

IMPORTANT NOTICE

Maethrillian does not use the recent patch released by 343i

You can find it here

[Halo Wars 2 Game Update - 12/16/19 | Halo Wars Series | Forums | Halo - Official Site](#)

You can find a list of all the changes from the 343i patch here

[cu18_2497482826_121619balance](#)

Buildings and Economy

Global

- Increase damage multiplier for constructing building from 2 to 2.2
- Increased heal values for bases at all levels (increased heal value results in smaller heal)

Outpost / Firebase (Tier 0)

- Increase heal value to 2

Stronghold / Combat Station (Tier 1)

- Increase heal value to 3.25

Citadel / Command Center (Tier 2)

- Increase heal value to 4.5

Fortress / Headquarters (Tier 3)

- Increase heal value to 5.75

Siege Turrets

- Reduce max range from 270 to 225
- Increase min range from 50 to 70

UNSC AI Turrets

- Upgrade no longer increases HP from 13000 to 15000
- Reduce DPS of Anti Infantry weapon from 125 to 100 (20% decrease)
- Reduce outer AOE from 7 to 6

UNSC AA Turrets

- Upgrade no longer increases HP from 13000 to 15000
- Change AOE from {14,50} to {8, 50}

UNSC AV Turrets

- Upgrade no longer increases HP from 13000 to 15000

Fortifications

- Rescale cost {Supply, Power} as follows

UNSC and Banished Fortifications

- T1 cost to {300, 300}
- T2 cost to {475, 475}
- T3 cost to {650, 650}

Weapon and Armor types

Anti Vehicle

- Decrease multiplier vs Heavy from 3 to 2.75

Artillery

- Decrease multiplier vs Heavy (tanks) from 1.1 to 1

BruteRider

- Decrease multiplier vs Building from 1.2 to 1.1

CorruptedGrenadier

- Increase multiplier vs Hero from 2.7 to 3

Explosive (Vulture and Blisterback (flying))

- Increase multiplier vs Medium from 1 to 2
- Increase multiplier vs Heavy from 1.1 to 2

LeaderPowerNonFlying

- Reduce multiplier vs Buildings from 2 to 1
 - Weapon type used by lightning vortex

MediumArms

- Increase multiplier vs Light from 2.5 to 2.8
- Increase multiplier vs LightRush from 2.5 to 2.8

Melee Used by Goliath and JPB

- Decrease multiplier vs Building from 0.5 to 0.45

PlasmaRifle

- Decrease multiplier vs Building from 1.25 to 1.1
- Increase multiplier vs Light from 1 to 1.3
- Increase multiplier vs LightRush from 1 to 1.3

- Increase multiplier vs LightArmor from 1 to 1.2

SmallArmScouts

- Decrease multiplier vs Light from 1.8 to 1.3
- Increase multiplier vs LightRush from 2.2 to 2.4
- Increase multiplier vs LightArmor from 1.8 to 2.1

TankExplosive

- Increase multiplier vs Light from 1.9 to 2.2
- Increase multiplier vs LightArmor from 1.9 to 2.2
- Increase multiplier vs LightRush from 1.9 to 2.2
- Increase multiplier vs Medium from 1.6 to 1.75
- Decrease multiplier vs HeavyInfantry from 1.4 to 1.1

TankSpecial

Create new weapon type for Scorpion, Grizzly, and Wraith Y-ability. Copies TankExplosive except:

	TankExplosive	TankSpecial
Light, LightArmor, LightRush	2.2	2.6
LightInCover	0.4	1.0
HeavyInfantry	1.1	1.5
HeavyInCover	0.6	1.0
CovenantLeader	1.9	2.3

Units

Global

- Reduce research time for global upgrades (Air, Infantry, Vehicle) by 10 seconds
- Increase global upgrades (Air, Infantry, Vehicle) to 15%, 30%, 45% HP and DPS bonus
- Rescale cost {Supply, Power} as follows

UNSC and Banished Infantry

- T1 cost to {300, 300}
- T2 cost to {450, 450}
- T3 cost to {600, 600}

UNSC and Banished Vehicle

- T1 cost to {400, 400}
- T2 cost to {600, 600}
- T3 cost to {800, 800}

UNSC and Banished Air

- T1 cost to {350, 350}
 - T2 cost to {500, 500}
 - T3 cost to {650, 650}
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Scouts

- Reduce build time from 26 seconds to 20 seconds

Jackrabbit

- Reduce Unit cost from {220, 15} to {170, 10}
- Bounty reduced from 5 to 3
- Reduce Upgrade cost 450 to 350
- Reduce HP from 3000 to 2600
- Change weapon type from Jackrabbit to SmallArmScouts
- Change spotter drone from SmallArms to SmallArmScouts

Base DPS changes as follows:

- 187 DPS to 140 vs Light (-35%)
- 286 DPS to 259 vs LightRush (-10%)
- 244 DPS to 227 vs LightArmor (-9%)
- 177 DPS to 151 vs MediumScout (-17%)
- 4% DPS increase vs everything else

Chopper

- Reduce Unit cost from {245, 15} to {190, 10}
- Bounty reduced from 7 to 5
- Reduce Upgrade cost from 450 to 350
- Reduce HP from 4200 to 3800
- Increase turn rate from 140 to 240
- Reduce Ram DPS from 650 to 450
- Reduce Upgraded weapon DPS from 130 to 110 and Outer AOE from {6, 75} to {4, 50}

Base DPS changes as follows:

- 198 DPS to 117 vs Light (40%)
- 242 DPS to 216 vs LightRush (10%)
- 198 DPS to 189 vs LightArmor (3%)
- 18% DPS decrease vs everything else

Ghost

- Reduce Unit cost from {230, 15} to {180, 10}
- Bounty reduced from 6 to 4
- Reduce Upgrade cost 450 to 350
- Reduce HP from 3300 to 2900
- Reduce Shield 1500 to 1200
- Increase turn rate from 160 to 240
- Reduce Ram DPS from 600 to 400

Base DPS changes as follows:

- 216 DPS to 130 vs Light (40%)
- 264 DPS to 240 vs LightRush (10%)
- 216 DPS to 210 vs LightArmor (3%)
- 17% DPS decrease vs everything else

Scout DPS Changes

- Increase Jackrabbit base DPS from 104 to 108
 - Change Ghost base DPS from 120 to 100
 - Change Chopper base DPS from 110 to 90
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Banished

Banshees

- Increase HP from 5150 to 5300
- Reduce Acceleration from 20.5 to 18
- Increase Banshee Fuel Rod damage modifier vs Medium from 1.5 to 1.75

Blisterback

- Increase damage modifiers in flying mode **only** (see Weapon Types - Explosive)
- Increase flying DPS from 305 to 325
- Fixed bug where goo-artillery range was less than normal (343 bug)

Brute Grenadier

- Change costs from {230,0} to {180, 30}
- Increase DPS of base, upgrade1 and upgrade2 from {28, 35, 42} to {30, 45, 60}
- Increased weapon modifier vs Hero (See Weapon Types)
- Added bonus 40 DPS vs Vehicles for upgrade1 and upgrade2
 - Second weapon at each upgrade targeting ground vehicle with +160 DPS (160 * 0.4)

Brute Rider

- Reduced damage modifier vs Building (see Weapon Types - BruteRider)

Elite Enforcers

- Reduced damage modifier vs Building (see Weapon Types - PlasmaRifle)
- Increase weapon types vs Light(Rush/Armor) (see Weapon Types - PlasmaRifle)

Goliath

- Reduce Base DPS from 840 to 800
- Reduced damage modifier vs Building (see Weapon Types - Melee)
- Increase Heal Value from 1.6 to 1.7

Hunters

- Increase DPS of T3 weapon from 104 to 110

Infused Engineer

- Reduce cooldown of Y-ability from 90 to 60 seconds

Jump Pack Brutes

- Reduced damage modifier vs Building (see Weapon Types - Melee)

Rangers

- Increase Speed (Velocity) from 11 to 12

- Reduce HP from 1680 to 1500

Scarab

- No longer affected by passive leader powers (Killing Frenzy, Boundless Siphon, Boundless Rage, Combate Repair), **needs to be tested**

Wraith

- Increase HP from 6825 to 7500
- Reduce SP from 4244 to 4200
- Reduce Supply cost from 550 to 500
- Increase Power cost from 75 to 90
- Increase acceleration of Main Cannon projectile from 3 to 4
- Increase base DPS of Y-ability from 950 to 1000
- Y-ability now uses TankSpecial weapon type (see Weapon Types - TankSpecial)

UNSC

Cyclops

- Increase HP from 6200 to 6800
- Increase Acceleration from 11 to 13
- Increase DPS of T3 weapon from 188 to 195

Frost Raven

- Reduce power cost from 100 to 50
- Increase Velocity and Acceleration from 14 to 16

Kodiak

- Changed armor type from Heavy to Medium
- Reduced Acceleration from 10 to 9

Mastodon

- Increase Heal Rate from 1 to 1.3

Grizzly

- Reduce Supply cost from 850 to 750
- Reduce Population from 10 to 9
- Increase Speed (Velocity) from 10 to 12
- Increase Acceleration from 10 to 11
- Increase Turnrate from 90 to 120
- Reduce upgrade cost from {0, 1000} to {0, 700}
- Increased base DPS of Y-ability from 3350 to 3500
- Y-ability now uses TankSpecial weapon type (see Weapon Types - TankSpecial)

Scorpion

- Increase HP from 12750 to 13500
- Increase Speed (Velocity) from 12 to 13
- Increase Acceleration from 9 to 11
- Increase main cannon DPS from 200 to 230
- Increase Turnrate from 90 to 120
- Reduce upgrade cost from {0, 900} to {0, 700}
- Increase DPS of Y-ability from 1750 to 2000
- Y-ability now uses TankSpecial weapon type (see Weapon Types - TankSpecial)

Snipers

- Change armor type to LightArmor
- Camo upgrade now provides a 15% HP and DPS boost
- Reduced Stanchion DPS to remain the same (Change DPS from 157.5 to 137)
- Fixed Stachion In-Cover weapon DPS to match out of cover (343 bug)

Vulture

- Increase DPS of Left/Right Cannon from 282 (141 each) to 340 (170 each)
- Increase damage modifiers (see Weapon Types- Explosive)
- Change unit cost from {750, 75} to {650, 110}

Wolverine

- Increase Acceleration from 17 to 20
- Increase TurnRate from 180 to 240
- Increase StealthDetectionRange from 50 to 75
- Increase MaxRange from 65 to 70
- Increase AOE from {2.5, 100}, {5.5, 15} to {3, 100}, {6, 15}

Unit Skins

The following Blitz skins were added and unlockable.

- Decimus Boundless Siphon unlocks siphon skins for the warlord, grunts and locust
- Isabel Best Offensive unlocks lockdown scorpion and trooper nightingale
- Hunter Beam Cannon upgrade unlocks the Ironclad Hunter skin
- Chopper Shrapnel Rounds upgrade unlocks the Terror Chopper skin
- Wraith Scorch Mortar upgrade unlocks the Ironclad Wraith
- Vorios Infusion Tech level 2 unlocks Terror Wraith

Hero

Global

- Increase training time of all Hero units by 10 seconds
- Reduce overall Base HP+SP by 1000-1500 points
- Shifted SP to HP to create a 40% SP to 60% HP ratio
- Reduced T3 HP and SP modifiers from 1.9 to 1.8
- Increase weapon modifiers for melee heroes vs T3 vehicles from 0.6 to 0.7

Jerome (Cutter), Alice (Isabel), Douglas (Anders)

- Reduce Base SP from 7000 to 6500
- Increase Base HP from 6600 to 8500
- Increase Heal value from 1.3 to 1.3787878

Douglas (Anders)

- Reduce DPS of Ground weapon from 550 to 525
- Reduce DPS of Air weapon from 660 to 600
- Reduced AOE of vs Ground weapon from {5, 100}, {8, 25} to {3, 100}, {5, 20}
- Reduced AOE of vs Air weapon from {5, 100}, {10, 25} to {3, 100}, {5, 20}

Jerome (Cutter)

- Reduced DPS vs Non Vehicle from 912 to 600
- Reduced DPS vs Vehicle from 835 to 700
- Added AOE to both weapons of {2, 100}, {3, 50}
- Increase range from 45 to 60

Forge

- Reduce Base SP from 5000 to 4000
- Increase Base HP from 6650 to 8500
- Increase Heal value from 1 to 1.3

Jerome (Commander Jerome)

- Reduce Base SP from 7000 to 6500
- Increase Base HP from 6000 to 8000

Command Mantis

- Reduce Base SP from 3500 to 3000
- Reduced T2 HP and SP modifiers from 2 HP and 2 SP to 1.8 each
- Reduced T3 HP and SP modifiers from 2.2 HP and 2 SP to 1.9 each

Johnson

- Reduce Base SP from 7000 to 5000

- Increase Base HP from 5500 to 6500
- Increase Heal value from 1.3 to 1.69

Kinsano Cyclops

- Reduce Base SP from 8500 to 6000
- Increase Base HP from 9000 to 9500
- Increase Heal value from 1 to 1.37
- **SP**
 - **8500, 11475**
- **HP**
 - **9000,**

Serina

- Reduce Base SP from 7000 to 5500
- Reduce Base HP from 10000 to 10500
- Increase Heal value from 1.3 to 1.365

Arbiter

- Reduce Base SP from 8000 to 6000
- Increase Base HP from 8000 to 9000
- Increase Heal value from 1.3 to 1.4625

Atriox Chosen

- Reduce Base SP from 7000 to 4500
- Increase Base HP from 5000 to 6500
- Increase Heal value from 1.3 to 1.69

Brute Warlord

- Reduce Base SP from 7000 to 5500
- Increase Base HP from 9000 to 9500
- Increase Heal value from 1.3 to 1.37
- Remove ability to use hammer pulls on Scarab
- Stun doesn't apply to heroes anymore

Decimus

- Remove ability to use hammer pulls on Scarab

Colony

- Reduce Base SP from 8500 to 6000
- Increase Base HP from 10000 to 11000
- Increase Heal value from 1.6 to 1.76

Pavium

- Reduce Base SP from 8000 to 5500
- Increase Base HP from 7000 to 8000
- Increase Heal value from 1 to 1.35

Shipmaster

- Reduce SP from 8500 to 5500
- Increase HP from 5000 to 6500
- Increase Heal value from 1 to 1.3

Voridus

- Reduce Base SP from 7000 to 5500
- Increase Base HP from 9450 to 10000
- Increase Heal value from 1.3 to 1.375

Yap Yap

- No change for now

Leaders

Global

- Removed leader point progression from leader powers that spawn buildings
- The following are affected:
 - Johnson Bunker drop
 - Johnson Siege turret drops
 - Jerome Victory turrets
 - Serina Ice blocks
 - Anders, Cutter, Kinsano, Isabel Turret drop
 - Yap Yap Shade turret and Shield tower drops

Atriox

Fortifications

- Cost reduction for Fortifications now affects supply cost
 - Discounts rescaled to be fixed amount instead of percent
- Level 1
- Change Fortifications 0.67 multiplier for power to -75 Power and -75 Supply
- Level 2
- Change Fortifications 0.57 multiplier for power to -75 Power and -75 Supply

Anders

R&D

- Change upgrade cost reduction from {30%, 20%} to {20%, 20%}
- Change upgrade research time reduction from {30%, 20%} to {20%, 20%}
- Affects Global unit upgrades independently from the 20%/40%
Level 1 and 2 reduces cost of each by 50, 75, 100 (fixed amount)
 - Reduce supply and power cost of T1 upgrades by 50
 - Reduce supply and power cost of T2 upgrades by 75
 - Reduce supply and power cost of T3 upgrades by 100

Lure Beacon

- Decrease DPS of Spawned sentinel from 125 to 62.5
- Decrease patrol time (duration) from 5 seconds to 4

Forge

Accelerated Assembly

- Increase Supply reduction for Jackrabbit from {10, 10} to {15, 15}
- Increase Build time reduction to 10% each level (total 20%)

Grizzly Battalion

- Reduced supply cost from 2650 to 2550
- Reduce pop from 30 to 27

Vehicle Drop

- Increase cooldown of level 1 and 2 from 140 seconds to 170 seconds

Scatter Bomb

- Fixed movement bug when scatter bomb was dropped on army

Isabel

Accelerated Assembly

- Increase Supply reduction for Jackrabbit from {10, 10} to {15, 15}
- Increase Build time reduction to 10% each level (total 20%)

Best offense

- Increased Scorpion Y-ability from 1837 to 2200

Johnson

Bunker Drop

- Fixed bug with bunker drop not being affected by fortifications (343 bug)

Siege Turret Drop

- Changed costs for level 1 from {900, 0} to {600, 50}
- Changed costs for level 2 from {1100, 0} to {900, 100}

Serina

Overall, make Serina more focused on shatter damage than constant passive slows and long freezes. Make Frost Raven and Seismic Blast key sources of shatter damage.

Global

- Increase shatter damage from 4000 to 5000
- Increase shatter threshold from 1500 to 1700 (*Increases the damage needed to cause shatter*)
- Decreased frozen time from 10 to 8 seconds
- Decrease chill slow modifier from 30% to 20%
- Increase chill damage dealt scalar from 0.9 to 1 (*Affects how much damage chilled units do.*)

Cryo Tech

- Removed chill aura from watch towers
- Reduced chill rate from Kodiak shells from 2 to 1.5
- Reduce chill rate from Siege turrets shells from 6 to 3
- Reduce chill range on Power Nodes from 55 to 30
- Reduce chill rate on Power Nodes from 2.5 to 2

Seismic Blast

- Decrease cooldown from 160 to 120

Glacial Storm

- Increase chill from initial blast from 50 to 150 (this is enough to $\frac{1}{2}$ - $\frac{3}{4}$ freeze units)

Shipmaster

Advanced Cloaking (Level 2)

- Increase duration from 20 to 25 seconds

Scout Mine

- Change slow duration at Level 2 from 6 seconds to 12 seconds

Voridus

Brute Grenadier drop

- Changed cost from {250, 20} to {200, 50}

Infusion Wake

- Increase duration of level 1,2,3 from {5, 6.5, 8} to {7, 8, 9} seconds.
- Modify speed values from {17, 19.5, 22} to {20, 22, 24}

Cataclysm

- Fixed small cataclysm pool having a larger AOE then intended

Yap Yap

Ambush Mine

- Increase cost at level 1 from {40, 40} to {60,60}
- Increase cost at level 2 from {60, 60} to {110, 110}
- Reduce AOE of level 2 from {24, 100} to {20, 100}

Grunt Spirit Assault

- Increase cooldown at both levels from 165 to 200

Get Back Out There

- Increase max units from 12 to 15
- Increase duration from 120 to 150 seconds