

## **Warhammer 40k Conquest LCG OCTGN ChangeLog**

### **April 14, 2016 Changelog**

**Version 1,3,5,1**

#### **Fixes**

*Smasha Gun Battery is no longer Loyal  
Sacaellum's Finest is now Loyal*

### **April 12, 2016 Changelog**

**Version 1,3,5,0**

#### **General**

*Added Wrath of the Crusaders !*

*Added a deck check when loading deck. Might be a bit buggy, feel free to make some feedback if anything weird happen.*

*Added the functionality to replace a planet by another one, so you can now play 'Declare the Crusade'. Simply right click the planet you want to replace, select 'Replace in the menu' and enjoy !*

### **March 23, 2016 Changelog**

**Version 1,3,4,1**

#### **General**

*Added What Lurks Below !*

#### **Fixes**

*Fixed Sae'lum Enclave type (It was in french... i guess i was tired:p )*

### **March 1, 2016 Changelog**

**Version 1,3,3,3**

#### **Fixes**

*Fixed « Search top x » menu option, and added the possibility to select multiple cards.*

### **February 29, 2016 Changelog**

**Version 1,3,3,2**

#### **Fixes**

*Fixed multiple bugs with the new API. Probably some more are gonna pop, follow the setup instruction if you have any !*

### **February 29, 2016 Changelog**

**Version 1,3,3,1**

#### **General**

*Added Deadly Salvage !*

#### **Fixes**

*Fixed annoying API message in the lobby.*

## **January 27, 2016 Changelog**

**Version 1,3,2,1**

### **General**

*Added Boundless Hate !*

### **Fixes**

*Stalking Ur'Ghul is now a Dark Eldar (and not a Darke Eldar, it's so 2015)*

## **January 3, 2016 Changelog**

**Version 1,3,1,1**

### **General**

*HAPPY NEW YEAR 016,M3 !*

### **Fixes**

*Commissarial Bolt Pistol had wrong cost and affiliation.*

## **December 11, 2015 Changelog**

**Version 1,3,1,0**

### **General**

*Added Decree of Ruin !*

### **Fixes**

*Fixed Typo on various cards (Thanks Daagar and Floppynator)*

## **August 24, 2015 Changelog**

### **Fixes**

*Fixed Typo on Veteran Barbrus (Thanks Matt Dickoff)*

## **August 21, 2015 Changelog**

**Version 1,2,0,1**

### **General**

*Added Infection Token, Infest and « Uninfest » Command (Shortcut CTRL+I, ALT+I)*

*New double Skull for Tyranid players !*

## **August 20, 2015 Changelog**

**Version 1,2,0,0**

### **General**

*Added The Great Devourer.*

*Synapses are set up on board with the warlord.*

*Termagant Tokens added.*

*Multiple tokens are now created next to each other instead of piling up.*

## **Mai 18, 2015 Changelog**

**Version 1,1,7,1**

### **General**

*Fixed the annoying API message in the lobby.*

## **Mai 4, 2015 Changelog**

*Version 1,1,7,0*

## **General**

*Added Descendent of Isha !*

## **Avril 6, 2015 Changelog**

*Version 1,1,6,0*

## **General**

*Added The Threat Beyond !*

## **March 12, 2015 Changelog**

*Version 1,1,5,0*

## **General**

*Added Zogwort's Curse !*

*Warlords now automatically kneel when bloodied.*

## **February 1, 2015 Changelog**

*Version 1,1,4,0*

## **General**

*Added The Gift of the Ethereal !*

*The planets, servo-skull, initiative token and units tokens now have their own size.*

## **January 4, 2015 Changelog**

*Version 1,1,3,0*

## **General**

*Added The Scourge !*

*Added additionnal information to squad unit in the deckbuilder :*

*Squad (x), where x is the exact number of copies in the squad*

## **Fixes**

*The names of the two hidden planets no longer show in the chat at the start of the game .*

## **November 16, 2014 Changelog**

*Version 1,1,2,0*

## **General**

*Added Howl of blackmane !*

*Added some information in the chat at setup (warlords, planets)*

## **Fixes**

*Fixed some misspelling*

## **August 30, 2014 Changelog**

*Version 1,1,1,0*

## **General**

*Planet discarded with the discard function are now deleted instead.*

*Removed F9 shortcut from exhaust/kneel function (double clic still works)*

*Changed Ready all cards shortcut to F9*

*End turn function now flip the first face down planet by itself !*

### **Tabletop Action**

*Added a new action "Win Command on Targets", shortcut F5*

*You can now target (shift+click) any planet where you win command struggle and any card giving bonus ressources or draw (Void pirate, Eldar survivalist...), then press F5 and take all ressources/draw or select for each planet wich ones you take.*

### **Fixes**

*Did some grammar corrections.*

## **August 22, 2014 Changelog**

*Version 1,0,0,3*

### **Fixes**

*Fixed "I'm Done".*

*Fixed message from "Search Top X Cards" not notifying the good amount of cards moved to the bottom of the deck*

*Version 1,0,0,2*

### **General**

*Updated/Added Shortcuts for every action*

*Special mention : STOP Shortcut changed from Spacebar to Enter.*

*Added Shortcuts and ChangeLog documentation ("How to play" coming soon)*

*Added Matchmaking options : Casual, Advanced.*

*Modified Game Site to be the OCTGN.gamersjudgement blog.*

### **Tabletop Action**

*Added a new action "I'm Done", shortcut ALT+D*

*Player A is now the only players who can set up planets*

### **Fixes**

*Fixed error when you searched your deck with "Search Top X Cards" function and didn't find what you wanted*