

SFO: GRIMHAMMER III ver. 1.10

War under the Mountain



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GENERAL

- Full UI rework to all factions made special for SFO by Müsliriegel.
 - Raiding income from gates, forts, wood elven trees and bastions highly reduced.
 - Difficulty changes so AI should not be able to spam armies out of small factions anymore.
 - Imperium Power penalties and benefits lowered by 25%.
 - Buildable towers will have their own models on each tier now.
 - Legendary Lords item sets received new effects.
 - Further adjustments to all factions traits.
 - Ulrika, legendary hero; adjusted to SFO standards.
 - Great Chaos Dragon unit added from SFO II to all monogods Chaos factions and Daemons of Chaos, its base damage increases only based on faction leader level and gains experience 25% faster. For each faction it has slightly different stats.
 - All breath abilities readjusted.
 - Spell adjustments
- Lore of Yang, Jade Shield; added 360 block attribute
- Lore of Light, Light of Battle; added immune to contact effects attribute.
- Runic Magic, Rune of Breaking, “Sundered Armour” replaced with “Armour Destruction” contact.
- Total of 11 new units were added.

- New units cards made by Müsliriegel.
- New units models made by Fyrewyrm3000 and Dead Baron.
- Animations fixed thanks to GreenPhoenix and ChaosRobie.

Integrated mods:

[The Return of the Bardiche \(Bardiches for Streltsi\)](#) by **ChaosRobie**

[Terracotta Automatons and Panda Riders](#) by **ChaosRobie**

[Lost & Found: Dwarf Crank Gunners](#) by **greenphoenix23**

CHAOS DWARFS

Units

All Chaos Dwarf characters were given 20% **fire** resistance

- **Zhatan** the Black, legendary lord; This anti-armour character revels in being surrounded thanks to his abilities and wargear. All abilities, base stats and wargear adjusted.
- **Drazhoath** the Ashen, legendary lord; This character is an anti infantry hybrid spellcaster. All abilities, base stats and wargear adjusted.
- **Astragoth** Ironhand, legendary lord; This anti-armour hybrid spellcaster character is high mobility and mass from get-go. All abilities, base stats and wargear adjusted. Given 40% **fire** resistance and "Reforge" ability
- Overseer, lord; adjusted damage to be mostly armour-piercing.
- Sorcerer-Prophet; adjusted stats and abilities.
- **Gorduz** Backstabber, legendary hero; adjusted stats to SFO standards. Dagger of Malice, weapon ability; now imbues SFO Poison of Asaph contact. Crooked Dice, ability; reworked;



- Infernal Castellan, hero; adjusted stats to SFO standards
- Bull Centaur Taur'ruk, hero; adjusted stats to SFO standards
- Goblin labourers, entities changed to 260
- Orc labourers, entities changed to 160
- Hobgoblins, units; entities changed to 200, Cost 475
 - ❖ Cutthroats; given +5 Bonus vs. Infantry
 - ❖ Sneaky Gits; given +5 Bonus vs. Infantry, "Poison" on range changed to SFO "Bleed" contact.
 - ❖ Archers; entities changed to 140.
 - ❖ Cowardly Despoilers, ability; +25% base damage changed to +5 armour-piercing damage.
 - ❖ Raiders; entities changed to 80, Cost 650.
 - ❖ **Oglah Khan's Wolfboyz** RoR, unit;. Given Contempt attribute, Cost 950.
- Chaos Dwarf Warriors, units; entities changed to 80 (from 100), given 20% **fire** resistance, Cost 900.
 - ❖ Shields; given Expert Charge Defence attribute.
 - ❖ Great Weapons; given Charge Defence vs. Large attribute.
 - ❖ **B**under **B**usses; less sturdy than other variants, unchanged otherwise.
 - ❖ **The Blazing Beards of Bazherak** RoR, unit; Frenzy removed, added Burnt contact to melee, Cost 1200.
- Infernal Guard, unit; number of units changed to 80 from 100, Immune to Psychology and Fear attribute added, given Fear attribute and 40% **fire** resistance, Cost 1400.
 - ❖ Shields; given 25% scaling damage, Expert Charge Defence attribute.
 - ❖ Great Weapons; given 25% scaling damage, Charge Defence vs. Large attribute.

- ❖ Fireglaves; given +10 Bonus vs. Large on melee and Flaming Attacks
- ❖ Ironsworn; entities changed to 80 (from 100), Enfeeble Attack SFO ability, Cost 1750.
- ❖ **The Immortals** RoR, unit; Unbreakable attribute added. Cost 2000.
- Bull Centaur Render, units; entities changed to 30 (from 16), Cost 1500
 - ❖ Shields; 55% block
 - ❖ Great Weapons; +20 Bonus vs. Large
 - ❖ Dual Axes; +10 Bonus vs. Infantry
 - ❖ **Hashut's Dark Ravagers** RoR, unit;. Cost 1800.
- Blazing Body, ability; duration to maximum intensity changed to 300 seconds (from 500)
- Great Taurus, unit; stats adjusted, 1200 Cost
- Bale Taurus, unit; stats adjusted, 1850 Cost
- Lammasu, unit; stats adjusted, Sorcerous Miasma, ability +50% miscast chance and -50% power recharge added, 1350 Cost
- Burning Bright, ability; +25% weapon damage bonus added.
- K'daai Fireborn, unit; -30 armour, +10% physical resistance, +40% **fire** resistance
- K'daai Destroyer, unit; Hellish Frenzy, ability; reworked, now grants 100% acceleration, deceleration, charge bonus, perfect vigour and unstoppable charge attributes. Given +40% **fire** resistance.
- More Power!, ability; now grants +50% mass and speed, duration changed to 30 (from 28), cooldown changed to 120 (from 90). All warmachines were given 20% **fire** resistance
 - ❖ Magma Cannon, unit; changed to 4 entities, -50 range, damage reduced, knockback increased, very accurate, Cost 1350.
 - ❖ Deathshrieker Rocket Launcher, unit; changed to 4 entities, -20 range, Demo-rocket: very accurate, anti large projectile, Shriek-rocket: wide spread, anti group projectile, Cost 1350.
 - ❖ Skullcracker, unit; +20 armour, +50 damage, +15 speed and SFO "Maim" contact, given new SFO ability "Overzealous Speed" that boosts speed and acceleration.
 - ❖ Iron daemon, unit ; +20 armour, +15 speed, and adjusted projectiles, given new SFO ability "Overzealous Speed" that boosts speed and acceleration.
 - ❖ Dreadquake Mortar, unit; slightly more accurate, Cost 2350.
 - ❖ Steam carriage variants of Skullcracker and Iron Daemon perform as the mix of the two units, they get all stat boosts but not the SFO "Overzealous Speed" ability, Cost 3350.

Campaign

- All usual SFO things like new skills levels, new skills etc. added.
- Control; added diplomacy effect with all chaos factions.
- Tower of Zharr's effects were rebalanced a little.
- Hell-Forge effects moved around. Unit capacity base cost was increased.
- Building effects adjusted to give more purpose for not used ones.
- Raw Materials required to create main chain buildings increased.
- Tower, main chain; now grants 2 less local recruitment capacity.
- Furnace, now grants up to -2% rush labour action cost factionwide as well as +2 recruitment rank and +8 armour to province.
- Living Quarters; now grants up to +4% XP gain for characters factionwide as well as +2 local recruitment capacity but +4 character recruit rank is now local only.

- Factory, main chain; no longer produces income.
- Outpost, main chain; no longer produces Conclave Influence, income doubled.
- Tools Maintenance; now grants -1 construction time to buildings in province
- Small technology rebalance.
- Convoys are receiving passive experience gain every turn, the same like Black Arks and Caravans.
- Channelling stance added with fire resistance instead of miscast reduction.
- **Zhatan** the Black
 - ❖ Faction Effects; +1% casualty replenishment for every tower settlement, +5 recruit rank for Convoy Overseers.
 - ❖ Trait; casualty capture rate increased to +25%, +20% missile resistance for artillery units
- **Drazhoath** the Ashen
 - ❖ Faction Effects; +4% research rate for every tower settlement, +20% **fire** resistance to armies in owned territory.
 - ❖ Trait; upkeep bonus for K'daai units reduced to 20%, -20% **fire** resistance for enemy armies
- **Astragoth** Ironhand
 - ❖ Faction Effects; +2 control for every concurrent war with a neighbouring faction, +4 relations with all chaos factions for every tower settlement.
 - ❖ Trait; casualty replenishment rate increased to 10%, Render ward save bonus reduced to 10%, +25% unit mass for army.

Lore of Hashut

Spells that aren't mentioned are mostly unchanged from their vanilla counterparts, besides the damage and cost adjustments.

- ❖ **Burning Wrath**, spell; Increased accuracy for regular and overcast variant, 5/10 wind Cost.
- ❖ **Dark Subjugation**, spell; now lasts 80 seconds, gains 40m radius on overcast at the cost of halved duration, 6/10 wind Cost.
- ❖ **Ash Storm**, spell; now also reduces acceleration, effects are doubled on overcast, 8/12 wind Cost.

GREENSKINS

- Waaagh effects rebalanced, activation of it have different benefits for the whole faction.
- Grimgor, campaign effects; +5% weapon damage for every defeated Legendary Lord added. Winning battles increase armies' Fightiness with various bonuses for the army using the old waaagh system. Small buffs to Grimgor abilities.
- Skarsnik, campaign effects; Warlords Orders is a new mechanic that allows Skarsnik to buff goblins, squigs, spiders and artillery with several options. Look for a new button on the right panel.
- Azhag, campaign effects; zombie summon army ability removed. New resource added, generates passively and from battles. Each 5 resource points increases the number of charges for Undead Boyz units. When on max value can be used to get random dilemmas

with unique effects and followers. Obtaining the Crown of Sorcery increases the maximum capacity and power of the effects.

- Grom, campaign effects; Chariots and Pump Wagons recruit rank changed to experience gain. Small buffs to his dishes.
- Wurrzag, campaign effects; Savage Orcs received new factionwide effects.
- Waaagh final reward of taking factions buffed a bit.
- Taking captives options reworked with factionwide effects on every option.
- Unique SFO stance reworked, no penalties and easier to use.
- Vanilla and SFO technologies moved to their own tabs.
- Local recruitment points increased by +1.
- Snotling Pump Wagons, units; all variants increased to 8 entities (from 6).
- Small adjustments to scrap upgrades and their generation

DWARFS

- Vault Runes is a new mechanic that allows activation of set runes to different groups of units. You can upgrade these runes in the new technology tab. These runes can be switched once per turn for no cost. Old technology runes were removed.
- Thorgrim, campaign effects; small rework of his unique forge upgrades, his level now also lowers their cost.
- Thorek, campaign effects; small buffs to his forge upgrades.
- Grombrindal, campaign effects; no increasing cost for Ancestral Shrines buildings added.
- Dwarf Lord, unit; renamed to High Lord
- Guild Master, generic lord; new lord type with powerful Crank Gun.
- Thunderers, unit; +25 Cost, accuracy buff and small damage buff for projectiles. Reload animations added. Grudgerakers variant reload and missile damage buffed.
- Longbeards, unit; Charge Reflection attribute added, +50 Cost.
- Miners, unit; blasing charges damage against structures doubled, can damage settlement walls, gates and towers.
- Slayers, unit; +25% melee scaling damage added.
- Vanilla and SFO technologies moved to their own tabs.
- Ancestral Shrines, SFO buildings; effects reworked.
- All factions can use Oathgold to confederate other Legendary Lords in forge.
- Rune items effects reworked to be more interesting.

KISLEV

- Small buffs to city landmarks.
- Market building income buff in minor settlements.
- Armoured Kossars, unit; +10% health.
- Kossovite, units; all variants received +5 MA, MD and charge
- Kossovite Archers, unit; +2 armour-piercing missile damage
- Kossovite Dervishes, unit; +10 melee attack
- New units;

Streltsi (Bardiches) by **ChaosRobie** - low anti-large, base damage focused melee with cavalry bane and better range.

Kossars (Sabers & Shields) by **Dead Baron** - low tier kossars with special ranged attack.

CATHAY

- Zhao Ming, campaign effects; upkeep reduction for ogre mercenaries changed to -25% recruitment cost for allied units.

- Iron Hail Gunners, unit; +10 range, -50 Cost.

- New units;

Terracotta Automatons by **ChaosRobie** - very slow but sturdy constructed infantry.

Iron Hail Gunners (Dragonbreakers) - special range bombs with strong spreading debuff and damage against structures.

Jade Lancers (Fire Lances) - Legendary variant of Jade Lancers with flaming attacks and explosion ability, recruited from Nan-Gau, idea by contest winner joe1998.

OGRE KINGDOMS

- SFO Ogres army ability added to all camps.

- All ogre type units excluding gorgers received Contempt attribute.

- Ironguts, unit; +5 melee defence, +10 armour, +100 Cost.

- Greasus, campaign effects; +100% experience gain for Gnoblers and Hobgoblins units when on enemy territory and +10 melee defence for Tyrants added. Trade bonus removed.

- New units;

Hobgoblin Mercenaries (Swords & Shields) - slightly more armoured variant of hobgoblins

Hobgoblin Mercenaries (Bows) - slightly more armoured variant of hobgoblin archers with anti-large projectiles

Ogre Hungerers - support unit that can replenish allies, exclusive to Skrag's campaign, idea by contest winner Rothag.

SKAVEN

- Snikch, legendary lord; +100 armour-piercing melee damage.

- Snikch, campaign effects; small buffs to his mechanics and ritual effects.

VAMPIRE COUNTS

- Vlad and Isabella skills were reworked to work in their hero forms same as lords.

- Fell Bats added to basic garrisons.

VAMPIRE COAST

- Bloated Corpse, unit; recruitment and upkeep cost halved.

TOMB KINGS

- Infantry movement speed increased.
- Small buffs to Legendary Lords skills. Especially Khatep.
- Tomb Barque by ChaosRobie added from SFO II.

DARK ELVES

- Black Arks upkeep reduction for units doubled.
- Malekith, campaign effects; using his special SFO panel Malekith can force confederation on other Dark Elves factions.

LIZARDMEN

- Mazdamundi and Kroq-Gar mechanics are no longer random and can be triggered via a button at cost of 25 Alignments.
- Mazdamundi Alignments dilemma effects were rebalanced.

WOOD ELVES

- Small buff to Forge of Daith timed effects.

EMPIRE

- Small buff to projectile damage of Nuln Ironsides and Hochland Longrifles units.
- Small adjustments to reskins made by Snek and ZioCru.