

Warhammer 40k Conquest LCG OCTGN ChangeLog

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