Fearless (by increasing morale loss) seemed like a nice twist too.

Also, also? Hallucination was a bit flavourless and stale. "Paranoia, confusion and panic" it said. So I just played that up a bit.

And yes, you can now Hallucinate one turn and Horrify the next for a ~12 morale nuke, which might seem overtuned. But remember Cryptek also exists and can do the same 12 morale nuke without prep every 1 turn already (albeit only VS fearful units, but still).

~~~
(Jul 18, 2024) Eldritch Storm. This thing is severely underpowered (by level 6 your morale will be such that Mind War rank 3 will be better unless your morale is broken and/or you're up against level 10 elite units and/or Tyranids). At level 10, Mind War does 34 dmg against 0 morale (completely bypassing all armor and damage reductions)!

Sure, the "gimmick" is it *heals* the enemy if your morale is lower than theirs. But c'mon, who's gonna play a Mind War they can't win? Oh, and it applies an accuracy debuff if enemy survives. Just for sh♡ts and giggles, I guess!

Eldritch Storm's dmg of 1 is pitiful (regardless of Fleshbane and Haywire). Apocalyptic Blast is cool and all, but with an armor pen of 4 it won't be doing anything to high-armor infantry (or single units like monsters and vehicles).

Also? Mind War is only 3 cooldown, while Eldritch is 5. Yeah.

Compare it to another ult with a nearly identical weapon profile: Psychic Maelstrom. Same range. Same cooldown. Only 12 dmg and 8 armor pen. Melts infantry and vehicles alike.

This simply makes it less useless VS vehicles/monsters (rather than a straight-out skip).

~~~

Molten Body finally blocks Melta Bombs. Still cannot block DoT dmg like Soul Blaze (head canon: witchfire ain't "real" fire).

Destructor/Renewer change translates to dmg 5.8 > 8.7 at level 10.

~~~
(May 21, 2026) K, Warp Spiders. Monofilament razing cities in 3 hits! Unfortunately, trait is hardcoded. So gave Fortification (trait) a hidden dmg resistance against Monofilament (similar to how Molten Body works against Melta trait). Can tweak values later, but worth remembering Headquarters have 2 extra armor in this mod.

Next, why do Warp Spiders (a T6 unit) cost the same as T2 Banshees? Looks like dev oversight. T3 Dark Reapers, T4 Fire Dragons and T5 Warlocks are all more expensive, so Warp Spiders were brought in line with T6 costs, which sorta compensates/pays for Monofilament.

# Personal Checklist

- ☐ Activate Webway Gate ability description updated
- ☐ Spirit Mark ability description updated

# Main Hotfixes

## Destructor/Renewer Soul Blaze Fix

- [**Weapon**] Destructor/Renewer not applying Soul Blaze fixed

First off, Destructor/Renewer (ability) applies the Destructor <weaponDamage/> effect. This (weapon) has the Soul Blaze (trait) which then applies Soul Blazed (different trait), which then applies the Soul Blaze (weapon) <weaponDamage/> effect. Yes, it is that convoluted.

The short of it is: it was broken.

The workaround? Soul Blazed (trait) is now directly applied by Destructor/Renewer (ability) rather than weapon itself, while making it hidden (else it bloats the ability box with effectively 2 weapon profiles: Destructor and Soul Blazed).
~~~

Soul Blazed will still appear on affected unit via trait as normal.



Changelog

- [**Weapon**] Photon Grenade dmg 0.5 > 1
- [**Trait**] Mont'ka dmg +25,50,75% > +33,67,100%
- [**Ability**] Project Shield now also heals +2 HP (to non-shielded allies, so can't stack heals)
- [**Unit**] Pathfinders lost [Ability] Markerlight
- [**Unit**] Pathfinders gained NEW [Ability] Expert Markerlight (identical to Markerlight but +1 range)
- [**Trait**] Pulse Accelerator gained +1 armor penetration, +10% dmg from range 2 or higher
- [**Unit**] Piranha gained [Ability] Vectored Afterburners
- [**Unit**] Krootox Riders gained [Trait] Fleet
- [**Unit**] Krootox Riders gained [Ability] Hammer of Wrath (T8)
- [**Unit**] Krootox Rampagers gained [Trait] Fleet
- [**Unit**] Krootox Rampagers lost [Ability] Scout
- [**Unit**] Krootox Rampagers gained [Ability] Hammer of Wrath (T8)
- [**Unit**] Stealth Battlesuits gained [Trait] Hit & Run
- [**Unit**] Ghostkeel Battlesuit gained NEW [Trait] Ion Drive (Cyclic) (+100% attacks to overcharged ion weapons)
- [**Unit**] Stealth Drones gained [Trait] Stealth
- [**Trait**] Drone Controller In Range gained +2 accuracy to overwatch attacks
- [**Unit**] Devilfish gained [Trait] Drone Controller
- [**Unit**] Razorshark gained [Trait] Stubborn
- [**Unit**] Razorshark gained NEW [Trait] Ion Drive (Quad) (+33% attacks to overcharged ion weapons)

- [**Unit**] Razorshark gained [Trait] Velocity Tracker
- [**Unit**] Sun Shark gained [Trait] Stubborn
- [**Unit**] Sun Shark gained NEW [Trait] Autofire Missile Module (+2 attacks to missile weapons, effectively 2 > 4)
- [**Unit**] Sun Shark production cost 48 > 42, resource cost 80 > 60, upkeep 4 > 3
- [**Tech**] Sun Shark Bomber T9 > T8
- [**Weapon**] Pulse Bomb gained [Trait] Blinding
- [**Unit**] Interceptor Drones gained [Trait] Hit & Run
- [**Trait**] T9 Flechette Discharger gained +17% damage reflect (all dmg types) at range 1
- [**Trait**] Subvert City loyalty -3 > -4
- [**Tech**] T10 Seditious Research loyalty -1 > -4
- [**Tech**] T10 Shield Generator now automatically applies to all aircraft too (cf. Advanced Targeting System)
- [**Unit**] Tiger Shark gained [Trait] Fearless
- [**Unit**] R'Varna gained [Trait] Blacksun Filter (by default)
- [**Unit**] R'Varna gained NEW [Trait] Nova Core (+100% dmg to Nova Electromagnetic Shockwave, -50% cooldown to all Nova abilities; i.e. cooldown 2 > 1)
- [**Weapon**] Nova Electromagnetic Shockwave gained [Trait] Ignores Cover
- [**Ability**] Nova Electromagnetic Shockwave now also applies Gets Hot
- [**Trait**] Field Amplifier Relay gained +17% invul dmg reduction when adjacent to allied shielded units (in addition to +33% when shielded)
- [**Tech**] T5 Extra Infantry Armour now includes Vespid Stingwings
- [**Building**] Brachyuran'm Foundry influence 2 > loyalty 1
- [**Unit**] Ethereal gained [Trait] Feel No Pain

Strict Nerfs

- [**Unit**] Tidewall Gunrig cargo slots 3 > 2
- [**Unit**] Tidewall Gunrig lost [Trait] Fortification (i.e. can now be Stomped; updated unit description to "mobile platform")

Comments

Photon Grenade is a great example of something that looks good on paper but is pretty bad in practice. Tried a few different things but eventually settled for a simple dmg buff (which, coupled with changes to Blind now reducing sight, gives them some strategic utility). They should not be Frag Grenades, so this'll do.

Shield Drone straight-out sucked. But only because Gun Drone existed (and more specifically, because they apply Pinned). So I gave it a little something to play out its supportive role better (specifically designed to assist squishy infantry… Fire Warriors, anyone?). Happy drone now.

Pulse Accelerator was too niche and not sufficiently impactful. But I didn't want to make it broken, so a small armor pen + dmg buff helps give it that little extra punch.

Ghostkeel's overcharged attack was a joke. Now it's finally worth a shot (and helps overlook the fact Ghostkeel is a paper-thin 16 HP unit that requires T5 Crisis Center).

And Piranha is just Piranha. A little extra move/survivability every 10 turns wouldn't hurt.

Krootox Riders weren't bad. Just not much reason to make them. Since nobody else in the T'au infantry had extra mobility (sans domesticated Hounds), Riders fill that gap now.

Field Amplifier Relay is a minor buff to Breachers, but also a bit closer to description/lore.

~~~
Razorshark is basically Dakkajet (except Orks need no dedicated building for it and they got Waaagh!). Velocity Tracker is a small buff to solidify its "aerial superiority" role a bit better and complement Shark Bomber's heavier anti-ground role.

Sun Shark is in a similar (arguably worse) spot. What other flyer this late is so outstandingly bad? It's a T9 unit, FFS. Pulse Bomb
~~~

should feel more versatile now. And a little extra to help that god-awful Missile Pod.

Then there's Shield Generator which was pointless on anything but Stormsturge (and OK, Ghostkeel; but who's building those by T10?). See, Stimulant Injector comes 2 tiers earlier for the same effect (and FnP actually stacks; e.g. Sense of Stone). And Riptide and R'Varna (the only 2 battlesuits besides Ghostkeel with 2 Support Systems) already got an integrated 17% invul, making Shield Generator's redundancy even more apparent. And every other battlesuit got 1 Support System (so again, Stim Injector 2 tiers earlier).

So I just made Shield Gen double up as a retrofitted upgrade to all aircraft (much like Advanced Targeting System for all vehicles a tier earlier). This should help T'au air stay more relevant (incl. Tiger Shark which, for the cost, really could've used something extra).

~~~
And Mont'ka just wasn't worth it compared to Rinyon (i.e. +30% accuracy against everything is better than more dmg VS targets ~only~ below 50% HP). Plus, Rinyon resulted in almost the same dmg output anyway. So I just tried to actually help Mont'ka become… well, the actual killing blow.

Granted, Rinyon requires adjacency to proc, but once you're face-to-face with the enemy… it kinda works itself out. Comparatively, Mont'ka is harder to capitalize on (you need some super elite endgame unit at half HP first).

~~~
Nova Electromagnetic Shockwave's buff means potentially more dmg to both self and allies. But more useful now under all circumstances.

Changes to Brachyuran'm Foundry is to counteract Utopia's penalty (so you can build more than 1 Foundry per city).

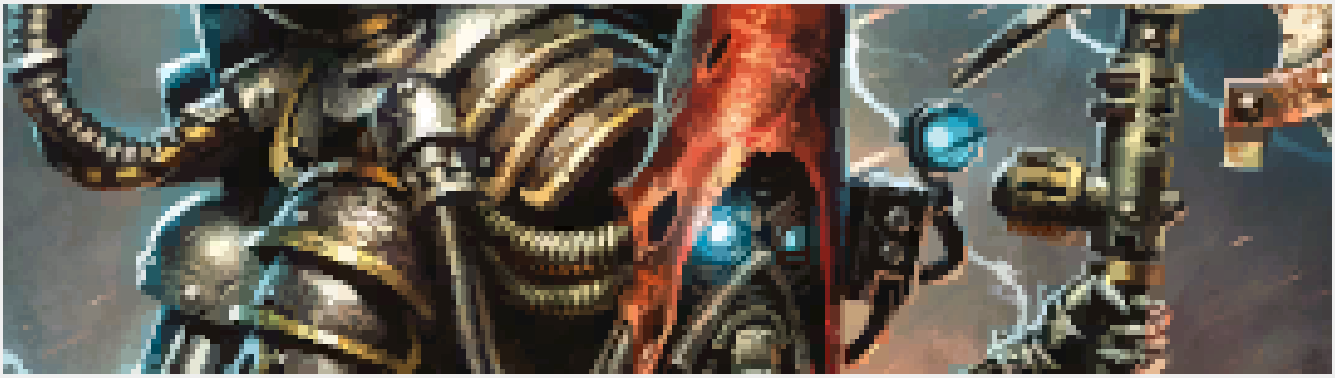
Gunrig was a better Devilfish in more ways than one (and largely because of Assault Vehicle). Losing 1 cargo slot isn't hugely detrimental, but indirectly makes Devilfish more attractive.

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(Dec 9, 2025) Rampagers having Scout overlapped with Pathfinders' role on the same tier. Really odd choice by devs. So took opportunity to instead buff both Kroot units by giving them Hammer of Wrath.

Personal Checklist

- [ ] Project Shield ability description updated
- [ ] Pulse Accelerator ability & trait description updated
- [ ] Pulse Accelerator Drone unit description updated
- [ ] Flechette Discharger tech & trait description updated
- [ ] Drone Controller In Range trait description updated
- [ ] Shield Generator tech description updated
- [ ] Shield Generator tech prerequisite updated
- [ ] Tidewall Gunrig unit & tech description updated
- [ ] Brachyuran'm Foundry building description updated
- [ ] Field Amplifier Relay trait description updated



Changelog

- [**Unit**] Serberys Sulphurhounds gained [Trait] Fleet
- [**Unit**] Serberys Sulphurhounds gained [Trait] Bounding Leap
- [**Trait**] T5 Voices in the Code gained -1 accuracy to adjacent enemies
- [**Unit**] Pteraxii Sterylizors gained [Trait] Jet Pack
- [**Ability**] T9 Command Uplink gained +1 range
- [**Tech**] T3 Adjacency Integration 1% > 1.7%
- [**Tech**] T4 Soylent Acquisition Teams 1% > 1.7%
- [**Tech**] T5 Triplex Necessity 1% > 1.7%
- [**Tech**] T6 Fidorum Voss Prime 1% > 1.7%
- [**Tech**] T8 Solar Reflectors 1% > 1.7%
- [**Tech**] T10 Icons of the Omnissiah 1% > 1.7%
- [**Tech**] T10 Terran Generalism 1% > 1.7%
- [**Ability**] Galvanic Field no longer consumes move/action
- [**Trait**] Siphoned Vigour gained +17% damage reflect at range 1
- [**Unit**] Sydonian Dragoon gained [Trait] Outflank
- [**Unit**] Sydonian Dragoon production cost 36 > 30, resource cost 40 > 30, upkeep 2 > 1.5
- [**Unit**] Sicarian Ruststalkers gained [Trait] Zealot
- [**Tech**] Litany of the Electromancer T2 > T1
- [**Unit**] Knight Crusader lost T10 [Weapon] Twin-Linked Icarus Autocannon

- [**Unit**] Knight Crusader gained T10 [Ability] Twin-Linked Icarus Autocannon (i.e. independent weapon)

Strict Nerfs

- [**Tech**] Skitarii Rangers T1 > T2
- [**Trait**] Aggression Override attacks +25/50/75% > +15/30/45%

Comments

Skitarii Rangers and Litany of the Electromancer traded places. Necessary to keep max slots per tier at 7 (even if this limit was removed in later patches).

Sulphurhounds were missing a little something extra (being mounted riders and all that) to make them worth the investment. I mean, they are riding freaking horses (err, cyber-dobermans?), why do they only got 3 movement?

While Sicarian Infiltrators are good, Voices In The Code isn't particularly noteworthy. A small accuracy debuff fits the lore/description.

It could be argued Jet Packs on Pteraxii Sterylizors is a bit much, but Pteraxii are T6 and freaking Kataphrons are just a tier later (not to mention Onagers are T5). This makes Sterylizors still an attractive choice (e.g. low land mass, large bodies of water).

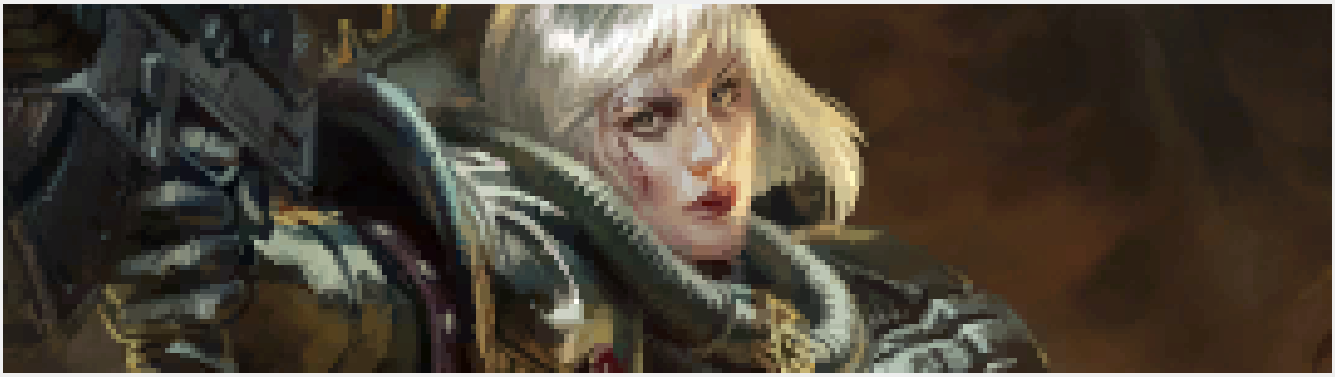
Lastly, all the adjacency integration techs are hard to optimize at best and very pitiful at worst. Now (at 1/3rd of Monolithic Building's 5%) slightly less so.

They still suck as a tech pick, though.

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Aggression Override absolutely needed a nerf. I didn't go hard on it, though. Still pretty OP.
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Personal Checklist

- [ ] Voices in the Code tech, ability & trait description updated
- [ ] Command Uplink gained tech & ability description updated
- [ ] Siphon Vigour & Siphoned Vigour trait description updated



Changelog

- [**Trait**] Angelic Visage lost +33% invul dmg reduction
- [**Trait**] Angelic Visage gained -33% morale loss
- [**Unit**] Seraphim gained [Trait] Shield of Faith
- [**Unit**] Zephyrim gained [Trait] Shield of Faith
- [**Unit**] Zephyrim production cost 42 > 36, resource cost 60 > 40, upkeep 3 > 2
- [**Ability**] Laud Hailer now also applies to Paragon Warsuits
- [**Ability**] The Passion now applies to self too
- [**Trait**] Righteous Judgement duration 1 > 2
- [**Trait**] Saintly Blessings FnP dmg reduction +4,8,12% > +8%
- [**Ability**] Saintly Blessings range 1 > 1,2,3
- [**Ability**] Saintly Blessings now excludes self (cf. Medicus Ministorum)
- [**Unit**] Cerastus Knight-Lancer lost [Trait] Ion Gauntlet Shield
- [**Unit**] Cerastus Knight-Lancer gained NEW [Ability] Ion Gauntlet Shield (+25% invul dmg reduction, +25 melee dmg reduction, disables ranged attack; shares cooldown with Flank Speed)
- [**Unit**] Lightning Fighter gained NEW [Trait] Aerial Ace (+2 accuracy, additional +2 accuracy VS flyers)
- [**Unit**] Arco-Flagellants gained NEW [Trait] Unleashed (after being attacked: +2 movement, +2 HP self-heal when attacking for 2 turns)
- [**Unit**] Canonness lost [Ability] Melta Bomb
- [**Unit**] Dialogus lost [Ability] Melta Bomb

- [**Weapon**] Condemnor Boltgun's Silver Stake gained [Trait] Bolt Weapon (invisible trait) for Raging Fervour
- [**Weapon**] Condemnor Bolt Pistol gained [Trait] Bolt Weapon (invisible trait) for Raging Fervour

Strict Nerfs

- [**Unit**] Sisters Repentia lost [Ability] Melta Bomb
- [**Unit**] Sisters Repentia lost [Trait] Sister Superior
- [**Tech**] T3 Simulacrum Imperialis no longer applies to passive Acts of Faith (i.e. Keepers of the Faith, Miraculous Intervention)
- [**Ability**] Verse of Holy Piety no longer applies to passive Acts of Faith (i.e. Keepers of the Faith, Miraculous Intervention)
- [**Ability**] Stirring Rhetoric no longer applies to passive Acts of Faith (i.e. Keepers of the Faith, Miraculous Intervention)
- [**Ability**] Catechism of Repugnance cooldown 1 > 2
- [**Ability**] Sacred Healing heal HP +6 > +4
- [**Unit**] Hospitallers armor 8 > 6
- [**Unit**] Dialogus armor 8 > 6
- [**Unit**] Seraphim morale 10 > 8
- [**Unit**] Retributors production cost 42 > 48, resource cost 60 > 80, upkeep 3 > 4

Rework

- [**Ability**] T5 Medicus Ministorum lost +17% FnP dmg reduction to adjacent allied infantry units
- [**Ability**] T5 Medicus Ministorum gained passive +1 HP p/turn to adjacent allied infantry units

Comments

Sisters Repentia were too OP for their cost/tier. They are naked, so how are they carrying Melta Bombs? They are also supposed to be demoted (exiles), so how can they have +2 more morale than their peers? LOL. And Fearless on top, FFS!

I mean, they still get to keep their Frags and Kraks. So I only took away Sister Superior.

Simulacrum Imperialis was useless on Keepers of the Faith. And it was a bit crazy on Miraculous Intervention (Celestine reviving every 5 turns sounds like fun!). And Verse of Holy Piety and Stirring Rhetoric were just nonsense on both Keepers and Miraculous Intervention. So yeah, none of this should've worked on passives (Acts of Faith). But hey, let's start churning out "pay-to-win" DLC, LOL!

The Passion applies to self because Canoness is melee (and it's a free action, after all).

Condemnor Boltgun's Silver Stake can now benefit from Raging Fervour.

And for an ult, Righteous Judgement was, in a way, a worse Doom (which is not even an ult). Doom is 75% dmg with a cooldown of 3, while Judgement is 33% dmg with a cooldown of 5 (albeit range 3 instead of 2, and bypassing ranged dmg reduction). It has its merits, sure, but Doom was better overall (e.g. doesn't consume movement). So instead of increasing Judgement's dmg or reducing its cooldown, I figured making it last 2 turns makes it feel more like an ult proper (cf. Hallucination and Exploit Weakness, both of which have a cooldown of 3, a range of 2, apply for 3 turns, and the former doesn't consume movement whilst the latter is a free action).

~~~
Ion Gauntlet Shield was a joke. T9 Universal Catechism already gives Cerastus 17% invul via Shield of Faith, making Ion Gauntlet redundant. I merely made it so old Gauntlet's measly 8% invul applies on top of Shield of Faith (25% total) at the cost of losing ranged dmg (identical in function to Flank Speed) and as an added bonus, melee dmg reduction on top. It makes for an interesting tradeoff before Universal Catechism now.

Lightning Fighter desperately needed a buff. Absolutely necessary to even compete against the sheer DPS of Avenger Strike Fighter and solidify its role (i.e. anti-air).

~~~

Melta Bombs on Canoness and Dialogus ws useless and only added bloat (Kraks hit harder).

Change to Zephyrim means they can now benefit from Conviction of Faith, Sacral Vigor and Martyr Spirit like all the other Sisters (which normally excluded non-Shield of Faith units; e.g. Zephyrim).

So basically they just lost half (17%) invul dmg reduction. Everything else (including cost reduction) is a strict buff.

~~~
Medicus Ministorum was basically Master of Pain on a non-hero unit, and that thing was already broken (and the fact you could stack this with Tale of the Stoic was just getting crazier). So it got reworked to a passive heal aura.

And Hospitallers and Dialogus were just asking for nerfs. Dialogus gets its armor back via Stirring Rhetoric anyway.

Also, Catechism of Repugnance granting +3 accuracy/armor pen every single turn was just insane.

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As an addendum: morale. Sisters already have huge morale. Their only weakness is breaking, but they never break! Sister Superior makes sure of it. Makes no sense for Repentias (thematically) to have it. Also why I cut 2 morale from Seraphim (same as Zephs). So now all Sisters' baseline morale is 10 *except* Celestians. Which is why I left 10 on Celestian Insidiants as the only other exception.

Personal Checklist

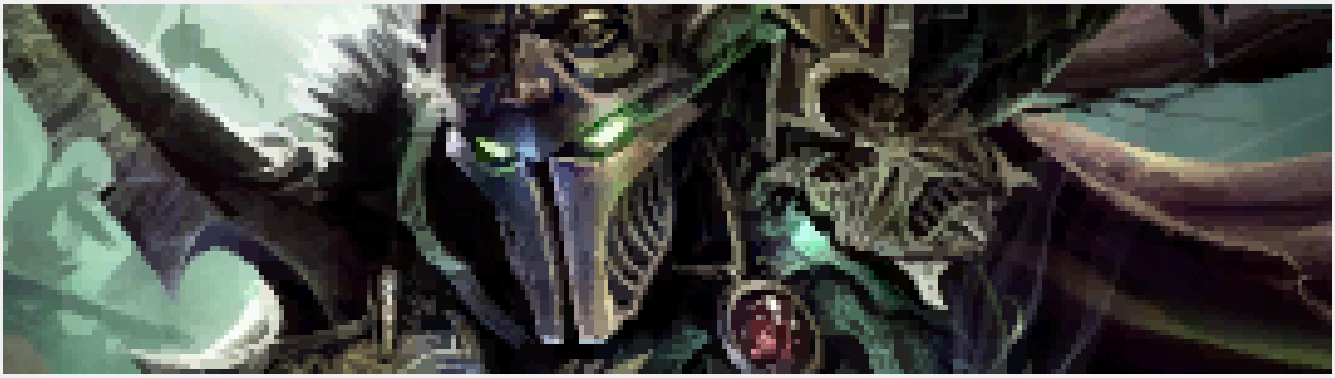
- ☐ Melta Bomb tech description updated
- ☐ Simulacrum Imperialis tech description updated
- ☐ Verse of Holy Piety ability description updated
- ☐ Stirring Rhetoric ability description updated
- ☐ Medicus Ministorum tech, ability & trait description updated

Main Hotfixes

Miraculous Intervention XP/Morale Fix

- [**Trait**] Miraculous Intervention missing `<noTrait name="Broken"/>` and `<noTrait name="Shaken"/>` (w/out Laud Hailer)

Miraculous Intervention was preventing XP gain & morale loss when Shaken/Broken, so it made no difference if a player killed Celestine right after being resurrected. Now works as intended.



Changelog

- [**Unit**] Webway Gate HP 16 > 24
- [**Ability**] Activate Webway Gate now also applies [Trait] Forceshield for 1 turn
- [**Tech**] T2 Targetted Assassinations loyalty +4% > +8%
- [**Tech**] T7 A Soul Rush growth +5% > +10%
- [**Ability**] T1 Archon's Inspection cost 80 > 60
- [**Ability**] T5 Studies in Agony research +1 > +2
- [**Ability**] T8 Soulbread and Circuses loyalty +3 > +4
- [**Unit**] Reavers gained [Trait] Swiftstrike
- [**Unit**] T6 Ravager gained [Trait] Twin-Linked
- [**Unit**] T6 Ravager gained NEW [Trait] Twilight Trespass (removes Webway Travel movement cost, gains Infiltrate when passing thru Webway Gate or Portal)
- [**Unit**] T5 Kabalite Trueborns gained NEW [Trait] Sinister Ploy (+2 armor pen, +33% ranged dmg reduction, +50% life steal when disembarking from transport)
- [**Unit**] T8 Voidraven gained NEW [Ability] Void Rift (move to any explored tile, 20 infl cost, -10% hitpoints, cooldown 10)
- [**Ability**] Void Mine gained NEW [Trait] Oblivion (+1 attacks, +100 additional members hit)
- [**Ability**] Spirit Syphon gained NEW [Trait] Parasite (+4 dmg VS units with 100% hitpoints)
- [**Unit**] Archon production cost 42 > 36, food/ore cost 60 > 40, upkeep 3 > 2, infl cost/upkeep 120/6 > 80/4

- [**Unit**] Succubus production cost 42 > 36, food/ore cost 60 > 40, upkeep 3 > 2, infl cost/upkeep 120/6 > 80/4
- [**Trait**] Power from Pain +10% melee dmg > any dmg

Strict Nerfs

- [**Trait**] Combat Drugs attacks +33% > +17%
- [**Tech**] Painbringer (Drugs) FnP dmg reduction +33% > +17%
- [**Tech**] Grave Lotus (Drugs) melee dmg +50% > +33%
- [**Ability**] Twisted Animator heal HP +6 > +4
- [**Unit**] Wracks production cost 30 > 36, resource cost 30 > 40, upkeep 1.5 > 2
- [**Unit**] Wyches production cost 30 > 36, resource cost 30 > 40, upkeep 1.5 > 2
- [**Unit**] Scourges production cost 36 > 42, resource cost 40 > 60, upkeep 2 > 3
- [**Unit**] Incubi production cost 36 > 42, resource cost 40 > 60, upkeep 2 > 3
- [**Unit**] Raider Fortress lost [Trait] Power from Pain
- [**Trait**] Power from Pain morale loss -50% > -33%
- [**Weapon**] Baleblast (Mandrakes) dmg 1.5 > 1

Rework

- [**Ability**] Spirit Probe now applies only after taking dmg for the turn (cf. Adaptive Biology), but at any level (instead of above 2)
- [**Ability**] Master of Pain now applies only after taking dmg for the turn (cf. Adaptive Biology)

Comments

Master of Pain was totally broken, had to give it some kind of nerf. Spirit Probe followed suit. Drukhari is basically where devs went "how about we do Sisters all over again but dial it up to eleven?" Epitome of absurdity.

And why Wracks get a dedicated (free) heal from Haemonculus? I mean, Wracks can't even be killed with such crazy survivability.

In fact, why are all Drukhari infantry so incredibly cheap? Yeah, no. Nerf.

Funnily, Archon & Succubus were actually overpriced.

Power from Pain was also pretty silly. Why did Headquarters even get this? No even Sisters get Shield of Faith on their HQ. This was getting outta hand.

And the morale loss (yeah, it takes 10 levels) kinda made all other reductions obsolete (Haemonculus gives -50%, Drugs add -33%, Grisly Trophies another -17%). So toned it down a notch.

In other news: Reavers, Trueborns, Ravager & Voidraven should be more fun to use now!

Change to Spirit Syphon is so Hammer of Wrath does more than a meager +0.25 dmg!

And Power from Pain's melee dmg (lv.6) was completely useless on ranged units, so a minor buff.

Mandrakes were overtuned and completely sidelined Wyches.

Personal Checklist

- ☐ Activate Webway Gate ability description updated
- ☐ Master of Pain ability description updated
- ☐ Spirit Probe ability description updated

Main Hotfix

Salvo Dmg Projection Fix

- [**Trait**] Salvo now halves attacks as described and allows dmg to be projected (ctrl+LMB) to range 1 targets as intended (e.g. Splinter Cannon, Gauss Flayer Array, Heavy Grav-Cannon)

- [**Unit**] Kabalite Trueborn gained NEW [Trait] Truesight (ignores line of sight)

Fixing Salvo was a major pain in the ovaries. It required creating a new Salvo trait from the ground up (the original Salvo is hardcoded). It's mostly a QoL fix for Trueborns, really.

First off, Salvo now correctly "halves the attacks and range" on weapon HUD. Second, and most importantly, it allows Trueborns to project (ctrl+LMB) dmg when not moved and out or range and **force unit to close in to range 1** (instead of locking to range 2 with zero dmg, leaving players clueless) as well as **force range 1 on disembarking** from transports (instead of disembarking locked to range 2 and zero dmg, again).

There was only one issue: Salvo still locking on to range 2 (zero dmg) when trying to engage a unit outside line of sight (e.g. smoke, forest, cliff). The only workaround was giving Trueborns a new trait to ignore line of sight. This is effectively an unexpected (but welcome) buff. Most times, Trueborns will be engaging from range 1 anyway.

~~~
Gauss Flayer Array was fine because it's a separate weapon/ability (i.e. ctrl+LMB means nothing to it). And Heavy Grav-Cannon is unaffected because Karaphrons got Relentless.

So I put this hotfix under Drukhari since it makes no difference for the rest.
~~~



Changelog

- [**Building**] Construction (all factions) production cost 48 > 36, resource cost 80 > 50, upkeep 3 > 2
- [**Building**] Hero (all factions) loyalty production 1 > 2 (T'au and Eldar influence 2 > 4)
- [**Building**] T6 Aircraft (all factions) production cost 48 > 36, resource cost 80 > 50, upkeep 3 > 2
- [**Building**] T9 Beasts (Orks) food production 2 > 4

Comments

Hero buildings sit idly most of the game (besides Sisters and AdMech), making them a net negative. Now resource production value equals that of Aircraft & Construction buildings to make them less of a piss poor investment.

Sisters got Auxiliary building instead of Aircraft, but otherwise the same (only Sisters and Tyranids have influence instead of energy upkeep).

Orks have no Aircraft building, but Beasts, so I buffed its production to match (helps feed Squiggoth).



Changelog

- [**Item**] Powered Bolas range 1 > 2
- [**Item**] Man-Catcher range 1 > 2
- [**Trait**] Volcanis Shroud witchfire dmg reduction +25% > +33%
- [**Trait**] Volcanis Shroud now also applies Soul Blaze to psyker & daemon attacker
- [**Item**] Aegis Harness gained [Trait] Fearless (shared 3 turn cooldown with Psychic Block)
- [**Trait**] Tantalising Icon infl +8 > +10
- [**Trait**] Scrolls of Magnus research +6 > +8
- [**Item**] Uncreator Gauntlet heal HP +6 > +8
- [**Item**] Laurels of Command morale heal +3 > +4

Comments

Tantalising Icon pays itself in 16 turns (rather than 20). Scrolls of Magnus "pays itself" in 20 turns (rather than ~27).

Volcanis Shroud is basically a personal Relic Plating now. To be clear, this mod's version of Relic Plating.



Changelog

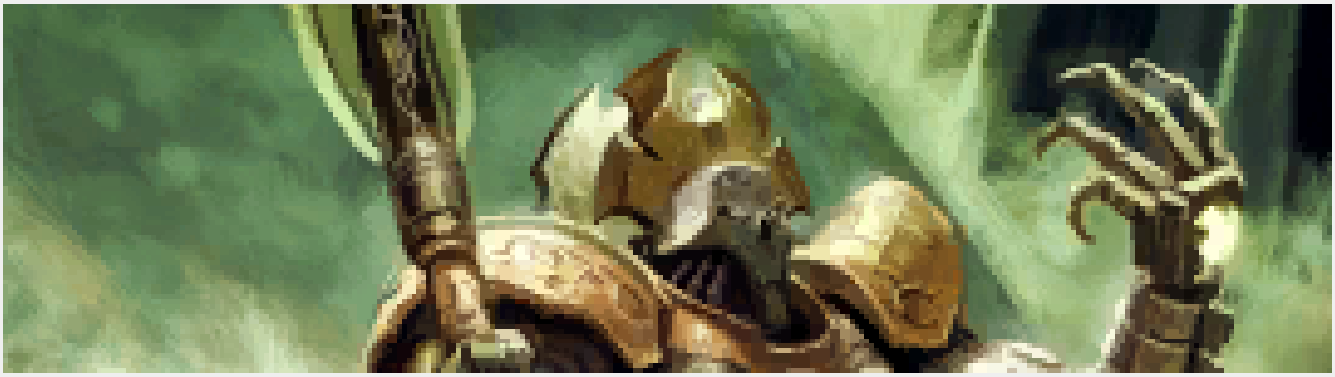
- [**Trait**] Space Slip invul dmg reduction 50% > 33%
- [**Trait**] Psychneuein Infest no longer affects Fortifications
- [**Unit**] Poxwalkers group size 10 > 8
- [**Trait**] Curse of the Walking Pox life steal 83% > 100%

Comments

Psychneuein are just annoying to deal with in general (they are flyers, so non-flyers without Skyfire or similar have an innate -33% accuracy VS them).

Psychneuein Infest only excluded Webway Gates before.

Poxwalkers were similarly annoying to clear (and their Curse was negligible, so a bit of a compensation).



Changelog

- [**Artefact**] Old One Artefact no longer spawns
- [**Artefact**] Mobile Holoprojector no longer spawns

Comments

Stacking HP and dmg Artefacts is no fun. Only having Siren Casters (loyalty) makes it less swingy and more self-contained.



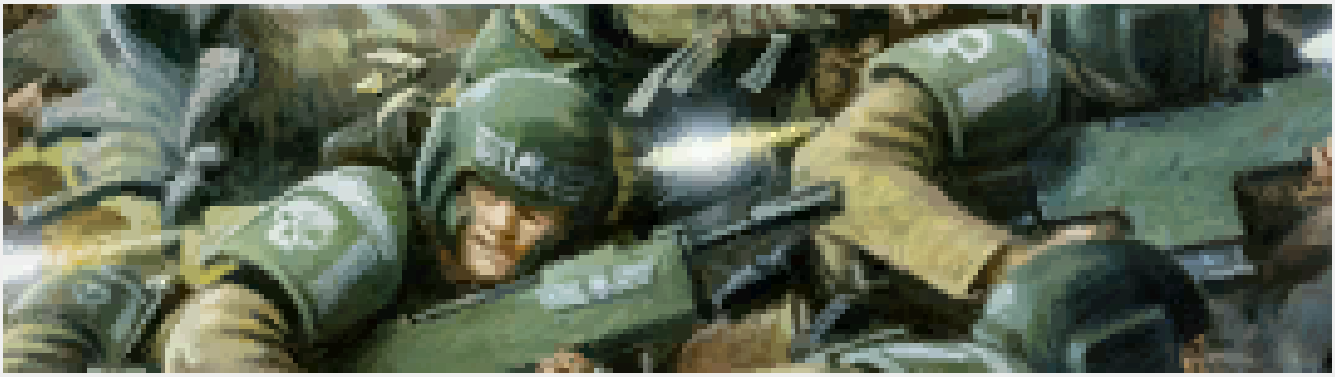
Changelog

- [**Land Mass**] Very Low: 35 > 55
- [**Land Mass**] Low: 50 > 65
- [**Land Mass**] Medium: 65 > 75
- [**Land Mass**] High: 80 > 85
- [**Land Mass**] Very High: 95 > unchanged
- [**Region**] Arctic 20% food penalty removed
- [**Region**] Desert 20% food penalty removed
- [**Region**] Volcanic 20% food penalty removed

Comments

Inspired by ZEPHON (nobody plays on low land mass). Still more than enough water tiles on Very Low for anyone who wants that sort of experience.

Same for regions (ZEPHON has no resource penalties).



Changelog

- [**Unit**] <units below> gained NEW [Trait] Extra Grenades (increases melee attacks on grenades without altering their actual melee attacks for regular weapons; invisible trait)
  - Scout Bikers **melee attacks** 1 > 1.5
  - Thunderfire Cannon **melee attacks** 2 > 4
  - Librarian **melee attacks** 2 > 3
  - Warpsmith **melee attacks** 2 > 3
  - Master of Possession **melee attacks** 2 > 3
  - Chaos Lord **melee attacks** 3 > 4
  - Saint Celestine **melee attacks** 3 > 4
  - Paragon Warsuits **melee attacks** 1.5 > 3
  - Warboss **accuracy** 4 > 6
  - Warboss **melee attacks** 3 > 4
  - Meganobz **melee attacks** 3 > 4
  - Big Mek **melee attacks** 2 > 3
  - Burna Boyz **melee attacks** 2 > 3
  - Kommandos **melee attacks** 1 > 2
  - Pathfinders **melee attacks** 1 > 1.5
  - Attilan Rough Riders **melee attacks** 1 > 1.5
  - Devastator Marines **melee attacks** 1 > 1.5
  - Havocs **melee attacks** 1 > 1.5
  - Hospitallers **melee attacks** 1 > 1.5
  - Imagifiers **melee attacks** 1 > 1.5
  - Tech-Priest Enginseers **melee attacks** 1 > 2

Comments

This is an invisible, modular, generic trait used to adjust melee attacks on grenades for different units. In the case of Warboss, it was necessary to increase accuracy too (or Stikkbomb would always be weaker than a normal attack).

- **Scout Bikers:** 100% useless Frags (same dmg as regular attack), but Kraks (now that they've been buffed) will at least do a tick more dmg in extremely edge cases VS very heavy armor
- **Thunderfire Cannon:** 100% useless Frags (of course), but Kraks may occasionally come in handy VS some single-model units after moving and losing Autocannon accuracy)
- **Librarian:** slightly improved use case so normal attack isn't straight-out better 100% of the time
- **Paragon Warsuits:** marginally useful Frags in edge scenarios now VS large clumps of weak chaff (requires Hammer of Wrath + Light of the Emperor)
- **Saint Celestine:** still practically useless, but may be situationally viable (if that) VS low-armor chaff now
- **Chaos Lord:** absolutely worthless when it has a giant-ass Thunder Hammer, but Kraks will now prove situationally useful VS flyers (or over cliffs when melee can't reach)
- **Warboss:** with buffed accuracy (absolutely necessary as a prerequisite), now gives Stikkies a marginally improved use case VS low-armor chaff (at least before you get lv.2 Squig out)
- **Meganobz:** similar to above, but better because Nobz got no Squiggies
- **Big Mek:** more useful VS infantry below 8 armor (notably with Ammo Runt)
- **Burna Boyz:** still 100% useless but less obviously so now!
- **Kommandos:** unlike Boyz, they had a base melee attack of 1 (so it had to become 2).
- **Attilan Rough Riders:** occasionally useful Frags VS low-armor chaff

In all cases, I limited max melee attacks to 4 (which is the max any unit gets in the game with the exception of Tech-Priest Betrayer at 6).

The point was not to make grenades categorically better, but rather less completely useless on units that got them.

Update

(May 31, 2026) Re-added Warpsmith and Master of Possession, similar reason as Librarian. Dialogus got an extra too. Next, all 3-member squads got some help even if not strictly "necessary." Devastator Marines, Havocs, Hospitallers, Imagifiers. But felt slightly more appropriate to give Enginseers an extra hand (exclusive unit requiring a dedicated building). And a little buff for Pathfinders too, which have always been in a bit of a pickle (especially now that Gets Hot hits them harder).

Did consider Cadre Fireblade and Archon for a minute, but Photon Grenades aren't particularly damaging, and Archon already got 12 accuracy on Plasmas (plus Drugs).

In sum, the rule of thumb moving forward is:

- 3-squad members should carry 1.5 grenades each (preferably without Meltas, as they generally underperform against Kraks).
- Heroes should have at least 2 grenades, minimum.
- Melta/Krak conflicts should be addressed.

Fun fact? Apothecaries carry a total of 6 grenades. And Field Batteries and HWS pack a ton of 'nades!



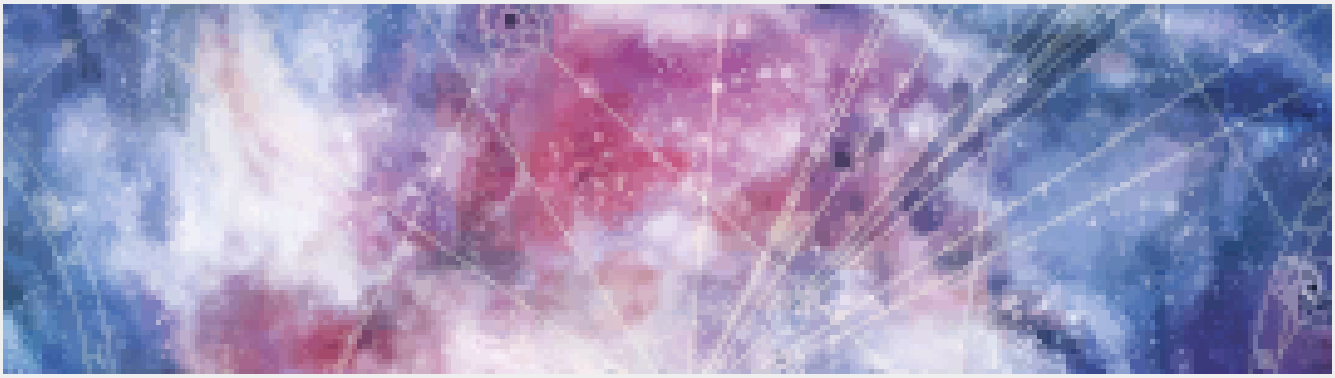
Changelog

- [**Faction**] <ANY> In addition to their starting units, each faction also starts with their T1 vehicle unit (or equivalent)
    - Space Marines start with T1 **Scout Bikers**
    - Chaos Space Marines start with T1 **Chaos Rhino**
    - Tyranids start with T2 **Tyranid Warriors**
    - Astra Militarum start with T1 **Scout Sentinels**
    - Necrons start with T1 **Tomb Blades**
    - Orks start with T1 **Warbuggies**
    - Craftworld Aeldari start with T1 **Shining Spears**
    - T'au start with T1 **Piranha**
    - Adeptus Mechanicus start with T1 **Ironstrider Ballistarius**
    - Adepta Sororitas start with T1 **Immolator**
    - Drukhari start with T1 **Venom**

Comments

~~(Optional Add On)~~ Now integrated/merged into base mod.

Of note, Tyranids don't have a T1 "vehicle" as Brood Haunt (Tyrannocyte) is T2. Could've gone with that, but since 'Nids play a completely different game than the rest, giving them a more distinct start felt fitting. This gives Tyranids a much needed "lift" (Synapse Link) early on.



Holding Off

- Nerf Hades Autocannon (Forgefiend)
- Nerf Megatrakk Scrapjet (Rokkit, lose Blast?)
- Nerf Castigator (Sanctified Shell, lose Blast?)
- Nerf Storm Shield (Assault Terminators)
- Nerf Storm Speeder Thunderstrike (tier?)
- Nerf Unnatural Resilience (Norn Emissary)
- Nerf Squighog Boyz (6 > 4 armor?)
- Nerf Canoptek Scarabs (24 > 16 HP?)
- Nerf Canoptek Wraith (8 > 6 HP or 2 > 0 armor?)

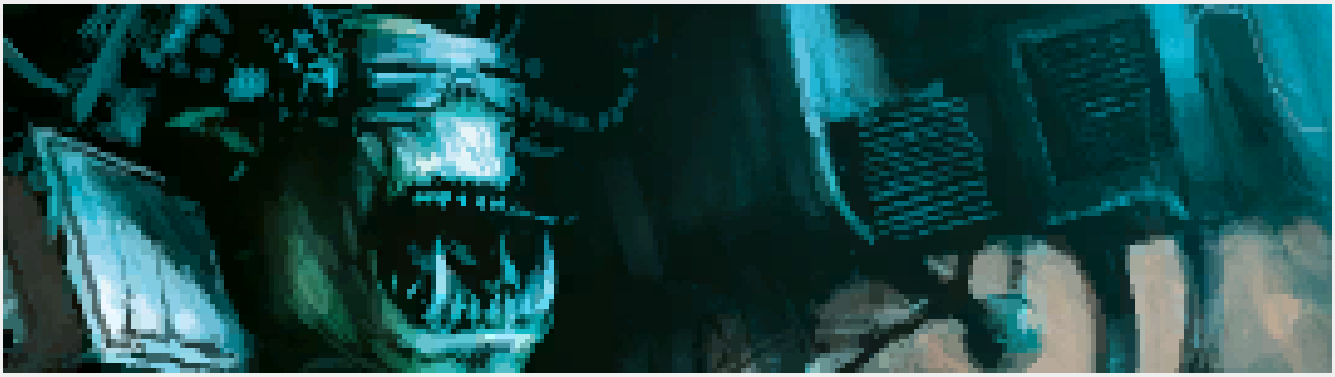
Comments

Don't wanna go on a nerf rampage here so holding off for now.

But Forgefiend has been one of the worst offenders for a long time (way too oppressive).

Also find it strange Squighogs have such high armor (they aren't exactly armored by the looks of it, and 6 is what Gargantuan Squiggoth got, plus these guys are T5 with 36 HP already).

Problem with Scarabs is no unit has 5 HP. So they have to be either 6 HP (as they are) or 4 HP. Armor nerf would be less impactful but less harsh.



QoL, Fixes & Cleanup

Ruins of Vaul Missing Rewards

- [**Feature**] Ruins of Vaul added missing unit rewards (Guardians, Skitarii Vanguards, Battle Sisters, Kabalite Warriors)
- [**Feature**] Ruins of Vaul added missing item rewards (Sightless Helm, Ultra Wideband Auspex, Uncreator Gauntlet)
- [**Feature**] Ruins of Vaul lost Kroot Hounds unit reward

Ruins of Vaul rewards missing since T'au DLC (devs forgot/didn't bother). Removed Kroot Hounds while at since it's the only non-faction unit reward and it really adds nothing.

Telekine Dome Double Trait Fix

- [**Ability**] Telekine Dome can no longer be used inside existing Telekine Dome

There was a "bug" with Telekine Dome which duplicated the trait when one dome overlapped another at the center tile (due to center tile applying the trait independently from adjacent tiles, meaning if the 2 ever touched the unit would receive 2 Telekine Dome traits).

I just added a condition whereby Domes may only be cast whilst being outside them, effectively preventing center tile overlaps.

Long story short: Libro's Gets Hot will show on every unit regardless now (even if it does nothing to melee-only units).

Thropes Poisoned QoL

- [**Unit**] Malanthrope lost [Trait] Poisoned
- [**Unit**] Venomthropes lost [Trait] Poisoned
- [**Weapon**] Toxic Miasma gained [Trait] Poisoned
- [**Weapon**] Lash Whips gained [Trait] Poisoned
- [**Unit**] Malanthrope gained NEW [Weapon] Close Combat Weapon (Poisoned)

The issue with putting Poisoned (trait) on Thropes rather than weapons (like in every other normal scenario) is that it messes up weapons in the Compendium (i.e. they don't show Poisoned because trait comes from the unit, not the weapon).

These are the only instances in the game where the Poisoned trait comes from the unit instead of the weapon. And to make matters worse: Malan & Venomthrope have their Poisoned trait invisible, LOL!

Anyway, all fixed now. Poisoned to weapons and Malanthrope gets its own custom (Poisoned) Close Combat Weapon to match.

Invisible Traits Fix

- [**Trait**] Siege Masters (Space Marines) made visible
- [**Trait**] Static Targetting (Necrons) made visible
- [**Trait**] Skyhunter (Crimson Hunter) made visible

Siege Masters & Static Targetting MIA since launch (2018)! And would anyone believe Crimson Hunter had a hidden (+1 armor pen VS flyers) trait?

Hidden Trait Values

- [**Trait**] Melta now states +2 armor pen
- [**Trait**] Poisoned variable values now visible

Poisoned showed no values due to trait having "ranks" (1 thru 5). Similar to scaling hero abilities. Those never show values in the Compendium. I made an exception for this one just to make it clear to

the player what the exact values are (especially now that Poisoned is more ubiquitous thanks to Drukhari).

And Melta was just hardcoded, but easy fix.

Hidden Trait Formulas

- [**Trait**] Monofilament now states `formula: (base_accuracy * 5) / target_movement_max (min 1)`
- [**Trait**] Graviton now states `formula: weapon_damage * (0.4 + target_armor / 10)`

Always bothered me a bit that neither Monofilament nor Graviton were explained anywhere. I sought to rectify that. This is the most "elegant" workaround.

Trait Visibility QoL

- [**Trait**] Bolter Drill moved from weapon to unit
- [**Trait**] Raging Fervour moved from weapon to unit
- [**Trait**] Purifying Recitations moved from weapon to unit

Change for improved visibility (when traits apply to units they visibly show above the unit, whereas if traits apply to weapons nothing is shown).

Broken Traits

- [**Trait**] Grot Gunners missing `<weapon match="Any">`
- [**Trait**] Wraithflight missing from both WireWeed (trait & feature) and River (feature)
- [**Trait**] Possession missing Miraculous Intervention exclusion (cf. Iron Will)

Now Big Shootas gain +2 accuracy as intended and Burna-Bommers will be less sad (happier Kill Burstas and Scrapjets while at it). It's been broken since 2018, LOL!

Half-Broken Traits

- [**Trait**] Pulse Accelerator missing weapon `name="PulseSubmunitionsCannon"` (R'Varna)
- [**Trait**] Pulse Accelerator missing weapon `name="PulseBlaster"` (Breacher Fire Warriors)
- [**Trait**] Gets Hot added `alwaysVisible="1"`

Because Gets Hot checks for `<noTrait name="Melee"/>` condition, it would not show on units with only base melee weapon but ranged weapons that are abilities (e.g. Zoanthropes, Daemon Prince, C'tan) even though Gets Hot does apply to their ranged abilities/weapons.

Traits Not Working as Described

- [**Trait**] Martyr Spirit no longer applies to non-Shield of Faith units (as per description); e.g. Arco-Flagellant, Cerastus Knight-Lancer, Lightning Fighter, etc.

Martyr Spirit would normally not apply to Zephyrim either (and neither would Sacral Vigor for that matter), but they got Shield of Faith now (see changes under Adepta Sororitas) so Martyr Spirit only really excludes Arco-Flagellants.

Broken Growth Traits

- [**Trait**] Novitiates Recruitment needed building condition `<growth greater="0"/>` removed to properly work
- [**Trait**] Remnants of the Fall needed building condition `<growth greater="0"/>` removed to properly work

Novitiates Recruitment and Remnants of the Fall had a bit of code that made it apply to City rather than Building (unlike Green Tide, Reanimator Protocols, etc.). An innocent dev oversight. Fixed.

Hammer of Wrath Fixes

- [**Tech**] Hammer of Wrath (Tyranids) description simplified from naming every single unit to just `"Tyranid monstrous creatures and Gargoyles"`
- [**Ability**] Hammer of Wrath (Wraithknight) moved to Jump Pack (Wraithknight already had Hammer of Wrath on Jump Pack but with

requiredUpgrade="SpaceMarines/HammerOfWrath so I merely fixed that)

- [**Tech**] Hammer of Wrath (Drukhari) missing string name='Actions/HammerOfWrathFlavor
- [**Unit**] Maleceptor had name="Tyranids/LivingBatteringRam" when it should've been requiredUpgrade="Tyranids/HammerOfWrath" (trait was fine, just ability was off and it was missing tech upgrade)

The rule is: all Bikes, Jetbikes, Walkers, Monstrous Creatures and Jump Pack units get Hammer of Wrath (only exception in the whole game being Fulgurite Electro-Priests). The iffy thing with Wraithknight got both Walker and Jump Pack (but the latter should take precedence for consistency).

Hammer of Wrath Prereq. Fixes

- [**Tech**] Hammer of Wrath (Chaos) all the wrong prereqs. (hero, infantry, vehicle buildings) when it should be: Daemon Prince, Defiler, Forgefiend, Greater Brass Scorpion, Helbrute, Maulerfiend, Venomcrawler, Warptalon
- [**Tech**] Hammer of Wrath (Tyranids) got borked since Tyrannocyte came out (missing several units) when all it needed was Brood Haunt
- [**Tech**] Hammer of Wrath (Aeldari) missing Wraithlord
- [**Tech**] Hammer of Wrath (T'au) missing XV107 R'Varna Battlesuit
- [**Tech**] Hammer of Wrath (Mechanicus) missing Pteraxii Sterylizors
- [**Tech**] Hammer of Wrath (Space Marines) missing Primaris Inceptors, Primaris Redemptor Dreadnought
- [**Tech**] Hammer of Wrath (Orks) missing Warbikers, Deff Dread, Squighog Boyz, updated description
- [**Tech**] Hammer of Wrath (Necrons) missing Canoptek Reanimator, updated description

Techs Missing Prereqs. & Descriptions

- [**Tech**] Relic Plating missing Tank Commander
- [**Tech**] Dozer Blade (Space Marines) missing Whirlwind
- [**Tech**] Grot Riggers missing Deff Dread
- [**Tech**] Bonding Knife Ritual missing XV8 Crisis Battlesuits

- [**Tech**] Voices in the Code missing Sicarian Ruststalkers, updated description
- [**Tech**] Krak Grenades (Sisters) description missing Sacresants, Celestine, Paragons
- [**Tech**] Crystal Targeting Matrix & Vectored Engines missing Vypers, updated description
- [**Tech**] Holo Fields, Spirit Stones, Star Engines, Ghostwalk Matrix missing Vypers, updated description
- [**Tech**] Frag Grenade (Militarum) missing Attilan Rough Riders tech description
- [**Tech**] Melta Bomb (Chaos) missing Rubric Marines tech description
- [**Tech**] Gift of Mutation missing Rubric Marines tech description
- [**Tech**] Stinger Salvo missing Harpies

Wrong Tech Prereqs.

- [**Tech**] Plasma Grenade (Drukhari) removed Succubus prereq.
- [**Tech**] Splintermind removed Dark Foundry prereq., added Reavers
- [**Tech**] Painbringer removed Dark Foundry prereq., added Reavers
- [**Tech**] Grave Lotus removed Dark Foundry prereq., added Reavers
- [**Tech**] Hypex removed Dark Foundry prereq., added Reavers

Units Missing Upgrades

- [**Unit**] Tyrannocyte missing Adrenal Glands
- [**Unit**] Maleceptor missing Adrenal Glands
- [**Unit**] Tyrannocyte missing Regeneration
- [**Unit**] Maleceptor missing Regeneration
- [**Unit**] Tyrannocyte missing Acid Blood
- [**Unit**] Maleceptor missing Acid Blood

Weapons Missing Upgrades

- [**Weapon**] Power Sword (Chaos Terminators) missing Conjoined Weaponry
- [**Weapon**] Frag Grenade (Sisters) missing Furious Fusillade
- [**Weapon**] Krak Grenade (Sisters) missing Furious Fusillade

- [**Weapon**] Plasma Grenade (Drukhari) missing Deviant Designs
- [**Weapon**] Haywire Grenade (Drukhari) missing Deviant Designs

Weapons Missing Traits

- [**Weapon**] Psychic Overload missing Witchfire
- [**Weapon**] Psychic Tendril (Neuroblast) missing Psychic Power
- [**Weapon**] Psychic Tendril (Neurolance) missing Psychic Power

Ability Fixes

- [**Ability**] Cluster Mines can no longer be placed on top of other Cluster Mines
- [**Ability**] Nova Electromagnetic Shockwave separated `<hitpointsFactorFromMax add="-0.1"/>` from weapon (i.e. self dmg VS enemy damage)
- [**Ability**] Tale of the Faithful add `<movement greater="0"/>` so it works only on units with movement remaining (cf. Hive Tyrant's Onslaught, Tank Commander's Full Throttle); ability description updated
- [**Ability**] Infernal Power missing `<allied/>"` (so effect showed on all units regardless of enemies or factions)
- [**Ability**] Verse of Holy Piety missing `<TheEmperorsDeliverance/>` (so effect showed on all units regardless of enemies or factions)
- [**Ability**] Tale of the Warrior missing `<noTrait name="Bomb"/>`

Cluster Mines change effectively keeps other Scout Bikers from counter-clearing Mines with their own (and players having no way of knowing).

Nova Electromagnetic Shockwave's -10% HP dmg was never meant to hurt adjacent enemies (but only R'Varna like other Nova abilities). Tale of the Faithful is mostly a fix, but a minor nerf too (which is welcome).

Infernal Power had conditions on trait instead of Master of Posession's ability proper. Dev oversight (likely after nerfing ability way back when). Now effect correctly displays only on Chaos units (instead of every unit, despite not applying to non-Chaos).

Incorrect Weapon Dmg Scaling

- [**Weapon**] Blighted added `attributesModifiedByUnit="0"`
- [**Weapon**] Cluster Mines added `attributesModifiedByUnit="0"`
- [**Weapon**] Rad Saturation added `attributesModifiedByUnit="0"`

Gift of Contagion applies Blighted. This fixes abilities/weapons displaying inaccurate dmg based on unit level (when the weapon in fact only applies its base unmodified dmg onto the target).

Note to self: although Soul Blaze and The Spiders' Parlour aren't applied directly via abilities, maybe it wouldn't hurt to include them too for the sake of… internal consistency and forward compatibility?

Soul Blaze Redundant Traits

- [**Weapon**] Soul Blaze lost [Trait] Flame
- [**Weapon**] Soul Blaze lost [Trait] No Escape

Soul Blaze's "DoT dmg" cannot account/check for target traits (e.g. Molten Body, Aversion to Light, Open-Topped). It was just confusing/useless. So I removed them.

This mod buffed Soul Blaze anyway (see changes under General).

Transport Matryoshka Fix

- [**Trait**] Transport units can no longer be transported (i.e. Tyrannocyte matryoshka)

Tyrannocyte nerf, OMG! But seriously, makes no sense to put a fully loaded Tyrannocyte into another (into another, into…).

Targeting Logic

- [**Item**] Powered Bolas no longer targets Fortifications
- [**Item**] Man-Catcher no longer targets Fortifications
- [**Ability**] Enfeeble can no longer target Fortifications

- [**Ability**] Gift of Contagion can now be used on already Blighted targets (cf. Blight Grenade)
- [**Ability**] Catechism of Repugnance can no longer target self (no use, consume action, lasts 1 turn)
- [**Ability**] Lead the Righteous no longer targets Fortifications
- [**Ability**] Aggression Override no longer targets Fortifications
- [**Ability**] Control Edict no longer targets Fortifications or Canticle units
- [**Ability**] Mindshackle Scarabs missing Khaine Awakened and Synapse Link exclusions; description updated ("target fearful enemy")

Dialogus cannot attack to benefit from Catechism since it consumes an action and Dialogus is only melee anyway. The only real "benefit" would be +1 armor pen to Joakero (+1 accuracy is wasted since Joakero if fixed accuracy), but even that is a stretch. I opted instead to disable Dialogus from pointlessly targeting itself.

Mindshackle Scarabs only had And They Shall Know No Fear, Fearless and Zealot. This was broken since Tyranids & Eldar DLC.

Reflect Dmg Range

- [**Trait**] Tidewall Shieldline no longer reflects dmg from attacks 4+ tiles away (e.g. Hunter-Killer Missiles); description updated
- [**Trait**] Repulsor Grid (Castellan) no longer reflects dmg from attacks 4+ tiles away (e.g. Hunter-Killer Missiles); description updated

Change to Tidewall Shieldline is mechanically and thematically fitting. Repulsor Grid (Castellan) gets the same treatment. Makes no sense to reflect dmg from a million miles away. There really aren't any super long-range weapons besides Hunter-Killer Missiles and Basilisk (I guess there's also R'Varna and Aquila Macro-Cannon, but those are more edge cases).

There's other "dmg reflect" traits, but they are more "mystical" than "ballistic" (e.g. Sisters' Vengeful Spirit, Brass Scorpion's Runes of the Blood God) so they are good as-is.

Drukhari DLC Fixes

- [**Tech**] Hammer of Wrath (Drukhari) removed Dark Foundry prereq., added Reavers
- [**Ability**] Overlord shouldn't have `excludeRadius="0"` (unless Archon is not meant to apply it to self)
- [**Ability**] Spirit Probe shouldn't have `excludeRadius="0"` (unless Cronos is not meant to apply it to self)
- [**Trait**] Spirit Probe should be `<level greater="1"/>` for it to be 3 or higher (since level 1 is 0, 1 is 2)
- [**Ability**] No Escape (Succubus) shouldn't have `requiredMovement="1"` (already has `consumedMovement="1"`)
- [**Weapon**] Twin-Linked Splinter Rifle (Venom) had `Eldar/AssaultWeaponBonus` instead of `Drukhari/AssaultWeaponBonus`
- [**Building**] Starscraper incorrect loyalty value
- [**Building**] Aerie incorrect ore/research value
- [**Ability**] Reservoir of Pain added `consumedMovement="0"`

Gosh, Drukhari DLC came out so chock-full of bugs. Plasma Grenade already has Starscraper for Archon, Succubus is unnecessary. As for Hammer of Wrath, I'm assuming Reavers were supposed to be the starting unit a la Shining Spears instead of Venoms? That explains Dark Foundry everywhere.

Reservoir of Pain tweak is for clarity only, since attacking already consumes movement and attacking is necessary for Reservoir to even become usable.

Onslaught DLC Fixes

- [**Weapon**] Hunting Lance (Melta Tip) `<strengthDamage add="0.75"/>` to 1.0 (because it's a weird dmg modifier fraction nobody uses and makes Attilas too weak)

Rampage DLC Fixes

- [**Ability**] Hammer of Wrath (Sisters) missing Seraphim both as prerequisite and in text
- [**Ability**] Hammer of Wrath (AdMech) missing Armiger Helverin in text

- [**Weapon**] Armiger Autocannon and Meltagun missing T8 armor pen upgrades
- [**Tech**] Krak Grenades, Melta Bombs and Gift of Mutation missing Plague Marines in text
- [**Tech**] Bosspole missing Plague Marines in text

Eradication DLC Fixes

- [**Ability**] Celestian Insidiants `UsedActOfFaith duration="10"` changed to `duration="1"` so they don't get Stirring Rhetoric for 10 turns

Ability Button Placement

- [**Ability**] Plasma Grenade (Archon) moved before Webway Travel

Archon's Plasma Grenade ability button should come before Webway Travel (like every other Aeldary/Drukhari hero).

Trait Category Tweaks

- [**Trait**] Multi-Legged Terror moved from Stomp (ability) to Greater Brass Scorpion (unit)

Multi-Legged Terror reads better as coming from unit itself (e.g. its frame/chassis) rather than ability (i.e. Stomp is the same for everyone; it's Brass Scorpion itself that modifies it).

Missing Trait Category

- [**Trait**] Sleeping Sentry (Obelisk) missing `category="Buff"`
- [**Trait**] Relentless (Devastators) missing `category="Buff"`
- [**Trait**] Twin-Linked (Drukhari) missing `category="Buff"`
- [**Trait**] Rending (Dominions) missing `category="Buff"`

Innate traits are white, temporary traits are green. Relentless became a buff after Signum got changed, Rending became a buff with Sisters, Twin-Linked became an active buff after Drukhari.

City Trait Missing Buff Category

- [**Trait**] Eternal Crusade missing `category="Buff"`

- [**Trait**] Mechanized Wrath missing `category="Buff"`
- [**Trait**] Ministorum Mobilization missing `category="Buff"`
- [**Trait**] Ministorum Mobilization added `<requisitions greater="0"/>` (so it applies only to requisition buildings rather than all)
- [**Trait**] Kraklin Gubbinz added `<energy greater="0"/>` (so it applies only to energy buildings rather than every single one)
- [**Trait**] Big Shinies added `<influence greater="0"/>` (so it applies only to influence buildings rather than every single one)
- [**Trait**] Imperial Splendor added `<influence greater="0"/>` (so it applies only to influence buildings rather than all)
- [**Trait**] Inspired Training missing `category="Buff"`
- [**Trait**] Rise of the Machine Spirit missing `category="Buff"`
- [**Trait**] Agronomic Surge missing `category="Buff"`
- [**Trait**] Extraction Quotas missing `category="Buff"`
- [**Trait**] Running Hot missing `category="Buff"`
- [**Trait**] Revelations of the Omnissiah missing `category="Buff"`
- [**Trait**] Coven Foci missing `category="Buff"`
- [**Trait**] Propaganda Broadcast missing `category="Buff"`
- [**Trait**] Naval Orders missing `category="Buff"`
- [**Trait**] Breeding Licenses `category="Buff"`
- [**Trait**] Breeding Licenses added `<type name="AstraMilitarum/Headquarters"/>` (so it applies only to headquarters rather than every building)
- [**Trait**] Transcendent Bliss missing `category="Buff"`
- [**Trait**] Asuryani Arrivals missing `category="Buff"`
- [**Trait**] Asuryani Arrivals added `<type name="Eldar/Headquarters"/>` and `<type name="Eldar/Construction"/>` (so it applies on the corresponding buildings rather than every single one)
- [**Trait**] Remnants of the Fall added `<type name="Eldar/Headquarters"/>` and `<type name="Eldar/Construction"/>` (so it applies on the corresponding buildings rather than every single one)

Game's been out for 5+ years and nobody could figure this out? Missing the "buff" category makes temporary traits white (innate) rather than green (temporary). For reference, just see how other factions do it (Necrons is a fine example). Or even Orks, who got half stuff right (e.g. Finkin Rooms and Trophy Poles), LOL!

And Breeding Licences was applying to every building when it should only be Headquarters. Anyway, all fixed now.

Wrong Icons Fix

- [**Tech**] Bosspole icon changed to match trait icon
- [**Trait**] Medicus Ministorum icon changed to that of ability
- [**Ability**] Death Before Disgrace now uses correct ability icon
- [**Ability**] Holophoton Countermeasures arrow fix (pointing up like a instead of down)
- [**Weapon**] Litany of the Electromancer (Compendium) "WireWeed" icon > "LitanyOfTheElectromancer" (ability) icon

Bosspole tech icon made no sense (a plus/heal icon with an arrow pointing down, WTF?). Now it matches trait. Same thing with Medicus Ministorum trait. Now it correctly matches ability icon. And Death Before Disgrace was using Conviction Of Faith trait icon. All fixed. Likely dev oversights.

And Litany of the Electromancer was weirdly using Wire Weed as its icon. So now it matches tech/ability icon.

Fluff (Tyranids)

- [**Unit**] Spore Mine gained NEW [Trait] Living Mine ("enemies do not gain experience when this unit kills itself" and added "unit kills itself when it attacks, limited movement")
- [**Weapon**] Heavy Venom Cannon (Harpy) now reads Twin-Linked to differentiate from Hive Tyrrant's own HVC (which is not Twin-Linked)

Suicider trait was already on Spore Mind, just hidden and missing icon. I merely restored & gave it a makeover.

Fluff (Sisters)

- [**Ability**] Light of the Emperor now applies Preferred Enemy instead of Light of the Emperor
- [**Ability**] Solace in Anguish now applies Feel No Pain instead of Solace in Anguish

Why so pedantic? Because every other active Act of Faith (except The Passion) lacks dedicated buffs. Divine Guidance applies Rending, Endless Crusade applies Fleet + Move Through Cover. It just makes sense to "normalize" them.

Is it a pet peeve? Sure. But it feels more consistent across the board without breaking immersion.

Fluff City Mechanics (Factions)

- [**City**] T'au gained NEW [Trait] Utopia ("new buildings in city increases loyalty, duplicates decrease it"); new custom icon, Compendium entry reveals previously undisclosed values
- [**City**] Sisters of Battle gained NEW [Trait] Convent of Faith ("tiles increase loyalty output"); new custom icon, Compendium entry reveals previously undisclosed values
- [**City**] Sisters of Battle gained NEW [Trait] Sanctified World ("increases bonus from Convent of Faith"); uses T10 tech icon, Compendium entry reveals previously undisclosed values

Utopia is such an integral part of T'au economy that it's weird to have it never show in-game. The player is never informed what these bonuses and penalties are (outside faction selection). Meanwhile, stuff like Grey Matter Dispersion and Monolithic Buildings do show on city/HQ as a trait. And Utopia's upgrade (In Division, Unity) does as well. So why not Utopia?

Well, now it does on city and Compendium. Same for Sister city mechanic traits.

Note to self: was considering adding custom city traits for Enslaved to the Past and Hive Cities too but these are less "city" traits and more global/faction-wide mechanics. Whereas Monolithic Buildings, for example, is a city (economic) trait proper.

Text Fixes

- [**Ability**] Clear Tile (Tyranids) missing holy sites mention
- [**Trait**] Illuminated "Reduces the ranged damage reduction." period (i.e. remove "of target unit" from description)
- [**Tech**] Thermo-Exchange Efficiency description …inputs to the Thermo-Exchanger and… missing hyphen
- [**Ability**] Dok's Tools added "or monstrous creature unit" (heals both ally monsters and Squiggoth)
- [**Ability**] Extra Bitz added "and monstrous creature units" (applies to both ally monsters and Squiggoth)
- [**Ability**] Lasher Tendrils …of adjacent enemy units (missing "enemy")
- [**Ability**] Medicus Ministorum …feel no pain damage reduction… (missing "damage reduction" and also: FnP should be in lower case; cf. Adaptive Biology)
- [**Item**] Laurels of Command "…allied units in range" (was "adjacent allied…")
- [**Trait**] Aerobatic Grace (flavor) amonst > amongst
- [**Unit**] Techpriest Betrayer > Tech-Priest…
- [**Building**] Labour Corps "food and research" > "ore and…"
- [**Ability**] Flank Speed description missing Cannot be used if the unit has attacked this turn. (cf. Jink)
- [**Trait**] Supporting Fire "increases damage" > "attacks"
- [**Trait**] Point Defense Targeting Relay "increases damage" > "attacks"
- [**Trait**] Voltagheist Field (flavor) tocoalesce > "to coalesce"
- [**Trait**] Enfeeble (description) "reduce damage" > "melee damage"
- [**Ability**] Brides Of Death missing "this and..." (adjacent units)
- [**Ability**] Master of Pain missing "this and..." (adjacent units)
- [**Tech**] Soulbread and Circus missing string name='Traits/Drukhari/SoulHungerLoyaltyFlavor
- [**Tech**] Adrenals Glands clarified "units" to "units that aren't Lictors, Raveners or Thropes"
- [**Trait**] Bosspole clarified "further reduces" and "of Mob Rule" (same as tech describes, for clarity)

- [**Trait**] Transport clarified "non-gargantuan" (monstrous creatures)
- [**Ability**] The Passion specifies "infantry" (excludes vehicles/forts)
- [**Trait**] Worthy Offering remove mention of "adjacent unit", erroneously using Worthy Offering (Action) description
- [**Trait**] Suppressive Bombardment "to an allied" like all other SM tank traits (was "to another")
- [**Ability**] Gravity Pulse description changed to "in range" (was "adjacent" when it's range 3)
- [**Trait**] Gravity Pulse description updated to match ability
- [**Feature**] Cluster Mines "damage on contact" (was "each turn")
- [**Weapon**] Saddlegit Weapon (Squidhog Boyz) "Beast Snagga" in flavor text was missing space
- [**Trait**] Infernal Fusillade (Rubric Marines) missing flavor (was using trait name instead of flavor)

The Illuminated trait (on unit) was a copypasta/mixup with the Luminagen trait (weapon).

Tyranids have a faction-specific Clear Tile action, yet it works exactly the same as the generic one used by every other faction. What's the deal with that?

Rest should be self-explanatory. Just a painstaking chore.

Text Fixes (Interlude)

- [**Ability**] Hammer of Wrath description "non-Bomb" lowercase (minor pet peeve, consistency with other "non-" mentions of trait or unit types)
- [**Trait**] Shield Of Faith lowercase of
- [**Trait**] Oath Of Faith lowercase of
- [**Trait**] Keepers Of The Faith lowercase of / the
- [**Trait**] Ruins Stealth lowercase imperial ruins (only because every other mention throughout the game is lowercase)

I only bring up Shield Of Faith as it's prominently featured across units. Shield Of Faith stands out only because everywhere else we have: Daughters of the Emperor, Holy Trinity of Weapons, Acts of Faith, etc. all with lowercase of. Heck, Shield of Faith (lowercase) is so spelled in faction selection and Martyr Spirit's own description! Then there's Oath Of Faith…

And not to be pedantic, but while we're at it, Keepers Of The Faith (trait) is uppercase while Keepers of the Faith (ability) is lowercase. It's super freaking negligible, buuut… one or the other, which one is it?

Yes, there's plenty of exceptions; e.g. Vow Of The Militant Order. No prob, I'm no grammar nazi. I'm just picking on the inconsistent outliers only.

Because I can.

Text Fixes (Cont.)

- [**Tech**] Xenarite Acceptance now …research gained from Ruins of Vaul (rather than non-specific "outposts")
- [**Tech**] Stygian Enlightenment now "Removes the research penalty." (since that's what it actually does)
- [**Ability**] Autarch's Assault now states …within a 3 tile radius (rather than unspecified "…in the area")
- [**Ability**] Onslaught now reads "…units with movement remaining" (for clarity, same as Full Throttle)
- [**Ability**] Dominion now adds "Synapse Link radius of the Hive Tyrant and loyalty of…" (rather than confusingly "…Synapse Link radius and loyalty of cities")
- [**Trait**] Dominion (Hive Tyrant) now reads "Increases the Synapse Link radius and the loyalty output of all cities." (was just "loyalty output" period)
- [**Tech**] Bigga Boltz now reads "shoota" (rather than "bolt weapons" which is never specifically referenced anywhere as far as Ork weapons go)
- [**Tech**] Furious Fusillade now reads "assault, bolt and flame…" (was only "assault" but Boltgun, Bolt Pistol and Condemnor Boltgun lacked said trait; this just makes things more clear)

- [**Tech**] Sensor Spines description add "...the ability to" (move through cover)
- [**Ability**] Nova Electromagnetic Shockwave added "shares cooldown with other Nova abilities"
- [**Ability**] Nova Boost added "shares cooldown with other Nova abilities"
- [**Ability**] Nova Fire added "shares cooldown with other Nova abilities"
- [**Ability**] Nova Shield added "shares cooldown with other Nova abilities"
- [**Trait**] Bomb added "can only target ground units, fixed accuracy
- [**Tech**] Stikkbomb "infantry" to "Big Meks, Boyz, Burna Boyz, Flash Gitz, Meganobz, Meks, Tankbustas and Warbosses" (like every other grenade tech; i.e. SM, AM, Sisters)
- [**Trait**] Rampage added "melee" (attacks)
- [**Tech**] Dozer Blade (Militarum) changed generic "tank" description to specific units ("Chimeras, Hydras, Devil Dogs, Basilisks and Leman Russ Battle Tanks") just as SM and Sisters have it, and neither Baneblade nor Rogal Dorn get it
- [**Tech**] Warpflame Gargoyles removed "damage over time" from description, simplified to just "Soul Blaze damage"
- [**Ability**] Icon of Flame removed "damage each turn" from description, simplified to just "Soul Blaze damage"
  [**Ability**] The Horror description simplified to be as short as Pinning [Trait], which also includes clarification of "fearful infantry unit…" (which was oddly missing from this ability)
- [**Ability**] Diffusion Field description uppercase "adjacent allied Tyranid…"
- [**Ability**] Catalyst description singular "Tyranid unit" (was "Tyranids unit" plural)
- [**Trait**] Anti-Grav Upwash "when the health is above 66%" to "when above 66% hitpoints" ("hitpoints" reads better, also more consistent with Mont'ka and other "hitpoints" references)
- [**Trait**] Martyrdom now states "globally" (to "all Adepta Sororita units") to more clearly indicate unlimited range
- [**Ability**] Experimental Procedure now states "temporarily" (just to contrast with the "permanent" of Cybork Implants)

Shootas and Sluggas are the equivalent of Boltguns and Bolt Pistols (whilst Dakkaguns are Twin-Linked Big Shootas). Sure, Bigga Boltz include Snazzguns (Flash Gitz), but one-off weapon subclasses/variants don't need to be specifically referenced in tech tree upgrades.

Tidewall Shieldline Source

- [**Trait**] Tidewall Shieldline added (Outpost)
- [**Trait**] Tidewall Shieldline added (City)

Parentheses added to clarify Tidewall Shieldline is 2 separate and stackable traits (different source) rather than duplicates.

Fluff Trait Retheming

- [**Trait**] Dozer Blade > Dozer Power; *description + icon updated

SM & AM tanks have no Dozer Blades to speak of (meanwhile Sisters get unique fancy ones for each tank individually, thanks Proxy!). So yeah, the lack of love for non-DLC factions shows.

All I can do is try to make it a little less immersion breaking by virtue of misdirection…

As of March 26 (2024), shield meshes have been implemented for ASM and Vindies.

Redundant & Superfluous Traits

- [**Unit**] Tyrannofex lost [Trait] Smash
- [**Unit**] Tyrannocite lost [Trait] Smash
- [**Unit**] Tyrannocite lost [Trait] Relentless
- [**Unit**] Gun, Recon, Missile, Interceptor Drone lost [Trait] Relentless
- [**Unit**] Crisis, Stealth Battlesuit lost [Trait] Relentless
- [**Weapon**] Cyclic Ion Raker gained [Trait] Heavy
- [**Unit**] Cronos lost [Trait] Smash *no melee
- [**Unit**] Burna Boyz lost [Trait] Furious Charge *no melee

- [**Unit**] Rubric Marines lost [Trait] Slow and Purposeful

For all those cases where unit lacks melee weapons or has no heavy weapons

As for Cyclic Ion Raker, it made no sense (Codex shenanigans or not). How is it that switching to Overcharged made the weapon "Heavy" when its normal fire mode wasn't? Also inconsistent with all other Ion weapons.

Note to self: could remove Relentless from Terminators, Assault Terminators & Chaos Terminators too. Same for Slow and Purposeful on Big Mek, Meganob & Squiggoth. But whatevs, fluff.

Fluff (Main Outliers)

- [**Weapon**] Destroyer Blades "can only target infantry" description removed description became NEW [Trait] Destroyer Blades, and added "fixed accuracy" for added clarification
- [**Weapon**] Meteoric Descent "extra attacks VS flyers" description became NEW [Trait] Skyblazer and added "fixed accuracy" for added clarification
- [**Weapon**] Melta Bomb "only target vehicles, monsters, forts" description became NEW [Trait] Melta Bomb and added "attacks cannot be increased" (meleeAttacks max="1 is defined by weapon itself)
- [**Weapon**] Tankbusta Bomb "only target vehicles, monsters, forts" description became NEW [Trait] Melta Bomb and added "attacks cannot be increased"

It was just odd there were Destroyer Blades and Meteoric Descent were the only 2 weapons (besides Melta/Tankbusta Bomb) to have their limitations/conditions as a description rather than a trait proper. While at it, also took into account their <meleeAccuracy min="12"/> (it works as min/max so cannot be buffed any higher).

Melta/Tankbusta Bomb got the same treatment (meleeAttacks max="1 is defined by weapon itself).

Fluff (Fixed Accuracy)

- [**Trait**] Beam description (shared with Template and Hellstorm Template) "increased accuracy against multiple group members" changed to "hits multiple group members" (cf. Blast) and "hits with increased accuracy" (period), plus "fixed accuracy"
- [**Weapon**] Mandiblasters gained NEW [Trait] Automatic ("fixed accuracy")
- [**Weapon**] Shockwave gained NEW [Trait] Unerring ("fixed accuracy")
- [**Weapon**] Psychic Scream gained NEW [Trait] Unerring ("fixed accuracy")
- [**Weapon**] Cleansing Flame gained NEW [Trait] Unerring ("fixed accuracy")
- [**Weapon**] Psychic Maelstrom gained NEW [Trait] Unerring ("fixed accuracy")
- [**Weapon**] Frazzle gained NEW [Trait] Unerring ("fixed accuracy")
- [**Weapon**] Eldritch Storm gained NEW [Trait] Unerring ("fixed accuracy")
- [**Trait**] Nova Electromagnetic Shockwave description added "fixed accuracy" (12 min/max ranged accuracy)
- [**Item**] Jokaero Digital Weapon description added "fixed attributes"
- [**Weapon**] Orbital Strike gained NEW [Trait] Inexorable ("fixed attributes")
- [**Weapon**] The Emperor's Vengeance gained NEW [Trait] Inexorable ("fixed attributes")
- [**Weapon**] Floating Death gained NEW [Trait] Detonate ("fixed accuracy")
- [**Trait**] Psychic Overload add "fixed accuracy" (12 min/max)

Beam's description was completely inaccurate. It doesn't increase accuracy VS multiple group members. It merely hits 2 additional group members (i.e. Blast effect) while having a flat 12 min/max accuracy regardless of number of units). So I made that super clear.

Psychic Maelstrom, Frazzle, Eldritch Storm and Destructor all have <accuracy min="12" max="12"/> (100%). This means accuracy is fixed, regardless of buff/debuffs (including shaken/broken morale). I merely gave them a trait to communicate this to the player. Because Destructor got Template (min/max 12 accuracy), it already got "fixed accuracy" in description, so left that one as-is.

Shockwave, Psychic Scream and Cleansing Flame all have a "min" ranged accuracy of 12. This would suggest "limits ranged accuracy loss" (similar to Cognis). However, for whatever reason, it acts as "fixed accuracy" (cannot be buffed any higher) so I gave them the same trait for consistency/clarity.

Finally, Joakero Digital Weapon had 12 min/max "fixed accuracy" but also attributesModifiedByUnit="0" (which meant it couldn't be buffed/debuffed by unit) so this was added to item description.

Anyway, everything else follows a similar logic.

Mandiblasters was especially odd given it was the only thing (in the whole game) to have melee accuracy fixed to 6.

PS: Did not include Blighted, Soul Blaze, Cluster Mines, Wire Weed, Rad Saturation, Litany of the Electromancer or The Spiders' Parlour (all 12 min/max) as it seems plenty clear that these are all "external" or "indirect" sources of damage whose accuracy is not dependant on any unit.

PPS: Orbital Strike & The Emperor's Vengeance got `<accuracy min="8" max="8"/>`, Floating Death `<meleeAccuracy min="12"/>`, Nova Electromagnetic Shockwave `<rangedAccuracy min="12" max="12"/>`.

Fluff (Assorted)

- [**Trait**] Icon of Flame created to as custom trait to show on unit
- [**Trait**] Warpflame Gargoyles created to as custom trait to show on unit
- [**Unit**] Piranha gained NEW [Trait] Fast Drone Deployment ("drones deploy twice as fast")
- [**Unit**] Devilfish gained NEW [Trait] Fast Drone Deployment ("drones deploy twice as fast")
- [**Unit**] Sun Shark gained NEW [Trait] Fast Drone Deployment ("drones deploy twice as fast")
- [**Unit**] Daemon Prince gained NEW [Trait] Favoured of the Blood God ("reduced influence cost/upkeep")

- [**Unit**] Avatar of Khaine gained NEW [Trait] Avatar of Khaine God ("reduced influence cost/upkeep")
- [**Tech**] Stinger Salvo renamed ~~Hive Crone Stinger Salvo~~ (nevermind, Harpies use it too now)
- [**Unit**] Kataphron Breachers gained NEW [Trait] Breacher Armour ("increases the armour")
- [**Unit**] Tyrannofex gained NEW [Trait] Gruesome Armour ("increases the armour")
- [**Unit**] Krootox Rampagers gained NEW [Trait] Brutish Armour ("increases the armour")

Warpflame Gargoyles and Icon of Flame merely added Soul Blaze to weapons. I felt that was a bit obscure (not immediately visible on a unit). So I fixed that. Also makes sense for Icon of Flame to apply like all other Icons/Marks.

Daemon Prince and Avatar of Khaine were the only 2 heroes whose influence/upkeep cost was 25% lower than normal (heroes normally cost twice as much influence/upkeep as their resource cost).

Stingher Salvo renamed to be like Ravener Deathspitter, Carnifex Bio-Plasma, Carnifex Bone Mace, Trygon Toxinspike.

Fluff (Movement)

- [**Unit**] Howling Banshee lost [Trait] Fleet
- [**Unit**] Howling Banshee gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Archon lost [Trait] Fleet
- [**Unit**] Archon gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Succubus lost [Trait] Fleet
- [**Unit**] Succubus gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Canoptek Wraith gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Canoptek Scarab gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Chaos Spawn gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Raveners gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Kroot Hounds gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Catachan Devil gained NEW [Trait] Unnatural (+2 move)
- [**Unit**] Hornet gained NEW [Trait] Swift ("light skimmer")

- [**Unit**] Piranha gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Land Speeders gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Vyper gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Venom gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Raider gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Ravager gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Tantalus gained NEW [Trait] Swift ("light skimmer")
- [**Unit**] Tank Commander gained NEW [Trait] Battle Tank (3 movement "heavy tank")
- [**Unit**] Leman Russ Battle Tank gained NEW [Trait] Battle Tank (3 movement "heavy tank")
- [**Unit**] Rogal Dorn Battle Tank gained NEW [Trait] Battle Tank (3 movement "heavy tank")
- [**Unit**] Monolith gained NEW [Trait] Monumental (3 movement "slow skimmer")
- [**Unit**] Umbra gained NEW [Trait] From Beyond (2 movement "limited movement")
- [**Unit**] Vaul Sentry gained NEW [Trait] Awoken Artefact (2 movement "limited movement") and added <cargoSlotsRequired min="-1" max="-1"/> aa

First, change to Hornet because it gained +1 movement (4 > 5) via mod (see Eledar section for details).

So it kinda always boggled my mind how some infantry units didn't follow pre-established movement rules like everyone else (i.e. infantry baseline is 3 movement, yet Banshees got 4 and others 5, all *without* Fleet).

So yeah, now all infantry are considered to have a base movement of 3. Higher movement is added via traits.

Also fixed Vaul Sentry being able to be transported when it shouldn't (cf. Exterminatus Device).

Movement rules categorized as follows:

Classification	Move
Infantry (incl. Jet Pack & Skimmer; e.g. T'au Drones & Enslavers)	3
Monstrous & **Walker** (Vehicle)	3
Super-Heavy (Vehicle, Walker, Tank, Skimmer)	3
Vehicle (Tank, Skimmer, non-Tank, non-Skimmer; e.g. Ork Verhicles)	4
Light Skimmer (Vehicle); e.g. Piranha & Land Speeders	5
Bike & **Jetbike** (Infantry)	5
Flyer (Super-Heavy)	5
Normal Flyer (Vehicle, Monstrous)	6

Weird exceptions were Leman Russ (incl. Tank Commander) having 3 movement. As well as Monolith being a (move 3) skimmer/tank hybrid and Speeder and Piranhas being non-tank (move 5) skimmers. Oh, and also Umbra being a flyer with just 2.

Tidewall Gunrig being a fort/skimmer hybrid was also odd, but I didn't touch it due to its special movement rule. And I cut Spore Bombs some slack (1 move infantry). Player can readily infer these examples work differently from the norm.

All I did was standardize the outliers.

(30 Nov, 2023) As of Drukhari update, all their skimmers are also move 5 and two of their heroes are like Howling Banshee (move 4 + Fleet). So I added these.

Fluff (AdMech & Sisters)

- [**Weapon**] Electroleech Stave strengthDamage *1.33 > 0
- [**Weapon**] Electroleech Stave gained NEW [Trait] Crackling with Power (*1.33 damage)
- [**Weapon**] Dataspike attacks +0.33 > 0

- [**Weapon**] Dataspike gained NEW [Trait] Taser (+0.33 attacks)
- [**Weapon**] Taser Goad attacks 0.33 > 0
- [**Weapon**] Taser Goad gained NEW [Trait] Taser (+0.33 attacks)
- [**Weapon**] Taser Lance attacks 0.33 > 0
- [**Weapon**] Taser Lance gained NEW [Trait] Taser (+0.33 attacks)
- [**Unit**] Hospitallers gained NEW [Trait] Ecclesiastic ("gain research upon entering Holy Sites")

Although weapons tend to have inherent modifiers, it's never been odd numbers like 0.33 or 1.33. Whether by oversight (or Codex nonsense) Mechanicus brought inconsistencies to the table.

You'd be left wondering where your Tech-Priest Dominus' Dataspike 1.3 attacks is coming from. Or why your Electro-Priests are doing 2.6 dmg (10% of which is from Zealot, confusingly enough).

All I aimed for was clarity and consistency.

Quest Fixes

- [**Quest**] Chapter IV Soritas value="
In time, Celestine fell into…
- [**Quest**] Chapter IV Soritas value="
And as the heretic foretold…
- [**Quest**] Chapter IV Drukhari value="
“Remember that sweet moment? When…

Quests without rewards lack a natural spacing between quest sections. This occurs twice in Sororitas campaign and once with Drukhari. Adding line breaks creates this natural spacing.

Cleanup (Compendium)

- [**Trait**] InstinctiveBehaviourFeed removed (unused)
- [**Trait**] InstinctiveBehaviourHunt removed (unused)
- [**Trait**] InstinctiveBehaviourLurk removed (unused)
- [**Trait**] GargantuanCreature removed (unused)
- [**Trait**] VengeanceOfTheEnchained removed (unused)
- [**Trait**] CtanNecrodermisBlast removed (unused)

- [**Weapon**] CtanNecrodermisExplosion removed (unused)
- [**Weapon**] SuperHeavyExplosion removed (unused)
- [**Weapon**] LashWhipAndBonesword removed (unused)
- [**Weapon**] FlechetteDischarger removed (unused)
- [**Weapon**] DartingHunters removed (unused)
- [**Trait**] ParagonWarblade removed (unused)
- [**Trait**] KnightParry removed (unused)
- [**Trait**] ExpertHunters removed (unused)
- [**Weapon**] DarkScythe removed (unused, missing icon)
- [**Trait**] Blaster removed (unused, missing icon)
- [**Trait**] DartingHunters removed (unused)
- [**Trait**] ClusterMines removed second (unused) instance of armor upgrade

Tons and tons of unused traits & weapons. Why keep them in the Compendium? It only adds bloat and potential confusion.

FlechetteDischarger (weapon) not to be confused with trait of the same name.

GargantuanCreature was an outdated trait replaced by Gargantuan.

Cleanup (Minor)

- [**Trait**] Enhanced Data-Tether missing a second `<modifier visible="0">` so morale +2 showed twice

Yes, I notice all these little inconsistencies. See Sister Superior, same effect, except they got the code right.

Missing SFX/Animations

- [**Animation**] Psychic Maelstrom now uses `animation="Units/AstraMilitarum/PrimarisPsykerSciersGaze"`
- [**Sound**] Iron Will now uses `"MysticBuff"` SFX
- [**Sound**] Canoptek Reanimator missing `sound="Units/Necrons/CanoptekReanimatorMove" soundCount="1"`

A lot of other abilities are missing SFX too: Spawn/Prince on spawn, MoP's Possession, Psychneuein Infest on spawn, Subterranean Assault (Webway Trave has SFX), Cluster Mines and Clear Holy Site (Wire Weed, Forest, etc. all have SFX). Unfortunately, these are all hard-coded.

(22 May, 2025) Canoptek Reanimator was seriously a head-scratcher. I mean, devs literally hashed out its movement SFX. Like, whyyyy? It looks like a deliberate, conscious decision to make its completely silent.

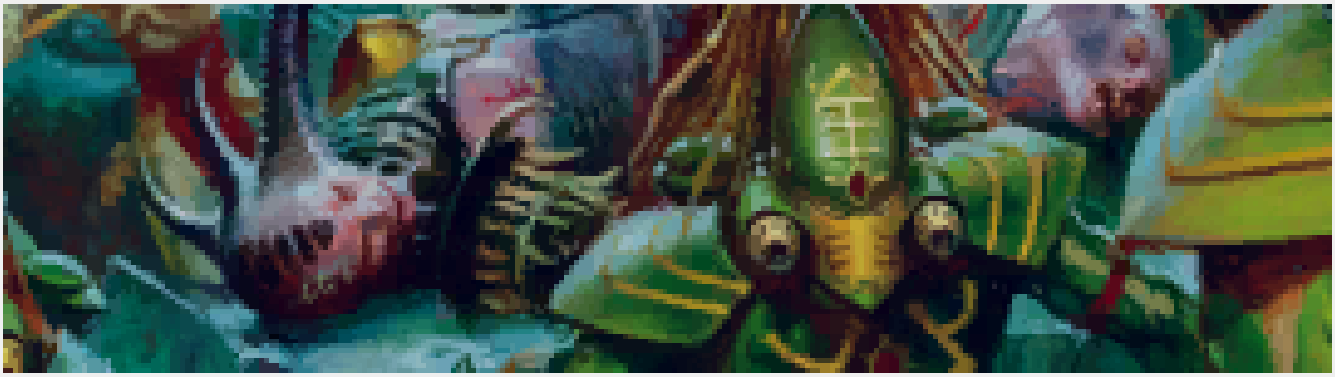
It never ceases to amaze how barebones Proxy left the game before Eldar DLC. And how sloppy it became with every subsequent DLC, ugh.

Shoddy Icon Quality Fixed

- [**Trait**] Shielded lowQ > highQ
- [**Trait**] Jet Pack lowQ > highQ
- [**Trait**] Homing lowQ > highQ
- [**Trait**] Haywire lowQ > highQ
- [**Trait**] Ruins Stealth lowQ > highQ
- [**Weapon**] "None" lowQ > highQ (Compendium)

Unit Updates

- [**Unit**] Tech-Priest Betrayer updated to match mod's Tech-Priest Enginseers (i.e. Servo-Arm's cooldown)



Cosmetic Only

More Unique Icons

- [**Weapon**] Heat Ray Dispersed custom icon
- [**Weapon**] Doomsday Cannon (High Power) custom icon
- [**Weapon**] Rod of Covenant (ranged) custom icon (shared with below)
- [**Weapon**] Laser Lance (ranged) custom icon (shared with above)
- [**Weapon**] Wailing Doom (ranged & melee) upscaled and rotated
- [**Ability**] The Horror more fitting icon
- [**Ability**] Paroxysm new custom icon
- [**Trait**] Skilled Jink custom icon
- [**Trait**] Very Bulky custom icon
- [**Weapon**] Close Combat Weapon new icon
- [**Trait**] Command Uplink custom icon (differentiate from Broad-Spectrum Data-Tethers)
- [**Trait**] Living Battery Ram custom icon (differentiate from Hammer of Wrath)
- [**Trait**] Cyborg Implants trait spiffed up (a bit more Orky)
- [**Trait**] Telekine Dome slightly improved icon
- [**Trait**] Psychic Overload slightly improved icon
- [**Trait**] And They Shall Know No Fear more accurate icon
- [**Trait**] Voltagheist Field tweaked icon (differentiate from Emanatus Force Field)

- [**Trait**] Siphon Vigour tweaked (differentiate from Shield of Faith)
- [**Trait**] Siphoned Vigour tweaked (differentiate from Shielded)
- [**Trait**] Storm Shield redesigned icon
- [**Trait**] Daemon redesigned ked icon
- [**Trait**] Gloom Prism redesigned icon
- [**Trait**] Brute Shield redesigned icon
- [**Weapon**] Meltagun tweaked icon

Rod of Covenant, Laser Lance and Wailing Doom were inspired by Warlocks' Shining Spears having distinct icons for melee/ranged variants (Proxy basically began giving newer factions more love). I followed suit and gave the ranged variants in all these cases a little more… distinctiveness.

Heat Ray and Doomsday Cannon were similarly inspired (since alternate fire modes used the same icon).

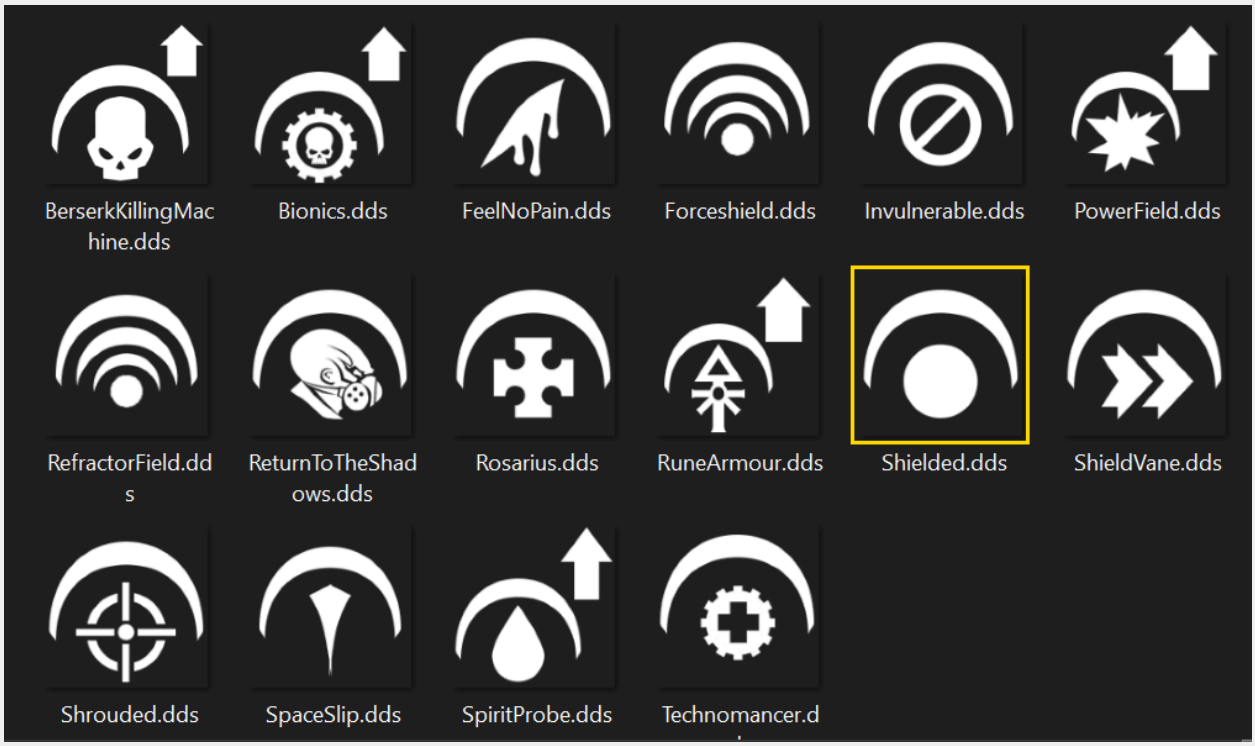
(Dec 9, 2025) Meltagun now used by Armiger, previously used by none (or technically Warpsmith's Mechatendrils, but it uses its own *ability* icon, so actual *weapon* icon was never used in the game until Armiger came along, and it looked weird for Armiger to have a Chaos Boltgun for an icon).

Distinct Shield Icons

- [**Trait**] Refractor Field tweaked icon
- [**Trait**] Shrouded tweaked icon
- [**Trait**] Rosarius tweaked icon
- [**Trait**] Invulnerable tweaked icon
- [**Trait**] Feel No Pain tweaked icon
- [**Trait**] Invulnerable tweaked icon
- [**Trait**] Technomancer tweaked icon
- [**Trait**] Forceshield tweaked icon
- [**Trait**] Power Field tweaked icon
- [**Trait**] Forceshield tweaked icon
- [**Trait**] Rune Armor tweaked icon

- [**Trait**] Bionics tweaked icon
- [**Trait**] Berserk Killing Machine tweaked icon
- [**Trait**] Spirit Probe tweaked icon
- [**Trait**] Shield of Faith tweaked icon
- [**Ability**] Space Slip tweaked icon
- [**Ability**] Return to the Shadows tweaked icon

All these dmg reduction icons were using the generic Shielded icon (dot with a crescent on top). This is an attempt to help them stand out better. Tried to preserve their original form, merely changing the generic dot for something else.



Oct 2024: Sample of icon changes. All of these used the generic "Shielded." Update 2025: image is outdated, several icons have been retouched.

More Unique Icons (Ext.)

- [**Trait**] Shield Vane icon redone
- [**Trait**] Quantum Shielding icon redone

- [**Ability**] Self-Repair icon tweaked
- [**Trait**] Regeneration icon tweaked
- [**Trait**] Writhing Worldscape icon improved

Shield Vane used the generic Shielded icon (when it adds +2 armor instead of normal dmg reduction) while Quantum Shielding used the generic Extra Armor upgrade icon (when it adds specific dmg reduction and not armor! Now they look the part.

Rest are some assorted healing-type icons that now look better.

Unit Mesh Changes

- [**Mesh**] ASM now got Combat Shield mesh (thanks Clown!)
- [**Mesh**] Vindicator now got Siege Shield mesh (thanks Clown!)
- [**Mesh**] Kabalite Warriors now got helmets (thanks Devian!)
- [**Mesh**] Kabalite Trueborn now got helmets (thanks Devian!)
- [**Mesh**] Ironstrider Ballistarius now has Broad Spectrum Data-Tether mesh as part of the base model (thanks Proxy!)

At long-f@cking-last. Now if only we could the rest of the tanks some Dozer Blades! We're getting close! (?)

As to why Ironstrider Ballistarius? Because when Proxy added Sydonian Dragoons they made Broad Spectrum Data-Tether a part of the unit model (rather than a separate mesh) so that when the player researched it, it only got added to Ballistarius (even though Sydonians got the upgrade too). It's the dumbest oversight I've seen from these devs and there's no way to fix it.

As for Kabalites, they just look better and more proportionate.

Orks Skin Tone Is Green

- [**Unit**] Warbuggies green skin tone
- [**Unit**] Dakkajets green skin tone

Call it a pet peeve, but it always rubbed me the wrong way Warbuggies (and to an extent Dakkajets) had bright lime-green skin. It just looked off when all other Orks are shades of musky green.

Added Flavor Text (WIP)

- [**Trait**] Gravity Pulse added flavor text
- [**Trait**] Sleeping Sentry added flavor text

These are just added for nothing more than flavor. Several traits and abilities are completely dry because of it. I just started filling in some of the base game ones.

Unit Model Scaling (WIP)

- [**Unit**] Hornet model scale 0.7 > 0.8
- [**Unit**] Venom model scale 0.7 > 0.8
- [**Unit**] Raider model scale 1 > 1.1
- [**Unit**] Vaul's Wrath Support Battery model scale 0.9 > 1.0
- [**Unit**] Thunderfire Cannon model scale 0.75 > 0.8
- [**Unit**] Warbuggies model scale 1.1 > 1.15
- [**Unit**] Land Speeders model scale 0.8 > 0.85
- [**Unit**] Spiritseer model scale 1.1 > 1.15
- [**Unit**] Ethereal model scale 0.8 > 0.9
- [**Unit**] Primaris Psyker model scale 1 > 1.1
- [**Unit**] Lord Commissar model scale 1 > 1.1
- [**Unit**] Immortals model scale 1.1 > 1.2
- [**Unit**] Warp Talons model scale 0.9 > 0.95
- [**Unit**] Sisters Repentia model scale 0.8 > 0.9
- [**Unit**] Zephyrim model scale 0.8 > 0.85
- [**Unit**] Seraphim model scale 0.75 > 0.8
- [**Unit**] Fortress of Redemption model scale 1.4 > 1.6
- [**Unit**] Webway Gate model scale 1.2 > 1.4
- [**Unit**] Webway Redoubt model scale 1.2 > 1.4
- [**Unit**] Webway Portal model scale 1.2 > 1.4
- [**Unit**] Raider Fortress model scale 1.2 > 1.4
- [**Unit**] Reavers model scale 0.6 > 0.65
- [**Unit**] Archon model scale 0.7 > 0.75
- [**Unit**] Succubus model scale 0.8 > 0.85

- [**Unit**] Guardians model scale 0.9 > 0.95
- [**Unit**] Howling Banshees model scale 0.9 > 0.95
- [**Unit**] Dark Reapers model scale 0.9 > 0.95
- [**Unit**] Rangers model scale 0.8 > 0.85
- [**Unit**] Warlocks model scale 0.8 > 0.85
- [**Unit**] Fire Dragons model scale 1.0 > 1.05
- [**Unit**] Heavy Destroyers model scale 0.8 > 0.85
- [**Unit**] Necron Warriors model scale 1.1 > 1.15
- [**Unit**] Flayed Ones model scale 0.8 > 0.9
- [**Unit**] Cryptek model scale 1.1 > 1.2
- [**Unit**] Lord model scale 1.2 > 1.25
- [**Unit**] Transcendent C'tan model scale 1 > 1.15
- [**Unit**] Guardsmen model scale 1 > 0.95
- [**Unit**] Heavy Weapons Squad model scale 1 > 0.95
- [**Unit**] Assault Terminators model scale 1 > 0.9
- [**Unit**] Sicarian Ruststalkers scale 1.2 > 1.1
- [**Unit**] Mandrakes scale 0.8 > 0.7
- [**Unit**] Vypers scale 0.8 > 0.95

Look, I'm not into "realistic" model scaling. But all these were a bit off. Like, take Hornet being a 24 HP unit (when Piranha and Stormtalon at 16 HP had more table presence; cf. Annihilation Barge at 24 HP). Also of note, Webways and Fortresses of Redemption were a bit too tiny.

As for the rest, just a matter of comparing similar units. For example, Drukhari made me realize how comically tiny their Eldar cousins were.

It's really just that, taking a unit and putting it next to its equivalent (type, tier, HP, armor).

And then one day Mandrakes came out and… yeah, positively GIGANTIC.