

SHT Patch 1

Premier patch disponible

Date de sortie : 23/10/2018

Premier patch disponible depuis la sortie du jeu et pesant 1.8 Go, cette mise à jour fait suite à 10 jours de bêta tests. Elle vise à rééquilibrer l'IA, notamment dans le mode campagne et sur le « blocage » des Genestealers quand les Spaces Marines se plaçaient en mode vigilance (Overwatch). Quelques améliorations, notamment sur la visibilité, sont également au programme.



Change log

AI Improvements

- Fixed a case where Terminators would block each other when trying to access a console
- Improved Terminator AI handling of Door-Console links
- Terminator AI is now less prone to kill its own teammates when burning a room
- Fixed a case of Heavy flamer not moving toward the room to flame
- Terminator AI now handles multiple flame room objectives

- Fixed the Terminator AI trying to block corridors that the Genestealers can't access in 1 turn
- Fixed the Terminator AI not knowing when a Genestealer spawn is blocked
- Fixed a case of Terminator AI getting stuck after completing part of an objective
- Fixed a case of Terminator AI getting stuck after recovering the servo-skull
- Genestealer AI now tries to overrun Assault Cannons with limited ammunition
- Genestealer AI is now more prone to send Genestealers into suicide attacks if it has reserves
- Genestealer AI now takes more risks regarding Overwatch fire

Features:

- Added more campaign horde maps (9->20)
- Played horde maps are now excluded from the list until they have all been played
- Rebalanced all Leaderboard ranks
- Added a confirmation popup when exiting squad customisation without saving
- Added a Heal icon on the ground to show the Apothecary's medical assistance area of effect
- Improved the Overwatch ground icon display for squares covered by both turret and Terminator Overwatch
- Added a floor icon for « the next frontal attacker is killed » card
- Added the option to disable motion blur
- Added the option to toggle off subtitles during cinematics
- Added a slider to change camera scrolling speed
- Improved sound effects throughout the game
- Improved card UI
- Improved objectives display
- Improved dice display in the log

- Added a log entry for Jamming and Unjamming
- Added a log entry for Healing attempts
- Improved the display of « Neurotoxin » special rule in unit details
- Re-added links between doors and consoles on Berathius
- Slightly improved automatic camera movement
- Added a cinematic at the end of Genestealer Mission 3
- Fixed some wrong rewards in Terminator Campaign events

Balancing Changes

- The « Slash » special attack and Medical assistance area of effect no longer requires line of sight (always affect the 3 frontal squares)
- The Axe Channeling ability description now properly reflects its « until next turn » duration
- The Hammer and Shield ability descriptions now properly reflect that they are used in frontal melee only
- The Frenzy card descriptions now reflect that it can't be used on Biomorphs
- Removed the No Bluff Special Rule from Eratrius local file
- Added Limited Blips Special Rule to Osulas local file

Bugfixes

- Fixed the number of remaining AP when a unit opens a door while moving
- Fixed the number of remaining Assault Cannon munitions while a unit is in Overwatch
- Fixed a case where moving and shooting would consume extra APs.
- Fixed the « Next melee is a success » cards not working during the opponent's turn
- Fixed « +2CP per kill » cards giving only +1CP
- Fixed being able to shoot at a blip if overwatching the spawn
- Fixed a case of victory not being properly registered if

a player exited too fast

- Fixed the « Average time per turn » not working properly
- Fixed a case of « Class Restriction » special rule not working
- Fixed the turret firing animations not starting at the right time
- Fixed various cases of UI not refreshing immediately
- Fixed resource points (PP/Ammo) UI not refreshing immediately
- Fixed blip value not refreshing immediately after changing it with a card
- Fixed card UI not refreshing properly when drawing cards mid turn
- Fixed a graphical glitch related to Orkish fungi
- Fixed Terminator portraits not being reloaded properly
- Fixed the base Genestealer customisation not being updated in real time
- Fixed emblems and patterns on lightning claws
- Fixed missing masks in Dark Angels customization
- Fixed a graphical glitch blood angel plasma customization
- Fixed a case of wrong cinematics being played during overwatch fire
- Improved consistency in log text
- Fixed missing text in unit details after using a « Next shot is a success » card
- Fixed a missing icon in the log when playing the « place a rubble » card
- Fixed being able to display the log or unit details with the extended map
- Fixed audio glitches in campaign cinematics
- Fixed Idle sounds still playing after exiting the campaign squad manager
- Fixed the additional spawn in Terminator Campaign Chapter I not having the proper visuals
- Fixed a graphical glitch during Genestealer Mission 2 intro cinematic

- Fixed missing dialogues in Genestealer Mission 5 and 6
- Fixed missing dialogues in Terminator Mission 12
- Removed an obsolete dialogue in Terminator Mission 9 introduction
- Fixed various typos and text mistakes throughout the game
- Fixed a crash related to the AI
- Fixed a crash on « flame the room » maps
- Fixed a crash when using ALT+F4
- Fixed a case of crash during multiplayer games
- Fixed various other crashes

KNOWN ISSUES

- Cases where the Terminator AI may not put itself in Overwatch, even when in direct danger
- Genestealer biomorphs start a draw animation when killed in melee