

## Warhammer 40k Conquest LCG OCTGN ChangeLog

### 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+clic) 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**