

SPACE MARINES

- **Assault Marines:** Decreased starting loadout from 3 to 2 squad members. Melta Guns are now obtainable through Sacred Artefact. Assault Marines no longer benefit from Heavy weapon research so they can have 4 heavy weapons right from start.
- **Predator:** Increased heavy bolter damage vs inf_med targets by 4% and vs inf_high targets by 1%. Lascannon cost decreased from 45/110 to 45/90. Twin Lascannon price decreased from 95/210 to 90/180.
- **Hellfire Dread:** Twin Lascannon price decreased from 95/210 to 90/180.

CHAOS

- **Cultists:** Matched the damage vs inf_high with inf_med values in close combat.
- **Raptors:** Decreased starting loadout from 3 to 2 squad members.
- **Predator:** Increased heavy bolter damage vs inf_med targets by 4% and vs inf_high targets by 1%. Lascannon cost decreased from 45/110 to 45/90. Twin Lascannon cost decreased from 95/210 to 90/180.

GUARD

- Decreased initial population from 10 to 9.
- **Infantry Command:** Having built a second Infantry Command adds +1 to the overall population besides granting +2 like the regular ones do. Building a 4th adds another +1 population bonus.
- **Kasrkin quarters:** decreased Req cost from 60 down to 30.
- **Leman Russ:** Lascannon cost decreased from 45/110 to 45/90.

NECRON

- **Wraiths:** No longer able to detect infiltration units.
- **Necron Lord:** No longer able to detect infiltration units.

DARK ELДАР

- Matched all Squad Leaders melee and range upgrades appropriately so there are no damage inconsistencies.
- **Hellions:** Decreased their close combat damage vs building_low targets by 3%
- **Wyches:** Decreased their close combat damage vs inf_med & high and monster_low targets by 4%.

SISTERS

- Matched all regular Veteran Superiors and Seraphim melee and range upgrades appropriately so there are no damage inconsistencies.
- **SoBs:** Flamer range decreased from 20 to 18. Melta gun range decreased 24 to 23.
- **Celestian:** Melta gun range decreased from 24 to 23.
- **Retributors:** Decreased by 4% their heavy bolter damage vs inf_med targets and by 2% their inf_high targets.