

Warhammer 40k Conquest LCG OCTGN ChangeLog

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+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