

SFO: GRIMHAMMER II ver. 2.0

Enough for Everyone

General

- Compatible with current live, 1.9.1 and 1.9.2 beta version of the game.

UI:

- Several new units cards made by Sol, Dino and [HN].
- Bullet points on units cards reworked. Many redundant points like “armoured and shielded” were removed, due to the fact that the majority of such things can be seen on the unit card. We want only meaningful information like attack speed, accuracy or unit roles like support.
- Abilities will now show damage, healing and replenished ammo values.
- Many unique SFO mechanics information were moved to the faction panel on the left from the campaign effect panel to make it more clear.

Battles:

Leadership rework; in vanilla the biggest negative leadership factors are actions like flanking, big bursts of damage in quick succession while unit casualties were a very small factor. We want it changed, things like flanking and fear should be strong factors but not the strongest. So as of now unit casualties will be the biggest negative leadership factors. Thanks to this battles are a bit longer and players have better control on leadership that is dropping gradually instead of instantly.

- Health of all units has increased by 10-20%. We adjusted those values to make battles a little longer lasting.. It's also an indirect small nerf to most powerful spells and abilities.
- Ammunition increased for all units with different values for specific factions and units.
- Accuracy increased and adjusted for all missile weapons.
- Anti large bonuses on all missile weapons increased by 25-50%.
- Army Losses leadership penalty lowered to -50 (from -100). We don't want battles to drag but also don't want elite units to run away in fear.
- Summon spells mana cost and multiplayer cost increased by +10%. Unbinding damage changed to 33% of maximum health per minute under 50% mana. Units that don't receive unbinding damage will instead have bigger stat debuffs.
- Melee attack speed was buffed for most cavalry units to be the same as infantry units.
- All missile resistances on single entities were lowered by 5-10%.
- All single entity units receive -10% vigour when under 50% health. This is a change that we wanted to do for a very long time. Single entities are always performing better than normal units because they are not losing models during battle. This change is to make them more balanced.

- Potions have been rebalanced.
- Damage of all constant damage auras lowered by -20%.
- Many changes to chariots acceleration, speed, turn speed and mass.
- Cost adjusted for most heroes.
- All rally abilities duration changed to 20s (from 15s)
- Winds regeneration rate lowered by -25%.
- Cost of all mounts adjusted. (mostly increased)
- All defence siege towers now have Suppressed! Contact effect that lowers movement speed by 40%. We want to make walls to be a better line of defence than before.
- Banner carriers added to all most factions. (Missing faction banners will be added throughout upcoming weeks) There are different patterns for normal units, for, special etc. So a lot of unique things to look at. Models made by ChaosRobie, Textures by [HN].

Campaign:

- 350+ new skills for all heroes.
- Heroes and Lords will now automatically gain access to their mounts, however this excludes their most powerful mount which still requires skill point to acquire. Additionally disbanding auto unlocked mounts don't take 1 turn anymore.
- Red skill lines have been nerfed (approximately -30%)
- AI won't prioritize players over other AI anymore.
- Karak Eight Peaks battle should be much more epic now.
- 10% of your lords and heroes experience is shared among all of your lords and heroes.
- Raiding stance; growth penalty changed to -20 (from -10)
- Experience needed for lords and heroes to level up has been increased by +10%.
- All major settlements tier 2 and 3 population surplus requirements increased by +1.
- Construction cost for all settlement main chains has increased by +30%.
- Growth adjusted for all factions so it depends more on specific buildings and edicts, rather than main chain only.
- Base campaign movement range increased by +10% for lords and +30% for heroes.
- All factionwide units caps were rebalanced to affect more units.
- Small adjustments to post battle options.
- Many changes to all lords skills so final skills on lines won't be weaker than others.
- No factionwide caps option will unlock all units now, don't ask for any balance if you pick it :P.
- AI attrition resistance changed to -25% (from -50%)
- Many adjustments were made to all quest battles we reworked in the past.
- Gates/Forts; movement range (3-15%) in region and income (1-8%) in adjacent provinces bonuses were added. Construction cost lowered by -50%.
- Many factions gained access to effects that increase the number of towers built during sieges.
- Many adjustments to stances because of the new Imperium Power system.
- Factions that don't have special confederation mechanics received 20 turn small debuff tax rate, growth, public order, diplomacy and faction specific effect.
- HUGE diplomatic penalties added between Queek, Skarsnik and Belegar.
- All technology research rate sources were lowered.

- Public Order adjustments so it's much easier in early game. Late game Public Order will be harder and with stronger rebellions.
- All experience per turn effects received major buffs.
- Skaven undercity discovery buildings; new effects for all factions.
- Ruins Settling Cooldown For Chaos, Beastmen And Norsca (by prop joe) integrated.
<https://steamcommunity.com/sharedfiles/filedetails/?id=2120213154>
- All new quest battles were adjusted and made much more harder/epic.

Supply Lines:

- Upkeep penalty reduced to +1%.
 - Added +10% recruitment cost (raise dead also) and +25 units exp per turn factionwide.
- From now on Supply Lines will only affect your recruitment costs and upkeep in a very minor manner. As addition of every army you have will also increase experience gain of all of your units factionwide.

Imperium Power:

- Scripts made by Drunk Flamingo.
- Proper icon added to top bar with all new effects.
- First 1-4 settlements will now grant -25% units recruitment cost, +10% slave decline rate (Dark Elves only), +2 Public Order and -10% buildings construction cost (Tomb Kings only), at 5 settlements these values are halved.
- Having 6 or more settlements will give several different negative effects such as increasing upkeep, building cost and negative public order but it will also grant positive effects like increased growth or movement range on campaign map.

Goal of this rework of the whole system is to allow having several armies without major handicaps. That way player progression will be much more smooth and difficulty will be increasing gradually over time. We also want players to focus more on high one time spendings rather than constantly struggling with upkeep.

Greenskins

- SFO Greentide system removed.
 - Goblin Big Boss; +10 new skills.
 - Orc Shaman; +11 new skills.
 - Goblin Shaman; +11 new skills.
 - Black Orc Big Boss, SFO hero; +1 new skill and Get Back Ere ability added. -200 cost. All his skills/abilities transferred to vanilla Black Orc Big Boss, SFO one removed.
 - Normal occupy option removed and only Loot & Occupy can take settlements now.
- Because of that loot income and Public Order effects on buildings were increased by +25%.
- Grimgor; all his new abilities rebalanced a little. You are Next ability was removed because it did not fit him at all. SFO Grimgor is Da Best ability renamed into Prop'pa Smashin!
 - Green Reinforcement; new army ability that summon units at the start of battle for garrison buildings. That ability allows garrisons to have above 20 units.
 - Many adjustments to buildings construction costs.

- Boars building chain changed to be tier 2-3 (from tier 3-4).
- Rebel negative event have been replaced with positive one. Greenskins are happy because they get to fight more!
- SFO stance reworked to new mechanics.
- Skarsnik; Fermented Fungi, ability no longer targets a single unit, instead it's weaker but affects all units in small aoe around the caster. Cooldown changed to 120s (from 90s), duration changed to 30s (from 36s). Melee defence debuff changed to -15 (from -24)
- They Needs Stabbin, ability; target range changed to 50m (from 150m), cooldown changed to 90s (from 60s)
- 29 SFO technologies moved to new vanilla one with reworked effects. Many new effects added to buffs orcs units in vanilla technologies.
- Grimgor; each 5 levels dilemma triggers with 4 factionwide buffs to choose from. There are 8 dilemmas in total with random order.
- Immortulz banner changed to stop working under 50% health, not leadership.
- Skarsnik; 7 out of 9 SFO skills are now available only for his campaign. Better rewards added for owning Karak Eight Peaks. Available only to his campaign.
- Wurrzag; Savage Rogue Idol, new SFO unit added. Its unique Rogue Idol that grows in battle with Wurrzag skills. It gains new abilities and increases its own size. Last tier is available in custom games (campaign only section). Textures were made by spikanor11. Available only on his campaign.
- Azhag; Vampire counts Zombie, Terrorgheist and Zombie Dragons units added to his campaign and custom game. Can recruit only 1 Zombie Dragon. All benefit from Greenskins skills and tech Zombie (orcs) Terrorgheist, Zombie Dragon (trolls). Available only to his campaign.
- SFO skills adjusted to new mechanics.
- Night Goblin Fanatics Archers; missile weapon reload +5% reload buff.
- Goblin Spear Chukkas (by Sythropo and ChaosRobie) integrated.
<https://steamcommunity.com/sharedfiles/filedetails/?id=2092707068>

DLC:

- Call to Waaagh! Received new effects on all stages.
- Waaagh; +10% upkeep, +6 Public Order and -75 growth added.
- Grom campaign final reward; +10 leadership for all goblins and -50% recruitment cost for goblins added to existing effects.
- Small adjustments to all food effects to make them less overpowered.
- Cooking cost changed to -100 scrap (from -50) scrap.
- Pepper now requires normal Night Goblins, not Fanatics.
- Small touch ups on Waaagh target rewards.
- Effects and costs adjusted for most scrap upgrades.

Units:

- Rogue Idol; Construct attribute added, it will now receive damage when its leadership reaches 0 rather than fleeing the battle. Wallbreaker attribute added. Bone'Cracka, new SFO contact effect added that will debuff melee defence, armour, leadership and speed of enemies for 20s. Losing health also increases its movement speed.

- Rogue Idol RoR; size increased by +20%, its Da Big Un, not Da Medium Un.
- Stone Trolls; number of units changed to 10 (from 16), much more tanky/slow variant with high armour-piercing damage. They have moved up two tiers.
- River Trolls; number of units changed to 10 (from 16), much more damage focused variant. They have moved up a tier.
- River Trolls RoR; Fatal Flatulence, new SFO ability added. Its big fat green fart that suffocates units within vicinity. Enjoy.
- Pump Wagons; number of units changed to 6 (from 4). No other big changes.
- Lava units now have Burnt! contact effect.

High Elves:

- Handmaiden; +4 new skills.
- Loremaster of Hoeth; +5 new skills.
- Noble; +8 new skills.
- Mage; +9 new skills.
- Moon Dragon; +5 speed.
- Talons of Tor Caleda, SFO unit; removed.
- Lothorn Sea Guard; missile weapon reload -10% nerf.
- Tyrion; +10 fire resistance.
- Teclis; Arcane Phoenix mount required level changed to 30 (from 18)
- Shadow Walkers; Poison changed to Bleed, SFO contact effect.
- Shadow King; all assassination rewards buffed.
- Alarielle; Arcane Conduit replaced with Greater Arcane Conduit.
- Influence recruitment cost for all characters increased because of new influence sources.
- Small technology adjustments.
- Lothorn Sea Guard, Shadow Warriors, Shadow Walkers, Chariots and Gate Guard; campaign cap added.
- Port buildings received factionwide bonuses to compensate lack of end game mechanics that buff units (placeholder for future update). +1 leadership while attacking, +1 physical resistance while defending.

DLC:

Eltharion:

- Immune to Psychology added.
- +10 armour for all Mistwalker units added to his trait.
- Stormwing; Blood Roar ability added.
- Mistwalkers Barrage, ability; no changes to damage, only area of effect doubled.
- Helm of Yvresse, ability; duration changed to 20s (from 17s), +10% vigour replenishment added.

- Warden's Cage, ability; now works for the whole battle and lowers the movement speed of the affected enemy by -25% and makes them unbreakable.
- Athel Tamarha received many new effects to all upgrades.
- Garrison added to the Mistwalker building chain.
- After turn 100 a regular dilemma will occur that grants factionwide bonuses in exchange for Wardens Supply.
- Mistwalker traits rebalanced.

Imrik:

- Lord of Dragons, ability; changed to buff Imrik when enemy characters are nearby, grants +5 melee attack, +5 physical resistance and +10% speed.
- Dragonhorn, ability; cooldown changed to 200s (from 120s). Duration changed to 30s (from 15s). Melee attack bonus changed to +20 (from +26). Charges changed to 1 (from 3), these charges and cooldown can be improved in campaign by finding the dragons and defeating them.
- Small adjustments to all his dragon rewards.
- All dragon battles are now much harder.
- Upkeep reduction for his trait changed to -10% (from -25%). +10% ambush defence chance added.

Units:

- Athel Tamarha Faithbearers; no big stat changes.
- Spire Guard of ToR Yvresse; no big stat changes. New look.
- Sentinels of Astaril; changed to be more tanky in melee. New look.
- The Skyhawks; changed to melee/range hybrid, good against infantry units. New look.
- Knights of Tor Gavel; Disciplined, Strong Vigour, Martial Mastery and Bolstered Leadership, SFO ability added. Changed to be available for all Asur factions but limited to 1 in Tor Yvresse.
- Asurian Gryphon are faster but less tanky than their Empire cousins.
- Arcane Phoenix; +25% size increase.
- Arcane Phoenix RoR, Omen of Hope ability; area of effect changed to 80m (from 55m), very small health regeneration effect added.
- Lion Chariot of Chrace; moved to tier 4 (from tier 3) and Bleed, SFO contact effect added.
- White Lions; Strong Vigour added, number of units changed to 32 (from 24). Bleed, SFO contact effect added.
- White Lions RoR; Strong Vigour added, Bleed, SFO contact effect added, number of units changed to 16 (from 24), size increased by +10%, Mighty Roar ability changed to be passively activated when lions are winning melee combat, cooldown changed to 60s (from 90), -5 melee attack effect added.
- Silverine Guard; Pursuit of Battle, SFO ability added. Number of units changed to 100 (from 120). Bonus vs large lowered but overall damage increased.
- Rangers; renamed to High Elven Rangers, number of units reduced to 100 (from 120)
- Archers RoR; SFO Talons of Tor Caleda stats transferred to them.
- All Imrik dragon stats are adjusted and some new abilities were added. Sizes were increased by +25%

Beastmen:

- +5000 starting gold.
- Gorebull; +2 new skills, many of the skills received new levels and effects.
- Wargor, SFO hero; many of the skills received new levels and effects. -200 cost.
- Bray Shaman; +2 new skills.
- Crowfather, SFO ability; damage lowered by -15%.
- Small buffs to all raze options and all have income bonus now.
- Small readjustments to Dark Devotion gain and cost.
- Blood-Grounds income increased by +20%. Each tier 2 settlement increases factionwide Blood-Grounds income by +2% while tier 3 increases it by +5%.
- Triball Call sources values increased by +25%.
- Technology cost lowered by -25%.
- Base income of new hordes increased by +150%. Last tier income wasn't changed.
- Base raiding income increased by +20%.
- Raiding stance; activation cost removed.
- Hidden encampment stance; upkeep reduction increased to -10% (from -5%)
- SFO stance; all negative effects removed, activation cost removed. Upkeep reduction changed to -20% (from -10%)
- Cygor; missile weapon explosion size increased by 20%, +5 melee defense.
- Morghur; +500 health and fire attacks added.
- Earthshake, SFO ability; cooldown changed to 90s (from 60s) and radius is reduced by 25%.
- Centigors; +2 melee attack.
- Reward that buffs characters added to the final battle against Empire and Bretonnia.
- Small rebalance changes to lords skills.

Tomb Kings:

- +2500 starting gold.
- Can now recruit a second army from turn 1.
- Necrotect; +7 new skills.
- Liche Priest; +7 new skills.
- Tomb Prince; +7 new skills. Dominance and Persevere, new SFO abilities added. Former buffs nearby units that are winning in combat while the latter buffs the units that are losing in combat.
- Ushabti; missile weapons are much more accurate now.
- Ushabti (Dual Swords); +5 melee attack.
- Income from buildings increased by +20%.and their cost was reduced by -10%.
- Major buffs to all special pyramids.
- Khatep; Arcane Conduit replaced with Greater Arcane Conduit.
- Small buffs to Books of Nagash.

Warriors of Chaos:

- +5000 starting gold.

Idea of those changes is to make Chaos campaigns more smooth and less dependent on upkeep and more dependent on one time costs. It will also allow you to get more armies earlier.

- All upkeep penalties removed from most technologies. Some were replaced with recruitment cost penalties.
- Buildings construction cost penalties doubled.
- Exalted Hero; +21 new skills. 4 new Chaos Mark abilities were added.
- Chaos Sorcerer; +11 new skills.
- Chaos Marks skill rework, only Chaos Lord will have them now.
- Ka'Bandha, SFO legendary hero; almost all skills received new levels and effects.
- Zealots of Change, SFO unit; number of entities changed to 80 (from 20), No Time No Death, new SFO ability added. Units cannot die as long as their leadership is above 50%.
- Tzeentch abilities; +20% cooldown and number of uses changed to 5 (from unlimited)
- Nurgle, Khorne and Slaanesh gods SFO units; number of entities changed to 60 (from 40), health adjusted.
- Guardians of Dark Prince Desires, SFO unit; Blind contact effect added, -50% weapon damage. New animations.
- Sacrifice, SFO ability; no longer requires the unit to be below 50% health. Area of effect changed to 75m (from 100m), no longer kills the unit but deals 75% of base health.
- Camp stance; buildings income changed to +25% (from +10%). Activation cost removed.
- Technology cost lowered by -25%.
- Rework of all Marauder Horsemen units. Javelin is anti large, Axes anti infantry and Horsemasters both.
- Chaos Armoured Trolls; -100 cost.
- Ka'Bandha, SFO legendary hero; +500 cost.
- Middenheim landmark penalties lowered.
- Kholek; +20% size increase.
- Small adjustments to all gods blessings.
- Marauders; -25 cost.
- All Chaos Fortresses received unique factionwide effects against native factions in that region.
- Feral Manticore, Marauder Horsemasters, Trolls and Armoured Trolls; campaign cap added.

Norsca:

- Werekin; +9 new skills.
- Balefiend; +9 new skills.

- Shaman; +7 new skills.
- All required buildings for recruitment were removed. In future updates we plan to redesign Norsca recruitment system.
- Rework of all Marauder Horsemen units. Javelin is anti large, Axes are anti infantry and Horsemasters are a combination of both.
- Small weapon damage buffs for all marauder units.
- Nurgle Plague; -100 growth, -25% income and +100 chaos corruption added to the affected region. More changes are to be expected for the upcoming Norsca rework update.
- Ice Trolls; +15 armour, +15 charge, +5 leadership, -100 cost.
- Blessed Marauder Champions; number of entities changed to 40 (from 24), health readjusted.
- Ice Wolves; number of entities changed to 60 (from 48)
- Manticore, Marauder Horsemasters and Trolls; campaign cap added.
- Monolith buildings received factionwide bonuses to compensate for the lack of end game mechanics that buff units (placeholder for future update). +2% melee damage.

Dark Elves:

- Major changes to Malus possession effects.
- Number of maximum slaves per settlement reduced by -50%.
- Many changes to the slave economy. Income can be as high as it was but the decline rate is much higher. Overall decline rate is increased by around +50% and income by +100%.
- Khanite Assassin; +5 new skills.
- Death Hag; +9 new skills.
- Sorcerer; +9 new skills.
- Black Ark Reaver, SFO hero; +3 new skills. Dreadful Gaze, new SFO ability; lowers accuracy and reload skill of units in range. -200 cost.
- Master; +9 new skills added. Whip of Agony ability added.
- Demand Hostages edict; Public Order bonus changed to +6 (from +4), slave income changed to -20% (from -10%)
- All Cold One units; +10% damage, +5% health and +3 melee defence.
- Bloodwrack Medusa; +10 melee attack.
- Darkshards with shields; -100 cost.
- Supreme Sorcerer; Arcane Conduit replaced with Greater Arcane Conduit.
- Slave Management and Black Ark tier 5 buildings received factionwide bonuses to compensate for the lack of end game mechanics that buff units (placeholder for future update). +1% melee and missile damage. +1 charge bonus.
- Shades, Doomfire Warlocks, Feral Manticore and Chariots; campaign cap added.

Dwarfs:

- Many melee damage adjustments to all units.
- Runesmith; +11 new skills.

- Thane; +13 new skills.
- Master Engineer; +15 new skills. Munitions, SFO ability added. New Gyrocopter mount added.
- Garagrim Ironfist, SFO legendary hero; almost all skills received new levels and effects (some are factionwide now). Global recruitment duration -1 per turn for Slayers units added to his trait.
- Thorgrim; new Everguard variant added (Shields) and 10 unique forge upgrades for them. His campaign only.
- Belegar ghost heroes are weaker and no longer upkeep free for other dwarf factions. Better rewards added for owning Karak Eight Peaks.
- Major buffs to Grombrindal ancestral events with Oathgold bonuses to each choice.
- Small rebalance of Grudge effects and the severity gain.
- Runeforge costs and items rebalanced.
- Rune of Wrath and Ruin, ability; now also deal direct damage. Debuffs reduced to -60% (from -75%)
- Ancestral skills were changed to level 15 (from 10) and received buffs.
- Gyrocopter, Gyrobomber, Flame Cannon, Organ Gun and Slayers; campaign cap added.
- Thunderers (Grudge Rakers), SFO unit; small splash added, they are now much better against multiple units and not godlike against single entities like before.
- Master Engineer; Grudge Raker weapon now also has the aforementioned splash.
- Organ Gun; small splash added.
- Bolt Thrower; small anti large bonuses added.
- Brimstone Gyrocopter; small splash added.
- Gyrocopter and bomber mass increased by +150%.
- Warriors; +10% health.
- Slayers; +10% health.
- Many buffs and changes to technology effects.

We want Dawi to have the best possible technology buffs. So now they should?

Empire:

- Officers changed into banner carriers with a custom banner model by Shawmuscle and textures by [HN].
- Witch Hunter; +7 new skills and 1 new SFO ability - Devout Hunt: Undeath, aura that hinders nearby undead.
- Warrior Priest; +12 new skills.
- Wizards; +8 new skills.
- Captain; +2 new skills.
- Imperial Authority levels effects reworked. On low levels you will receive big post-battle income and melee defense bonuses against Empire but overall campaign debuffs like public order and growth. This change is to encourage different playstyles of the Empire. Right now peace is the only option if you want to have the whole Empire. War is a new option with several upsides and not only downsides as before.

- Small Prestige and Authority values rebalanced.
- Imperial Decrees cost lowered by -50%. Cost scales. Many balance changes to all effects.
- War Wagon (Rifles); +25% reload skill buff.
- Witch Squad Retinue, SFO unit; bonus vs large doubled for missile weapon.
- Eldred's Guard (Spearmen - Shields); New animations.
- Gelt; Arcane Conduit replaced with Greater Arcane Conduit.
- Hellblaster Volley Gun and Hellstorm Rocket Battery; campaign cap added.

Wood Elves:

- +5000 starting gold.
- Oak of Ages;
Tier 1,2 and 3 only require 10 turns and 10.000 gold each to construct. Wont need construction time reductions anymore. Thanks to this it's much easier to confederate Athel Loren early on.
Tier 4 and 5 construction time increased to 75 and 100 turns.
All construction time reduction effects increased by +50% and are needed only for tier 4 and 5.
- Beastmen hordes that spawn with Oak upgrades now have -50% movement speed.
- Waystalker; +1 new skill, several new levels to old skills.
- Branchwraith; several new levels to old skills.
- Spellsinger; +1 new skill.
- Shadowdancer, SFO hero; -200 cost.
- Lighting Strike skill reworked for all lords.
- Razing income increased by +20%.
- Athel Loren settlement income lowered by -20% because of early confederation.
- Outpost income building chain income increased by +25%.
- Minor outpost income increased by +50%.
- +5 starting amber (15 overall).
- Amber gain increased by +50% from quests and missions.
- Waystones needed for rites and technologies increased by +25%.
- Waystones generate added to outposts tier 5.
- Waystones needed for gods skills and offices increased to -3 (skills) and -2 (offices).
- Many options were rebalanced and received new effects in the technology tree.
- Confederation effects reworked; +2 local and global recruitment slots, -25% raze income, -25 growth for 10 turns factionwide.
- Durthu's Wargrove, SFO legendary unit; +25 normal damage and +5 melee attack.
- Hawk Riders and Great Forest Eagles, campaign cap added (also +200 cost for Hawk Riders)
- Sisters of the Thorn; +125 cost, -5% health, campaign cap added.

Vampire Coast:

- Gunnery Wight; +6 new skills.
- Morngul Hunter; +7 new skills.
- Captain; +4 new skills.
- Damned Paladin; +11 new skills. Headhunter, new SFO ability added. It lowers defence of nearby characters. Flow of the Battle, SFO ability added.
- Zombie Pirate Gunnery Mob (Hand Cannons); small splash added.
- Syreens; Recovery, SFO ability added.
- Units caps on ships doubled.
- Many changes to buildings effects and synergy.
- Galleons Graveyard income increased by +33%.
- Heroes/Lords cap and recruitment rank effects added to many buildings.
- Infamy increases missile damage for all units factionwide on high values.
- Infamy gain increased by +25%.
- Several buffs to technology tree.
- Mornguls; campaign cap added.

Vampire Counts:

- Vampire hero; +5 new skills.
- Necromancer; +9 new skills.
- Banshee; +10 new skills. Recovery, SFO ability added to custom game.
- Wight King; +11 new skills. Grave Guard (Halberds) summon as one of them.
Hexwraiths Cairn Wraiths and Black Coach; campaign cap added.
- Small buffs to bloodline effects.
- Vampire and Necromancer buildings received factionwide bonuses to compensate for the lack of end game mechanics that buff units (placeholder for future update). +1% movement speed and +1 armour.
- Vargheists; +5 melee attack, -5 melee defence, -10% damage.
- Zombie Dragon, SFO unit; +5 leadership.
- Crypt Horrors, Vargheists; Siege Attacker added.
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Lizardmen:

- Saurus Scar-Veteran; +14 new skills. Headhunter, new SFO ability added. It lowers defence of nearby characters.
- Skink Chief; +12 new skills.
- Skink Priest; +11 new skills.
- Kroak; each cast lowers his health depending on spell power. +500 cost, +10% health.
- Ruination of Cities, ability; changed to direction vortex.
- New skill for Nakai hordes that increases army capacity by +1 on level 25.
- Nakai vassals income increased by +10%.

- Changes to all edicts, higher levels are much stronger now. Levels 4-5 buffs Slann factionwide.
- Nakai camp stance received +25% line of sight, -10% vigour loss reduction and -10% upkeep.
- New effects added to most technologies.
- Razordon Hunting Pack, Salamander Hunting Pack and Ripperdactyl, ; campaign cap added.
- Ancient Salamander; missile weapon explosion size increased by +25%.
- All Cold One units (excluding Feral Cold Ones); +5 normal damage, +5 melee defence, +5% health.
- Feral Cold Ones; +100 cost.
- Slann missile weapon replaced with new bound ability "Bolt of the Old Ones".

Brettonnia:

- Paladin; +13 new skills and 1 new SFO ability - My Vow: aoe ability that buffs units around.
- Lost Sons, SFO hero; +2 new skills. -100 cost.
- Damsel; +8 new skills.
- Green Knight; all skills reworked to require only 1 point to max, all effects adjusted.
- Confederation now lowers diplomacy with Brettonnia by -50 for 5 turns to prevent confederation cheese.
- Farm and industry required buildings changed to tier 3 only.
- Errantry quests added back to Vortex campaign.
- Grail Reliquae; campaign cap added.
- Prophetess; Strong Vigour added.
- Hippogryph Knights; Siege Attacker added.
- Fay; Arcane Conduit replaced with Greater Arcane Conduit.

Skaven:

- General
- Assassin; +12 new skills.
- Eshin Sorcerer; +3 new skills.
- Food required to colonise settlements increased by +25%.
- Raiding and encampment stances; +1 food generated.
- Undercities food generation increased by +15%.
- Negative food from main building chain were moved to the garrison/walls and energy building.
- Discoverability reduction on undercities buildings increased by +20%.
- Building income lowered by -20%.
- Income added to garrison buildings.
- +25% tax rate added to Martial Planning edict.

- Small technology adjustments.
- Doom-Flayers and Rat Ogres; campaign cap added.
- Ratling Guns; +10% missile weapon damage, +20% ammunition and +20% reload buff.
- Plagueclaw Catapult; much higher elevation so they work like Mortars now.
- Skavenslaves; -10% fire weakness added.
- Eshin Triads; +5 melee defence.
- Death Runners; +5 charge, +2 melee defence.

- Clan Rictus:

Tier 4 clanrats building added.

2 new Stormvermin unit variants that have +25% more entities than regular Stormvermin.

4 unique skills for Tretch that grants factionwide buffs to skavenslaves. You can get these only when you start as Tretch.

+10% speed for all characters factionwide added to campaign effects.

-20 diplomacy with Skaven replaced with -100 diplomacy with Clan Mors

- Mors:

-100 diplomacy with Clan Rictus added.

7 unique skills added to Queek with his famous trophy heads. You can get these only when you start as him.

Red Guard, new SFO legendary unit added; deadly pack of Queeks best rats with unique ability to fight harder when enemy characters are nearby.

Lord of Clan Mors, SFO ability; reworked to give 1000s buff to friendly units with limited charges, you can increase the number of charges this ability has by killing Legendary Lords. (Queek campaign only).

Your Head is Next!, new SFO ability added. It lowers movement speed and melee attack of characters around him.

Better rewards added for owning Karak Eight Peaks.

- Eshin:

- Black 13, SFO legendary unit; changed to be exclusive for Clan Eshin.

- Snikch unique rite The Revitalising Scheme; -75% recruitment cost for 1 turn added.