

Dawn of War II Elite Mod



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Patch 2.9.14 Patch Notes



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- If you spot anything wrong with the document, or in terms of balance or bugs, or have any feedback in general, please let us know in the Discord.

Links to other versions:

- 3 patches (2.9.12 -> 2.9.13 -> 2.9.14) happened in quick succession so we are providing links to patch notes from other versions for comparison.

- 2.9.12 / https://docs.google.com/document/d/1STBYKAAOvd_wGURzhq88yuKqVDqErJO6cQqafbUoFS4/edit?usp=sharing
- 2.9.13 / https://docs.google.com/document/d/1UAaqVtulcyEpKkEwpmYDD_m5L-x2rHsgc1aG7nc52E/edit?usp=sharing

Download Link:

- <https://www.moddb.com/mods/dawn-of-war-2-retribution-elite-mod/news/dow2-elite-2914-oct-10th-notes>
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Preamble:

These are the Patch Notes for Elite Mod 2.9.14. This is a small patch to adjust a few bugs and balance tweaks ahead of our next major release, which is intended to be our Imperial Guard rework.

There have been a couple of updates to our Launcher to help stability for users that have longer game load times than average, and for those that had certain GPUs that were triggering a Vulkan.dll dependency message.

We have had a major breakthrough in our AI Opponent capabilities, courtesy of Noot. He has finally found a way to make AI opponents target Power Nodes like they do in retail, while human players continue to not auto-target Nodes.

Turning off the auto-targeting of Nodes was a decision made some time ago to enhance the PVP Dynamic, but it unfortunately made the AI even dumber than it was as it broke their logic sequences. As of this patch, this behaviour has been fixed, and the AI has been restored to the capabilities it had in Retail.

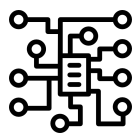
Now the Retail AI, while much better than the previous Elite AI, is hardly anything to write home about; but now that this giant hurdle has finally

been crossed, work can again commence on creating a more sophisticated AI for the PVE experience.

Balance wise there have been some great improvements made to CS Subjugate and Painboy's Unstable Fuel Injection, that help remove the cheapness and jank of both abilities respectively. There has been some sensible rescaling of Purgations and Noise Marine, an important change to the Catachan Ol' Reliable, and an extension to the CD of Daemonhunter EB mines, all 3 of which have been a source of complaints lately. (And of course, the Termagant Crippling Poison bug has been fixed too)

There have been quite a lot of model & animation changes in this patch. The new Vox Station has been given a proper model, and the Purgation squad now have a new unique weapon model for their conversion beamer, along with FX and Sounds now.

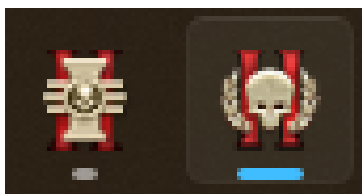
Grantovich has also blessed this patch with a substantial number of animation and model changes that he had cooked up while developing his Unofficial IG Rework. Compared to the other 5 races from retail, IG were pretty rough around the edges in terms of finesse, so they now look and feel a lot smoother in action.



Infrastructure:

Elite Launcher:

- Launcher had an old dependency on a 'vulkan.dll' and this was causing a few compatibility issues for users with certain GPUs. This dependency has been removed.
- Some users with longer load times could not open the game within the minute of the launcher window remaining open. The launcher now remains open so long as the game itself is running to prevent it.



Both Launcher and Game windows will now remain open while the game is running. This is by design.

AI Behaviour:

- AI teams now can auto-target Power Nodes again. This fixed the brokenness of the Elite AI.

Due to yet to be solved technical issues, this change is not applied to the AI that takes over a player who left or dropped mid match.

Camera:

- 'Fish-eye' zoom hack disabled.

'Fish-eye' zoom hack is a type of a hack that allows you to break the zoom limiting mechanics by changing fov. It is called 'fish-eye' because changing fov extremely like that makes the game look as if seen through a fisheye lens(https://en.wikipedia.org/wiki/Fisheye_lens).

Hero Selection Panel:

- Space Marines Drop Pod Sternguard Veterans global given the correct new icon.

Tomfoolery:

- Spicy secret meme added somewhere in the menus.



General Changes / QOL:

Melta Bomb Changes:

- Infantry models were taking damage from standing very close to the point of impact of melta bomb type of abilities. To prevent this, we are changing the impact type from 'Radius' to 'Point', which essentially means no AOE impact.

This change affects the following units and their abilities.

Space Marines

- Assault Squad / Melta Bomb

Eldar

- Warp Spider Squad / Haywire Grenade

Tyranids

- Warrior Brood / Electroshock Grub

Chaos Space Marines

- Chaos Raptors / Melta Bomb

Imperial Guard

- Storm Trooper Squad / Melta Bomb

Ordo Malleus

- Eversor Assassin / Melta Bomb
- Inquisitorial Operatives / Melta Bomb

Orks HQ T3 unit icon positions rearranged:

- Rearranged icon positions of Ork T3 units in HQ.

Simplified Ability Inputs:

- Weirdboy Over Dere! changed to a simplified one click method.



Not fixed bugs notice:

Ordo Malleus:

- Mines planted by Daemonhunter Empyrean Brain Mines ability was not applying explosive_pvp damage on detonation. Only the spore damage was being applied.

Mine detonation radius is 2 and explosive_pvp damage is radius 3, so it is not abundantly clear why this is not working as intended. No changes made as of yet to this behaviour, this is more of an FYI at this stage.

This was identified a little too late in the day to be rectified, and the mines seem to be plenty powerful against Infantry with spore damage alone, so a full review of these mines has been set for next patch instead.



Bugfixes:

Orks:

- Fixed the problem where Gretchins could only be produced after reaching T2.

This unit was moved to T1 in the 2.9.12 patch.

- Fixed a bug where Painboy Unstable Fuel Injection ability would fail if the target model dies before the explosion, or if the Painboy was knocked down at the time of explosion. How the ability fundamentally works behind the scenes was fully reworked to fix these problems.
- Identified a bug where the skull vfx that is used to show that a model is the target of Painboy Unstable Fuel Injection ability would remain visible on the field when that targeted model dies before the explosion. This has been fixed.

Tyranids:

- Tyranofornation global was not destroying Imperial Guard Multi-laser Turrets. This has been adjusted to do so.
- Termagant Brood Crippling Poison ability speed debuff could cancel out speed increase during a melee charge. This has now been fixed.

Chaos Space Marines:

- Chaos Lord Drain Life ability was lasting a total of 6.1 seconds when used against weapon knockback immune targets, despite the actual

damage and debuffs only lasting for the normal 3.1 seconds. The duration is now fixed to match the actual effect duration.

- Chaos Space Marines, Chaos Havocs and Noise Marines in the middle of mark of xx type of upgrade could be knocked back to bug out completely. Bugged units were unable to cancel their upgrades and retreat away. They are now granted knockback immunity while they are upgrading to prevent this.
- Noise Marines health decrease from the Blastmaster upgrade changed from giving a flat -58 health decrease to giving a -32.5% health multiplier. Squad now has 675 health instead of the 825 health they had, bringing it in line with other set up team and artillery type of squads.

Health decrease starts to lose its impact as the squad levels, so it has been adjusted to work as a % instead of a static figure to make the hp impact scale correctly. Also to restate, the upgrade was originally supposed to remove 108hp, not 58hp which made the squad have 150 health more than it should have had. The math just wasn't mathin'.

Ordo Malleus:

- Daemonhunter Tomes of Tranquility Wargear ability cooldown reduction passive not being fully removed after the Wargear itself is replaced by another one fixed.

The Wargear was not returning to 100% cooldown after unequipping and as such, the hero ended up at 96% ability cooldown state because the reverse multiplier value was too small. Only the ability cooldown reduction passive was bugged. Energy regeneration passive is properly removed when the Wargear is unequipped.

- Rhino can now attack move properly with its default range weapon(gk_storm_bolter_rhino).
The attack button was there but clicking it or pressing keyboard key a did not change the mouse cursor to red reticle and therefore, attack move was not possible.
 - It was discovered that Rhino Lascannon Turret upgrade had a hidden debuff which would reduce the speed of all player and ally Ordo Malleus Rhinos across the map regardless of what upgrade they had by 1. This got fixed.
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Balance Changes:



Orks:

Kommando Nob:

- Sight range of booby traps planted by Plant Booby Trap ability reduced from 35 to 15.
- Detection range of booby traps planted by Plant Booby Trap ability reduced from 10 to 5.

The trap was granting an awful lot of vision so its vision stats have been reduced to match the sight range and detection range of the Catachan Devils IED.

Gretchins:

- The unit no longer costs power to reinforce. Power cost of 2 removed from the reinforcement cost.

Units that do not cost power do not have power reinforcement cost by a set rule. There are only a few exceptions to this rule.



Eldar:

Global:

- Crack Shot now also improves projectile damage by 25%.

The most obvious impact here is on abilities such as Plasma Grenades and Haywire Grenades. They now get buffed by this global.

Attacks and abilities that are considered projectile have these traits. 1) Have flight time 2) Respect terrain as in they can get stuck on it, and if they do they just miss or explode on it. 3) Respect gravity. However, it is not always clear cut which is and which is not so you have to learn what is considered projectile by trial and error.

- Eldritch Storm activation time increased by 0.5 seconds.

The buff to the activation time for this global from last patch was just a little bit too quick and made it a little too effective so giving a slight course correction here.



Chaos Space Marines:

Chaos Sorcerer:

- Subjugate ability received the below changes.
 - The ability mechanic changed from a fire and forget point and click ability to a channelled ability that needs to be maintained for the effect to continue working. To keep the ability active, the hero needs to not be interrupted by getting knockbacked or retreating. The hero cannot move while the ability is active.
 - Maximum cast range increased from 30 to 40.

Chaos Heretics:

- Aspiring Champion squad leader default range weapon `range(csm_bolt_pistol_tic)` reduced from 38 to 30.
Brought the AC's default weapon down to match the rest of the squad.
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Imperial Guard:

Inquisitor:

- Servo Skull Wargear received the following changes.
 - Sight increase passive given when equipping the Wargear decreased from 15 to 10.
 - It now grants a detection range of 30 when equipped.
 - On ranged-hit passive effect duration increased from 15 seconds to 20 seconds.
 - Auspex Scan ability removed.

Cataphan Devils:

- Ol' Reliable ability had a very strange setup. Instead of applying knockback in radius 5 of where each projectile landed like it claimed, it was actually applying knockback in radius 5 around every single model that was hit by the initial volley. This is why the radius 5 ability felt like it was closer to radius 10 or 15 most of the time, and seemingly was able to knockback half an army rather easily. It is now fixed like how it was meant to work as written in the description, resulting in a generally much smaller knockback radius.
- Ol' Reliable ability distance and damage values changed as shown below.

Damage numbers determine how much damage a model takes depending on which radius from the center of the area of effect circle it is standing in. Or in other words, how close a model is standing to the center of the area of effect circle. Area numbers determine how far from the epicentre is classified as being in which radius.

From:

area short 0.5	damage 1
area medium 2	damage 0.8
area long 3	damage 0.7
area distant 4	damage 0.6

To:

area short 0.5	damage 1
area medium 2	damage 0.8
area long 4	damage 0.6
area distant 5	damage 0

These settings were chosen to retain no damage being dealt beyond radius 4 while still knocking back all units caught in the 5 Radius AOE.



Ordo Malleus:

Daemonhunter:

- Empyrean Brain Mines ability cooldown increased from 30 seconds to 40 seconds.

These are a little spamable early in T1 with the hero's energy eco, so the Cooldown has been increased by 10 seconds. There have been a few complaints about these mines lately, so they will be fully reviewed in the next patch.

Purgation Squad:

- Squad health leveling setting changed from High number of models / Infantry Armor type to Low number of models / Heavy Infantry Armor type. Level 1 squad individual squad member health decreased accordingly for each level like below.

(350 / 402.5 / 463 / 532) -> (350 / 386 / 424 / 467)

Purgations had the higher level 'Infantry based scaling' that is typically reserved for low model, high population squads. This has been changed to the regular 'Marine level scaling' that most Tac-like squads have. They now have the same Health scaling as Noise Marines.

- Health decrease from equipping either Psycannon upgrade or Conversion Beamer upgrade changed from a flat -125 health decrease to -35% health multiplier.

-125 flat health decrease starts to lose its impact as the squad levelled, so it has been adjusted to work as a % based multiplier instead of a static figure to make the health impact scale correctly. (Note that the Tooltip for this was not updated, it will be done in the next patch cycle.)

Paladins:

- Shockwave ability can no longer knockback terminator class type units.
 - Liber Daemonica upgrade renamed to Consecrated Scrolls.
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Audio / Visual:



Models & Animations

Space Marines:

- Raven Guard Elite skin, Force Commander Power Sword VFX hovered oddly in the air. This has been fixed.
- Removed tabards from Black Templar models such as Apothecary, Techmarine, Tactical Marine Squad and Devastator Marine Squad which do not have working tabard animations resulting in tabards being stretched oddly in Army Painter and in game.
- Black Templar Devastator Marine Squad shoulder pad removed. Pads on the previous model completely obscured the vision of the templars and looked silly, so they have been changed to look like those of a Tactical Marine Squad for now. It can be updated later on when we revisit these old skins.
- Removed tabards from default Sternguard Veteran Squad and all skin ones as they had some broken animations resulting in weird movements in action. The squad is also missing some animations such

as aiming when firing their weapons. Removing tabards and using regular animations until further notice.

They had a bugged skeleton which disabled their horizontal and vertical aims so we changed the skeleton to the default space marine one while also removing loin clothes since these are not properly animated for default SM animations.

Chaos Space Marines:

- Cogs of Vashtorr skin Chaos Lord, Bloodletters and Bloodcrusher now have electrical VFX.
- Added back vent, added high resolution chains, and removed 140+ unused material files from default, World Eaters and Thousand Sons Chaos Terminators.

Imperial Guard:

- The entity spawned by Lord General Call Reinforcements ability is no longer a METAL BAWX and now hatches into a familiar Chimera beacon.
- Reworked Guardsman Infantry Squad Lasgun animations so there should be way less hand clipping now.
- Fixed Guardsman Infantry squad models pivot animations.
Pivot means when the model turns in place without moving.
- Restored plasma coil glow VFX on Guardsman Infantry Squad Plasma Guns.
- Adjusted Guardsman Infantry Squad models so that they can have newly animated cloaks in the future if needed when making skins.
- Tallarn Desert Raiders skin Guardsman Infantry Squad now feature animated cloaks.
- Added dozens of other small fixes and nitpicks for all Guardsman Infantry Squad animations and animation transitions.
- Removed aiming animation from Lasguns. Now, models holding the gun no longer awkwardly twitch between Lasgun bursts.
- Added new randomised idles and running animations for Lasgun wielding infantry models.
- All Imperial Guard infantry models except heroes and Ogryn Squad will now use crouch firing animations when they target enemies while they are in cover.

- New firing animation added for Flamers, Shotguns, Meltaguns, Plasma Guns and Grenade Launchers.
- Added power sword idle glow and attack glow on Imperial Guard powerswords.
- Fixed horizontal tracking animations of Catachan Devils Shotguns.
- Replaced the Catachan Devils Shotgun model with a less ugly one.
- Fully reworked Artillery Spotter Squad models for the default and all skin ones to have nicely animated clocks.
They used ugly chaos rising low poly models before. Now, they use the Retribution Guardsman Infantry Squad model with a cloak and a vox caster.
- Added new idle and running animations for Artillery Spotter Squad.

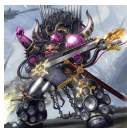
Ordo Malleus:

- Inquisitorial Storm Troopers and Inquisitorial Operatives will now use crouch firing animations when they target enemies while they are in cover.
They share Guardsman Infantry Squad skeletons so they also benefit from Imperial Guard models crouch firing at targets while in cover change mentioned above.
- Fixed horizontal tracking animation on Inquisitorial Operatives shotguns.
- Purgation Squad Conversion Beamer now has a brand new unique model.
- Purgation Squad Conversion Beamer now has a proper windup VFX.
- Restored the old styled sword for Terminator Librarian.
A flat ended sword without a point model was not so popular it seems.
- Back of one of the Paladins books was missing textures. This has been fixed.



Portraits & Art

- Inquisitorial Storm Troopers Acolyte upgrade now uses the new Crusader Acolyte Leader upgrade icon.
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Sound

- Restored idle and attack sound effect on Guardsman Infantry Squad Sergeant squad leader chainswords.
 - Purgation Squad Conversion Beamer now plays a proper windup sound effect and the beam fired now has a sound effect too similar to that of a Lascannon shot.
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Credits:

Balance Lead: Inekura

Tech Lead: Arthurcloud

Design Lead: Enlargingcloud

Programming (Units, Abilities): Arthurcloud, Inekura, Noot, Mickey, Olev, Atlas, Enlargingcloud, Snowkip, Flynn Stone, Black Relic

Advisors: Inekura, Deimos, Crysis, Dark Riku, Mickey, oLev, Black Relic

Animations: Garrick, Grantovich

Models / 3d Art: Garrick, Enlargingcloud, Noot, Grantovich

Visual Effects: Enlargingcloud, Noot

Speech and Voicelines: Garrick

New Game Modes: Noot

New Race Infrastructure/Code Injector: Bruiser Banned, Kharos, Garrick, Arthurcloud

Original Music Score: Josh *aka* Voxcaster

Website / Forums / Moderation: Arthurcloud, Adeptus, Impregnable, Dark Riku, Meta

Portraits, Icons & Art: Knall, Grantovich

UCS & Tooltips: oLev, Arthurcloud, Flynn

Maps Editing and Creation: Flynn Stone

Documentation: Arthurcloud, Impregnable, Inekura, Mickey, Enlargingcloud