Subjugation

GDD

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Table of Contents

Intro

This document is subject to contain all information about Subjugation.

So, what is Subjugation?

Subjugation is a 3rd person 1 vs 1 MOBA (Multiplayer Online Battle Arena)

Similarly, to other MOBAs Subjugation's map has two bases at opposing sides of the map and players fight to capture the enemy's base. Players control a Conqueror and can use their unique strengths/abilities along with an armada of minions they command to help dominate the map and win the game.

Before entering a match, players can select a Conqueror to play and four different minion types, this allows for a large variety of playstyles and strategies to be used.

Subjugation's map is broken down into tiles and many of these tiles are randomly generated and can be captured by players to reap bonuses to help them win the game.

THE MAP

This section is subject to detail all of the map tiles, their placement and their function in game.

The map in Subjugation uses an 8x8 of mostly random generated Tiles to create a different map for every match which will change how players interact with the map and cause players to adapt their strategies in every time. The map also is mirrored through the centre so that players have the same tiles on their side ensuring that no player gets an unfair advantage from map generation.

Below is a simple view of the map and has different coloured tiles to show each different tile type:

Green – Fixed or Constant Tiles

Yellow – Cosmetic Tiles

Purple – Wall Cosmetic Tiles

White – Outer Gen Tiles

Light Blue – Inner Gen Tiles

Fixed/Constant Tiles

These tiles remain the same in every match and are subject to little or no random generation. These tiles are where **Bases** and **Control Points** are located.

Cosmetic Tiles

Cosmetic tiles are tiles that are almost functionally the same in every match with some very minor mostly aesthetic randomness. All yellow tiles have **Paths** on them that **Base Minions** follow to get to **Control Points** and **Bases**.

Wall Cosmetic Tiles

Wall tiles have a wall stretching from side to side in the middle of the tile preventing all traffic through them, they also have some very minor random generation for aesthetics. On the yellow tile between these wall tiles is where **Gates** are located.

Outer Gen Tiles

Outer gen tiles contain most of the generated parts of the game, these tiles will contain the bulk of capturable **Structures**, that when captured offer some bonus for the player who owns them.

Inner Gen Tiles

Inner gen tiles contain more powerful combat orientated **Structures** which have a large bearing on combat in surrounding tiles

Control Points & Paths

The map in Subjugation contains 7 control points, 1 in each base, 2 on either side of the map and finally 1 in the very centre of the map. Below is an illustration of the map showing the paths, the bases and the control points.
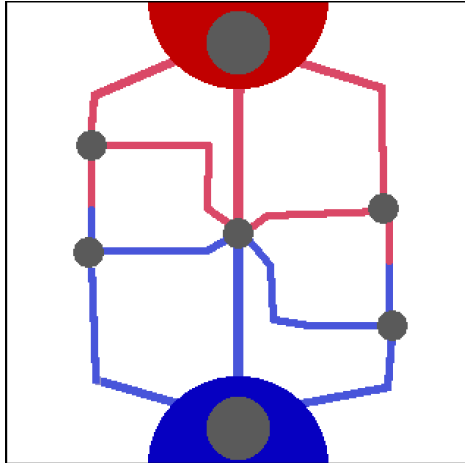
Red/Blue Lines – Paths

Small Gey Circles – Map Control Points

Larger Grey Circle – Base Control Points

Red/Blue Semi-circle- Respective Bases

(All of the following control point/ minion values are subject to change)

Initially the only control point a player owns the one located inside their base (Large Grey Circle).

At the start of the match both player **Bases** will send out a group of around 3 **Base Minions** to the control points on the left and right side of the base, these minions will follow the paths to the control points and proceed to capture them.

Capturing Points

Control points require 70 "Charges" (C for short) for a team to change a control point capture state,

Map control points have a neutral state between team states so capturing a point from the enemy team will take 140 C, 70 C to neutralise and a further 70 C to capture.

Minions generate 1 C/s while on a point and Conquerors generate 10 C/s, for example a group of 10 minions and their Conqueror would capture a point from neutral in 3.5 seconds.

At the start of the match minions who trek from their base to the first 2 neutral points will take 23.33 seconds to capture the points while there.

Control Point Win Condition

Players are only able to capture the enemy base control point if they own at least 1 control point on either side of the map and the central control point.

GATES

Gates play an important role in the evolution of combat and the movement of **Base Minions** throughout a match in Subjugation. Overall, there are 4 gates on the map, 1 on each base and 2 in the middle of the map between the wall tiles. Once a gate has its opening condition filled it will open and will remain permanently open for the rest for the match. Below is an illustration of the map with gates and walls in place:
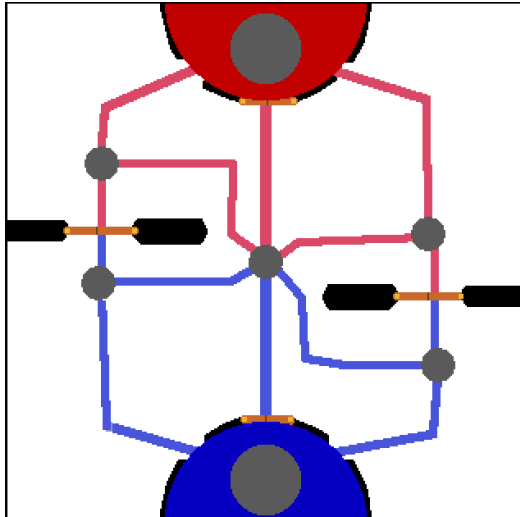
Brown Lines with yellow dots – Gates

Thick Black bars – Walls

Thin Black Bars – Base walls

Opening Conditions

Middle Gates - One of the Gates in the middle of the map will open if a team owns both control points on either side of it. Once the gate is open minions and Conquerors are able to pass through it to reinforce the control point on the opposing side or to advance into enemy territory.

Base Gates - Both player Base Gates will open 10 seconds (condition and value subject to change) after the central control point is captured. Enabling the player **Bases** to **Reinforce** or **Advance** on the central control point.

Bases, Base Minions, Reinforcements & Advancements

There are many mechanics and activities going on throughout map that are done by the player bases and not by the players themselves, the following is a list of these mechanics:

Base Minions

Base minions are spawned 1 by 1 to from a group of minions which will advance along a path to a control point to fight and capture it. They are not selected by the player before the match and are the same for everyone. Typically there are 2 kinds of base minions, melee and ranged.

Melee – Base Melee minions are the grunts of the game and only serve to mindlessly attack and soak damage for other minions/Conquerors. They regenerate health slowly and have a higher health pool.

Ranged – Base Ranged minions are what hide behind the melee minions and deal most of the damage. They are significantly squishier than melee minions, having a much small health pool. They shoot small arrows a from little crossbows that deal descent damage.

The ratio of ranged to melee minions will try to be 3 melee to 2 ranged.

Base Minions Spawning & Control Point Limiting

The number of minions spawned by a base is affected by two things, **Match Time Scaling** and control points assignment / limits.

At the start of the game bases send an initial wave of 10 minions to both side control points and will then continue to spawn a wave minions every 20 seconds, these waves are called "spawn waves". The waves then shrink spawning up to 3 minions per wave and slowly this will scale up by 1 minion every 90 seconds up to a maximum of 10 minions per wave. (Values subject to change)

When spawning a wave of minions the base will spawn minions 1 second apart so they proceed in a line toward a control a point. Bases will also see what kind of minions are assigned to a point and will try to spawn different minions to hit the 6/4 melee to ranged ratio. For example: If a side control point has 2 melee and 3 ranged it will try to spawn 4 melee and 1 ranged to fill the numbers.

In order to prevent bases from continuously spawning minions and lag out the game there are limits placed to control the spawning, the side control points have a limit of 10 base minions and the central point has a limit of 20 minions. Base control points are not assigned minions and have no effect on minion spawning.

Finally minions are spawned based on assigned position: So if 10 minions on a side control point are assigned to advance through a gate and get attacked before they leave it is possible that 10 base more base minions spawn to defend the point as there is no minions assigned to that point and 20 minions could be on the same point "defending" it.

Advancements & Reinforcements

Every 20 seconds when a base spawns minions the base also checks if minions can do any advancing or reinforcing. Reinforcing is sending minions to a point you own to replenish numbers and advancing is sending minions to enemy control points to capture them.

Unlike bases which spawn minions 1 by 1 advancing is an entire control point of minions moving forward as one unit, reinforcing is similar but the number of moving minions is determined by minion type and number of minions that need to move to hit the control point limit, control points will rather satisfy the next control point than fulfil their own minion needs.

For example: If a side captured enemy control point need 4 ranged base minions, the previous control point will send its 4 ranged minions to reinforce and will then receive minions from the main base.

If a side gate beside a control point is open it will prioritise sending minions through the gate but if the gate is closed or they own the point on the opposing side and the opposing point is fully reinforced they will instead reinforce/advance on the middle point until it is capture.

The middle control point will only begin to advance if it has about 15 minions assigned to it and will only advance on the spawn wave after it has been assigned its last minions.

When the player owns the middle point and one point on either side of the map minions will continuously advance into the enemies base. Below is an illustrated example where both players captured opposite side points and blue team captured the central control point:
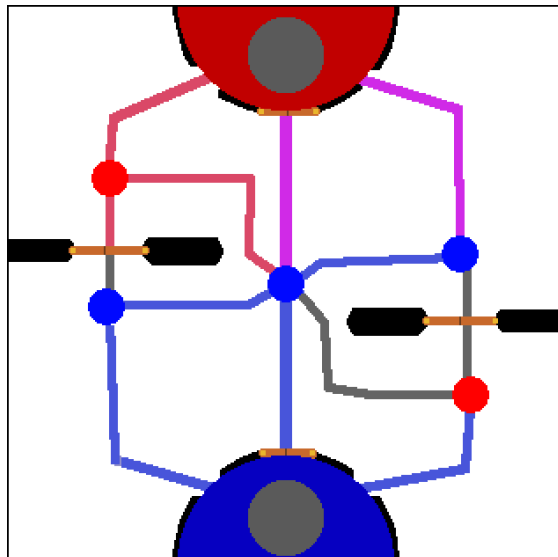
Blue Path – Blue minion traffic

Red Path – Red minion traffic

Grey Path -No minion traffic

Purple Path – Blue and Red Minions fighting along path

The minions on the upper right blue point come from the lower left blue point, this scenario can cause a gigantic battle in the middle control point where the attacking 20 red minions (10 from above and 10 from the left) can collide with 40 blue minions. (An advancing 20 blues from the central point, 10 blues coming from the left point and 10 blues coming from the central base path)

Structures & Props

In Subjugation there is many different structures and props used to make the map a fresh experience in every match. Props cannot be captured and are generally there to be aesthetically pleasing, some props like large rock or structures can lead to defendable choke points on the map. Capturable structures require minions to be sacrificed to them in order to be captured, similar to control points they also have a neutral state between team states, for example a gold mine that is neutral takes 4 minions to capture but an enemy controlled gold mine will take 4 minions to neutralise and a further 4 to capture.
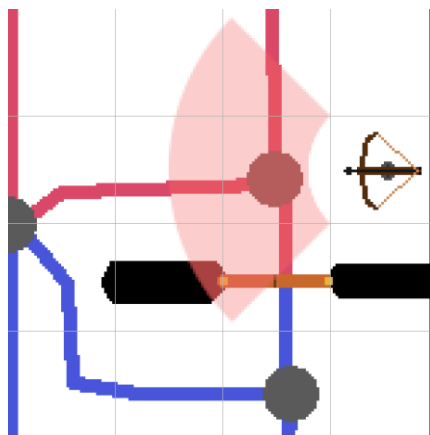
The following is a list of all functional/capturable structures that are subject to be in the game: (Name – Capture Count)

Outer Tiles

Fixed Ballista - 3 minions

– Similar to the **Ballista Tower** except it has a limited 90° firing arc, illustrated below is a red owned fixed ballista:

(Red owned east ballista facing West)

- When spawned ballistae always face the path beside them either facing exactly North, South, East or West. The only exception to this is when a ballista spawns on a map corner tile, in this scenario it faces at a 45° angle toward the path.
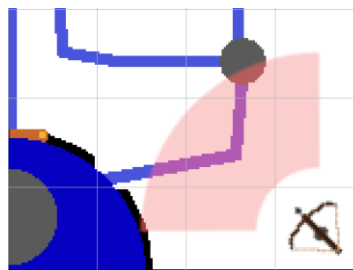
(Red owned ballista facing North-West after spawning, in the south east corner tile)

Small Minion Garrison - 3 minions

– Similar to its large version the **Large Minion Garrison** except it has generates ½ the minions per spawn wave and is capped at ½ the minions of its large counter part

Gold mine - 4 minions

– Generates 2 gold every 3 seconds

Wheat Field - 5 minions

– All friendly minions gain an additional 10% more max health

Pumpkin patch - 5 minions

– All friendly minions gain 15% bonus damage on their abilities

Iron mine - 6 minions

– All friendly melee minions gain an additional 10% damage

Fletcher - 6 minions

- All friendly melee minions gain an additional 10% damage

Brewery - 6 minions

- All friendly minions gain 1% health regen per second

Sacred Crystal - 8 minions

- Owning Conqueror gains 10% reduced cooldowns (stacks diminishing)

Tavern - 8 minions

- Generates 2 gold every 3 seconds
- Warns Owning Conqueror when enemy Conqueror comes nearby
- +3 Conqueror **Horde** size

Inner Tiles

Ballista Tower - 7 minions

- Once a Ballista has been captured it will begin firing large ballista bolts at any enemy units that steps in its 2 tile radius. A ballista cannot shoot when units are within a ½ tile radius of its position, below is an illustration of the area a blue team ballista can fire upon:
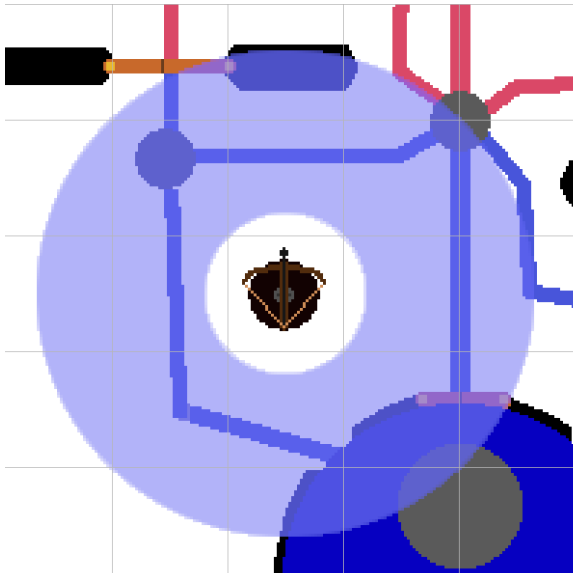

- The ballista has a limited rotation speed and will not fire unless it is aiming close to the target

- Fires bolts once every 3 seconds that deal 70 damage to enemies hit in a small area

- Bolts cannot penetrate the environment allowing an assaulting Conqueror to block bolts with environmental props/structures.

-A ballista will target the first enemy in its area and then proceed to target the nearest enemy to that target once the first target has left or is slain. The only exception is when an enemy Conqueror enters its area, it will fire at its initial target as normal but will ALWAYS target the enemy Conqueror when its initial target is slain or has left.

Large Minion Garrison – 6 minions

When captured the large garrison will generate its own base minions up to a maximum of 10 minions, it will generate 2 minions every spawn wave until it is full. It will always keep the ratio of 3 melee minions to 2 ranged minions. When a garrison has at least 60% minions and an enemy Conqueror or minion is trespassing in its territory it will release its held base minions to hunt the trespasser(s). Below is an illustration of the large garrisons territory.
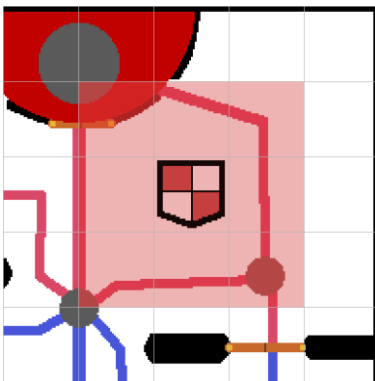
- The sent minions will continue hunting until all enemies are defeated or they have left a distance from the garrison, at this point minions will return to the garrison for replenishment.

– The garrison will only send out minions to trespassers if it has no minions out on the field.
– When a minion generates it is assigned to the garrison and is still counted toward the garrison minion cap when it is out on the field.

Trebuchet- 10 minions

- When captured the catapult will fire at any enemy owned control point except for their base control point. Below is an illustration of a blue catapult and the areas that it can fire upon:
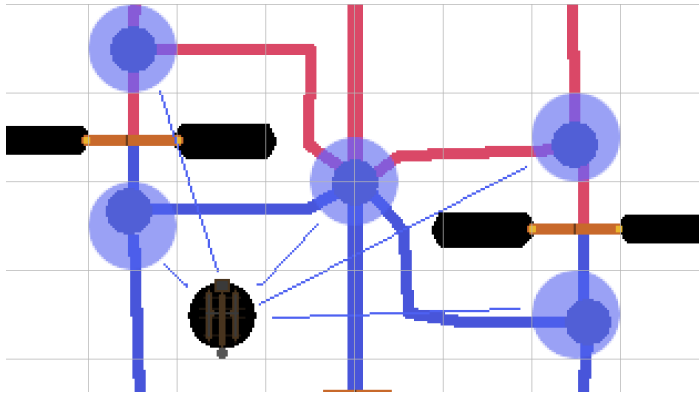
-It fires one shot at a control point and has a cooldown of 10 seconds before firing at the next control point
-Attacks the opposing points first then the centre and finally the ones on its own side if they are enemy owner
-The trebuchet fires an extremely high arcing shot which takes many seconds to reach its target destination.
-The shot explodes in mid-air just before it hits the ground peppering the area below with shrapnel, anything in the area of shrapnel takes 50 damage that drops off from 5 to 25 meters by 60%. Example: A minion 20 meters away takes 55% damage of 27.5.

-The trebuchet is quite inaccurate being able to being on average up to 10 metres of target and on rare occasion being up to 20 metres off target

Wizard Tower – 10 minions

- When captured the wizard tower begins watching over all minions that cross into its area of effect. Below is an illustration of the wizard tower and its area of effect:
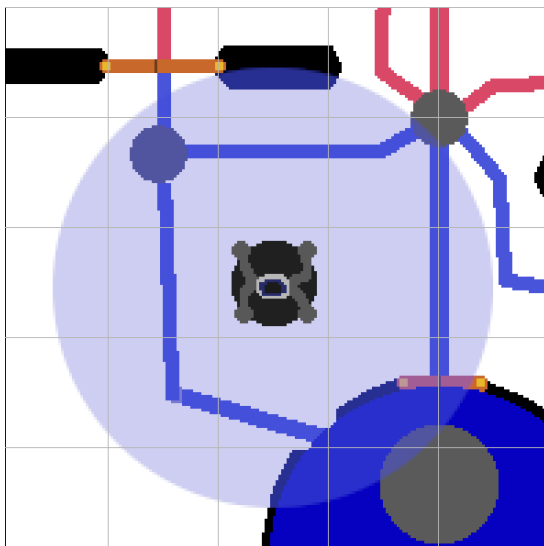
-Every 3 seconds the tower buffs friendly minions in its radius and de-buffs enemy minions.
- The tower gifts the **Charged** effect to all ally minions for 10 seconds.
-The tower curses the **Drained** effect all enemy minions for 10 seconds.
-The tower also boasts a very high damage and short range flame thrower which incinerates all enemies that come near it.

Cosmetic Tiles

Cosmetic tiles are the Yellow and Purple Tiles shown on **The Map**, they are tiles which are not capturable and the random generation they are subject to is mostly for cosmetic purposes with a small inclination for strategic play and some small 1 time collectibles such as a small amount of gold.

The following list is a plan of all cosmetic tile generated objects and is subject to change:

Rocks of various shapes and sizes, small hut, wooden barrels, wooden boxes, dilapidated stone house, broken cart/wagon, stone wall of various lengths, ruined fort, tree of various kinds, patch of path stones of various sizes, Bushes/ferns of various sizes, small forests of trees, openings, wooden fences of various lengths, small lake, puddles, various flowers, tall grass, fields of various sizes and different types of ground such as muddy or grassy.

(Many things in this list and as they are not core to the gameplay they will be not focused on and most will be considered extra to be added)

Stats

All units in Subjugation have stats, they define the baseline strength of a character before abilities and effects.

Stats List

There are 4 core stats that every character has which define how base effective they are in combat.

Health

Health defines maximum health a character has. When health hits 0 the character dies.

Attack Damage

The amount of damage a characters attack will do after hitting an enemy with a basic attack.

Movement Speed

Movement speed determines how fast a character moves around the battlefield. Minions following a Conqueror will slow themselves to match the Conquerors Speed and Base Minions move Slower when on paths.

Attack Speed

How many times a character attacks per second, typically the lower a characters attack speed the higher their attack damage is.

Unknown Variables

As the numbers for character stats will be decided much later on during the project development variables called unknown will be used in their place. Unknown variables is a technique that uses words that represent a range of percentages that a characters stat will likely range between. So even though the base numbers are not there we can use these unknowns to balance characters relative to one another and then we can pick the base numbers later in development.

Health

Conqueror

Squishy	Normal	Tough	Tanky
60% - 80%	90% - 110%	115% - 125%	130% - 150%

Minion

Squishy	Normal	Tough	Tanky
10% - 20%	30% - 40%	60% - 90%	100% - 120%

Attack Damage

Minimal	Low	Normal	High	Very High	Extreme
5% - 25%	40% - 60%	85% - 115%	125% - 140%	160% – 180%	190% - 210%

Movement Speed

Conqueror

Slow	Normal	Fast	Swift
90%	100%	110%	115%

Minion

Slow	Normal	Fast	Swift
116%	125%	140%	160%

Attack Speed

Sluggish	Slow	Normal	Quick	Fast	Rapid
60% - 70%	71% - 85%	86% - 105%	106% - 115%	116% - 125%	200% +

Abilities

Abilities are core to the game and have a large effect on how a game plays out when they are used to their maximum potential. Conquerors each have 4 abilities and minions typically only have one ability.

Conqueror Ability Basics

As just mentioned, Conquerors have 4 abilities. They are what make each individual Conqueror unique to play, the description of the following ability types are not set in stone and their power and synergy within a kit fluctuates from Conqueror to Conqueror. They are as follows:

Passive – This ability does not have a button to be activated and activates based on conditions and cooldowns by itself. A passive is typically something small that can help a Conqueror at any point during a match, an example passive: ("Rage" – Increase damage by 1% per missing percent health) or ("Reaction" – When damaged gain a damage shield for 20% max health for 3 seconds. Cooldown 10 seconds)

Spam-able – Spam-ables are abilities with a low cooldown which can be used many times in a single fight, they have a relatively small effect that does little but as they can be used many times lots of small effects can build up.

Special – Specials are a more power spam-ables on longer cooldowns, they could be used 1-3 times in a fight and require timing and a bit of knowledge to be used correctly.

Signature – These abilities have very long cooldowns and have a very powerful effect in a fight, similar to specials knowing when to use them to get their full effect is key to success in the outcome of a fight. Signature abilities are locked behind **Match Time Scaling** at the start of the match.

Minion Ability Basics

As mentioned in the Abilities paragraph minions typically only have one ability. A minions ability is usually quite weak on its own and needs to be paired with other minion/Conqueror abilities to become effective. Most minion abilities are passives that activate under certain conditions.

Some minions don't have an ability per say but instead they might have greater stats in some areas to gain advantage over their ability counterparts.

Match Time Scaling

Match time scaling is a core system of Subjugation which effects how the game ramps and becomes more intense over time. The things effected by MTS are: Respawn Times, Gold Income /s, Control Point Limits, Horde Size, Signature Ability Unlocks and Conqueror Stats. Time scaling starts slowly after 1 minute slowly ramps up overtime stopping at its maximum at 15 minutes. This splits the game up into 3 parts Early Game, Mid Game and Late Game.

Respawn Times

Respawn times are how long it takes a Conqueror to respawn after being slain in battle, initially this time is only 15 seconds and slowly ramps up over time up to 40 seconds over the match.

Horde Size

The maximum number of minions that can follow a Conqueror increases though out the course of a match beginning at 8 minions this amount scales to a maximum of 25 minions.

Gold Income /s

As the Horde size increase so too must the amount of gold needed to accommodate this, however the game does to increase player gold overtime, gold only increases by owning gold mines. This makes gold mines and invaluable resource to own and defend.

Control Point Limits

This is detailed in the **Base Minions Spawning & Control Point Limiting** segment.

Signature Ability Unlocks

As detailed in the **Abilities** section Signature abilities are very powerful and are unlocked after some time, the time to unlock signatures varies from Conqueror to Conqueror but usually it is around the Mid Game at roughly 3 minutes.

Conqueror Stats

With the increase in the number of minions on the map over the course of the match Conquerors can start feeling weaker as time goes on, to compensate this some Conqueror stats increase slowly over time. The main stats that increase are health and damage, increasing by a factor of 30% from 5 to 15 minutes (1% every 20 seconds).

Status Effects

A status effect is a condition that changes the stats, position or control of a character. Effects that positively alter a character are called Buffs and ones that negatively alter a character are called De-Buffs.

Regular Effects – Ability applied from Conquerors and Minions

Stunned	Disabled for duration
Speed Boosted	+(Base * %) faster for duration
Slowness	-(Base * %) slower for duration
Burning	On fire and taking X burn damage per tick
Weakened	Taking % bonus damage
Abduction	Disabled and is being moved against their will
Rooted	Cannot move but can still attack
Magnetised	Being pulled toward location slowly

Building Effects – Applied from buildings

Wheat field	10% minion max health bonus
Pumpkin Patch	15% bonus minion ability damage
Iron Mine	10% minion melee damage
Fletcher	10% minion ranged damage
Brewery	+ 1% minion health regen per second
Sacred Crystal	10% Conqueror Cooldown Reduction (Diminishing)
Horde increase	+3 minion horde increase for Conqueror
Charged	Minion 15% move speed and 10% damage for duration
Drained	Minion -15% move speed and -5% damage for duration

Unique Effects

Unique effects are effects that are applied from some Conqueror abilities that do not fit in with the regular effects as they are unique to the Conqueror.

Controls

WASD – Controls

Middle Mouse + Drag – Rotate Camera

Left Click – Basic Attack

1 / Q – Ability 1

2 / Shift – Ability 2

3 / Left Ctrl – Ability 3

Minion Commanding

Right Click – Order Forward / Attack

E – Recall minion, Hold for recall all / Command Enter (When looking at structure entry point)

F – Order Defend Position

R – Retreat minion, Hold for retreat all

Conquerors

The following is a list of Conquerors planned to be implemented in the following format:

[Example Name]

Health	(Squishy, Normal, Tough, Tanky)
Attack Damage	(Minimal, Low, Normal, High, Very High, Extreme)
Movement Speed	(Slow, Normal, Fast, Swift)
Attack Speed	(Sluggish, Slow, Normal, Quick, Fast, Rapid)

Details

[Description]

Weapon

[Description]

Passive – [Name]

[Description]

Ability 1 – [Name] – (Spam-able / Special) – [Cooldown]

[Description]

Ability 2 – [Name] – (Spam-able / Special) – [Cooldown]

[Description]

Ability 3 – [Name] – Signature – [Cooldown] – [Unlock Time]

[Description]

1. Rodger

Health	Normal
Attack Damage	Normal
Movement Speed	Normal
Attack Speed	Normal

Details

A Conqueror specialised in open conflict with a very balanced stat sheet and good engage/disengage options.

Weapon

Vertical Double Cannon

Passive – Double Tap

Attacks fire 2 rapid shots each dealing 75% damage

Ability 1 – Taser– Spam-able – 5s

Shoot an electric bolt that shocks the first enemy hit stunning them for 1.5s

Ability 2 – Rush – Special – 8s

Enhance speed for 2 seconds, hitting minions damages them and hitting an enemy conqueror stuns them for 0.25s stopping the Rush.

Ability 3 – Mortar Gas – Signature – 60s – 3m

Fire 2 high arcing shells that deploy large vision obscuring gas clouds for 10 seconds after hitting the ground, enemies in the gas cloud are slowed by 25% and hitting a cloud with a taser stuns all enemies in the cloud.

2. Bert

Health	Tough
Attack Damage	Low
Movement Speed	Fast
Attack Speed	Quick

Details

A Conqueror who is dominates close range using a variety of tools and a short range buzz saw

Weapon

Buzz saw attached to a long extending bending arm follows the mouse when attacking, slows Bert by 15% and enemies hit by 20% for 1 second

Passive – Dome Shield

Gain a dome shield 2 seconds after taking damage for 20% missing health + 10% max health if not destroyed after 2 seconds heal for current shield health.

Ability 1 – Sawblade Launcher – Spam-able – 5s

Fire a faster moving sawblade that travels along the ground, stops after hitting a wall. Deals moderate damage, slows enemies by 30% for 2 seconds.

Ability 2 – Mines –Special – 10s Recharge – 5 Max Charges – 1.25 second cooldown

Place a mine on the ground that lasts for 2 minute and takes 3 seconds to arm, detonates when enemies get within 1 metre dealing decent damage in a large area. (Stacking mines too close together removes the other mines on detonation)

Ability 3 – The Poon – Signature – 60s – 3m

Launch a harpoon forward dealing massive on contact and stopping after hitting an enemy conqueror, if a conqueror was hit it disables them and enables Bert to pull them in and drag them around for 4 seconds. (The time available for dragging is reduced by up to 3 seconds if the target is too close to Bert)

3. Urny

Health	Normal
Attack Damage	Low
Movement Speed	Slow
Attack Speed	Quick

Details

A round urn on tracks with pyromaniac tendencies

Weapon

Oil Pump, squirts blobs of oil at enemies dealing low damage and slowing by 15% for 3 seconds, if on fire shoot fireballs instead dealing Normal damage and igniting the target.

Oil that hits the environment makes Blobs, blobs can be ignited by fire to create burning oil that damages and ignites enemies and allies

Oil pump holds 30 blobs and take 6 (if empty, 3s if 15 shots remain etc) seconds to regenerate to full when shooting stops for 1 second.

Passive – Hypermaniac

Moves 25% faster on oil, take 25% damage from self-damage, attack 25% faster when on fire

Ability 1 – Spark – Spam-able– 5s

Fire 2 shots of Dragons Breath from double barrel shotgun dealing high damage up close and igniting enemies and oil

Ability 2 – Oil Shower– Special – 12s

Spray a massive volume of oil into the sky coating a large area around the mouse in oil.

Ability 3 – East Wind – Signature – 90s– 3m30s

Blow a large volume of ash in a cone in front of the Urn, enemies struck by the ash cloud are Exposed and take 25% bonus damage from all sources for 10 seconds

4. Colossus

Health	Tanky
Attack Damage	Minimal
Movement Speed	Slow
Attack Speed	Rapid

Details

A large vessel which contains several minions within, a slow mammoth on the field of battle.

Weapon

Two Front Side Mounted Quad Barrel High RPM Independently Firing Machine Guns or TFSMQBHRIFMG for short, will aim at the target that is closes to the mouse if they can aim in the given direction.

Passive – Behemoth

Slows and stuns are reduced by 30% (Except Smog)

Increased minion capacity by 1-10 (scales with Match Time Scaling)

Ability 1 – Smog – Toggle – 1s

Slow Colossus by 10%, continuously create large clouds of smog behind Colossus, slows enemies by 15% for 1s and dealing minimal damage.

Ability 2 – Devouring Charge – Special – 15s

Speed forward in a straight line eating enemy minions whole dealing moderate damage, enemy minions are held for 4 seconds and are spat out delaying low damage to spat minions and decent damage to targets near impact zones.

Ability 3 – Release the Horde!– Signature – 2m – 3m45s

Open the Gaping Maw and release a swarm of 15 trap wearing minions, trap wearing minions drive forward and latch onto enemies holding them in place for 1 seconds before exploding. (Will not create more Trap minions than enemies)

5. Stallion

Health	Squishy
Attack Damage	Very High
Movement Speed	Swift
Attack Speed	Normal

Details

A light chassis spear wielding chassis with a large cannon on mounted on top.

Weapon

Two spears mounted either side of the chassis poke forward alternating.

Passive – Skittish

Gain a 30% speed boost after taking damage for 1s.

Ability 1 – Spear Toss – Spam-able – 3s

Launch a spear forward dealing high damage to a single target.

Ability 2 – Evasive Barbed Wire – Special – 10s

Gain 100% move speed and deploy barbed wire behind for 5 seconds, enemies who tread into barbed wire are slowed by 75 % and take low damage every 1s.

Ability 3 – The Big Shot– Signature – 80s – 4m

Mount self over 1 second and the shoot a massive shell from top cannon which deals massive damage to all victims in its path, detonates dealing very high damage to surrounding enemies on hitting a Conqueror.

Minions

There are a variety of different minions each with their own unique effects, strengths and weaknesses. The aim is to make many different interesting minion combinations that players can enjoy making to spice up gameplay.

The following is a list of Minions planned to be implemented in the following format:

[Example Name]

Health	(Squishy, Normal, Tough, Tanky)
Attack Damage	(Minimal, Low, Normal, High, Very High, Extreme)
Movement Speed	(Slow, Normal, Fast, Swift)
Attack Speed	(Sluggish, Slow, Normal, Quick, Fast, Rapid)

Minion Details

[Description]

Ability – [Name] – [Cooldown]

[Description]

Melee Base Minions and Ranged Base Minions are not selectable for summoning and cannot be commanded by the player.

Melee Base Minion

Health	Tough
Attack Damage	Minimal
Movement Speed	Normal
Attack Speed	Slow

Minion Details

Grunt minion by bases to attack and capture control points. Main purpose is to soak damage for Ranged Base Minions.

Ability – N/A

Ranged Base Minion

Health	Squishy
Attack Damage	High
Movement Speed	Normal
Attack Speed	Normal

Minion Details

Grunt ranged minion spawned by bases to attack and capture control points. Main purpose is to attack enemy base minions whilst on a control point.

Ability – N/A

1. Sword Minion

Health	Tough
Attack Damage	Normal
Movement Speed	Normal
Attack Speed	Normal

Minion Details

Generic fighter minion that does nothing special but is reliable and tough on the battlefield.

Ability – N/A

2. Cross Bow Minion

Health	Squishy
Attack Damage	Low
Movement Speed	Normal
Attack Speed	Normal

Minion Details

Generic single target ranged minion best suited to dealing damage from a distance whilst being protected by melee fighters.

Ability – N/A

3. Stave Minion

Health	Normal
Attack Damage	High
Movement Speed	Normal
Attack Speed	Slow

Minion Details

Long ranged melee minion guaranteed to get the first hit in on any enemy melee minion.

Ability – Heavy Smack -20s

First attack in combat deal 25% bonus damage stuns target for 0.5s. Does not stun Conquerors.

4. Flinger Minion

Health	Squishy
Attack Damage	High
Movement Speed	Slow
Attack Speed	Slow

Minion Details

Flings fragmentation grenades at enemies from a distance dealing minimal damage in a moderate area.

Ability – Death Blast

Volatile munitions explode upon minion death dealing moderate damage to all characters in the area

5. Siren Minion

Health	Squishy
Attack Damage	Low
Movement Speed	Quick
Attack Speed	Fast

Minion Details

Minion that makes a violent shriek on death stunning enemies.

Ability – Siren Shriek

On death stun all enemies in a large area for 0.3s.

6. Magnet Saw Minion

Health	Tanky
Attack Damage	Minimal
Movement Speed	Slow
Attack Speed	Fast

Minion Details

Tanky minion that slows draws enemy minions into its saw blade

Ability – Magnetism

Slowly pull target character toward saw blade

7. Spear Tossing Minion

Health	Squishy
Attack Damage	Normal
Movement Speed	Swift
Attack Speed	Normal

Minion Details

Quick minion that tosses spears at enemies from a distance and melees enemies who gets too close.

Ability – Defensive Stance

Deal 50% bonus damage to enemies that are within melee ranged.

8. Boom Box Minion

Health	Squishy
Attack Damage	Extreme
Movement Speed	Swift
Attack Speed	N/A

Minion Details

Fast exploding minion that gives free hugs to any enemy that gets too close.

Ability – Unstable compound

Explode in a large area after contacting an enemy minion or dying, deals extremely high damage to all characters in an area.

9. Slapper Minion

Health	Normal
Attack Damage	Low
Movement Speed	Normal
Attack Speed	Normal

Minion Details

Medium range melee minion that stuns enemies in a tiny area around target.

Ability – Slap

On attacking enemy stun them and enemies within a small area for 0.2s.

10. Cannon Minion

Health	Tough
Attack Damage	High
Movement Speed	Slow
Attack Speed	Sluggish

Minion Details

Tough tank minion that deals high damage at a decent range, very slow.

Ability – N/A

11. Banana Mortar Minion

Health	Tough
Attack Damage	Normal
Movement Speed	Normal
Attack Speed	Slow

Minion Details

A long range minion that rains mortar shells on opponents dealing low damage in large area and rooting enemies.

Ability – Banana Jam

Enemies who get hit by this minions attacks are rooted in place for 1s, 0.25s for Conquerors .

12. Chain Gun Minion

Health	Squishy
Attack Damage	Minimal
Movement Speed	Slow
Attack Speed	Slow

Minion Details

A low range chain shooting minion that slowly spools up its weapon to shoot faster and faster. Weapon has a 150 round drum that takes 3s to reload when emptied.

Ability – Spool

Every shot fired increases fire rate by 5% up to a maximum of 250%, when not shooting for more than 2s lose 10% of fire rate bonus every 1s.