



Positioning Update

New Features

- New Game Board: The game board has been changed to make it more legible and accessible.
- Move History: Players can now review which cards have been played over the course of the match.
- New Card Laying Mechanic: Card positioning has taken on a new dimension. Players can now choose exactly where on a row to play their cards, and many abilities now refer to a card's relative position on the row.
- Taunt System: Players can now communicate with each other using predefined "taunts" spoken by their avatar.

Neutral

- Thunderbolt Potion now lets you choose 3 adjacent units and buffs all non-Gold units among them (positioning).
- Dimeritium Bomb now affects 5 adjacent units (positioning).
- Commander's Horn now lets you choose 5 adjacent units and buffs all non-Gold units among them (positioning).
- Geralt: Aard changed to Ranged.
- Geralt: Aard now lets you choose 3 adjacent units on the opposing Melee or Ranged row and affects all non-Gold units among them (positioning).
- First Light changed to Fleeting. Clear Skies or Rally go to the graveyard instead.
- Field Marshal Duda: Agitator now counts as a Token (spawned) unit.
- Field Marshal Duda: Agitator now has the Fleeting tag.

- Field Marshal Duda: Companion now counts as a Token (spawned) unit.
- Field Marshal Duda: Companion now has the Fleeting tag.
- Unicorn now counts as a Token (spawned) unit.
- Unicorn now has the Fleeting tag.
- Chironex now counts as a Token (spawned) unit.
- Chironex now has the Fleeting tag.
- Roach is now summoned before Kayran's ability is resolved.
- Lambert strength changed from 6 to 5.
- Eskel strength changed from 6 to 5.
- Clear Skies now removes all Weather effects on the battlefield.
- Cyprian Wiley now only deals 3 base damage to an opposing non-Gold unit. No effect when removed from board.
- Ciri: Dash strength changed from 9 to 8.
- Unicorn no longer affects Gold units.
- Chironex no longer affects Gold units.
- Stammelford's Tremors now deal 2 damage to 6 random opposing non-Gold units (if available).
- Thunderbolt Potion no longer gives Witchers an additional buff.
- Swallow Potion no longer gives Witchers an additional buff.
- Dimeritium Shackles now lock the units they affect but do not reset them to base strength.
- Renew can no longer resurrect Permadeath units.
- Mustered/spawned units now appear to the right of the summoning card (positioning).
- Quen now protects from changes to base strength.
- Triss Merigold can no longer target Gold units.
- Manticore Venom now lets you choose 3 adjacent units and deals damage to non-Gold units among them (positioning).
- "All abilities that lock units can also be used to unlock units. Note that unlocking does not bring back Tokens the unit had before being locked. Exceptions: Radovid, Assassination"
- The Blizzard Potion is now a choice card. You choose between two cards, one applying Weather Immunity, the other removing it.
- Rally now draws the top Bronze unit from your deck.
- Field Marshal Duda: Companion strength changed from 3 to 1.
- Field Marshal Duda: Companion now affects non-Gold units within 4 spaces to the left (positioning).
- Field Marshal Duda: Agitator strength changed from 3 to 1.
- Field Marshal Duda: Agitator now affects non-Gold units within 4 spaces to the left (positioning).
- Cleaver strength changed from 5 to 6.
- Johnny now banishes the chosen card instead of putting it on the bottom of the deck.
- Cyprian Wiley strength changed from 5 to 7.
- Ragh nar Roog now removes 2 base strength from 8 random opposing non-Gold units.
- Mardoeme: Mutagen now resets target unit to a base strength increased by 2 relative to its initial value.

- Mardroeme: Spores now resets target unit to a base strength decreased by 2 relative to its initial value.
- Villentretenmerth now has the Permadeath tag.
- Villentretenmerth strength changed from 7 to 4.
- Yennefer: The Conjuror strength changed from 5 to 4.
- Operator strength changed from 6 to 8.

Northern Realms

- Dun Banner Heavy Cavalry is now promoted at the end of the second turn after being played.
- Philippa ability changed: she now gives you the option of playing a Special Card from your hand, then drawing a card.
- Lubberkin now counts as a Token (spawned) unit.
- Lubberkin now has the Fleeting tag.
- Botchling now counts as a Token (spawned) unit.
- Botchling now has the Fleeting tag.
- Field Medic strength changed from 2 to 4.
- Kaedweni Siege Expert will no longer lose strength when units with the Machine tag are played.
- Kaedweni Siege Expert strength changed from 5 to 4.
- Dethmold can now banish a card from either graveyard.
- Triss: Butterfly Spell strength changed from 4 to 6.
- Keira ability changed: she now sets the unit on her right's strength to that of the unit on her left (if both are non-Gold).
- Radovid ability changed: he now lets you choose 3 adjacent units and locks and deals 2 base damage to all non-Gold units among them (positioning).
- John Natalis now buffs units one after the other -- meaning he can buff the same unit multiple times.
- Dijkstra strength changed from 5 to 1.
- Dijkstra ability changed: he now plays a Gold card from your deck.
- Margarita now spawns Aretuza Adepts instead of Ban Ard Adepts.
- Pavetta now only destroys the weakest unit(s) once.
- Removed the Relentless tag from Triss: Butterfly Spell.
- Dijkstra is now Disloyal.
- Reinforced Trebuchet strength changed from 5 to 4.
- Reinforced Trebuchet's countdown changed from 3 turns to 1 turn.
- Reinforced Trebuchet's damage changed from 2 to 1.
- Vernon Roche can now target units on your side as well.
- Shani strength changed from 3 to 2.
- John Natalis' buff values changed to 3, 2 and 1, respectively.
- John Natalis strength changed from 5 to 6.
- Botchling strength changed from 4 to 5.
- Dandelion strength changed from 3 to 5.
- Priscilla now draws one of the cards face-down.

- Triss: Butterfly Spell now adds 2 strength to all non-Gold units in your hand.
- Thaler strength changed from 6 to 8.
- Dijkstra is now Agile.
- Poor Infantry strength changed from 2 to 3.
- Redanian Elite strength changed from 6 to 7.

Monsters

- Monsters Faction ability can now only keep Eredin and units played from your hand (meaning it will not keep mustered/spawned/resurrected/etc. units).
- Vran Warrior now consumes the unit on its left (positioning).
- Draug strength changed from 6 to 7.
- Removed the Breedable tag from Nekkers.
- Whispess strength changed from 7 to 6.
- Woodland Spirit strength changed from 7 to 8.
- Weavess strength changed from 7 to 6.
- Fire Elemental strength changed from 5 to 6.
- Celaeno Harpy strength changed from 3 to 5.
- Nithral strength changed from 6 to 8.
- Ice Giant is now also buffed when played onto a row with Frost.
- Harpy strength changed from 3 to 4.
- Imlerith now deals 3 damage to a non-Gold unit and 1 damage to any non-Gold units adjacent to it (positioning).
- Draug ability changed: it now deals 1 damage 7 times to random opposing non-Gold units.
- Ge'els' ability changed: he now adds 2 strength to each non-Gold unit on your side.
- Golem strength changed from 6 to 7.
- Katakan strength changed from 6 to 4.
- Vran Warrior strength changed from 5 to 6.
- Succubus strength changed from 8 to 7.
- Griffin strength changed from 6 to 7.
- Woodland Spirit now only spawns Fog on the player's side.

Scoia'tael

- Removed Relentless tag from Aglaïs.
- Hawker Healer now buffs adjacent units (positioning).
- Toruviel now adds 2 strength to all units within 2 spaces when revealed (positioning).
- Hawker Smuggler's ability now triggers after certain abilities, such as Lock, are resolved.
- Mahakam Defender strength changed from 4 to 5.
- Mahakam Defender's Resilience now only lasts 1 round.
- Hawker Smuggler's ability is no longer triggered by Gold cards.
- Hawker Smuggler strength changed from 5 to 4.

- Saskia strength changed from 9 to 7.
- Zoltan Chivay strength changed from 5 to 8.
- Zoltan Chivay's Resilience now only lasts for 1 round.
- Barclay Els' ability no longer affects Gold units.
- Iorveth can no longer target Gold units.
- Vrihedd Sapper strength changed from 4 to 8.
- Vrihedd Sapper's ability is now an Ambush, triggered after 2 turns.
- Dol Blathanna Trapper now deals 5 damage to adjacent units when revealed (positioning).
- Milva strength changed from 7 to 8.
- Ithlinne now lets you choose 3 adjacent units and locks or unlocks non-Gold units among them (positioning).
- Iorveth can now also target units on your side.
- Hawker Support strength changed from 3 to 6.
- Hawker Support buff value changed from 3 to 2.
- Malena base strength changed from 6 to 8.
- Iorveth changed to Ranged.
- Aglaïs changed to Siege.
- Isengrim changed to Ranged.
- Ithlinne changed to Ranged.
- Iorveth strength changed from 6 to 7.

Nilfgaard

- Cow Carcass spawned by Rot Tosser now triggers at the end of the second round after appearing.
- Auckes strength changed from 7 to 8.
- Joachim De Wett now buffs the unit he plays before it is placed on the battlefield.
- Black Infantry Arbalest strength changed from 5 to 4.
- Nauzicaa Standard Bearer now buffs adjacent units (positioning).
- Cantarella strength changed from 6 to 12.
- Cantarella now loses 6 base strength when not Spying.
- Impera Enforcers' ability now triggers before the Leader ability is resolved.
- Spotter changed to Ranged.
- Letho now banishes units within two spaces (positioning).
- Impera Brigade's buff value changed from 3 to 2.
- Assassination no longer does any damage to your units.
- When Cantarella draws a card, you now select it if you want to keep it.
- Cahir ability changed: he now reactivates only your Leader's ability and lets your opponent draw a revealed Bronze card. He does nothing if your opponent has passed.
- Cynthia's ability now does nothing if your opponent has passed.
- Albrich's ability now does nothing if your opponent has passed.
- Vattier de Rideaux strength changed from 7 to 8.

- Impera Brigade now also gets buffed when you play a Spying unit after the Brigade is already on the board.
- Emissary now has you draw the top 2 Bronze units in your deck. You play one and shuffle the other into your deck.
- Fake Ciri strength changed from 3 to 6.
- Rot Tosser strength changed from 4 to 6.
- Assassination now also locks its target.
- Tibor Eggebracht now makes your opponent draw the top Bronze card in their deck.

Skellige

- Clan Dimun Pirate Captain is now buffed when you discard a unit while it is in your deck, hand or on the battlefield.
- Donar An Hindar ability changed to: "Immune to Weather. Draw a card. You may keep it, or discard it and draw another."
- Restoration no longer resurrects Permadeath units.
- Harald the Cripple now deals 2 damage to all opposing non-Gold units.
- Clan Heymaey Skald now buffs adjacent units (positioning).
- War Longship now triggers only when units are discarded.
- Clan Tordarroch Armorsmith now resets weakened units within 4 spaces to the left (positioning).
- Lord of Undvik now counts as a Token (spawned) unit.
- Hemdall now has the Fleeting tag.
- Hemdall now counts as a Token (spawned) unit.
- Craven Revived now has the Fleeting tag.
- Craven Revived now counts as a Token (spawned) unit.
- Lord of Undvik now has the Fleeting tag.
- Spirit Whale now counts as a Token (spawned) unit.
- Spirit Whale now has the Fleeting tag.
- Drummond Shieldmaiden's copies are now played to the right of the original (positioning).
- Holger Blackhand strength changed from 4 to 6.
- Wild Boar of the Sea strength changed from 8 to 6.
- Wild Boar of the Sea ability changed: he now deals 3, then 2, then 1 damage to non-Gold unit(s).
- War Longship strength changed from 5 to 4.
- Birna Bran strength changed from 12 to 10.
- Birna Bran now draws 2 cards instead of 3.
- Cerys is now buffed by Queensguard even when locked (whether in the graveyard or on the battlefield).
- Morkvarg strength changed from 7 to 6.
- Djenge Frett strength changed from 6 to 8.
- Clan An Craite Warriors now lose 1 strength instead of 2 when played.
- Berserker Marauder strength changed from 4 to 7.

- Raging Berserker strength changed from 4 to 6.
- Raging Bear strength changed from 8 to 11.
- Queensguard strength changed from 2 to 3.
- King Bran no longer buffs the units he discards.

General Fixes

- Rearranged the basic decks in the Deck Selection screen.
- Removed tags from Leaders.
- Various tooltip fixes.
- Fixed an issue whereby Alba Spearmen were damaged by Savage Bear or Fireball Trap before gaining Quen.
- Fixed an issue causing cards with 0 base strength to remain in the middle of the board after using Decoy on them.
- Clarified the interaction of cards with the deck (drawing and shuffling)
- Fixed an issue whereby Yennefer: The Conjuror would deal damage from the graveyard after being destroyed with Cow Carcass.
- Fixed an issue whereby Foglets did not count as destroyed when leaving/clearing Fog.
- Fixed an issue whereby An Craite Raiders discarded by Ermion wouldn't trigger certain cards such as War Longship or Clan Dimun Pirate Captain.
- Fixed an issue whereby Ermion's ability wouldn't work when you had 1 card left in your hand.
- Fixed an issue whereby War Longship's ability wouldn't trigger when Ermion discarded a Special Card and a unit.
- Lock now blocks Morkvarg and Ciri: Dash's abilities.
- Units buffed in the deck now have their strength reset correctly when moved to the graveyard.
- Fixed an issue whereby Lock wasn't visible in the graveyard and Olgierd and Roach would ignore the Lock.
- Fixed an issue whereby the Reward Notifications/Spoils of War screen wouldn't show for some players.
- Fixed an issue whereby Morkvarg's art would get corrupted after being destroyed by Villentretenmerth.
- Fixed an "Unknown Error" from appearing when buying too many kegs.
- Fixed an issue whereby some card art would be swapped with art for other cards.
- Fixed an issue that sometimes resulted in new cards not being added to the Collection immediately.
- Sound should no longer glitch when the audio device is set to a sample rate higher than 96kHz.
- Fixed a crash that occurred when closing the app via the 'X' button.
- Fixed an issue whereby the "Stop Searching" button would sometimes not work.
- Fixed the Tutorial messages according to the latest design changes.

- Fixed a crash while editing/creating a deck, probably caused by the computer's locale being set to something other than English.
- Fixed an issue whereby Last Wish did not trigger Clan Dimun Pirate Captain or War Longship's abilities.
- Fixed an issue that would sometimes result in an instant "Draw" in Round 3.
- Fixed an issue whereby using Dimeritium Bomb to demote units in Weather would reset them to base strength and ignore the Weather.
- Main Menu tiles should no longer change to black when changing resolution.
- Game should no longer crash after PC enters sleep mode.
- Fixed an issue whereby cards spawned by Johnny would have no art or description and were not usable.
- Fixed an issue whereby Donar An Hindar wouldn't discard Special Cards if only Bronze ones were left in deck.
- Fixed an issue whereby Savage Bear would deal 2 damage to Foglets.
- Fixed an issue whereby users would sometimes get stuck on the "Downloading Card Collection" screen.
- Fixed an issue whereby Dol Blathanna Trapper would trigger incorrectly.
- Changed card sorting order in Deck Builder and Collection to: Bronze Specials, Silver Specials, Gold Specials, Leader cards, Bronze units, Silver units, Gold units
- In Collection, the card counts on the left will update based off the currently selected filters.
- Fixed an issue whereby Vran Warrior's ability would trigger after both players had passed.
- Fixed an issue whereby Cow Carcass' ability would trigger after both players had passed.
- Fixed an issue whereby Dun Banner Heavy Cavalry's ability would trigger after both players had passed.
- Fixed an issue whereby Dennis Cranmer's ability would trigger after both players had passed.
- Fixed an issue whereby Joachim De Wett would draw a random non-Gold unit instead of the one from the top of the deck.