

# Reworked Commanders for VCMi

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## Part I – Basics

A Commander needs the same amount of experience as its hero to advance to the next level, so normally, each time the hero gains a level, the Commander gets one as well and can choose a new Skill or a Perk. This works very similar to the WoG system, but has several differences:



- Commanders can choose to develop any skill on every level-up. This means that they can reach level 5 Attack Skill as early as Level 6 (in WoG you first need to reach a certain level to further develop Skills).

- Commander can die in battle and when they do, they stop gaining experience until they're resurrected by visiting any controlled town (just like in WoG). The resurrection is free and happens automatically (unlike in WoG, where the price depends on Commander's level and the player is prompted to resurrect them, and can choose not to).

- For some reason, after the hero stops developing all their secondary skills and gains a level in VCMi, the Commander's level won't advance. Instead, the player will be prompted with the Commander's level-up the next time they obtain any experience. This anomaly is normally encountered at level 24, but can occur as soon as level 13.

## Part II – Skills

When a Commander gains a level, their skills get stronger. For every level, they get +2 minimum damage, +4 maximum damage and +20 maximum health. In Reworked Commanders, they also get +1 ammo every two levels (Commanders from other mods get +1 ammo every level). Additionally, on each level-up, the player can choose to raise one of the six commander's skills as well. The skills are the same for each Commander:



1) Attack – raises Commander's attack skill.



2) Defense – raises Commander's defense skill.



3) Health – raises Commander's health even more.



4) Damage – raises Commander's minimum and maximum damage even more.



5) Speed – raises Commander's speed.

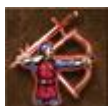


6) Magic Power - raises the power of Commander's spell power, number of casts and their magic resistance.

## Part III – Perks

When a commander meets the necessary requirements, they will be able to obtain one of several perks during the level-up. The types and requirements of the perks are the same for every Commander, but a few of them vary between the commanders of nine original factions (all modded commanders will have the **default** effects).

### Perks which are the same for every commander:



- 1) **No melee penalty** – The commander has no melee penalty.  
**Requires** – Lv. 5 Attack Skill

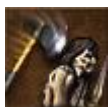
**\*Important Note** - In Reworked Commanders, every commander can use a ranged attack on default and so, they suffer an innate penalty while dealing melee damage. If the player develops Lv. 5 Attack skill and selects this perk for their commander, this detriment will be lifted.



- 2) **Fear** – There is a 50% chance that any enemy stack will freeze in fear.  
**Requires** - Lv. 5 Attack Skill + Lv. 5 Health Skill



- 3) **Preemptive Retaliation** - Commander strikes before their opponent has a chance to attack.  
**Requires** - Lv. 5 Attack Skill + Lv. 5 Speed Skill



- 4) **No Retaliation** – Enemy cannot retaliate against the commander's attack.  
**Requires** - Lv. 5 Attack Skill + Lv. 5 Magic Skill



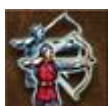
- 5) **Ignore Defense** - Target is able to use only 50% of its defense when attacked by the commander.  
**Requires** - Lv. 5 Defense Skill + Lv. 5 Damage Skill



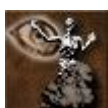
- 6) **Fire Shield** - An enemy attacking the commander will suffer 20% of inflicted damage.  
**Requires** - Lv. 5 Defense Skill + Lv. 5 Magic Skill



- 7) **Regeneration** - Commander will regenerate 100 HP at the beginning of every turn  
**Requires** - Lv. 5 Health Skill



- 8) **Free Shooting** – Commander can shoot even in close combat.  
**Requires** - Lv. 5 Health Skill + Lv. 5 Damage Skill



- 9) **Death Stare** – Commander has a chance to instantly kill some creatures from the attacked stack. The formula is: (Commander Level) / (Creature Level).  
**Requires** - Lv. 5 Health Skill + Lv. 5 Magic Skill



- 10) **Flying** – Commander will be able to avoid obstacles on the battlefield.  
**Requires** - Lv. 5 Speed Skill



11) **Leading Initiative** – Commander and troops led by them, will start their turn with 75% of their speed, most likely moving before opponents with similar speed (but their movement range will remain the same).

Requires - Lv. 5 Speed Skill + Lv. 5 Magic Skill

### Perks which are different depending on the Commander:



12) **Attack Enchantment** - Commander's melee attacks have additional effects. The **default** effect is dealing maximum damage in melee.

Requires - Lv. 5 Attack Skill + Lv. 5 Damage Skill



13) **Ability Enchantment** - Commander's unique ability is upgraded. The **default** effect is unlimited retaliation AND ranged retaliation.

Requires - Lv. 5 Defense Skill + Lv. 5 Health Skill



14) **Spell Enchantment** – Commander can cast an upgraded version of their support spell. The **default** effect is +1 cast and +5 spellpower.

Requires - Lv. 5 Magic Skill



15) **Shooting Enchantment** – Commander's ranged attacks have additional effects and their ammo doubles (only original commanders). The **default** effect is a double shot.

Requires - Lv. 5 Damage Skill + Lv. 5 Speed Skill

## Part IV – Commanders



### 1) Conflux' commander – Astral Spirit.



Ability – Pacifist. There is a 50% chance that attacked creatures (in either melee or ranged combat) will be deprived of their will to fight (doesn't work on creatures that are resistant to Mind spells or Magic).



Support Spell – Advanced Counter Attack.



Attack Enchantment – Astral Spirit's blasts affect two creatures in a row (Dragon breath attack).



Ability Enchantment – Astral Spirit's Pacifist ability has a 100% chance to activate in melee.



Spell Enchantment – Astral Spirit's Support Spell becomes 'Elemental Agility'. Aside from 2 additional counterattacks, the target of the spell will strike the enemy 2 times during their attack.



Shooting Enchantment – Astral Spirit's shots will radiate its soothing powers. All the enemies surrounding the target (the fireball range) will have a 50% chance to be inflicted with the Pacifist ability.



## 2) Dungeon's commander – Brute.



Ability – Hoarder. Every Brute brings additional 25 gold daily for every hero's level (the ability works even if the commander is dead).



Support Spell – Advanced Bloodlust.



Attack Enchantment – Brute always deals maximum damage in melee.



Ability Enchantment – At the start of every battle, Brute captures a number of Peons (4 x Hero's level). Abyssal Peons stay after battle if the hero has a free slot and can be upgraded to Troglodytes or sold for 70 gold at the Freelancer's Guild (twice the price of Troglodytes).



Spell Enchantment – Brute's Support Spell becomes 'Battleforged'. Aside from the +6 attack bonus, it grants the target 10% life drain.



Shooting Enchantment – Brute's shots produce a cage of chaos flames around its target.



## 3) Fortress' commander – Shaman.



Ability – Tribe Leader. At the start of every battle, Shaman summons a totem which enchants your troops with good luck or your foes with misfortune. The totem also generates a protective aura that may repel harmful spells (50% chance). If the totem is attacked, the Shaman will automatically curse all enemies.



Support Spell – Advanced Haste.



Attack Enchantment – Shaman's blasts affect two creatures in a row (Dragon breath attack).



Ability Enchantment – The summoned totem is sturdier (150 HP -> 250 HP) and has more effective spell resistance aura (50% -> 75%). It also simultaneously enchants your troops with good luck and your enemies with misfortune.



Spell Enchantment – Shaman's Support Spell becomes 'Spiritual Wind'. Aside from the +5 speed bonus, it raises the target's morale (+2).



Shooting Enchantment – Shaman's shots are imbued with nature's wrath – it will hit the target and the surrounding enemies (like a Fireball).



#### 4) Rampart's commander – Hierophant.



Ability – Master of Aid. At the start of every battle, Hierophant summons a number of First Aid Tents. The number of provided machines is: (Commander Level) x 1 (minimum 1 First Aid Tent is summoned). Hierophant also allows its Hero to control his First Aid Tent.



Support Spell – Advanced Bless.



Attack Enchantment – Hierophant always deals maximum damage in melee.



Ability Enchantment – The summoned tent is sturdier (75 HP -> 150 HP) and has more potent healing power (advanced cure, 100 power -> expert cure, 100power).



Spell Enchantment – Hierophant's Support Spell becomes 'Nature's Embrace'. Aside from the maximum damage bonus, it grants the target 30% damage reduction to ranged damage.



Shooting Enchantment – Hierophant's shots are imbued with nature's wrath – it will hit the target and the surrounding enemies (like a fireball).



#### 5) Castle' commander – Sun Seeker.



Ability – Illuminator. Sun Seeker will increase the Hero's sight radius by 1 and morale of the commanded troops by 1. Sun Seeker will also increase the Learning skill of its Hero by 5% for each level (if the Hero has it).



Support Spell – Weaker version of Prayer (**+2 attack, +2 defense, +2 speed, but it can't be cast on Undead**).



Attack Enchantment – Paladin's blades hit two times every time he strikes.



Ability Enchantment – At the start of every battle, Sun Seeker will summon 3 Sun Rays which will be able to dazzle one target each. The dazzled unit will have 50% chance to not hit its target. Additionally, Sun Seeker will raise the morale of the commanded troops by 2.



Spell Enchantment – Paladin's Support Spell becomes 'Saint's Prayer'. Aside from the +2 attack/defense/speed bonus, it allows the target to regenerate 15 HP each turn (still can't be cast on Undead).



Shooting Enchantment – Paladin's shots are imbued with lightning – they will hit the target and two consecutive targets with decreasing damage (like a shorter chain of lightning).





## 6) Necropolis' commander – Soul Eater.



Ability – Grim Reaper. Soul Eater will increase the Hero's Necromancy skill by 2% for each level and decrease the morale of the opponent troops by 1. Soul Eater also has all the properties of an Undead.



Support Spell – Advanced Fire Shield.



Attack Enchantment – Soul Eater's blades hit two times every time she strikes.



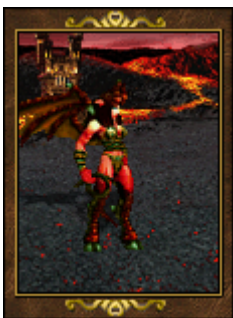
Ability Enchantment – At the start of every battle, Soul Eater will summon 1 Lycan Curse which will be able to transform a chosen level 1-6 stack into a Lycanthrope (number of units will remain the same). Additionally, Soul Eater will decrease the morale of the opponent troops by 2.



Spell Enchantment – Soul Eater's Support Spell becomes 'Undead Brand'. Aside from the 25% damage reflection, if the target is Undead, it heals them (Animate Undead effect) for 60 HP and allows them to regenerate 15 HP each turn.



Shooting Enchantment – Soul Eater will throw two blades with each strike.



## 7) Inferno's commander – Temptress.



Ability – Troublemaker. There is a 50% chance that attacked creatures (in either melee or ranged combat) will go berserk and attack the nearest target (doesn't work on creatures that are resistant to Mind spells or Magic). After attack, Temptress returns to her previous location (Harpy's ability).



Support Spell – Imp Breeding. (***makes clones of imps or familiars***).



Attack Enchantment – Temptress always deals maximum damage in melee.



Ability Enchantment – Temptress' Troublemaker ability has a 100% chance to activate in melee.



Spell Enchantment – Temptress' Support Spell becomes 'Gog Breeding'. It allows making clones of imps, familiar, gogs or magogs in battle.



Shooting Enchantment – Temptress' shots will radiate its confounding powers. All the enemies surrounding the target (the fireball range) will have a 50% chance to be inflicted with the Troublemaker ability.



## 8) Tower's commander – Pleiad.



Ability – Magic Guide. Raises hero's Knowledge by 1 per every 4 Hero's levels. Each day, she also restores 1 spell point per every 2 Hero's levels (both abilities work even if the commander is dead).



Support Spell – Advanced Precision.



Attack Enchantment – Pleiad always deals maximum damage in melee.



Ability Enchantment – In battle, Pleiad raises hero's Spellpower by 1 per every 4 Hero's levels. She also makes opponent spells cost more spell points (+2 spellpoint cost).



Spell Enchantment – Pleiad's Support Spell becomes 'Huntress' Aim'. Aside from the +6 ranged attack bonus, it raises the target's luck (+3).



Shooting Enchantment – Pleiad's shots are imbued with lightning – they will hit the target and two consecutive targets with decreasing damage (like a shorter chain of lightning).



## 9) Stronghold's commander – Warmonger.



Ability – Master of War. At the start of every battle, Warmonger summons a number of Ballistae. The number of provided machines is: (Commander Level) / 4 + 1 (minimum 1 Ballista is summoned). Warmonger also allows its Hero to control his Ballista.



Support Spell – Advanced Stone Skin.



Attack Enchantment – Warmonger always deals maximum damage in melee.



Ability Enchantment – The summoned Ballistae are sturdier (250 HP -> 500 HP) and deal maxed out damage (3).



Spell Enchantment – Warmonger's Support Spell becomes 'Dragon Skin'. Aside from the +6 defense bonus, it makes the target immune to low level spells (1-3 level).



Shooting Enchantment – Warmonger's Ballistae will shoot two times.

**Disclaimer – you need to download a separate submod (Neutral Heroes) to access this content:**



**\*BONUS – Neutral hero's (Drifter's) commander – Scout.**



Ability – Pioneer. Allows its hero to use spells 'Summon Boat', 'View Earth' and 'View Air'. Scout also has the double amount of ammo (gains +1 shot for each level).



Support Spell – Advanced Air Shield.



Attack Enchantment – Scout always deals maximum damage in melee.



Ability Enchantment – Scout has unlimited retaliation and can retaliate against ranged attacks.



Spell Enchantment – Scout's Support Spell becomes 'Sixth Sense'. Aside from reducing the ranged attacks' damage by 50%, it also allows preemptive retaliation.



Shooting Enchantment – Scouts will shoot two projectiles with each strike.



## Part V – Summons

### 1) Warmonger's siege machine – Ballista.



Warmonger will always summon at least 1 **Ballista** at the start of the battle (Hero Level / 4 + 1).

✕	Attack Skill	10 (12)
🛡️	Defense Skill	10 (13)
🏹	Shots	12
🔪	Damage	2 - 3
♥️	Health	250
♥️	Health Left	250
🏃	Speed	0
🌀		

Summoned Ballista has the same properties as a regular Ballista. It can shoot even if it's engaged in close combat. It has infinite ammo.



After unlocking Warmonger's Ability Enchant, its upgraded version will appear during the combat – **Siege Ballista**. It's sturdier (250 HP -> 500 HP) and deals maxed out damage (3).



After unlocking Warmonger's Shooting Enchant, the summoned Ballistae will shoot two times in a row.

### 2) Hierophant's siege machine – First Aid Tent.



Hierophant will always summon at least 1 **First Aid Tent** at the start of the battle (1 x Hero Level).

✕	Attack Skill	0 (1)
🛡️	Defense Skill	0 (4)
🔪		
🔪	Damage	0
❤️	Health	75
❤️	Health Left	75
🏃	Speed	0
🔮	Spells	99

Summoned First Aid Tent has the same skills as a regular one, but has a different healing ability. It will cast Advanced Cure on your troops, healing 25 HP for each Tent and removing all negative effects.



After unlocking Hierophant's Ability Enchant, its upgraded version will appear during the combat – **Emergency Tent**. It's sturdier (75 HP -> 150 HP) and has more Spellpower – every tent will now heal 35 HP.

### 3) Brute's captured thrall – Abyssal Peon.



After unlocking Ability Enchant Perk, Brute will summon **Abyssal Peons**, which will stay in the Hero's army after the battle (4 x Hero Level).

A screenshot from a game showing a character in a white tunic and brown boots, crouching in a dark, forest-like environment. The character is holding a sword. In the background, there are some yellow structures and a small fire. The number 32 is visible in the bottom right corner of the image.

A yellow icon of a crossed sword and shield.

Attack Skill

4 (12)

A yellow icon of a shield.

Defense Skill

3

A yellow icon of a sword.

Damage

1 - 3

A yellow icon of a heart.

Health

5

A yellow icon of a heart with a cross.

Health Left

5

A yellow icon of a running figure.

Speed

4

A yellow icon of a circle with a cross.

Abyssal Peons have the same properties as Troglodytes. They're immune to Blind. They can be upgraded to regular Troglodytes, but they're worth more gold – each Peon can be sold at the Freelancer's Guild for 70 gold.

#### 4) Shaman's siege machine – Totem.



Shaman will always summon 1 **Totem** at the start of the battle.



Every 3 turns, the Totem will either cast expert Fortune on your troops, or expert Misfortune on the enemy.

Creatures in its aura have 50% chance to resist any hostile spell.



If it's attacked, the Shaman will immediately cast expert Curse on the enemy.



After unlocking Shaman's Ability Enchant, its upgraded version will appear during the combat – **Ancestral Totem**. It's sturdier (150 HP -> 250 HP) and has stronger aura (50% -> 75% chance of resistance). Also, it only casts expert Misfortune and automatically affects all allied troops with Fortune.



Attack Skill	0
Defense Skill	15 (16)
Damage	0
Health	150
Health Left	150
Speed	0
Spells	50 (49)



#### 5) Soul Eater's summon – Lycan Curse.



After unlocking Soul Eater's Ability Enchant, one **Lycan Curse** will be able to choose which enemy stack of level 1-6 (except non-living creatures and Commanders) will turn into a Lycanthrope at the start of the battle. The number of creatures in the transformed stack will stay the same.



#### 6) Sun Seeker's summon – Sun Ray.



After unlocking Sun Seeker's Ability Enchant, three **Sun Rays** will be able to dazzle one enemy stack each at the start of the battle. The dazzled creatures will have a 50% chance to miss their attack for the rest of the battle (doesn't work on Troglodytes or any type of siege machines).

Sometimes only 2 Sun Rays or 1 will appear at the start of the battle due to the unfavorable terrain.

#### 7) Lycanthrope.

The unfortunate stack affected with the Lycan Curse will irrevocably turn into this creature. The effect will remain even after the battle ends.

The curse will not work on level 7 creatures, Commanders and non-living creatures (Undead, Golems, Gargoyles, Elementals and Siege Machines).



Attack Skill	10
Defense Skill	12
Damage	6 - 9
Health	35
Health Left	35
Speed	7

## Part VI – Skills summary




















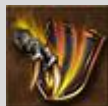






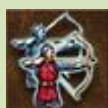
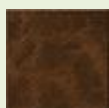
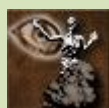









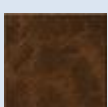
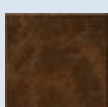


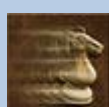




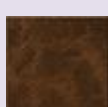

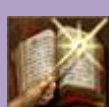
Every Commander starts with the same skills. Each skill will give the following bonus upon level-up:

	Basic (lv.1)	Advanced (lv.2)	Expert (lv.3)	Master (lv.4)	Grandmaster (lv.5)
 Attack	+2 attack skill	+5 attack skill	+9 attack skill	+15 attack skill	<b>+25 attack skill</b>
 Defense	+5 defense skill	+10 defense skill	+20 defense skill	+35 defense skill	<b>+50 defense skill</b>
 Health	+25% health	+50% health	+100% health	+150% health	<b>+250% health</b>
 Damage	+25% damage	+60% damage	+100% damage	+150% damage	<b>+250% damage</b>
 Speed	+1 speed	+2 speed	+3 speed	+4 speed	<b>+6 speed</b>
 Magic	+1 spellpower +1 spell cast +5% resistance	+3 spellpower +2 spell cast +15% resistance	+6 spellpower +3 spell cast +35% resistance	+14 spellpower +4 spell cast +60% resistance	<b>+29 spellpower +5 spell cast +90% resistance</b>

Health and Damage percentage bonus is added to the base value of the Skill. E.g. lv.5 Health will raise the Commander's base health from 50 to 275. It will not affect the extra health gained from each level-up (+20 per level).



## Part VI – Perks summary

						
	Lv. 5 Attack	Lv. 5 Defense	Lv. 5 Health	Lv. 5 Damage	Lv. 5 Speed	Lv. 5 Magic
 Lv. 5 Attack	 <b>No melee penalty</b>		 Fear	 Attack Enchantment	 Preemptive Retaliation	 No Retaliation
 Lv. 5 Defense			 Ability Enchantment	 Ignore Defense		 Fire Shield
 Lv. 5 Health	 Fear	 Ability Enchantment	 <b>Regeneration</b>	 Free Shooting		 Death Stare
 Lv. 5 Damage	 Attack Enchantment	 Ignore Defense	 Free Shooting		 Shooting Enchantment	
 Lv. 5 Speed	 Preemptive Retaliation			 Shooting Enchantment	 <b>Flying</b>	 Leading Initiative
 Lv. 5 Magic	 No Retaliation	 Fire Shield	 Death Stare		 Leading Initiative	 <b>Spell Enchantment</b>