

## Warhammer 40k Conquest LCG OCTGN ChangeLog

### **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+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**