

Elite 2.11.1 Patch Notes



Dawn of War II Elite Mod

Patch 2.11.1 Patch Notes

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- If you spot anything wrong with the document, or in terms of balance or bugs, have any feedback in general, or simply want to join our wonderful community; hop on in

Preamble:

A small patch the size of a small patch to tide us over until the release of the Imperial Caste.

Originally this was a tiny hotfix patch, with only a handful of bugfixes/adjustments from the 2.11 release; but thanks to some great reporting from the community we have had a solid list of bugs and tooltip corrections to throw into the mix as well, (If you do spot anything amiss, please do continue to report them in Codex Fix List or Bug Report channels in the Discord, it's incredibly helpful for refinement).

That aside, there are no major content or balance changes, as most of the team's effort post 2.11.1 has been solely on Tau. The big reveal will be coming soon so watch this space!



Infrastructure:

- Banshee Exarch as the new Main Menu model



Bugfixes:

Eldar:

- Farseer's new Time Field as of 2.11 was able to be spam cast... sort of. The ability could be cancelled, with quite a generous window, but the new FX would still fire. This ability can now longer be cancelled.
- Warlock's Distortion Field Global was applying via an upgrade, and it wasn't terribly well implemented. This has now been replaced with the typical approach of applying modifiers by an ability.

Associated bugs include:

- Instead of lasting for 20 seconds, the effects were remaining indefinitely, up until the unit retreated. This has been fixed.
- Effects couldn't stack with other sources of Ranged DR, such as Seer's Aura, Avatar Aura etc; it was always replaced by the other source of DR instead of stacking with it.
- Was applying via 'apply_to_squad', which can lead to more DR granted than intended. Changed to 'apply_to_entity' which has fixed this.
- Avatar Aura's Ranged Damage Resist was using the 'apply to squad' modifier, meaning it was adding more resistance than it should when combined with other forms of ranged DR, leading to units healing from damage in some instances. This has been fixed.
- GU Warlock Ranged DR passive changed from 'apply_to_squad' to 'apply_to_entity'

Unsure if this one was actually causing any bugs, but just to be on the safe side

Imperial Guard:

- LG non-grid-hotkey of E was triple-mapped to 'E', for Shotgun upgrade, Meltagun upgrade, and 'Fight Harder' ability:
 - Shotgun upgrade and 'Move move move' now mapped to 'E'.
 - Meltagun upgrade and 'Fight Harder' ability both mapped to 'F'.

- LG's Incoming! ability was using apply_to_squad to apply its Ranged Damage Resistance, which, when combined with any other source of multiplicative Ranged DR, was allowing squads to actually heal from damage. This has been switched to apply_to_entity, and is applying Ranged damage DR properly once again.

This is the exact same application bug that was causing OM to heal from damage via wild Inspiration stacks a few patches ago, and also how Frenzy Nobs were healing from damage with Supa Tuff Beam.

Ordo Malleus:

- Operatives accidentally left at 3 pop with the squad count change in 2.11, meaning squad pop went from 12 -> 9. Pop has been increased to 4 pop so total squad pop is now back to 12.
- While at it, their build time and upkeep values were updated to be consistent with their past build time and upkeep/pop values.
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Balance Changes:



Space Marines:

Tooltips:

- Force Commander Thunder Hammer incorrectly stated 62.5dps, now showing the correct 67.5dps
- Scout's Infiltration ability claimed to need 'Advanced Infiltration Training', this now says 'Elite Training', to match the upgrade name.

Whirlwind:

- Reverted the Friendly Fire change from patch 2.10, Whirlwind weapons no longer impact allied units.
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Eldar:

Tooltips:

- Eldar Fire Dragon's Equip Fusion Gun ability now correctly states 14dps, not 12.5dps.
- Warlock Providence now mentions that it doesn't reduce Channeling Runes CD
- WS Aspect of Warp Spider upgrade claimed the Haywire effects lasted for 15 seconds, the correct value is now correctly stated as 8 seconds.

Guardians:

- Warlock's Ranged DR% passive was intended to be 20%, but was actually set at 25%. This has been changed to 20%.

Dark Reapers:

- Weapon Switch removed, the Exarch now only has the Starswarm Launcher (Psychic) weapon.



Tyrannids:

Tooltips:

- Carnifex Bioplasma now correctly states 150 AV damage, not 200
- Hormagaunts Adrenal Glands tooltip was claiming to grant a 10% dps increase, but this was back when Hormagaunts had 20dps out of the gate (20 > 22). The actual DPS increase is 18 > 22, an increase of 22.2% dps. Tooltips adjusted.

Ravener Alpha:

- Burrow Mine cd changed from 7.5 to 6 seconds.
Build time for mine is 2.6 seconds, and cooldown starts from the moment building the mine begins, so this ability effectively has a cd of 3.4 seconds now.
 - Tunnel
 - Decrease energy cost from 65 to 45
 - Decrease cooldown from 60 to 50
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Chaos:

Tooltips:

- Heretic Worship abilities now mention the loss of Melee Resistance while active.

Heretics:

- Grenade Launchers now remove charge.
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Imperial Guard:

Tooltips:

- LC Fist of Brockus upgrade now correctly states +150hp, not +100hp
- Ogryn Bone'ead Leader now correctly states 15 ranged DPS, not 13.64dps
- LG Shotgun upgrade now has correct text values and descriptions
- IG Spotters Incendiary and Heavy Mortar upgrades now have the correct damage values since the rework of both abilities last patch
- IG Spotters had the exact same text for all 3 iterations of the Mortar shell abilities; the two upgrades now have the correct description and values.
- GM Flamer and Plasma upgrades no longer mention that GM can swap weapons any time, since the removal of this mechanic last patch.
- Catachan Explosive shot does now correctly states 1000 courage damage and 20 rending damage, and not 200 courage damage and 8 rending.
- The Repair Bunker upgrade claimed to increase the health of the building. This was neither happening, nor desired; and this has been removed from the Tooltip.
- Bullgryn's 25% passive Ranged DR ability had not been assigned to the unit, and was therefore not applying at all.
Upon consideration, they were determined to be working just fine without this passive, so the ability will instead be formally removed from them.

Lord General:

- Retinue were equipping the 'ig_commander_fist' weapon (19dph/dps) with the Meltagun upgrade. This has been changed so the retinue retain the melee weapon 'commander_guardsmen_fist' (2dph/dps) that they have by default, and with all other upgrades.

Leman Russ:

- AOE Damage modifiers for battlecannon adjusted:
 - Distant: 0.3 > 0.275
 - Long: 0.3 > 0.275
 - Medium: 0.5 > 0.45
 - Short: 1 > 1
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Ordo Malleus:

Tooltips:

- EA's Rapid Reflex ability renamed to Satrophine Stims.
- DH Indomitable now states correct effects and timings.
- OM Vindi AV ability tooltip claims correctly states 105dph, not 100dph.
- IST Acolyte's passive DR buff now correctly states 20%, not 25%.
- Ops Fallback Plan was listed as 10hp/s, the true value is actually 5hp/s.

Strike Squad:

- Energy Burst now requires line of sight, and will no longer ignore shotblockers.

OM Dread:

- OM Dread Default Heavy Bolter:
 - Damage reduced from 85dph > 65dph (51.9dps > 39.7dps) [The alternate Heavy Bolter weapon equipped with the Plasma Cannon upgrade is unchanged).
 - Minimum range removed.

OM Terminators:

- Teleport CD changed from 100s > 60s.

This teleport was set at 100s a long time ago, back when OM Termies were functionally quite different, and this fit. This is no longer the case, and their teleport has been changed to match other Terminator-class units.

Audio & Visual



Models & Animations:

Army Painter:

- Removed '50% scaling' suffix from Avatar and Wraithlord squad descriptions.
- Bane Wolf had been added twice, one of these should have been the model for Leman Russ. This has now been rectified.
- SM & Chaos Dreads have been scaled down in size a little more to fit better on the screen (75% should do it).

Imperial Guard:

- LC Default Chainsword
 - Weapon was missing hit SFX, these have been added.
 - Special Animation wasn't syncing with the KB from the special, animation timings adjusted accordingly.

Ordo Malleus:

- OM Dread default Heavy Bolter was firing from the chassis, instead of the weapon. This has been fixed.



Portraits & Art:

- Changed LG Shotgun upgrade to the Epic Yellow shotgun style to match his other wargears.
- Changed TFC & SM Terminators Cleansing Flame ability icons to use to Heavy Flamer versions



Maps:

- Removed fog effects from Lugganath Glacier
We managed to not break it this time either, 5th time's the charm!
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Credits:

Balance Lead: Mickey

Tech Lead: Arthurcloud

Visual Design Lead: Enlargingcloud

Development: Noot, Mickey, Arthurcloud, Flynn Stone, Enlargingcloud, Flynn Stone, Black Relic

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Visual Effects: Enlargingcloud, Noot

Speech and Voicelines: Garrick

New Game Modes: Noot

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Original Music Score: Josh aka Voxcaster

Website / Forums / Moderation: Arthurcloud, Dark Riku, Meta, TomDery

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Maps Editing and Creation: Flynn Stone

Documentation: Arthurcloud, Mickey, Flynn