Necron alternative T1 Path

- Alternative T1.5 for Necrons

- Contains Ground Scarabs, Mine Scarabs and Cryptek

- Possibly contain Deathmarks

- Contain research to give scarabs a ranged weapon

- Probably contain a research on T2 to allow them to become aircraft

Cryptek

- High base regen but lower than average HP

- Should feel relatively fleshy and fast

- Possibly his attacks summons scarabs that u can’t reinforce or control and die after a few seconds

- Possibly every 12s he shoots an explosive scarab

- Passive to have phylactery that heals nearby units and hurts nearby enemies

- Has a special blackstone aura that buffs vehicles and scarabs

- Can repair vehicles and structures at a fast rate

- Can increase teleportation range and cooldown of units, possible around him or in AoE?

Scarabs

- Support unit

- Can be upgraded with tiny guns

- When a cryptek is near, these units feel survivable

- Without cryptek they die quickly

- Gun should inflict a tiny slow per hit

Deathmark

- Expensive

- Fleshy

- 1 shot 1 kill to shitty infantry

- 2 shots to kill a heavy infantry

- Squads of 3/3

- Good morale damage like snipers

- Decent setup time and decent reload time

- Decent range teleport