**Natural Evolution Mods:**

**NE Evolution: - V7.0.6.**

Intended for log games. Makes Enemy Expansion easier in early games and much harder in late games. The expanding unit parties get bigger and bigger. Evolution tweaks: Time only at 50% of base game, Killing Spawners only at 10%, since you will be killing a lot of bases and pollution at double the normal rate! Be green.

**NE Enemies: - V7.2.0.**

Adds new tiers of enemies. Each 5% of evolution will introduce a new enemy:

Small Biter - 0% - Vanilla

Small Spitter - 5% - Vanilla

Infected Small Biter - 10% - NE Enemies

Infected Small Spitter - 15% - NE Enemies

Mutated Small Biter - 20% - NE Enemies

Mutated Small Spitter - 25% - NE Enemies

Medium Biter - 30% - Vanilla

Medium Spitter - 35% - Vanilla

Infected Medium Biter - 40% - NE Enemies

Infected Medium Spitter - 45% - NE Enemies

Mutated Medium Biter - 50% - NE Enemies

Mutated Medium Spitter - 55% - NE Enemies

Big Biter - 60% - Vanilla

Big Spitter - 65% - Vanilla

Infected Big Biter - 70% - NE Enemies

Infected Big Spitter - 75% - NE Enemies

Mutated Big Biter - 80% - NE Enemies

Mutated Big Spitter - 85% - NE Enemies

Behemoth-Biter - 90% - Vanilla

Behemoth-Spitter - 95% - Vanilla

**NE Buildings: - V7.3.4.**

Adds a lot of Buildings to fight the Enemies.

**Alien Control Station:**

Chance to Converts Aliens in a radius around the station.

**Alien Hatchery:**

Breed your own Units, Worms, Spawners and living Walls.

Units can be herded with remote controls

**Artifact Collector:**

Collects Alien Artifacts on the ground. Also a logistics chest, so you can have bots empty it.

**Terraforming Station:**

Reduce the Evolution factor, but you need to constantly feed it Stimulants, created from Alien Artifacts.

**Artillery:**

Dart Turret – Early defensive turret

Long Range Turret – Range of 40.

Rocket Turret – Range 40.

Bio Cannon – Large range 90, but can only attack Spawners

**Other Items:**

Conversion Ammo – Half the damage of regular ammo, but when a unit is killed, it will convert it to your side.

Combat Inserter – High resistances

Thumper – Attracts Enemies in the area. Used to setup Artifact Collection Stations…

Slowdown Concrete – Slows down the enemy, place this in front of your walls.