



Welcome to the Mechanicus ChangeLog

This is the entire historical list of all the builds that we have released publicly.
Featuring all bug fixes, improvements and balance changes to the game.

Doc Features

- This document is sorted “Newest > Oldest”.
- You can press “Ctrl+F” to search for specific changes.
- There are three types of builds [CURRENT](#), [PTR](#) and Mechanicus-Classic.
 - CURRENT is the build that everyone can access by default.
 - PTR is a test build that has to be accessed using [these instructions](#).
 - **Note:** check for save compatibility issues in notes.Mechanicus-Classic was created so those that do not want to start a new game after 1.2.0 launched, are able to continue with no issues.
- For easier navigation click “View” > “Show Document Outline”

Reporting bugs

- If you’ve found a bug and it has not been listed here;
1. Please search [\[Bugs\] = scrap code](#) subforum on Steam.
 2. If there is no listing, then please start a new post and we’ll look to resolve the issue as fast as possible.
- What we might ask for;
1. Your saved game files
 2. A video of the issue
 3. A screenshot of the issue

Steam Beta Branches

NONE - Opt out of all beta programs		p-t-r		mechanicus-classic	
build	1.4.0	build	empty	build	1.1.4
status	Augment Update + most recent updates	status	N/A	status	forever

How to change beta branches [click here](#), want to know more about what a beta branch is [click here](#).

CURRENT LIVE BUILD

1.4.0 [28/May/20]
@ 3.30pm GMT

New Stuff:

- **Controller Support added**
 - What is there to say about this feature other than you can now play Mechanicus with almost any controller out there.
 - We’ve changed the UI so that it shows you what buttons interact with what areas of the UI along with increasing the size for those that sit back and relax on a huge TV.
- Added a popup that appears when you start playing with a controller.
 - This is so that you’re aware you’re locking into a controller setup and will have to relaunch the game in order to change back to mouse and keyboard. We’ve done this due to the UI changes we’ve had to make, which we’re unable to switch natively on the fly.

Bug fixes:

- **Fixed: Portraits.** It was said before, and the hereteks lied... we are praying to the Omnissiah on a regular basis to ensure that this does not return to haunt us.

1.3.8 [28/Apr/20]

@ 1.00pm GMT

Bug fixes:

- **Fixed: Being able to deploy 2x2 units in non-walkable spaces**
- **Fixed: Unable to rotate priests in the equipment scene** now you can bask in the glow of the Omnissiah.
- **Fixed: Line weapons not hitting targets.** This one was a real tough cookie to uncover. This was truly a greater demon in the source code. Our greatest apologies for the delay in slaying this mighty beast.

1.3.7 [20/Nov/19]

@ 5.30am GMT

Bug fixes:

- **Fixed: Secutor Command fire ability** ([wrfsh](#) on Steam)
- **Fixed: Random Music during battles** ([Chief](#) on Steam)
- **Fixed: Victory ending when losing the last DLC mission** ([\[i\] Scooba Nate](#) on Steam)
- **Fixed: Heretek blackscreen issue** - in technical terms = “[oops](#)” and sorry about that
- **Fixed: Necron Lord never ends his turn after creating walls**
- **Fixed: New Troops units not showing in Cohort screen** the infiltrators were truly stealth... AKA too stealth ([PATHNK](#) on Steam)
- **Fixed: Barrier after loading a save** now the barriers within a mission will stay, like good little barriers
- **Fixed: Deathmark can shoot a Tech-Priest with the Cog Occultaris buff** ([DaedalusCain](#) on Discord)
- **Fixed: Angered Spirit buff doesn't stack with Exploritor and Dominus** ([Kal](#) on Steam)
- **Fixed: Litany of Life showing up twice in tech view** ([Bemorph](#) on Steam)

1.3.2 [11/Sep/19]

@ 9.29am GMT

Note:

This patch was reverted as this broke the Heretek DLC content.
Currently, the build is in 1.3.1 and we're working on 1.3.4 now so that we can get everything working smoothly. Sorry for any inconvenience.

New Stuff:

Key rebinding:

Rebinding / remapping / changing keys / etc. it's in the game. It's actually been in here for a while, it's just not been listed as someone forgot to add it to this list (oops my bad). Either way, I'm happy to say it's in-game and has been and totally should have been a long time ago. We were just more focused on the higher level tasks at the time. This is certainly a feature i know i'll be pushing earlier in projects from now on.

Bug fixes:

Gameplay & UI:

- **Fixed: Sometimes the music is not played when loading a save.** ([MeGa](#) on Steam)
- **Fixed: Issue when loading a save after a battle** ([MeGa](#) on Steam)
- **Fixed: Necron in an unwalkable place** ([cower](#) on Discord)
- **Fixed: Xenarite skilltree description**
- **Fixed: Faustinius spoke instead of Scaevola** ([Cephraim](#) on Discord)
- **Fixed: Cog Occultaris after the first battle** ([Imperator](#) on Discord)
- **Fixed: Yoth never ends turn during his second phase** ([Syzygy](#) on Steam)
- **Fixed: Lord Revive issue** ([† Holy Overseer †](#) on Steam)
- **Fixed: Reanimation protocol skill** ([Zen](#) on Steam)

1.3.1 [26/July/19]

@ 3.49pm GMT

Bug fixes:

Gameplay & UI:

- **Fixed: Canoptek Spyder issue**
- **Fixed: Xenarite description skill tree**
- **Fixed: Corrupted Technology**

1.2.7 [24/May/19]

@ 4.15pm GMT

Bug fixes:

Gameplay & UI:

- **Fix Cohort tab inaccessible**

Localisation:

- **Removed "moral/morale" threats**

1.2.6 [22/May/19]

@ x.xxpm GMT

Bug fixes:

Gameplay & UI:

- **Fix wrong amount of life displayed at the start of a battle**
- **Wrong character mentioned in dialogue** located = S11 mission
- **Fix wall walkable in Mhelob_B_13**
- **Fix Secutor Reinforcement skill**
- **Fix Tech-Priest can walk through a computer in an Ubjao battle**
- **Fix a bug when spawning 2x2 units during the reinforcement phase**
- **Mouse clicking on Necrons is only possible within a specific pixel** this one was really bugging us
- **Fix a platform issue**

([Cephraïn](#) on Discord)
([Cephraïn](#) on Discord)
([Cephraïn](#) on Discord)
([Cephraïn](#) on Discord)
([Cephraïn](#) on Discord)

([Trizzefix](#) + [Azira](#) + [Zetoc](#))

1.2.5 [17/May/19]

@ 3.20pm GMT

Bug fixes:

Functionality:

- **Unable to load saved-games** we weren't too pleased about this... so we fixed it quick quick. We've also blessed our oils multiple times, just to be safe.

Gameplay & UI:

- **Players can no longer cheat the initiative system**

Localisation:

- **Translation added to Augment Update** we were a day behind, but it's all here now thank you for your understanding.

1.2.4 'Augment Update' [16/May/19]

@ 6.03pm GMT

1.2.0 (open Beta)-1.2.4 Producer's comments:

The 'Augment Update' (or 1.2.4) is an exciting update packed full of interesting new gameplay customisation options. When you start a new game you will be given the option of selecting from 4 different difficulty presets. Normal is the difficulty setting that we're all familiar with since release, with the 2 balance tweaks we've added in 1.2.0. The other difficulty presets adjust certain parameters within the game to make it easier or harder. These can be further adjusted if you select the 'Customise Difficulty' button, where you'll be presented with a huge list of options allowing you to increase the difficulty levels not previously possible.

We have crafted this update with tons of customisation. We didn't want to restrict you to a setting that's a little too easy, or a little too hard. With the Augment Update you should be able to find the difficulty settings that are right for your liking. When the Augment Update goes LIVE (after Beta) we will be unlocking the new achievements

that have been introduced. One of these I found personally challenging, certainly in the early game, the **Available Weapons** option. It allows you to select only Melee weapons, which I have to say makes Mechanicus a totally different beast!

Bugs purged between 1.2.0 and 1.2.4

The bugs listed here were not reported LIVE during the OPEN BETA for the Augment Update. This is the benefit of having the beta, it allowed us to focus on the final product, and the result is fantastic! However, we did keep track of everything however. Here's the list, there are a couple of big deal bugs that weren't easy to find ages ago, so there is some note worth stuff here.
Enjoy!

Gameplay & UI:

- **Destroyer doesn't show in the Mission Briefing** we were unaware that Destroyers had stealth tech... but we've made sure they're now detectable before you start a mission. = less surprises
- **Free Upgrades!!!** We found it! It took a while, but it should be gone for good! No more free upgrading.
- **Skill unlocking that doesn't exist**
- **Extra Movement settings not functioning when > 1**
- **No missions available!**
- **No blueprints available!!**
- **Scanning is not possible** we fixed the auspex... don't panic
- **UI stats for all enemies are revealed from the start of the fight**
- **Dominus torso removed textures in-game**
- **Refractor Field Generator is better than it should be**

Functionality:

- **Saved files not liking the Augment Update**

New Stuff 1.2.0-1.2.4:

New Game = New Options:

- **IronMan Mode**
 - *One save file only*
 - *Auto-saves only happen after deployment, event and fundamental actions within battle (like other ironman modes) No manual saving*
- **Permadeath Toggle**
 - If a Tech-Priest dies, they're gone forever. All their upgrades are lost (including your investment) upon death.*
 - There is also no way to get a Tech-Priest back... this is as hardcore as it gets!*
- **Skip Tutorial mission**
 - we're very aware people are playing Mechanicus with multiple runs, we didn't want to force you to oil cogs more than once.*
- **Difficulty presets**
 - Casual
 - Normal
 - Hard
 - Very Hard
- **Customise Difficulty**
 - Enable percentage awakening gauge?
 - Tomb's Awake Level increased per tomb room:
 - Tomb's Awake Level increased per battle turn:
 - Tech-Priest HP modifier:
 - Extra enemy unit(s) modifier:
 - Enemy HP modifier:
 - Tech-Priest HP modifier
 - Extra enemy unit(s) modifier
 - Enemy HP modifier
 - Number of extra fights in a mission
 - CP movement cost
 - Discipline tree unlock method
 - Skills have a single use per fight
 - Tech can only be equipped once per TP
 - Enable narrative events
 - Enable glyph events
 - Available weapons
 - Enable AoE weapons
 - Starting Blackstone
 - Blackstone revenue modifier
 - Maximum Canticales per mission
- **Achievements**
 - **Achievements are turned off with certain Custom Difficulty settings**
 - There are certain settings that would simply make acquiring achievements too easy. It would also be unfair to those that have already achieved those achievements to now allow an easier difficulty level for the same achievement. As a result, when changing settings in the 'Customise Difficulty' you will be clearly informed if achievements are deactivated.

Exploration view updated:

- **Events options clarity improved**
 - There is now more information on the possible outcome of an option.

Polish:

- **Intro now has a 2D cutscene**
- **Fonts cleaned up**
- **Escape battle button added**
- **Discipline tree UI clarity improved**
- **Esc Menu UI clarity improved**
- **Settings menu UI clarity improved**
- **[missing during Beta] All endings now with Voice Over**

Localisation:

- **Turkish Localisation added**
 - Thanks to Gunes Kuday, Mechanicus now has Turkish localisation.
Gunes Kuday approached us shortly after release with the goal to localise Mechanicus into his native language. After a brief chat we could see that Gunes was a passionate 40K fan! He's also helped out with other developers that work with the Warhammer IP so we knew we were in safe hands giving him the keys to our gigantic localisation kit. We have to point out that our localisation kit has well over 100,000 words to translate! That's roughly 222.2 pages of Arial 12pt single spacing (<https://wordcounter.net/words-per-page>) ...roughly. Just imagine reading that many pages, then changing it into another language. Then also remember that it's the 40K universe. WOW. Well done Grunes, you're the man!

Balancing:

Weapons:

- **Heavy Grav Cannon**
 - AoE (Area of Effect) DMG has changed to 4m radius from 6m
 - Range has changed to 8m from 20m
- **Torsion Cannon**
 - AoE has changed to a 3m radius from 4m
 - Range has changed to 8m from 10m
- **Phosphor Blaster**
 - DMG has changed to 2-4 DMG from 4-6 DMG
 - AoE fan shape is now 6m from 8m
- **Heavy Phosphor Blaster**
 - DMG has changed to 4-6 DMG from 6-8 DMG
 - AoE fan shape is now 6m radius from 8m

Support Items:

- **Plasma Power Cell**
 - T1 increases Energy DMG by +1 from +2
 - T2 increases Energy DMG by +2 from +3
 - T3 increases Energy DMG by +3 from +4

1.1.4 [12/Mar/19] @ 3.58pm GMT

Gameplay & UI:

- **Fixed: Arc Pistol - Logic with friendly fire = broken.** Now you can hurt friends (Kanjejou on Steam)
- **Fixed: Deathmarks are phasing into walls, again.** (Supreme_Bananas on Steam)
As this is map based and not logic based our good friend Supereme_Bananas found the deathmarks new hiding place, Thanks!
- **Fixed: Enemy trapped** (poor guy) (Supreme_Bananas on Steam)
- **Fixed: Missing CP icons**
- **Fixed: "From the Mouth of Malediction": Lifting platforms sometimes not allowing movement** (Supreme_Bananas on Steam)
Seems this one passed us by in 1.1.1. You really are the Supreme Banana!

- **Fixed: HUD disappears in final fight.** (BludStanes on Steam)
- **Fixed: Dead unit deployable on next battle, invisible.** (doGfoodliD + Mr. Night + BludStanes on Steam)
This was a tricky one, thank you guys for the help!
- **Fixed: Servitor T3 skill logic broken.** (Troublehalf + Kanjejou on Steam)
Now we have true HP showing. What glorious celebrations to the Omnissiah!

Localisation:

- If it "is" worth doing, it is worth doing to completion. -Aphorisms 97 (u/AngusKhan on Reddit)
- Word removed as it had no "purpose", or maybe too much purpose? (Alwyne on email)
- Typo "an" not needed (Vordeller on Steam)
- *Recieved* has received some fixes

1.1.3 [12/Feb/19] @ 4.14pm GMT

MacOS & LINUX specific:

OFFICIALLY LAUNCHED

Thank you all for helping us out and being really patient with us. We all appreciate all the kind understanding words we've read over the past few months about these two OSs. We're so happy to finally be here with the official launch after being in 'soft' launch the past few weeks. Please feel free to post bugs if you find any, but by the sounds of it we've found the major players.

Game Engine update:

- Engine version = Unity Engine (2017.4.19f1)
- **[Possibly Fixed]: Citrix stops Mechanicus from launching / creates odd bugs in the process** (Kody.Gloval & infamousdave on Steam)

Why is this important to me?

This update should fix a bug with customers that use an app called **Citrix**.
As none of us here (developers) have a Citrix account or login, please let us and Kody.Gloval & infamousdave, know [here](#).

There may also be minor performance improvements in unexpected areas of the game (such is the case with Game Engine updates).

Bug fixes:

Gameplay & UI:

- **Fixed: Flamers not firing UP stairs** (Slashimus on Steam)
- **Fixed: Skip mission bug** (zarincos on Steam)
- **Fixed: SKILL: Tech-Auxilium 'Bless' resets armour bonuses on Tech-Priests** (Nimmerlein on Steam)
- **Fixed: SKILL: Secutor 'Command' resets armour bonuses on Tech-Priests.** (Imperator & wrfsh on Steam)
- **Fixed: V-SYNC auto turns on**
 - This issue was affecting a handful of PCs, even high spec units. This therefore might improve FPS, lagging issues, odd crashes, etc.
- **Fixed: Defensive Matrix - INFINITE bug** (wrfsh on Steam)
- **Fixed: Ranger Alpha skill 'Multi-task' doesn't work** (cmechs on Steam)
- **Fixed: The greedy Servo-Skull.** Even though this was hilarious... we had to retire this little guy. (Vordreller on Steam)
- **Fixed: Noosphere View permanently on by RMB clicking on the Servo-Skull icon in the action bar.**
- **Fixed: HP not displaying correctly** (Gimmi on Steam)
- **Fixed: SKILL: Explorator 'Noospheric Scan' - only works one way** (Erbamillion Cross on Steam)
- **Fixed: MACHINE SPIRIT: Kataphron's Torsion Cannon "Machine Spirit = 0" doesn't make any sense** (Imperator on Discord)
 - It now makes sense! We must have overlooked this outdated mechanic
 - MACHINE SPIRIT now delivers +2 DMG (a damn sight more meaningful than nothing).

Localisation:

- **French translation reworked** (pendragon64 on Discord)
- "I fear you step to close to heresy, Scaevola" - should be too (eFTy on Discord)
- "THEN Mechanicus + Necron" now more Mechanicus (MadaPaka on Discord)

1.1.2 [18/Jan/19] @ 3.35pm GMT

Bug fixes:

Gameplay & UI:

- Fixed: Praetorian stuck in a walls, “stay out of my walls” litany now activated... for real this time (DaedalusCain & Paladin852 on Discord)
- Fixed: KHEPRA: K6 - four Necron Panels are bugged (daveabarmen on Discord)

Functionality:

- Improved UX: Necron Panels (computers) are no longer scannable by Servo-Skulls. This function serves no purpose.

Polish:

- Fixed: Lord VO not playing [The Lord Astronomer] mission during exploration

1.1.1 [16/Jan/19] @ 4.34pm GMT

Bug fixes:

Gameplay & UI:

- Fixed: New fix for the “Upgrade (level up) bug” (TSKaiser on Discord)
 - **Developer note:** This continues to be a problematic bug that is very hard for us to reproduce, resulting in some fans never experiencing it and others all the time. We’d like to point out, we’ve not given up!
We’d like to say thank you to TSKaiser for spotting coding alternatives, related to the Upgrade (level up) bug. With his help we’ve implemented some in the background changes that might solve this bug or might not. We are releasing these in this version and hope this has resolved the issue but cannot guarantee until it’s released to the public.
Thank you all for your patience and understanding on this topic.
- [Re-Fixed in 1.1.2] Fixed: Praetorian stuck in a walls, “stay out of my walls” litany now activated (DaedalusCain & Paladin852 on Discord)
 - ~~Developer note [17/Jan]: it appears the fix for this didn’t work. We will be right back to work on this one. In the meanwhile please post any bugs related to this appearing here in Osmoseriser’s post.~~
 - **Developer note [18/Jan]:** all fixed now in 1.1.2
- Fixed: General Arenas: Lifting platforms sometimes not allowing movement
- Fixed: Kataphron lvl 3 skill, sometimes not working
- Fixed: ‘Heart and Minds’ mission not completable by conventional means anyway, but now works! (dentalfloss on Steam)
- Fixed: Opportunity Attacks for 2x2 enemies (Pokemastuh on Steam)
- Fixed: ‘One with the Machine’: ACHIEVEMENT broken (intermittent) (daveabarmen on Steam)
- Fixed: Refractor Field item’s 1-round-logic needs syncing with game’s 1-round-logic (Whelp on Steam)
- Fixed: CP amount not showing correctly (intermittent) (Kzah on Steam)
- Fixed: Machine spirit not activated (intermittent)
- Fixed: ‘Tame the Machine Spirit’ canticle isn’t working as intended (Twenty-Four on Steam)

Functionality:

- Intro video now linked to audio settings

Localisation:

- Fixed: Tiresus doesn’t stop talking about the 17th December, maybe it’s his birthday?
- Fixed: #ERROR showing in-game (RU only)
- Servitor lvl 3 skill says "add 8 HP" but only has 8HP max now “add 3 HP”
- EN - Desirable was Undesireable in one instance, we couldn’t resist the phrase (Aufrichtigkeit on Discord)
- RU - collection of translation issues now fixed

LINUX (soft) specific:

- Fixed: Intro Video not showing (Tchey on Steam)
- Fixed: 30FPS capping if servitors still had stomachs, they would have filled a small swimming pool with bile. (Mechanicus’ Linux Community on Steam)

1.1.0 AKA ‘Tiresus Patch’ [17/Dec] @ 7.15pm GMT

Tiresus’ *hidden* Quest for Knowledge:

A bunch of new missions that we really wanted to bring you guys in total secret but it appears that the community are really good at finding easter eggs. This is as lightly we will touch on the details. You’ll have to find them yourselves.

Content

- **7 *hidden* missions**
Find out what Xenobiologis Tiresus has been up to during the mission. This is an Easter Egg storyline, so you’ll have to look for him.
- **A new *hidden* boss fight**
Tiresus has fallen into a luring trap for knowledge. His fate leads him to a very dark place indeed!

1.0.8 Developer comments:

So what did 1.0.8 achieve?

With 1.0.8 the changes have worked as desired. The plan here was to make the curve less drastic while not disrupting the players that are happy with the current difficulty level. The main issue was not exactly the difficulty but more the silly nature of weapon damage in the mid-late game.

1.0.8’s goal?

The goal with 1.0.8 was to test the balance curve and avoid horrible situations where a battle arenas or missions were unplayable.

We also cannot change everything all at once without proper time for testing and the help of feedback from our active community members! Thanks guys, the feedback was really helpful!

To clear some questions and concerns, we weren’t intending for this to be the final balance patch, the be all end all balance decision, or a hardcore difficulty mode (it’s certainly not). We could not solve everything in one go, to do so would likely change the game too much too quickly, resulting in too many errors. Balancing will be addressed but if we can solve that with difficulty modes (read below) then that’s a better solution versus destroying the fans experience of the current game.

Now these goals have been achieved we are merging 1.0.8 into 1.1.0

So what does the future bring?

As a single player experience there are some great things we can do to address challenge within Mechanicus. We were aware that the 40K fan base for games is a very versatile range of skill sets. As we’re so integrated as fans ourselves, it’s a very apparent part of GW game culture. What we do want is a game that everyone can enjoy no matter your skill level, while retaining our “it’s all about choices” mantra.

We’re currently discussing where to go next with Mechanicus. One of the main features that we would like, and seems you guys are already on board with, is a difficulty system. We have some basic plans of what we would love to do, but it all comes down to how many resources we have. In the New Year we should have these plans fleshed out and really hope we can implement our goals into Mechanicus.

Balancing:

All changes from [1.0.8](#) plus;

Disciplines

- **Disciplines tree reworked**
 - Explorator skill lvl 1 and lvl 3 swapped
 - Now: ‘Escape’ is a lvl 3 skill
 - Now: ‘Noospheric Scan’ is a lvl 1 skill

Developers note: This was meant to be live in 1.0.8. Seems there was a bug and it just didn’t happen. Either way, this is to combat the “must have” lvl 1 skills for all TPs. Specifically now that Opportunity Attacks are more apparent this change is to make the Explorator more unique and less of a “everyone gets to ignore the more powerful OA system”. We’re also keeping an eye on the Dominus Range buff skills but this is likely more of a logic change (AoE buff) that needs addressing rather than the skill itself.

Bug Fixes:

All fixes from [1.0.8](#) plus;

Gameplay & UI

- **[Fixed in 1.1.1]: Upgrade (level up) bug** [\[bug mega thread\]](#) we think we got it this time... maybe?
- **Fixed: Blackstone amount = Upgrade amount = #sadface** if your blackstone equaled your upgrade amount you weren't able to upgrade. What a false economy! Now this is no longer an issue.
- **Fixed: Missing Necron Lord voice**

Localisation

- **Russian has had a second quality pass**
- **Minor Latin alphabet localisation fixes**

PTR - Patch 1.0.8 [10/Dec] @ 07.14pm GMT

Balancing:

Gameplay

- **Opportunity Attack (OA) logic improvements**
 - TPs no longer OA when a target comes into melee combat
 - OAs don't use Machine Spirit buffs.
 - Necrons that didn't have OAs, now have OAs
 - Necron Warriors
 - Praetorians with Rod of Covenant
 - Necron Immortal with gauss blaster
 - Scarabs
- **Szaregon buff.** He no longer has 99 problems, as he now has 99HP.
 - HP increased to 99HP

Disciplines

- **Disciplines tree reworked**
 - Tech-Auxilium skill lvl 1 'Cognition Freedom'
 - Now: "Reduces next attack by 2 CP"
 - Lexmechanic skill lvl 1 'Enhanced Analytics'
 - Now: "Gain 1 CP when the CP gauge is empty"

Weapons

- Macrostubber: Now costs 1CP to use.
 - Damage has high value in Mechanicus and Macrostubber added value is > to Arc Pistol
- Volkite Blaster: DMG reduced to 6-8. Machine spirit now makes the weapon cost 1CP.
- Eradication Ray: DMG reduced to 7-9. Machine spirit now makes the weapon cost 1CP.
- Phosphor Serpenta: DMG reduced to 4-6. Machine Spirit now adds +2 DMG bonus and requires 2 charges instead of 3.
 - Our objective here is to add consistency between Phosphor weapons.
- Phosphor Blaster: DMG reduced to 4-6. Machine Spirit now gives a +2 DMG bonus.
- Heavy Phosphor Blaster: DMG reduced to 6-8. Machine Spirit now gives a +2 DMG bonus.
- Plasma Caliver: DMG reduced to 5-7.
- Plasma Culverin: DMG reduced to 6-8.
- Cognis Flamer: DMG reduced to 2-4. Machine Spirit gives +1 DMG bonus.
- Incendine Combustor: DMG reduced to 4-6. Machine Spirit gives +1 DMG bonus.
- Arc Pistol: Now costs 0CP to use.
- Arc Rifle: DMG reduced to 1-8.
- Heavy Arc Rifle: DMG reduced to 1-12. Area DMG increased to 1-4.
- Torsion Cannon: DMG reduced to 5-7.
- Heavy Grav Cannon: DMG reduced to 6-8.
- Solar Atomiser: DMG reduced to 8-10.
- Arc Scourge: DMG reduced to 5-7. Area DMG now 2-4.
- Infestus Mechadendrites now have the following;
 - T1 - 1 DMG
 - T2 - 2 DMG
 - T3 - 3 DMG

- Omnissian Axe now as follows;
 - T1: 2-4 DMG
 - T2: 3-5 DMG
 - T3: 4-6 DMG
- Power Axe DMG now as follows;
 - T1: 3-5 DMG
 - T2: 4-6 DMG
 - T3: 5-7 DMG

Items

- **Energeia Enhancers and Power Field Generators**
 - Tier 2 cost 2 CP
 - Tier 3 cost 3 CP
- **Canticle: ‘Incantation of the Iron Soul’** now adds 4, 8 or 12 DMG, instead of 6,12 or 18.

Bug Fixes:

Gameplay & UI

- **Algorithm for Sarcophagus to ensure the correct number of units are spawned.**

Localisation

- **Fixed: Huge French localisation fix** now more 40k in your French with better French (pendragon64 on Discord)
- **Fixed: Faustinius** no longer spells his name wrongly... and he's the Dominus! (Eversor That One Coming on Steam)
- **Fixed: Another tiny grammar fix for English** best to make the *Tech-Priests* happy (FroBodine on Steam)

Patch 1.0.7 [01/Dec] @ 12.05am GMT

Bug Fixes:

Gameplay & UI

- **Fixed: Duplicate Portraits** now you will always have the same portrait for your Priests
- **Fixed: Damage canticles don’t affect mechadendrites anymore** ‘Cant of the Craft’ and ‘Incantations of the Iron Soul’ cannot be applied to mechadendrites. In fact, Infestus mechadendrites can no longer be buffed in any way. Infestus was always intended to be “unbuffable”.
- **Fixed: Servo-Skull skill description on load** now correctly shows you a Servo-Skulls info after loading into a saved game.
- **Fixed: Hidden platforms showing HUD weapon preview** now > immersion, and also < breaking your eyes.
- **[Fixed in 1.1.1] - Blind-fix: Upgrade (level up) bug** [bug mega thread] This one's proving really hard to find. We’ve applied a ‘blind-fix’, which means, we’ve had to assume what the cause of the issue is and fix it blindly. No promises this bug is resolved, but if you no longer experience it from this patch onwards, then the blind-fix worked. If you do, then please let us know as many steps that you took leading up to the bug. If you happen to capture it on video that will also be a great help. Thank you.

Functionality UX

- **Fixed: Camera reset after destroying a Necron Panel (computer)** no longer moves somewhere randomly.
- **Fixed: Refresh rate not saved in the settings menu** rather refreshing approach, at a rate, the Omnissiah would be proud.
- **Fixed: Tooltips not playing nice in high-res** no more off screen tooltips (WarpBecon on YouTube - Спасибо)

Localisation

- **Fixed: English language errors** *successfully, successful!* (DaedalusCain on Discord)
- **Fixed: English language cleaner** Female ports sentence (Jep on Steam - We liked this suggestion!)
- **Fixed: English language grammar error** successfully taken *it* to the Engineeers (eFTy on Discord)
- **Fixed: ‘Energaia Enhancers’ T2 & T3 are named wrongly** (Wendek on Discord)
- **Fixed: Code errors for dialogue events in 'Winds of Change'** (Edu8000 on Discord)
- **Fixed: Russian: Text alignment issues** Русский: проблемы выравнивания текста (KRON on Discord & WarpBecon on YouTube - Спасибо)

Patch 1.0.6 [23/Nov] @ 6.19pm GMT

Bug Fixes:

Gameplay & UI

- **Fixed: Ending achievements** both ‘Sterile Perfection’ and ‘Mother of Xenarites’ weren’t obeying the Omnissiah, but now they will, our deepest apologies.
- **Fixed: Skitarii Ranger Alpha’s power sword machine spirit** now with more spirit!
- **Fixed: Skitarii Ranger’s Galvanic Rifle machine spirit** there’s so much spirit now we have to make sure these guys aren’t getting drunk (I’m not apologising!)
- **Fixed: Skitarii Vanguard damage type** things are going to get physical!
- **Fixed: Mechadendrite’s can now attack Necron panels (computers)** they no longer fear Necron tech!
- **Fixed: Dominus ‘Enhanced Enhancers’ skill** no more reducing CP cost of weapons, this will increase difficulty a little.
- **Fixed: Explorator ‘Enhanced Generator’ skill** similar to above, no more cheese for these TPs.
- **Fixed: Destroyers shoot through walls** we’ve double tapped this bug, preventing it from activating reanimation protocols in the future. We hope.
- **Fixed: Destroyers freeze the game** they were quite literally, destroying! Now purged!
- **Fixed: Dominus ‘Rites of Range’ skill** now DMG and CRIT buffs are applied. (Ghostility on Steam - thanks)
NOTE: If you have Saved games already in a mission, this will then fix in your next mission.
- **Fixed: Can’t close the awakening popup in battle** (eachtoxicwolf on Discord - thanks)
- **Fixed: Tech-Auxilium ‘Bless’ skill +armour canticle, removes armour** now gains armour! (powercore2000 on Steam - thanks)
- **Fixed: Necron Vargard swap skill**
- **Fixed: Settings: Full Screen / Ambient Occlusion not saved**

Battle Arenas

- **Fixed: Agrolekh map with non-walkable area** freedom to walk = positive
- **Fixed: Inaccessible platform in Ekropis map** (Doploctor on Discord - thanks this one was a really rare one)
- **Fixed: Line of sight issue in Agrolekh** (Wyhx on Discord - thanks)
- **Fixed: Line of sight issue in Ubjao** (Wyhx on Discord - thanks)
- **Fixed: Ekropis B11 walkable issue** (Sam H. on Facebook - thanks)
- **Fixed: Mhelob map: clipping issues and invisible stairs**

Localisation

- **Fixed: Blurry text in equipment tooltips** no more need for augmetic eyes
- **Fixed: English error - ‘mandible’ change to ‘maniple’** (DaedalusCain on Discord - thanks for pointing these out)
- **Fixed: Command skill description** (DaedalusCain on Discord - thanks again buddy!)
- **Fixed: RUSSIAN: ‘Traveller’ skill description wrong.** (Cooler on Steam - thanks)
- **Fixed: English line for Agrolekh in Tutorial event options** (Vadonk on Discord - thanks)

Workarounds

A small number of players are experiencing the following two issues, so this section is very specific to those users.

- **Temp - Fix: Not able to get past Main Menu** (Kayvan on Discord - thanks for going through this with us)
Original Steam post: <https://steamcommunity.com/app/673880/discussions/1/3104564981118069210>
For a small number of users, it was impossible to launch a New Game and therefore not able to play Mechanicus. This is a Temp-fix as the game will now launch, but **without sound**.
 - **Possible sound fix** (so a possible full fix) (JinkelaBoss on Steam - thanks for finding this!)
 - User **JinkelaBoss** on Steam found that reinstalling your sound drivers fixed this issue (before we applied this Temp-fix) so this may still work after this patch.<https://steamcommunity.com/app/673880/discussions/1/3104564981118069210/#c3104564981120810332>
- **Workaround for setting the resolution manually** (eachtoxicwolf on Discord - we really appreciate your effort! Thank you)
There’s a solution for those that aren’t seeing all available resolutions in-game. It appears this is related to the game engine not finding all resolutions properly.
 - It’s a brutish work around and we advise **approach with CAUTION, and back up your reg files. You should always make backups of your registry BEFORE changing anything, we cannot be responsible for any damage to your machine should something go wrong as a result of doing this. You have been warned!**
 - Go here for the solution <https://imgur.com/gallery/72UsvCg>

Patch 1.0.5 [18/Nov] @ 12:32am GMT

Balancing:

- **Videx's & Scaevola's, Mhelob & Neftusk missions unlocked sooner.** Because these environments are AWESOME, and we want you to see them sooner.

Bug Fixes:

- **Fixed: Deathmarks teleporting in walls in Scaevola's fourth mission** sneaky buggers
 - **Fixed: Skitarii Taser Goad now indicates and deals energy damage** Omnissian Clarity!
 - **Fixed: Skitarii Radium Carbine now indicates and deals physical damage**
 - **Fixed: Relic Reclamation escape bug** Will not work if you load a save within the battle (from previous builds), you must load before the battle starts (in exploration or HUB). Tested and ready to go! +proof: <https://media.discordapp.net/attachments/512748850205818953/513497504856408242/unknown.png?width=1008&height=572>
 - **Fixed: Canticle Machine spirit still broken** now less broken... as in not broken
 - **Fixed: AoE weapons crashing/froze the game** now that... that was an ANGRY Machine Spirit!
 - **Fixed: unreadable Chinese font**
 - **Fixed: unreadable Russian font**
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Patch 1.0.4 [15/Nov] @ 2:29am GMT

Omnissian Upgrades:

- **Battle UI: Display machine spirit effect when a weapon is charged** so now we all know what we're getting for charging the spirit!
- **Game: Updated Main Menu & other fonts to a more compatible one**
- **Game: Reduced visual flickering** as not everyone is a cyborg
- **Game: Updated VFX on Deathmark's weapon**

Bug Fixes:

- **Fixed: Destroyer shot through walls**
 - **Fixed: Macrostubber tooltip said Energy damage instead of Physical**
 - **Fixed: Various errors**
 - **Fixed: Skill description for all languages except English**
 - **Fixed: Grave Goods mission** (yay! Sorry about this one)
 - **Fixed: Tech-Auxilium Head**
 - **Fixed: Dominus - Rites of Range skill**
 - **Fixed: Explorator - Traveler**
 - **Fixed: Destroyer stuck between 2 units**
 - **Fixed: Ekropis Endless Legion skill**
 - **Fixed: Vargard Swap skill**
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Release 1.0.3 [15/Nov/18] @ 6:00pm GMT
