**Generic:**

Remove pop research and link it to icons which scales based on LP tiers

Combine grenades research to 1 and move to armoury

Convert divine retribution into a missionary evolution with new ability

Scout unit buff ability turned into faith ability

Conflagration boosts flame damage

**Tier 1:**

Dogmata T1 support sub-commander requires 1 icon, in place of confessor in UI

Dogmata starts with weaker confessor aura and scales with 3rd icon

Missionary can pray

Missionary contributes to faith like an icon

Missionary heal gets replaced with superior heal once 3 banners are got, that gives a shield

Martyr’s gift moved to barracks requires 1 icon

Repentia T1 requires 2 icons

Repentia research moved to barracks, tier 1 requires 3 icons

Divine light costs 2 icons and expensive on faith

Polish and check balance of the brazier ability

Brazier ability scales on third banner to the more powerful version

5th icon unlocks cannoness evolution research, gives her more stats + campaign looking assets + possibly new ability

**Tier 2:**

Holy Reliquary contributes to max faith and pop size

Emperor touch to reliquary

Move Pope to the reliquary

Remove pope damage aura replace it with a minor other aura

Death cult assassin moved to reliquary

Promethium research buff flamers, inferno pistols, melta, lps, etc

Move promethium research to armoury

Maybe add retributory heavy weapon unit

Celestian start fully equipped with melta, can upgrade to heavy melta?

Vehicle building gives vehicle pop

**Tier 3:**

Paragon warsuit as new T3 unit

Bring the penitent engine to T3

**Tier 4:**

Bring exorcist to T4 and edit its weapons

Make shrine building 300/300 and it gives +1 icon