Mod add new allies during campaign both main and mission specific

**Allies**

Main allies – ally accompany you during all campaign.

Naktul – main ally during campaign, more defensive queen with moderate army. More defensive than other broods

Nafash – survivalist brood, rely on units with more hp and armor

Zagara – highly aggressive brood, mostly focuses on offensive

Dehaka – in progress

Stukov – light-cost infantry + high cost infested mech

**Mission Specific**

Umojan Protectorate Forces (Ally during Back in saddle, prey in others)

Raynor’s Raiders (Back in saddle, Open space missions, Korhal)

Infesteds (Rendezvous)

Leviathan Brood (Gorgon and Old Soldier mission)

Claw and Rokarr broods (Old Soldier mission)

Abathur’s Hunters (during evolution missions)

Kilysa and Ryloth broods (during open space missions)

Sarakar (primal) brood (Crucible, will command Dehaka brood during Psi disruptor mission)

**Base Zerg**

Zerg units regen 0.5 hp/s, double when burrowed

Flyers regen 0.4 hp/s, every carapace improve it by 0.2 hp/s

All structures regenerate 3hp/s only when out of combat

Energy regeneration of all casters increased to 0.75 energy/s

Enabled many researches like Ling movement speed

New upgrades   
3 upgrades for defense

+100 hp and 2 armor

+15 and +10 on armor for Spine and Spore crawlers

Defense structures regen in combat with additional 1.5 hp/s

**Naktul Brood**  
+50 hp for all defensive structures, -25 min cost for Overlords,

+20 hp for drones, Queens heal 40 hp instead of 25 hp.

**Zagara Brood**

-50 min cost for defense structures, drone gather 2 additional minerals

Queens has attack and movement speed aura

**Nafash Brood**

+2 range on all defense, drone gain +2 armor

Queens gain +50 hp, +1 range and 1 hp/s

**Balance Changes**

**Zerg**

Roach HP 120 🡪130; Damage 16 🡪 12 (+6 light)

Spore and Spine crawler HP 350, 2 armor, +5 damage on attacks, lost their additional damage on armored and organic.

Queens -1 range, increased damage, and damage from upgrades.

Terrans

All fire-based attacks now deals additional damage on biological targets

Vehicle attack upgrades affects structure

Marauder - +25 hp and damage +2 (+2 on armored)

Firebat +25 hp

Ghost +40 hp, +1 armor, Snipe now longer to cast,but deal 60 damage,

Attack deal 15 (+15 light and psionic)

Vulture 90hp 10 (+10 light), spider mine deal only 40 damage

Thor 500 hp, 2 armor. Deals 25 x2, plus 6 (+6 light) x4 with rockets on ground targets

Wraith got additional 4 damage on ground, at cost of longer delay. Also now light unit

Banshee now deals additional 3 damage on light targets

Battlecruiser now has 2 different attacks: Stronger laser deal 20 (+20 massive) with 0.91 cd, battery ddeals 8 (+4 light) 0.18cd. Also get more hp and shields  
Dominion Cyclones shoots 8 (+4 armored) x6 rockets  
Umojan Cyclones has multishot on 4 targets  
Warhounds deal less damage with attack, but now shoot tornado missiles (5 x3) against all targets. Also warhound can attack air  
Herc deals additional damage against light units  
Raven get Tornado missiles attack

We planning to add more units to Dominion roster