

SHT Patch 2 Beta

Deuxième Patch disponible pour la beta

Après un premier patch sorti depuis l'ouverture de la Beta, Cyanide propose aujourd'hui un deuxième patch pour tous ceux qui ont accès. Ce patch sera sans doute le dernier avant la sortie du jeu, toujours prévue pour le 9 octobre prochain, Cyanide ayant confirmé qu'un patch serait disponible le jour de la sortie du jeu.

Ce patch pèse plus d'1 Go et propose pas mal de rééquilibrages du jeu. On notera, notamment, que le coup en AP (Point d'Action) de l'apothicaire pour verrouiller les portes passe de 1) 0 ! Aucune raison, donc, de se priver de cette astuce permettant de couvrir ses arrières ☐

A noter également que les cartes possédant la qualité « action suivante » ne perdent plus effet à la fin du tour mais bien au début de l'action suivante.

Ce patch sera aussi l'occasion de profiter des bonus de personnalisation pour ceux qui ont précommandé le jeu : Une couleur spécifique par chapitre ainsi qu'un emblème unique pour chacun d'eux.

Pour en discuter, rendez-vous sur le [forum officiel](#).



Patch note

▪ Balance changes:

- All cards that affect “the next action” won’t expire at the end of your turn. The effect stays active until consumed by an action.
- The Apothecary “Lock door” ability now costs 0 AP (Action Point).
- The Axe Challenging psy power now costs 1 PP (Psy Point) instead of 2, according to the description displayed on the action tooltip for Librarian.
- Re-added the console and its links on Darakin
- Re-added the links between the console and the door on Khitor

Features:

- Pre-Order DLC is now available
- Auto-camera handling during opponent’s turn has been improved.
- Special rules from the current map are now displayed in-game below the objectives.
- In-game objective display has been improved.
- The map legend that appears when your hand of cards is displayed has been improved
- Tweaked the “Disengage Genestealer” button
- Improved AI to better handle Console-Door links
- Added icons for all interactive objects when an

action is prepared, instead of only using the door one.

- Added a new dodge animation for Genestealers.
- Improved the Genestealer campaign intro cutscene.

Bugfixes:

- Fixed the warp bubble not activating in certain situations
- Fixed a crash due to corrupted customisation save data
- Fixed the Guard stance gained from a card not showing in the info tab
- Bonuses to shooting will now also affect move and shoot actions.
- Fixed certain cards using incorrect icons
- Fixed decoy blips not gaining 2 AP with the Screamer Killer card.
- Fixed typos and overlap in various texts and languages
- The “Next frontal attacker is killed” card will now display the correct icon on the ground.
- Fixed an issue where actions wouldn't correctly display in the gameplay log
- Fixed an issue where text was missing in the gameplay log
- Fixed an issue where icons were missing in the gameplay log
- Tutorial tooltips will no longer display during cutscenes
- Fixed the Terminator card UI breaking when playing a card
- Fixed patterns and emblems not correctly displaying on Hands, Lightning, Claws and Bolters.
- Mission Editor: Removed the option to set Doors, Consoles, Turrets and Rubble as indestructible
- Fixed the Genestealer animation when running under Assault Cannon overwatch

- Corrected an issue where the Dark Angel heavy was able to remove his Eye implant