

Overall thoughts on elite mod.

I like how it tries to bring balance to somewhat crazy pvp environment of dawnofwar2, but it sacrifices fun for it.

This section is concerned with overall game changes that are uniformly applied to all factions.

Problems and solutions:

spamming units

Fucking spam is a problem. I hate playing against huge blobs of universally good shit that destroys everything that exists and has no counter because it's generalist shit.

Suggestion:

Hard limit max number of units of the same type you can have deployed at the same time per player.

- All Space marine type squads limited to 3. Tactical, assault, chaos, purgation, nurgle, noise, interceptor, strike, havoc, devastators, etc...
- Heretics to 4, demons to 3.
- OM operatives 3, stormtroopers 3, etc
- Limit ALL dreadnoughts to 2
- Terminators to 1
- Limit ALL tanks to 2
- Orks, nids, and IG are hord armies, so their limit is bigger by +1: 4 slagga, 4 shoota, 3 kommandos, 2 nobs, 3 killa kans, but still 2 tanks.
- 4 termagants, 4 hormagaunts, 4 warriors, 4 venom broods, 4 ravener, 4 genestealer, 3 tyrant guard, 2 carnifex
- 5 guardsmen, 4 heavy weapons, 3 catachans, 3 art spotters, 4 storm troopers, 3 ogryns, 2 manticore, 2 leman russ
- Eldar infantry all 3 max. 2 wraithlords, 2 tanks.

stacking aoe burn

AOE burn abilities deal way too much damage when stacked.

Suggestion:

Split the damage into burn the ground and burn the model. There is only 1 stack of burn a model can have, but the ground on which it stands can burn as much as possible.

op heavy armor

SM and heavy armor units can be too hard to deal with on T1, but become almost a joke against proper weapons in T2. Similarly, ig can feel unbeatable with melee centric infantry armies like orks or traditional banshee eldar or nids.

Suggestion:

Change the meta by adding armies to deal with other armies. Add new heroes so that for each faction there is at least 1 hero that can deal with the other faction well. FOR EXAMPLE. Warboss sucks against ig, but mekboy does very well.

To make it less shit after this change, make heavy armor resistant to damage over time effects by 50%. (not all over time effects, dot specifically, like burns, radiation, etc.)

Plasma

Plasma pistols suck because they're just bad and plasma guns suck in general because they are a no-brainer upgrade with no downsides.

Solution:

All plasma guns now have much slower attack speed but also much bigger bonuses against heavy armor, superheavy armor, vehicles, and heroes. This makes them weaker against regular infantry armor, leaving bolters and lasguns as a superior option against them.

corpse disposal

Fire launchers are kinda useless late game and are almost always replaced. I propose to give them a new function, since dealing with resurrection and bonus interactions with corpses could be annoying.

Solution:

- All infantry leaves a dead corpse behind when they die, except demons and eldar wraithguards, if the target is burning, or blasted into bits, or melted.
- Orks have a chance to stand back up after they die.
- Space marines corpses can get their gene-seed harvested for a portion of resources that a model costs.
- Eldar corpses can be harvested for spirit stones that can be recovered for more red.
- Necron corpses can not be eaten. But can be resurrected.
- Tyranid corpses can only be eaten by special tyranids.
- Ig and T'AU leave regular corpses.

vehicle deaths

Vehicles die too quickly, their explosions don't do shit, and their carcasses are just a cover until it gets run over by another vehicle.

Solution:

When a vehicle receives a deathblow that was not from an explosive damage, it stops attacking but the player still has 3 seconds to ram it to the enemy before it explodes. During this time its turn speed is reduced drastically and it moves slower. After that, vehicle carcass has some health and the same armor as sentinel, acting like a strong cover for units close to it, and blocking line of sight. It can be shot down to be removed in a harmless collapse.

turrets

suppression is crazy good on turrets. They can be crippling even on its own if placed in a right spot and absolutely useless when placed wrong. I wanna bring those extremes closer to very useful and not really useful, and I wanna bring some potential to play around the turrets.

Solution:

Turrets cannot suppress on their own anymore. Their arc of fire, turn rate, damage, and damage type, their cost (req, energy, population), and even the limit to how many turrets there can be placed at the same time, must be therefore tuned individually to account for that. However, they still deal morale damage and so with other units shooting the same target it can still suppress.

little use of globals

Some global abilities are almost never used because they are either not good enough or cost too much red, or because there are simply better alternatives.

Solution:

Tune global abilities to make them more useful for their cost or reduce the cost to accord for their strengths.

Accuracy on moving targets

It always felt weird that when units are firing on the move they get reduced accuracy, but if the target is moving and they stand still - it's perfect accuracy for you. This meant that ranged focused armies easily outshot melee focused armies before they even had a chance to come close. IG being the biggest culprit.

Solution:

Introduce new weapon stat - accuracy on moving targets. I think a default value of 75% should do it.

I am planning on introducing a lot of changes that impact accuracy in one way or another.

Fast scouting vehicles.

With the changes I want to bring, there will be a gap in unit diversity for SM and Eldar.

Solution:

New units. Fast, light armored scouting vehicles that can harass enemy backlines. Sorta like IG walker but they would be unable to decap and still be useful and not die as easily.

Dead heroes do nothing?

Strategically killing the enemy hero must do something apart from just leaving them on the ground.

Solution:

Race specific debuffs applied when the hero is dead.

Ordo Malleus

yes, just fuck them in general. They're so poorly designed and so game breaking that they're a pain in my fucking asshole.

So, instead of making any changes to them, I will take them apart piece by piece and integrate their units to SM and IG.

ORKS

Total

- Make waagh ability passive. Orks like fighting and fighting together, so they passively build up waagh as they fight and deal damage. The strength of the waagh depends on how many allied models are nearby. The red gain on death depends on how many waagh stacks are on a model. This stacks for all ork models, even allied ones.

(example: Each ork model(!) Generates an aura around it and it buffs speed, damage, damage resist, suppression resist, and the amount by 1.5%. When there are 5 squads of unupgraded sluggas nearby (30 models) their stats are boosted by 45%)

- When the Boss is dead, the army gets only HALF THE WAAGH.
- If they weren't blasted into bits and were not burning, there is a chance that an ork boy model would rise back up with half health on death, after a short delay. There is an increasingly lower chance to get back up for a single model for each time it stands back up, until it regains 90% of its maximum health again.

(example: a model dies and with 40% chance it stands back up with 50% of max health. The next time it dies the chance to stand up is 20% to stand up with 25% of max health. Then it's 10% and 12.5% of health. Then 5% and 5.75% of max health. Models can't be resurrected after that. The chance resets when the model heals back up to 90% of max health)

Globals

- Grots are t1 now. All grot upgrades are still t2.

Heroes

Warboss

- -New t3 upgrade: biggest and meanest suit. Undergoes painboy procedure and becomes a gigantic walker with a buttload of health, monstrous infantry armor, immune to knockback, huge sweeping melee, aoe stun jump stomp.

Kommando nob

- -Slightly weaker shoota and faster stun grenade.

Mekboy

- -Slightly more melee damage and health.
- -the turret deals more damage and can also explode on command. 2 max.
- -Can now salvage vehicle carcasses for resources.

new Painboy boss

Healing, resurrecting, upgrading, support hero with poisonous melee weapon and a weak slugga by default. Has a heal ability (deal damage to a unit and heal then apply heal overtime can't target self) greater chance to resurrect orks around him.

Globals

- t1. explode a boy. Painboy remotely detonates a bomb in an orkboy's head with a big knockback to enemies. Cheap ability.
- -t3. spawn meganobz

Weapon

- T1 bigger bonesaw - active heal now damages the target unit more, but heals twice as much health to each model that survives.
- T2 nasty needle gun - big damage over time ranged weapon.
- T3. Pet squig - rides a squig now, longer charge range, slower turn rate, knockback on charge, damage resistance while charging. Squig bites with melee damage

Armor

- T1. Medical stuff - more energy and more energy regen.
- T2. Shroom stacks - heal ability over time effect doubles.
- T3. Frenzy controller - active ability to triple health regeneration of orks nearby for a short time and guaranteed resurrection of ork models, but then half the regen and no chance to resurrect for a short time.

Utility Operations:

permanent upgrades applied after operation. Units that undergo an operation lose 40% of max health. Operation kits can be repurchased. Same operations can't stack, can't operate self.

- T1. Frenzy drinks - give units a single use ability to increase its speed and damage for a short time.
- T2. Stronger boyz implants
- T2. Faster boyz implants
- T2. Arder boyz implants

new Weirdboy boss

Psychic ork warboss with devastating abilities and control. By default it has a club with decent melee damage and no ranged weapon. Warp vomit ability that stuns enemies caught in it and gaze of Mork ability that is long range projectile knockback with sniper single damage. Regens energy faster when more ork models are nearby. Has a very large pool of energy 1000. Takes 10% of his max health as damage when his energy is full. Explodes on death dealing damage and knockback depending on how much energy he has.

Globals

- T1 call on waagh. Add an aura that is 1.5x the waagh of orks near to your weirdboys.
- T2 spawn a weirdboy subcommander at a targeted location. 1 max in addition to the one you can buy at your base

Weapon

- T1 zap stick. Artillery range knockback weapon gives zap ability that deals psychic damage and jumps targets. Removes melee resist from hero
- T2. Ork vomit stick. Continuous ranged attack that deals anti everything damage, long reload, pre-fire delay, and attack cooldown time. You sorta pick a target and it melts. But you have to stand still and switching targets takes a while.
- T3. Bonk club, gives better melee damage and melee skill. Gives fist of gork ability, sort of a big continuous knockback wave that deals damage and has a chance to crash enemy models.

Armor

- T1. Psy shield that blocks ranged damage and knockback at the cost of mana. Some health.
- T2. Some health and mana. Foot of gork with shorter cooldown than regular. Plasma canoon damage aoe ability with knockback. 500 mana cost
- T3. Even more energy, skill cooldown reduction, some health. Active ability to reset all cooldowns.

Utility

- T1 over dere ability, jump nearby allies in a direction with weapon knockback
- T2 gorka totem melee damage, melee skill, damage resistance, and speed aura ability, drains mana over time.
- T2 morka totem range damage, reload speed, energy regen, and speed aura ability, drains mana over time.
- T3 mambo jambo dancing. Orks around weirdboy can't die while he dances. Drains mana over time. Big cooldown. Dances in one place like cultist worship.

Army:

T1

Sluggas

- 6 models at base.
- get +1 model after burnas upgrade
- get +2 models after nob upgrade
- NEW UPGRADE T3: ard boyz. reset their level, give me ranged damage resistance, more health and more damage.

Shootas

- +1 model
- up their base damage without big shootas.
- Lower big shoota damage.
- Shoota nob will not die last.

Lootas

- NEW MECHANIC: looting. much like eating corpses with kroots, looting them gives xp to Lootas and a bonus resources. Can scavenge vehicle carcasses for resources as well.
- NEW T3 UPGRADE: costs a lot. teleporta shock weapon. Eats requisition to start firing. A small chance to instantly kill or hit any non-terminator non-hero infantry. Huge single target damage anti everything medium fire rate. Think of this as an autocannon that spawns a useless weaponless grot model that you can't control on kill.

Stormboyz

- +1 model
- Their leap is now counted as an attack because they suck at chasing enemies so much.

Painboy subcommander

- T2 change - make cybork upgrades purchasable. Make the cooldown bigger. 1 ork unit can take only 1 upgrade.
- NEW ABILITY: collecting spare bitz. Can collect spare bitz of dead orks to increase his level.
- Healing amount from active ability increases with level.

new: Squigs.

- Basically like rippers but are normal sized and deal more damage and have suppression resistance instead of immunity. Expendable
- UPGRADE T1: squig herder. gives a boy on a squig the command, giving them charge ability with small knockback.

T2

stickbomma

- grenades cost energy instead of red. like 60 energy per throw, cooldown is a bit longer on each type of grenade. 200 energy pool
- Models explode on death with knockback and triple grenade damage in an area.
- NEW UPGRADE T3: Nob stickbomma with burna grenades and improvised explosives abilities. Also increases squads health and energy pools.
- NEW UPGRADE T2: NEW ABILITY sharin iz killin. give a targeted allied ork non hero infantry unit a single use stickbomz ability. Sometimes ork models throw a pin, so the stickbom drops at their feet. Lots of fun.

tankbustas

- cost more energy.
- Make their rockets a little more accurate against infantry and deal knockback and on hit.
- NEW UPGRADE T2: anti tank mines. Each model drops an invisible anti tank mine at a target location that damages and slows enemy vehicles.

Killacan

- The ability to run faster is available by default.
- Costs slightly more (around 350/70).
- Burnas cost slightly less (100/20) and give Explodes on death or detonate itself as ability, dealing % of its max health as damage and dealing huge knockback.
- new UPGRADE T3: unessential bitz. An extra layer of health that slows down the speed of the vehicle and removes all debuffs when this layer is down.

Weirdboy subcommander

- takes 10% of his max health as damage when his energy is full.

Trucka

- gunner now deals big shoota damage
- NEW UPGRADE T3: unessential bitz. An extra layer of health that removes all debuffs when this layer is down.

T3

Kommandos

- remove the “love the dakka” ability, instead, give them anti-vehicle grenades.
- no more melee kommandos bs.

Nobs

- have uge hammers by default.
- They also generate 1.5* waagh aura around them.

Looted tank

- NEW UPGRADE T3: unessential bitz. An extra layer of health that slows down the speed of the vehicle and removes all debuffs when this layer is down.

Battle wagon

- big explosion on death.

Flash gitz

- Give them luv the dakka ability from kommandos when they have their default weapons.
- Give their blasts anti everything damage.

new: Mechboy

- Big shock blaster that deals huge aoe anti heavy infantry damage,
- teleport,
- a custom force field,
- repair ability,
- can harvest vehicle carcasses for resources.

Summoned

Meganobs

- Costs the same as nobs plus 300 red.
- super heavy infantry nobs but with damage resistance and big hp regen, knockback immunity, and an active ability to increase move speed and attack speed at the cost of health.
- They also generate 1.5* waagh aura around them.

- Can be upgraded with the biggest cyborg nob that has a stunning knock backing stomp ability and a lot of health.

Grots

- are t1 now.
- They can't cap.
- They have negative suppression resistance (get suppression even from enough regular damage).
- Cost now is 75 red 75 r 0 e.



SPACE MARINES

Total

- when the hero is dead, ALL sm infantry deals 10% less damage and receives 10% more damage.
- apart from what was outlined in the overall balance section:
- vehicles and terminator armor now can be salvaged by tech marines to recover some of the resources.

Problem: losing units is devastating

Individual space marine models are too expensive to lose and losing a squad is almost always a gg in the early game with no comeback option.

Solution:

SM infantry model corpses can now be harvested for gene seed by apothecaries to recover some of the cost.

Problem: oppressive infantry

Space marines can be oppressive to fight against when you are playing a horde army. Just because if both players are playing ok, hoard army player WILL INEVITABLY lose models and give red to SM, but SM will only need to heal his units and will not give any red to the enemy from the exchange, gaining significant economic advantage because there is no need to reinforce. So, on a rare occasion when SM has to reinforce, there are ALWAYS enough resources AND time to do so.

Solution 1:

increase reinforcement cost dramatically, double it, go crazy, like 140 req for a single tactical sm model. 140 req and 10 energy for assault marine, and so on. Make SM players actually use their DROP PODS and TELEPORT HOMERS to reinforce. So that SM players really have to walk a fine line between spectacularly overturning a dire situation and getting overwhelmed by numbers.

Solution 2:

same idea, but make reinforcements take forever to complete, as in same wait time as for an entirely new squad.

Globals:

- HERO GLOBAL for all heroes: T1 drop pod reinforcements. Make it deal more damage. give it a chance to insta kill non hero, non terminator infantry on impact. Make the delay before it drops twice as long, so SM has to really play around it. Lower its cost in red to 75, so it can be used more often.
- T1 Tactical sm drop pod red cost reduced to 150.
- T3 orbital bombardment is boring, there is a lot of potential for it. Make it a bit different for each hero, details below.

Heroes

Force Commander

- Lower total health of terminator suit upgrade.
- Orbital bombardment is standard but the big burst of damage at the end of each of 3 beams activates faster, like in 2.5 seconds.

Apothecary

- Full auto stun gets removed and instead suppresses the target.
- Can now recover gene seed from SM infantry to recover some of the cost and gain some xp. Allied sm corpses can also be recovered, and the recovery cost is granted to the owner player.
- Orbital bombardment now drops 2 phosphex bombs after a 5 second delay, showing its position that deals anti everything damage over time and applies a burning effect that lasts a very long time.

Tech Marine

Total:

- His turret doesn't suppress anymore, deals more damage, has a shorter range but a 270 degree arc of fire. 2 turrets max.
- Teleport beam now acts differently depending on the solution chosen from above. It either gives a 50% discount to reinforcements around it, or halves the time it takes to reinforce. Remove the healing aura from it. in T3 it can be used to summon terminators on it without paying any red. It takes a minute to order and during that, the teleporter beam is visible to enemies. Teleporter beam gets destroyed after the summon completes.
- Can now salvage vehicles and terminator armor to recover some resources.
- Orbital bombardment is a 1 big orbital blast that after 4 second delay showing its position, starts lifting enemy infantry slowly from the center and grows in size over

6-7 seconds and then big caboom that has a chance to insta kill enemy non hero, non terminator units.

wargear:

- Sniper bolter doesn't suppress anymore.

new: Chaplain commander

Total:

- old brother-captain of the OM with some changes to make it less of a psyker and more of an inspiration to everyone.
- Has a different model. now is more like a force-commander without terminator armor. Not immune to suppression, doesn't stride through barriers.
- We are the hammer! is now a passive ability that is applied with every melee kill he makes.

globals:

- T1. 75 red. Increase a squad's damage resistance by 30% and melee skill by 5 for 20 seconds. Cooldown 80 seconds.
- T1. 75 red. For 20 seconds, a targeted allied infantry unit's melee attacks cripple enemy infantry units, slowing them by 50% and reducing their melee skill by 5. Slow effects linger for 2 seconds. Cooldown 80 seconds.
- Instead of Orbital bombardment, orders a carpet bombing run by stormbirds, sorta like IG ultimate, but only in 1 wide line.

weapons:

- nemesis warding staff. Ward is now a target ability instead of AOE.

armor:

- Mantle of Terra. Replace the ability from healing to channeling ability that increases weapon accuracy of the target unit both on the move and against moving enemy units, shortens their weapon cooldown and reduces the setup time of heavy weapons by half.

utility:

- Psychic lash replaced with smoke grenade that reduces enemy ranged weapon radius and sight by 60%.

new: Terminator Librarian

Total:

old daemonhunter

now has a smite ability by default as well as rift.

globals:

- Sanctify. 50 red. give the target ally unit 75 energy.

- Psychic Assailment | T1. 75 red. Increase a targeted allied squad's ranged damage by 25% and weapon range by 7 for 25 seconds. Cooldown 60 seconds.
- Instead of normal orbital bombardment, burns all energy and prevents energy regeneration of the hero for a while, Creates purifying flames that spread in a circle around the hero that burns all mana of all enemy infantry, vehicles, and monstrous creatures around and deals heavy melee damage as DOT over time equal to the mana burned + the amount of mana Librarian burned. Imagine inquisitor's purgatus ability.

armor:

- Armour of Fortitude. Now it is T2. now gives a force barrier ability (the one regular librarian had) instead of putting allies in the warp.
- Banishing Cloak. Now it is a T1. Rites of exorcism ability now burns 70 energy from the target enemy unit, burns 50 more energy if the target is a demon.

Army

T1

- Scouts

do too much. They're fast and have invis, but can also kill enemies on their own - so they're ideal for map control and they're mandatory to have in your army.

Make them slower, now they move at 6 speed.

Nerf the scout sergeant. He costs the same as shoota nob, he is also a detector, but does more damage and has a grenade. Remove the "dies last" from their sergeant. Take his grenade and give it to tactical space marines instead of their ability.

- Tactical space marines.

Lower their cost to 400 req. Vengeance rounds are available for free starting from t2, to make them weaker against heavy infantry at the start. But now they'll have a grenade upgrade at t1. It's the scout grenade.

Sternguard upgrade now is t3. They are spawned at the same level as the squad was.

- Devastators

plasma cannon devastators is now a t2 upgrade alternative to lascannon

- Assault Marines

knockback upon landing now applies only with the sergeant upgrade.

Stormguard veterans are spawned at the same level as the squad was.

- NEW UNIT: Apothecary

subcommander with chainsword and bolt pistol.

has a health regeneration aura, healing ability, can recover gene seed from dead sm models for some resources and xp.

t2 upgrade. combat stimulants.

t2 upgrade. improved medical equipment - more mana and bigger mana regen.

T2

- Razorback

Dozer blades upgrade. 20% damage reduction from the front.

- Dreadnought:

new. Plasma cannon upgrade. yes, the one OM dreadnought had.

- Whirlwind stays the same

• NEW UNIT: techmarine has a bolter, good melee, melee resistance, repair ability, can salvage vehicle carcasses for resources.

t2 upgrade. plasma gun with overcharge shot ability.

t3 upgrade. powerfield that makes him immune to damage for a short while.

T3

- Predator

Give it more health. Increase its cost to align with the leman russ tank.

Dozer blades upgrade. 20% damage reduction from the front.

- Land Raider

faster movement speed

- Librarian

now a T3 unit. give him an aura that reduces all psychic damage dealt to allied units around him by 40%.

Summoned

- Terminators

stay the same.

- Venerable dreadnought

stays the same

CHAOS SPACE MARINES

Total

- when the hero is dead. there is a 20 - hero level % chance that infantry refuses to retreat and retreat goes on cooldown for 3 seconds instead.
- -the idea was to bring more demons through summoning and rituals and sacrifices and corruption and stuff.

- -they have the same issue as space marines but that will barely be the biggest rework. Anyways, I suppose those 2 solutions outlined for SM work here too.
- However, with chaos, I am leaning towards leaving the reinforcement cost as it is, instead increasing the time it takes to reinforce space marine units to the same as buying a new one.

Globals

- Almost all demons, except the bloodcrusher, are now summoned with red through rituals and require a sacrifice.

Heroes

champion of Khorn (previously was LOC)

- -gets 100% red from his own dead units. Khorne cares not from whence the blood flows.

Globals:

- -Blood sacrifice ability now spawns permanent bloodletters instead of temporary, costs 400/40/80 red. This is the only way to summon demons now, through global ability.
- -Malignant Blindness costs 88 red
- -Bloodlust now is targeted at a friendly unit. 88 red

items:

- -New Utility item: khorn duel or something: new ability: goad any infantry model to a 1v1 combat to the death. Retreating from this deals damage equal to 50% of model's health (yes even to champion of khorn himself if he retreats)

Nurgle champ

- -aoe dot ability from t2 armor should do % based damage from current health.
- -turrets deal damage over time and regenerate health. 2 turrets max.

chaos sorcerer

- return the damage to his doombolts and make them scatter in a bigger radius

new: Slaanesh bitch hero

total:

- Insane, very selfish psycho with good melee and disruption abilities.
- by default has a power sword and a bolt pistol.
- increased health regen in combat.

- Sees invisible units.

Globals:

- T2. LOOK AT ME! taunts all enemies in range to fire him for a short while. Gets 40% ranged damage resistance and increased speed for 10 seconds.
- T2. Seductive chaos. Target non-hero enemy infantry. Targeted enemy infantry unit gets slowed by 40% for 6 seconds, then gets stunned for (6-target level) seconds during which it heals from damage it receives. If by the end of this ability, the target is at full health, it becomes yours.

Weapons:

- T1. noise blaster. Short ranged weapon from noise marines.
- T2. whip. short ranged weapon replacing the bolt pistol. immobilizes enemy models on hit.
- T3. second power sword. double the damage. Replaces the bolt pistol. can attack two models at once.+2 melee skill.

Armor:

- T3. screaming armor. gives some health. Cacophony ability from noise marines.
- T2. pain-glove. Stole this baby from stoopid imperial fists. Gives more health. Toggle ability that deals damage over time to self.
- T1. Armor of excess. no health bonus, but heals on kill.

Utility:

- T2. combat narcotics. deals 6% of models max health as damage itself reduces incoming damage by 40%. If not used within 36 seconds of being available suffers withdrawals reducing all stats by 33% for 36 seconds. There should be an indicator that shows this timer.
- T1. heightened senses passive. Increases speed +0.5/+1/+2 for each 12/36/69% health from the total health.
- T2. Mark of Slaanesh. deal more damage the less health they have up to +69% when squad loses 69% of health. deal more damage the less health enemy has up to +69% when the enemy has lost 69% of health.

new: Chaos lord

total:

- lord of chaos undivided is a spiteful bastard that will not commit to any of the chaos gods due to his iron will and he shall use them all for his own goals. ranged and decent melee
- basic weapons: bolt pistol and chainsword
- basic abilities:
 - drop pod reinforcements, same as basic global ability for every sm commander.
 - Long war veteran - passive aura that decreases incoming range fire accuracy by 20% close to the hero.

Globals:

T1.summon daemon spawn.

T2.Death to the false emperor. Summon a squad of traitor guardsmen of the blood-pact at the targeted location

T2.For the Dark Gods! temporarily increases speed, charge range, weapon range, and energy regen of all demons and mark of chaos units.

T3.summon terminators.

T3.chaos rift, black, does more damage closer to the edges, instead of the center.

Weapons:

T1. plasma gun

T2. melta gun with a dissipated blast ability. Sorta like a shotgun blast of ork kommando nob.

T3. Daemon sword. double handed heavy melee weapon with health regen on hit.

Armor:

T1. jump pack. jump ability with knockback on landing and some health.

T2. Great crusade era wartech augmentations. more health, faster attack speed in melee and range

T3. Gifts of the dark gods. 20% bonus to all stats.

Utility:

T1. Relic forcefield - ranged damage gets reduced by half in a small circle around the hero while it's activated.

T2. Spiteful Denier. non-demon units with no mark of chaos upgrades have bonus to their weapon damage and accuracy when close to the hero. Hero gains a bonus to mana regen.

T3. Unholy icon of chaos undivided. demon and mark of chaos units have bonus damage resistance and mana regen close to the hero. Hero becomes unstoppable and immune to suppression.

army:

T1

Heretics

- No a detector anymore
- -units dying near worship generate more red. units dying near chaos shrines generate more red. These two stack.
- -Worship now works for allies as well, however, demons only get the healing benefits of worship if it is dedicated to a different god. Only undivided worship works for all demons.
- -NEW ABILITY: slaanesh worship. Ranged damage dodge % and melee weapon skill bonus to all allies in range.
- -NEW ABILITY: Undivided worship. Damage and accuracy bonus to allies in range

- -NEW ABILITY: chaos shrine of slaanesh. every 6 seconds lures enemies around it towards it and increases attack speed of all units nearby.
- -NEW ABILITY: chaos shrine of undivided. Damage resist and damage buff aura for friendly units around it, damage reduction to enemy units around it.
- -NEW UPGRADE T3. requires aspiring champions. grants NEW ABILITY. DARK RITUAL costs 400/150. grants NEW ABILITY on T3 that costs 400 red to activate and requires a specific number of cultists (including aspiring champ) to be alive during the entire summoning built shrine nearby and around a 64 seconds to complete during which the squad will be visible to everyone. cultists die one by one during the ritual and after the aspiring champion dies in its place will appear an uber unit (greater demon) depending on the hero:
 - -Blood thirster (needs 8 cultists alive), huge heavy melee aoe dps and flame thrower breath attack when in close range, a jump ability with knockback and damage on landing.
 - -Lord of Change (needs 9), fuckload of magic spells, heavy melee aoe damage and automatic bolts cast from his ranged weapon.
 - -Great unclean one (7), yes, the one we have now.
 - -Keeper of secrets (6), Very fast but relatively squishy, heavy melee aoe dps, aoe lure ability, rush with knockback ability.
 - -Daemon Prince of Chaos Undivided (4). lord of chaos must be present at the ritual site and is transformed into a daemon. Hero loses all upgrades and levels, becoming an uber unit. Middle of the pack, teleporting with a delay, heavy melee dps and bunch of warfire cannon that deal anti everything damage. Free resurrection but on a cooldown.

Chaos space marines

- -Squad damage up by 10%.
- -eternal war is now a T2 upgrade that can be done as an alternative to getting a mark of chaos. It gives a 20% damage bonus and also grants 20% ranged damage resistance. it also increases the max level of the squad by +1.
- -cost of all marks is now the same 130-30
 - -mark of khorn. the unit now boost their own damage after each model they kill. deal aoe melee damage. aspiring champ now deals heavy melee damage and has berserker ability. Becomes uncontrollable but increases move speed and attack speed like khorn dreadnought.
 - -mark of tzeentch. Fast shooting plasma guns. The aspiring champion now has an ability to reveal an area of the map and attack range increasing aura.
 - -New upgrade T2. mark of nurgle. Damage over time bolters that ignore cover, big health regen. There is a chance a model that was not on fire and was not exploded to bits stands back up with half health. same as orks but with a bigger chance. Only works 3 times per model, but it resets once the unit reaches 77% of max health again. (example: a model dies and with 49% chance it stands back up with 49% of max health. The next time it dies the chance to stand up is 21% to stand up with 21% of max health. Then it's 7% and 7% of health.) When there is an aspiring champion in the squad it gets a

plague blade (power weapon that ignores melee resistance and spawns plague zombies from the enemy it kills) and a plasma pistol.

- -New upgrade T2. mark of slaanesh. very fast melee based anti-infantry squad that revels in dealing and receiving damage. immune to stun and suppression. Increase their speed +0.5/+1/+2 for each 12/36/69% health from the total health of the squad. deal more damage the less health they have up to +69% when squad loses 69% of health. deal more damage the less health enemy has up to +69% when the enemy has lost 69% of health. This stacks. +1 melee skill. All have power melee weapons and decent bolt pistols that they fire with great accuracy. aspiring champ has 2 power melee swords and combat narcotics ability that deals 6% of models max health to each model in the squad damage to the squad and reduces incoming damage by 50%. If not used within 36 seconds of being available suffers withdrawals reducing all their stats by 50%. There should be an indicator that shows this timer.
- -NEW upgrade T3. chosen. possible after getting a mark and becoming an aspiring champion. all models except the squad leader are sacrificed but the aspiring champion becomes a chosen marine. gets permanent 3 times all stats and double the bonuses from the abilities that a mark gives. now heals when cultists are praying nearby. Only 1 chosen of each type is possible. breakdown:
 - -khorn: crazy strong berserker with heavy melee damage, insane speed, health regen on hit but goes berserk rage mode when engaged in melee and goes out only 3 seconds after it doesn't hit anyone in melee.
 - -nurgle: power weapon that ignores melee resistance and spawns plague zombies from the enemies it kills (zombies can't retreat and have the same rules as demons with some mana that drains over time, then they start to decompose. Regenerate mana and heal near worship) as well as a cloud of flies ability that suppresses infantry around the unit and lowers incoming ranged damage by 80%.
 - -slaanesh: combat narcotics is now a toggle ability that slowly drains his health. health regen on hit. Suppresses abilities of enemy infantry units on hit.
 - -tzeentch: has an ability to reveal all the map for a short while. units killed by tzeentch chosen generate double the red.
 - -undivided: on top of everything, 20% bonus to ALL stats, has a frag grenade and a melta grenade abilities now. +1 max level (6 in total)

• Havocs

- -NEW upgrade T2: mark of nurgle - becomes anti infantry artillery squad with damage over time, slow, and damage vulnerability temporary effect. Almost like a barbed strangler. more health and health regen. can get up after death. Only works 3 times per model, but it resets once the unit reaches 77% of max health again. Doesn't work if the model was burning or was exploded into bits (example: a model dies and with 49% chance it stands back up with 49% of max health. The next time it dies the chance to stand up is 21% to stand up with 21% of max health. Then it's 7% and 7% of health.)

• Noise Marines

- -Increase their speed +0.5/+1/+2 for each 12/36/69% health from the total health of the squad.

- Now is a detector unit
- Raptors
 - -Melta guns upgrade is now T2. replaced with melta pistols with lower dps and range leaving their melee weapons, so that they retain their melee prowess.
 - Slightly increased melee damage.
 - Landing now also demoralizes enemies around when the aspiring champion is in the squad.

T2

- Chaos Dreadnought
 - -All marks now cost the same. 100/25
 - -NEW upgrade T2 Mark of Nurgle. Main weapon replaced with anti everything bile spewer that deals damage over time and debuff speed of the enemies, has an ability to make a bile puddle. Increase health, health regen, regen from praying cultists nearby, slow attack speed, move speed, and give more melee resistance, and guaranteed explosion on death that makes everyone around it sick with damage over time. they can make other enemies sick when they get close enough. Sickness heals friendly units with marks of nurgle and damages others.
 - -NEW upgrade T2 Mark of Slaanesh. Main weapon replaced with blast cannon like the blastmaster upgrade on noise marines. Only fires while stationary but needs no setup. Has a devastating cacophony ability that works like noise marines ability but also deals damage with each blast.
 - -Mark of Tzeentch now deals more blast damage to infantry.
 - -NEW upgrade T2: eternal war: an alternative to getting a mark of chaos. It gives a 20% damage bonus and also grants 20% ranged damage resistance. it also increases the max level of the unit by +1.

Bloodcrusher

- does not change. the only special demon to be purchasable from the base.

Plague Marines

- There is a chance a model that was not on fire and was not exploded to bits stands back up with half health. same as orks but with a bigger chance. Only works 3 times per model, but it resets once the unit reaches 77% of max health again. (example: a model dies and with 49% chance it stands back up with 49% of max health. The next time it dies the chance to stand up is 21% to stand up with 21% of max health. Then it's 7% and 7% of health.)
- -New upgrade T3. Plague doctor. has a lot of health, increases squad hp regen and has an ability to increase damage dealt to a target enemy unit by 30%. has an ability to summon plague zombies around the squad that are weak melee uncontrollable fuckers.
- -New upgrade T3. Sickness festers. every 7 seconds the squad emits a burst of plague winds that make infantry around it sick with damage over time. they can make other enemies sick when they get close enough. Sickness heals friendly units with marks of nurgle and damages others.

new: Mutated Sorcerer

- -has a daemonic stuff that deals psychic damage, a and a bunch of spells: teleport ability, bolts ability, consume ability and
- -Upgrade (purchasable) Summoning ritual ability. costs 80/16 Sacrifice a model to summon temporary daemons that vanish when their energy is exhausted costs 80 red. Upgrade is spent and then must be repurchased.
- -Upgrade warp-rift. grants warp-rift ability. costs 100/20

T3

Predator tank

- -give it more health, increase cost to align with ig leman russ tank.
- -all marks now cost the same 160 40
- -New upgrade: Increases base speed. Replaces the side weapons with sonic blasters that silence enemy infantry and don't allow them to fight with ranged weapons. The main cannon is replaced with incinerator (volkite demi-culverin) cannon dealing that deals more damage the closer the enemies are.
- -Mark of khorn. Instead of simply buffing damage, it buffs its own damage and speed and that of nearby allies with every model killed.
- -Mark of Nurgle now has bile spewers, instead of side bolters, that slow down enemies and deal damage over time.
- -New upgrade: Eternal war. Alternative to marks, increases damage and gives damage reduction. increases turn rate and speed.

Land Raider

- -Now can act as a retreat point (not reinforcement)
- faster movement speed

Terminators

- -Now is available to buy from base. Reason being - their base is literally a warp portal and summoning units are now different for all chaos heroes.
- limited to 1.
- -LOC can summon them on the battlefield
- -all marks now cost the same 150/50
 - -mark of Khorne: autocannon is now replaced with power claws. Now it also boosts speed, as well as giving vampirism on hit. There is a berserker's rage ability that increases speed and attack speed but the unit becomes uncontrollable.
 - -NEW UPGRADE: eternal war takes over the autocannon. grants 20% bonus to all stats.
 - -NEW UPGRADE: Mark of Slaanesh. cacophony ability that doesn't disable the unit. slaanesh thunder hammer that gives even more heavy melee damage to the main guy. Everyone in the squad still has normal combi bolters.

- -NEW UPGRADE: Mark of Tzeentch. Inferno combi bolters that also ignore cover. Powerfield ability that lowers incoming range weapon accuracy by 70% while activated. Double the energy.
- -NEW UPGRADE: Mark of Nurgle. Bile spewer to the main guy that's the same as the one plague champ has except triple the damage and applies a debuff to an enemy making them take more damage. Also gives bile puddle ability. Other dudes get damage over time combi bolters. It also increases health regen and total health of the squad.

Chaos Knight - Tyrant.

- Alternative uber unit.
- Plasma decimator weapon, AOE plasma cannon type damage same cooldown and range as plasma devastators but fires more like IG stormblade. big fast boom that deals damage to all in an area.
- Conflagration Cannon. Huge flamer.
- Shieldbreaker missiles. Fires 4 rockets that deal massive damage against enemy power shields, vehicles, buildings, and some damage to infantry, drains 100 energy from affected enemy units, and knockbacks infantry.
- 4 melta guns for short range
- Energy shield.
- counts as a demon engine.

Chaos Knight - Rampager.

- Alternative melee knight.
- More speed than Knight-Tyrant
- Thundercoil harpoon. Requires line of sight, flies like a plasma cannon blast. Heavy melee damage target ability that can target vehicles. Much more accurate against larger targets, like a lascannon. On hit, immobilizes enemy vehicles for a short time, deals heavy melee damage, and restricts enemies and its own range of movement to 15 units away from each other for 20 seconds or until either one of them dies. Long cooldown. If the target enemy vehicle happens to have a power field up, it only deals damage.
- Reaper chainsword with huge heavy melee cleaving damage.
- 4 Siegebreaker Cannons. Decent grenade launcher damage
- 4 melta guns for short range.
- Energy shield.
- counts as a demon engine

Summoned

- Demons can be summoned only from global abilities bar:
- -all demons are immune to suppression
- -all demons regenerate health and mana faster when cultists are praying nearby to THEIR god (allied cultists prayers don't count if the god is different)

- -all demons have negative mana regen when not around praying cultists, when their mana is exhausted, they start losing their health. Don't lose health from drained mana on retreat.
- -all demons have a T3 UPGRADE FAVORED that stops them from deteriorating by increasing their mana regen and gives them bonus damage resist, and damage.
- nurglings
 - -hord of small ripper-like creatures that have a lot of health and regen. same speed as sm Can't capture points. melee only. can explode like cultists at the cost of mana healing health and mana to nearby nurgle mark chaos infantry and demons, dealing some damage to enemies. have melee resist
 - -require plague champion T1
 - -squad size 7.
 - -favored upgrade also doubles the squad size
 - -cost 280 req, 14 energy, and 70 red.
- Bloodletters
 - -require champion of khorn T2
 - -stay the same except have 200 energy at base
 - -cost 400 req, 40 energy, 80 red.
 -
- blue horrors
 - -require sorcerer T2
 - -anti heavy-superheavy infantry artillery unit with warpfire. Have teleport ability. Decent in melee. WEAK on health. On death, the model splits into 2 pink horrors with less damage and health that deteriorates over 9 seconds.
 - -cost 450/45/90 red
 - -squad size 9
- daemonettes
 - -require slaanesh champ T2
 - -fast anti infantry power melee squad. Have an ability that works like "fleet of foot" of eldar, increasing their speed by +2 and reducing incoming ranged damage by 50%. Has an irresistible target ability, that makes a targeted enemy unit fire at them without being able to switch targets for a short while. have melee resist
- daemonspawn
 - -require LOC T1
 - -big anti infantry heavy infantry unit that has an ability to stun a target unit, can't retreat. has melee resistance.

NEW UNIT Obliterators

- -Requires T3 sorcerer
- inferno rotator cannon that deals morale damage, a fleshmetal heavy flamer that also suppresses targets (so when it's firing in close enough range it can suppress). It has decent melee damage and speed but does not have teleport ability.
- -fleshmetal lascannon upgrade

- Mutilators

- -requires T3 khorn champ.
- -melee obliterated with crazy heavy melee damage from double chainfists, melee resist and terminator armor, decent speed, a lot of health, health regen, worship heals them, but do not have teleport ability
- -double chainfists upgrade that grants berserk mode with even more damage and attack speed and damage resist when engaged in melee and will leave it when not hitting anyone in 3 seconds

Defiler heavy walker

- -requires T3 plague champ
- -sorta like ancient dreadnaught daemon engine + daw1 defiler with double heavy melee claws, a plague mortar cannon (yes the one from havocs upgrade) and twin-linked autocannon. heals near worship.
- -Sigil of decay upgrade that deals damage over time to all enemy units in range.

NEW UNIT: Possessed marines.

- -requires T3 slaanesh champ
- -Crazy anti infantry power melee unit with great speed and 70 melee skill. heavy infantry armor. Fly ability with knockback on landing. Terrify enemies on kill. immune to knockback. demon - heals and regenerates energy near worship
- -upgrade warpfire ability that burns infantry in % to max health

Traitor Guardsmen

- a Squad of guardsmen with 8 models, equipped with 3 lasguns, 2 grenade launchers, and 2 flammers.
- has a die-last model squad leader with more health, chain-sword, and a plasma pistol. Has an ability "for the dark gods!" that makes the squad immune to suppression and slow temporarily.



Total:

- When the hero is dead, the army regenerates energy 2x slower.
- I like where eldars are tbh. Heroes are very much balanced and fun to play. But there is a huge problem that one cannot simply play mediocre eldar. They either suck, or are op as fuck with almost no in-between.
- I want to change how fleet of foot ability works. From now on, ALL eldar infantry by default dodges 15% of ranged fire on top of global ranged fire accuracy changes. Fleet of foot ability now grants only speed bonus and ranged weapon accuracy debuff to the unit that activates it. Instead of how it works now, the passive effect of this ability increases with each level of the unit, giving them more dodge chances: 15-20-25-30%.
- That would honestly make eldar infantry more unkillable than they already are and I'd hate it if it went too far. So, I want to increase squad replenishment costs for eldar

across the board by about 25%. They are a dying race and every eldar is a great loss.

- To counteract that I wanna introduce the spirit stones recovery mechanic. When eldar infantry (except wraithguards) dies, without exploding into bits or burning, it leaves a spirit stone to be recovered by anyone. Recovering it gives double red as it gives for regular dead eldar if eldar picks it up, and the same red as regular dead eldar if any other enemy or ally does. Spirit stones can't be destroyed, because why would they.

Globals:

- Lower the gate cooldown
- autarch is now a proper hero, so remove this ability. instead, warlock's swift movement ability is now a common eldar global.

Heroes:

Farseer

- no changes

Warlock

Global

- Swift movement ability and distortion field are now one global ability. It gives a bonus 30% dodge chance to all eldar infantry units, but no bonus speed.
- new summon wraithguards. Spawn a unit of wraithguards at the base.

Wargear:

- Faolchu's Wing | T2 | item removed, and is given to Swooping Hawk exarch.

Warp Spider exarch

- no changes

new: Harlequin Troupe Master

total:

- fast melee focused commander that leaps over cover, and is oriented on confusing enemies with illusions and devastating melee abilities.
- By default it has a power melee weapon, shuriken pistol, fleet of foot ability.
- gates have an ability to teleport to a visible location after a delay.

globals:

T1. Dance of death. Hero's melee leap is activated with every attack and a fleet of foot effect is applied.

T2. Harlequin appearance. Spawns harlequin at base. +1 max harlequins.

weapons:

T1. Harlequin blade - bigger power melee that drains energy from targets.
T2. Fusion pistol. replaces the shuriken pistol. Little av damage.
T3. neuro disruptor pistol, replaces shuriken pistol. bigger piercing damage. Lower attack speed, stuns on impact.

armor:

T1. Flip belt, little health, gives a short dash forward ability, like a blink with a short range and short cooldown.
T2. illusion cape. passively dodges 25% of all ranged attacks. more energy. Gives an ability to create a copy of an allied unit that can't deal any damage, and vanishes when attacked in melee.
T3. Mask of fear. More energy regen and health. Ability to scare a non-terminator, non-hero unit into a retreat. Kills demoralize now

utility:

T1. Harlequin kiss. Deals 100 sniper damage to a target enemy model, and if it dies, explodes it for 40 piercing damage around it with knockback.
T2. Harlequin's embrace. channeling. Deals 15 power melee damage over time in a small area after a delay, immobilizing enemy infantry caught in it for a short while.
T3. Harlequin's caress. Instantly kills the enemy non-hero, infantry model (yes, may instakill terminators because fuck them). Deals 50% enemy health as power melee damage otherwise. Long recharge.

new: Autarch

total:

- now a normal hero.
- the fastest eldar hero. has a jump ability by default AND fleet of foot.
- decent power melee and decent range.
- Squishy.
- gates have the ability to build a stationary weapons platform. weapon platform can be upgraded to brightlance platform

globals:

T1. sky leap 75 red. Remove hero from map, can be summoned again from global abilities bar for 75 red.
T2. Path of Command. Spend red for resources.

weapons:

T1. power melee spear

T2. melta gun

T1. twin-linked shuriken pistol with more damage, slashes enemy into bits on kill, leaving no corpse

armor:

T1. during her leap she now drops plasma grenades along the way

T2. ranged damage dodge aura around the hero.

T3. heavy aspect armor. +25% health, energy, dodge chance, +1 speed

utility:

T1. power shield

T2. Faolchu's Wing. Gives Enhance ability, +2 speed and + 35% damage to target ally squad.

T3. Mastery of all paths. +25% damage, +2 melee skill, 100% ranged weapon accuracy on the move

Army:

T1

Guardians

- grenades deal plasma explosive damage. That means they're more effective against heavy armor and less against regular infantry.

Banshees

- No change.

Rangers

- Revert them back to having 1 sniper rifle.
- Keep their ability to debuff the targets on hit.

Shuriken cannon

- no change.
- The cannon model leaves no spirit stone, only the guardians that carry it do.

new Harlequin

- power melee sword and shuriken pistol. high speed infantry that leaps over cover. Has "fleet of foot" ability. First attack is a leap with a knockback instead of charge. Same population cost as exarch. Melee resistance.
- Max 2.
- T1 upgrade. Illusion cape. Create a copy of itself that has the same health as this one does currently. deals no damage, instantly dies when engaged in melee.
- in T2 can have one of the following upgrades:
 - T2 upgrade. the Light (headstrong, aggressive, and heroic), identified with a Prism. Dance of death ability to perform a leap with every attack, fleet of foot effect is applied
 - T2 upgrade. the Dark (vindictive and flamboyant), identified with a Heart. Harlequin kiss. Deals 100 sniper damage to a target enemy model, and if it dies, explodes it for 40 piercing damage around it with knockback.
 - T2 upgrade. the Twilight (obsessively precise and detailed), identified with the four-pointed Star. Fusion pistol and plasma grenade ability.

T2

Dark reapers

- Increase base damage by 15%.

- Aspect of Reaper upgrade is now T2 and it increases their stationary accuracy to 100% against all targets.
- Exarch upgrade is now t3, increases their range by +10 and damage by +15.

Fire dragons

- Exarch upgrade is now t3. His weapon now debuffs the speed of infantry hit by fire-launcher mode, and that of vehicles if in melta mode.

Wraithlord

- no change

Falcon

- Jump fly ability. Falcon is supposed to fly, bitches.

Warpspiders

- No change

Wraithguards

- Slightly faster movement speed. Slightly more damage.
- New upgrade. T3. Wraithblades. Changes their weapons to cleaving Power melee damage, more speed. Immune to suppression.

T3

Seer council

- Foresight ability. The same thing as the foresight in Farseer's global abilities bar. Reveals an area on the map and invisible enemy units.

Fire prism

- Shorter range. Now the queen of long range fire goes to TAU weaponry, so this one needs something more to differentiate it.
- Jump fly ability.
- Power shield upgrade. Consumes energy as it receives damage.

Avatar

- Burning attacks. All attacks set targets on fire that deal a little damage over time. This will be a small but important counter to new orks, necrons, and nurgle-chaos.

Q cannon

- give it back the range it had
- Limit it to 1 at a time
- Make the blackhole ability cost some red.

Summoned

Autarch:

- no change

IMPERIAL GUARD

Total:

- When the hero is dead, all infantry is 2x more susceptible to suppression.
- Considering all the other changes I made, I like where IG is now.
- I don't even have any crazy ideas to change up their gameplay or even bring new heroes.

Globals:

no change

Heroes:

Inquisitor

- The default weapon does more damage. Because that was pathetically weak.
- The targeted stun ability does less damage and doesn't buff the damage of the inquisitor anymore, and instead applies debuff to the target enemy model to receive more damage.

globals:

- summon inquisitorial operatives instead of regular stormtroopers.
- Fallback plan instead of banewolf. Halt the retreat of a targeted allied squad, give them +10 health regen and bonus speed for 10 seconds.

Lord Commissar

- Lower damage bonus from execution to 20%, but make it so that it applies to all allied infantry nearby.

globals

- Summon banewolf from inquisitor instead of Loyal to the end.

Lord General

- no change

new Eversor assassin

total

- yes it's OM hero that I just put here.
- Unstable Metabolism changed. When the Eversor dies, his combat drugs react violently, detonating his body and dealing 20/30/55 explosive damage in a radius

15/7.5/3 around him and weapon knockback in radius 8. If the Bio-Meltdown ability is active when he dies, he deals additional 55 explosive damage at all ranges.

globals:

- Hypermetabolism | T1. 75 red. Overclock the Eversor to the peak of his combat performance. He gains +100% cooldown reduction, 2 e/s and 12 hp/s for 15 seconds. Once the duration ends the Eversor takes 30% additional damage for 10 seconds. Cooldown 100 seconds.
- Bio-Meltdown | T2. 175 red. The Eversor takes 10 dps and emits a radius 15 damage aura dealing 10 piercing dps every second for 22 seconds. All infantry exiting the aura continue taking damage for 3 seconds. If the Eversor dies before this ability wears off, all units in radius 15 take 55 more explosive damage. Cooldown 240 seconds.
- Mark | T2. 150 red. Off-map Vindicare support reveals the location of all enemy units on the battlefield for 10 seconds. Cooldown 120 seconds.

wargear:

- unchanged.

new Echlesiarchy Priest

total:

- yes, it's that chainsaw carrying maniac from DoW. Inspires troops, drives them in religious fervor, kicks ass, makes miracles happen.
- By default he has an ok melee chainsword and an ok las pistol.
- Aura of 50% suppression resistance.
- Inspiration on kill of 10% bonus damage for 10 seconds, stacking.

globals:

- T2. summon crusaders
- T1. Loyal to the End ability from commissar.

weapons:

- T1. Purifying flames. Flamer. Purged by Flames ability from OM Purgation Squad. No melee resistance.
- T2. Giant chainsword. Big melee damage, no ranged weapon. Remove inspiration on kill. demoralize enemies on kill.
- T3. Carries the company banner and a melta pistol to inspire allies around him even more. All aura effects around him are tripled. No melee resistance.

Armor:

- T1. Flak armor. Bonus health. Ability to become immune to knockback and suppression for a short while.
- T2. Armor of contempt. Bonus health and energy. Ability to increase damage of allies nearby aura.
- T3. Faith is my shield. Increases health and damage resistance of allies nearby aura. Reduce health.

Utility:

- T1. Power field. regular one.
- T2. Fanaticism ability to make a target infantry unit invulnerable for a short while.
- T3. Martyrdom. Removes penalties from death. When the hero dies, the army becomes immune to suppression and deals 30% more damage for 15 seconds.

Army

T1

Guardsmen

- Commissars now can execute a guardsmen model at any time. Execution gives 15% bonus to weapon damage to all allied infantry around the squad and prevents this squad from retreating for 10 seconds.
- turrets now have slightly more range.
- new Priest acolyte. Alternative to getting a commissar. Grants the squad 25% passive damage resistance and the Fanaticism ability, temporarily shielding the squad from harm. The Acolyte is the last squad member to die. has the same chainsword and pistol as the commissar. Does not increase squad size. Still increases the reinforcement.

Artillery spotter

- no change

Catachan Devils

- Remove power melee damage. They still are decent in melee, but what the hell, why do they kill space marines in melee?

Heavy weapons squad

- autocannon has more accuracy.

Sentinel

- 1.3 times more health, 2 times slower repair rate. Because standing and trading against IG is insanely frustrating because he can simply repair off all damage as you fight.

Primaris Psyker

- is now t1 unit. All upgrades still start from t2.
- lower total energy
- Can use abilities even if he doesn't have enough mana, but casting abilities like that has a chance to miscast, horribly. Miscast chance = 20% + mana overhead expended. Miscast instantly kills the psyker and brings a random demon incursion (bloodletters, nurglings, pink horrors, demonettes, chaos abominations). They are uncontrollable, their energy slowly drains, they vanish when their mana expires.
- the item that previously allowed to use health as mana now lowers miscast chance by 50%.

T2

Stormtroopers

- no change

Ogryn

- Bullgrins are now spawned at the same level as the ogryns you had.

Chimera

- new T2. Dozer blades upgrade. 20% damage reduction from the front.

Manticore

- no change

new Vindicare Assassin

- the OM unit with no change.

T3

Cadian Kasrkin

- faster upgrade time to switch weapons faster.
- faster grenade fly time.
- grenades explode on impact with no delay.

Leman Russ tank

- Dozer blades upgrade. 20% damage reduction from the front.

Baneblade

- active ability range increased

Stormblade

- no change

Plasma-baneblade

- active ability range increased

Summoned

Banewolf

- Dozer blades upgrade. 20% damage reduction from the front.

Crusaders

- yes, the OM crusaders. unchanged.

Inquisitorial Operatives

- yes, the OM ones. They have a “fallback plan” ability by default now.

TYRANIDS

Total:

- Tyranids lack their biggest lore advantage - rapid evolution. Their units lack flexibility and cannot be used to advance evolution in either way. I want to add more upgrades and more units to mitigate that and basically make them a swiss knife horde army that evolves and adapts to the enemy.
- Army is crazy expensive to get going AND units are easy to lose. So, to mitigate that, units can now be consumed at the base and at the brood nest to recover (% of current health x 60/80/100/120%) of the squad's cost depending on the level. The refund doesn't count the upgrades, so it is not too overpowered as the biggest part of the cost comes from upgrades.
- Also, to make them interact with that mechanic more, almost all tyranid units can devour the corpses. Devouring the dead takes a while to complete and gives the unit experience. Only tyranids can interact with tyranid corpses.
- Loss of hero penalty is -50% of synapse effect +50% synapse backlash effect. Synapse effect +50% strength by default, units affected by synapse backlash now can't get synapse effect for 3 seconds. So, the counterplay against tyranids is to get rid of all synapse creatures and the hero asap. The backlash will deal a lot of disruption to the army. Without synapse they're kinda meh. Tyranids will have to adjust their playstyle to guard synapse creatures

Globals:

- Terraformation sucks ass. It already has huge delay in-between each pillar rising, so just fucking make the first one show up instantly.

Heroes:

Hive tyrant

- Improved synapse is removed and is given to NeuroTyrant instead
- new T3 armor upgrade. Wings. Gives fly jump ability with long in air duration and knockback on landing.
- The birthing pool global is removed and instead has corrosive blood ability. for a small period of time, acidic blood of tyranids becomes even more corrosive, dealing damage to all tyranids in melee splashes the attacker with a little power melee damage

Lictor Alpha

- smaller detection radius when invisible.
- Terrify upgrade changes. Terminator or hero units are now stunned for 4 seconds instead of being untargetable.

globals:

- Instead of spawning Venom-brood, has Mycetic spores ability from Ravener alpha now.

Ravener Alpha

globals:

- “Mycetic spores” is now Lictor’s ability. Instead has a Mawloc ability. On a visible targeted area summons a Mawloc after a small delay, sort of like a drop pod animation, but from the ground, knocks away infantry and deals big heavy melee damage to all targets in the area. Leaves behind a big tunnel, connected to all Ravener’s tunnels, but has much more health.

new NeuroTyrant (Zoanthrope alpha)

total:

- The Neuro Tyrant is a Tyranid bioform which acts as a focusing node for the shadow in the warp, liquifying the minds of its prey as it orchestrates hordes of Tyranids to victory.
- slow, weak, psychic shit that has great abilities and morphs.
- health regen aura, synapse, psychic blast ability dealing psychic damage, has no other weapons

globals:

T1. Shadow in the warp. All enemy infantry is 2 times more vulnerable to suppression and can’t use any abilities but retreat.

T2. Spawn Zoanthrope at base

auras:

T1. suck energy aura - blast sucks energy in aoe

T2. suck health aura - blast deals aoe % based damage over time.

T3. venom aura - blast is now anti everything damage over time.

armor:

T1. Improved synapse from Hive tyrant

T2. Damage synapse from Ravener.

T3. Speed synapse like the one Swarmlord has

utility:

T1. psychic shield.

T3. Rapid regeneration - targeted ally non-synapse tyranid unit starts rapidly regenerating health. Can’t target itself.

T2. Devour corpses for xp and red.

new HIVEMIND

total:

- weirdest hero, yet. off-map hero.
- abilities only.

- Enhances army.
- Transforms the battlefield
- possesses synaptic unit to “stay alive”, once the main model in the squad dies, hive mind is assumed dead and can’t possess another squad for a time.
- starting hormogaunts have neurogaunt model possessed by the hivemind.

globals:

T1. possession. hive mind takes direct control over a targeted synaptic unit. costs 200 req and 50 red. Possessed unit gains buffs and abilities depending on the upgrades of the hive mind. Abilities cost no mana. If another unit is currently possessed, the possession simply switches to a new one. Synaptic backlash is tripled in strength when a possessed unit dies.

T2. Death throes. for the next 12 seconds, targeted unit models keep fighting for 5 seconds after death, becoming uncontrollable.

weapons: essentially buffs to possessed unit

T1. +20% damage synapse.

T2. acidic blood synapse. Damaging units under this synapse in melee deals power melee damage to the attacker.

T3. shadow in the warp. Silence synapse that also makes enemies 50% more vulnerable to suppression.

armor:

T1. targeted ranged damage resistance and bonus speed ability

T2. targeted play dead ability. Targeted tyrannids infantry unit drops dead, without leaving a corpse to be eaten, can’t attack or regenerate health, until receiving new command or until out of synapse range.

T3. Global synapse. Synapse range is now global. synapse backlash is the same.

utility:

T2. drop spore mines.

T1. drop birthing pool (old hive tyrant ability).

T3. drop biomass that can be devoured by tyrannids.

Army:

T1:

Hormagaunts

- Now, they have the adrenal glands leap by default, but it doesn’t increase damage.
- toxin sacks ability now deals damage over time.
- new upgrade T2. Neurogaunt. +1 model with synapse on it. slightly more health and damage than other Hormagaunts.

Termagants

- toxin sacks ability now deals damage over time.

- new upgrade T2. Gargoyle. Gets wings, slower speed on the ground but can get temporary flight ability, basically functions like a directed jump but on a shorter cooldown and longer in-air time. Damage resistance while flying. Can't enter vehicles or take cover now. Because they shoot from a higher angle, they will get more accurate fire against units in cover (+50% base accuracy). Meaning yellow cover does nothing against them and green cover only gives 20% damage reduction. Buildings stay the same)

Warrior brood

- now costs 360/25
- Barbed strangler now costs 50 req and 10 energy
- Venom brood is now a T2 upgrade, alternative to the other 2. Part of the weapon damage is stacking damage over time. Slower firing speed, more accuracy against all targets so that it is more effective against heavy armor.

Ravener brood

- fleshborer guns now deal part of their damage as damage over time.
- melee upgrade now grants their burrowstrike an aoe stun like stormboyz nob landing.

Spore mines

- Explode on death. It's strange how they didn't do so previously.

T2:

Zoanthrope

- 2 max like it is now, but 3 new upgrades that can be one of a kind (if there is 1 neurothrope there can't be another, etc). Can't devour corpses.
- Symbiosis is now T2 upgrade,
- Neurothrope is now a t3 upgrade. Can't devour corpses.
- new T3 upgrade. Malanthrope. Gives up psychic powers for much better resource gathering. Devouring corpses gives red and double the regular resources.
- new T3 upgrade. Venomthrope. Venomous stinky shit. Slowly hovers around with AOE DOT aura that gets stronger the closer it gets. Deals 15 piercing dps in range 15, additional 15 power melee damage in range 9, additional 15 heavy melee damage in range 4. Can't devour corpses. Doesn't have synapse. Can spit acid that acts like a regular zoanthrope's blast but part of the damage is damage over time.

Tyrant guard

- new upgrade T3: hive guard. Turns to a ball and dies, a level 1 hive guard is born in its place. Hive guard is basically like a tyrant guard with an autocannon. fires like a tank basically. Half the melee dps of tyrant guard. Can't curl into a ball, still has a smash through ability.

Genestealer brood

- invisibility now lasts for a few seconds after moving

T3:

Carnifex

- no change

Lictor

- Reduced detection radius when invisible.

Swarmlord

- can't devour corpses.
- doesn't have a reinforcement aura anymore, instead, has double vision range. This is to account for Swarmlord being the best commander tyranids have.
- targeted play dead ability. Targeted tyranids infantry unit drops dead until receiving new command or until out of synapse range.

new Tervigon

- Uber-unit, alternative to swarmlord. The Tervigon is a massive Tyranid which serves as a living incubator capable of spawning Termagants.
- Has an ability to spawn Termagants for free on cooldown.
- has a reinforcement aura.
- synapse
- huge heavy melee dps
- slow
- can't devour corpses.

Summoned:

Rippers

- no change

spawned spore mines

- also explode on death as regular spore mines.



new TAU EMPIRE

Total

- DoW Dark Crusade (not the soul storm) to make them feel like they belong in Elite mod. I plan to base the unit stats and abilities around existing units in Elite mod to simply copy paste most of the stuff and make the balance easier to make.
- Strong ranged army. A few melee units. Tactically dependent
- 2 tactics that give army wide impact:
 - Montka - fast strike. Firing on the move doesn't reduce accuracy. Vehicles move faster
 - Kauyon - patient hunter. All infantry can cancel retreat if they have more than 40% health

Globals:

T1. Switch tactics (Montka - Kauyon)

T3. Spawn terminators

T3. Orbital strike. Sorta like SM but each strike emits a slow moving wave that knockbacks infantry.

Heroes:

Ethereal.

- Commander with a retinue
- By default has a stick for weak melee and a retinue of two fire warriors around him
- Suppression resistance aura

Globals:

T1. Bless all of his infantry army units for immunity to suppression and incoming range damage reduction.

T2. Summon veteran fire warriors from base

weapons

T1. Ranged staff with a knockback on hit and ok melee damage.

T2. Melee staff with damage buff aura to all non-tau allied infantry. Kroots, vespids, and teammates.

T3. Regular melee. Staff with an orbital strike command ability on a targeted area after a delay during which ethereal is immobile. Long cd. Huge knockback from a slow wave. Big damage at the center.

armor

T1. A little health to the main model. Cancel retreat ability.

T2. Clone armor. Clones a unit. Clone has the same stats as lvl1 unit, except deals no damage, and can't cap points. Clone models disappear when attacked in melee.

T3. Armor for suppression immunity around the hero at all times and damage buff.

retinue

At the base it has 2 veteran fire warriors.

T1. Kroot shaper. Can devour corpses (can't eat ally tau, necrons, tyranids) to get experience. Good melee, leaps into combat with knockback instead of charging.

T1. Veteran fire warriors with an overcharged plasma gun. Sniper range, no weapon cool down. Has plasma grenade ability

T2. 2 more ethereals with the same weapon as him

XV8-05 Enforcer

The XV8-05 Enforcer Battlesuit is a variant of the standard Crisis Battlesuit used by Tau Commanders. Larger and more well-protected than standard Crisis Suits, the XV8-05 is

armed with a variety of weapons such as Plasma Rifles, Fusion Blasters, Airbursting Fragmentation Projectors (grenade launchers), and Cyclic Ion Blasters.

- double barrelled plasma rifle and a shield generator.
- big damage, slow, immune to suppression, crushes cover.
- Has power field ability
- can attack and move backwards.

Globals:

T2. Overcharge hero's personal strengthened shield generator to cover allied units around the hero from damage. For the duration of this ability, it spends less mana to power the shield.

T1. Drop small scatter bombs in a targeted area that knockback and stun enemies for a short while.

weapons 1

T1. Cyclic ion blaster. Suppressive gun with setup. Half melee resistance and Voids knockback immunity while equipped.

T3. Short range fusion blaster with melta damage

T2. Slow firing AV las-cannon. requires setup. Half melee resistance and Voids knockback immunity while equipped.

armor

T1. Flechette discharger. Functions like powerful sweep ability from techmarine, but is activated automatically when engaged in melee.

T2. Iridium armor. Even more hp and health regen.

T3. Equip XV88 Broadside Battlesuit, which replaces the XV8's jetpack with heavier armor and twin-linked Railguns. Level back to 1, superheavy infantry armor. Power field ability

weapons 2

T1. Airbursting Fragmentation Projectors. Grenade barrage ability from cultists, but deals more damage and flies faster.

T1. Firelauncher that slows enemy infantry

T2. Rockets. Launch a hunter killer missile ability.

XV22- stealth

- Ranged weapons. Invis, reckon.
- detector
- Burst Cannon with piercing dps like kommando-nob.
- Invis ability

Globals:

T1. Temporarily expand stealth field generator in a small area around the hero

T1. Advanced Sensor Array overdrive expands the vision radius of the hero and detection radius for some time.

weapons 1

T1. Plasma rifle with longer weapon cd and bigger damage.

T2. short range Fusion Blaster with melta damage

T1. Original weapon but with no cd. Target lock ability with instant suppression.

armor

T1. More health regeneration and jump ability

T2. Free invis ability and more energy.

T2. Missile Pods that fire automatically at enemy vehicles.

T3. The XV95 Ghostkeel bristles with weaponry that includes a Fusion Collider or Cyclic Ion Raker and twin Fusion Blasters.

utility. Can have 1 of each drone.

T3. Advanced guardian drone. Has a passive invulnerability and immunity to knockback for a short time when the hero is supposed to die. Sort of like the dark age of technology ability. when the duration of the effect ends, the drone dies and must be repurchased.

T2. Twin weapons. get a twin weapon to the one hero has currently

T1. Gun drone. Cheap additional fire support, takes damage instead of the hero. The drone can die and must be repurchased.

XV8- agile

total:

- Jump ability with low manacost.
- burst cannon

globals:

T1. Superior maneuverability. Hero performs a very long range jump to a targeted location.

T1. Drop mines that knockback and stun enemy infantry.

T2. Summon vespids at a targeted location

weapons:

T2. Plasma cutter blade with power melee dps. Gives melee damage resistance and increases melee skill to 70.

T1. Suppressing flamer

T1. pulse rotor cannon with good dps.

armor:

T1. power field generator.

T2. Streamlined armor design. More health and energy.

T3. Coldstar variant. increased base movement speed and allows it to keep firing in any direction on the move.

utility:

T1. Reduce cooldown of jump ability.

T2. melta charges.

T2. stasis traps. Set a trap ability. Stuns infantry in a time field like farseer's ability. Units in stasis receive less damage but can't move.

Cadre Fireblade

total:

Fire Warrior Character, he comes with a Markerlight, a souped up Pulse Rifle with +1 to AP and Dmg, grants CORE units (but not DRONES as you should expect) exploding 6s with Pulse Weapons, and can give CORE models in a FIRE WARRIOR unit within 9" reroll 1s to Hit with Shooting. For 50pts he's a cheap secondary HQ, ideal for some auxiliary Warlord Traits or Relics, as well as helping your battlelines be slightly more efficient.

- Markerlight ability. All allies have 100% accuracy against the target enemy and 25% more damage.
- Pulse rifle for good piercing damage.

globals:

T1. Ranged weapon buff to allied infantry nearby for a short period

T1. Summon drones at targeted location

T2. Summon veteran fire warriors.

weapons:

T1. Sorta like a sniper gun with high plasma damage per shot, but low dps. Has an assassinate ability that deals slightly bigger damage and knocks back the target if it's not killed.

T2. Twinlinked pulse rifle for more damage

T3. Drone launcher. Instead of attacking summons temporary gun drones nearby that keep attacking his target. The enemy receives markerlight temporarily. Max 3 drones. Slow attack speed.

armor:

T1. Sensor arrays. Becomes detector unit

T2. Camo cloak. Invisible when stands still

T3. Markerlight applies in aoe around target

Drones: 3 max. Any combination can be purchased

T1. Weapon drone. Good piercing damage. Cheap. dies easily

T1. Shield drone. creates a shield around a targeted allied infantry unit that soaks 300 damage and lasts for 10 seconds or until it gets destroyed then the ability goes on cd.

Buying several drones gives this ability different charges.

T2. Targeting drone. Shortens markerlight ability cd by 20%, and increases damage dealt against target by +10% (1 drone: from 25 default to 35; 2 - from 35 to 45; 3 - from 45 to 55).

T3. Protective drone. Die last model. When the hero model dies, this drone automatically activates the invulnerability shield and dies instead.

army

T1

XV-15 (250 req)

- default capping unit. They could have 3 units in the squad, have the same health and infantry armor, be moving at the same speed as SM scouts, and deal about the same piercing dps because they had pulse rifles in dow1 by default.
- basic infiltration ability and couldn't be able to repair stuff.
- T1 Jump packs upgrade
- T2 they could have XV-25 leader that could throw AV grenades
- T2 blaster upgrade that replaces their weapons damage type to melta and decreases their range.

Shas La (350 req)

- scouting ranger units. They could have 4 units in the squad, the same health and infantry armor, be moving at the same speed and doing the same piercing dps as Guardsmen (even though they use plasma guns in the lore).
- T1 would be giving them plasma guns, changing their damage type to plasma.
- T1 upgrade adds a targeting drone that has piercing dps, and increases the range of their weapons, acts like a detector unit, as well as gives a target lock ability, marking the enemy units in the targeted squad and making it so that the ranged damage the squad receives also damages their morale. I imagine it would have the same effect as "aiming what's dat" ability of the ork shootas, but the mark would make it so that other ranged units could suppress the target by just shooting at it. The mark would only last about 2-3 seconds and then go on a short cooldown, but I haven't thought it through.

Fire warriors (400 req, 30 en)

- would be a long-range weapons squad that has a little bit of set up time (just like in the first DoW) and deals big plasma type dps, 6 units in the squad, about the same health and infantry type armor as Guardsmen. They will have a sniper range
- T1 upgrade of a veteran fire warrior with frag grenades, and another T1 upgrade – a protective drone without any guns that halves the ranged damage the squad receives for a short while and goes on cooldown.
- T2 there could be an upgrade that removes the firing arc limit and lets them fire on the move and without setup. This will make them a very potent long-range unit especially because they will outrange everything but the likes of plasma cannon and be on the same range as other sniper units.

Kroots (350 req, 30 en)

- specialized melee units for T'Au. 6 units in the squad, same health and infantry armor like ork sluggas with melee resistance.
- Leap instead of charge by default, like warlocks who jump and knockback instead of charging at the enemy.
- Default ability to cannibalize corpses on the battlefield (this will require a new system that makes the dead infantry leave a corpse behind. I think tyrannids, demons, and plague marines will be inedible for obvious reasons. Same as necrons). Cannibalizing would heal

the units and add a substantial amount to the squad's XP. Knowing how levels work in elite mod, this will allow kroots to become stronger than anyone on the battlefield with more hp and damage quicker than the enemies.

- T2 upgrade. Sharper leader with power melee damage. Increases their level cap by one (from 4 to 5), allowing them to be 1 level ahead of everyone with more health damage and melee skill.

Droids (200 req, 20 en)

- would have 4 models, little hp, but real vehicle armor, it's possible to kill them with small arms fire, and that would not feel obnoxious. They will have piercing ranged damage and can still fire at point blank range but have no melee resistance. They will also have infantry small size hitboxes, so that AV don't just one shot every model, but rather do that every now and then.

- Repair

- They cannot cap points but can repair

- can auto-repair each other as long as there are 2 models in the squad left.

T2

Vespids (400 req, 40 en)

- would make for a good jumper squad that has shotgun blasters with piercing dps and power melee like catachans, with a melee resistance passive.

- T2 leader upgrade in T2 that can push back everyone in a small circle around them as they start and finish the flight, like ASM do. Gives blast ability to knock back all enemies around the leader.

- They will also have sharper talons upgraded in T3, like genestealers have, making them do heavy melee damage.

Invisible transport (300 req, 40 en)

- (I don't remember what it's called and can't be bothered to look up). Can transport infantry, decent speed and mediocre hp like eldar transport. has basic piercing damage guns
- Can infiltrate and allows to reinforce nearby infantry.

Skybeam artillery (300 req, 40 en)

- basically like SM whirlwind. Vehicle armor, mediocre hp, explosive AOE damage on the long range. Decent against other vehicles. has basic piercing damage guns
- T3 to have a powerful blast with all its rockets at the same time on a targeted area.

Exosuit (400 req, 80 en)

- vehicle armored walker with a setup and long-range firearms. Has railgun blasters that do melta damage and frag/krack rockets. No melee.
- Target lock ability for big av damage

beast (350 req, 50 en)

- superheavy infantry armor, like tyrant guard but with a sorta autocannon on top of it. Mediocre hp, but decent splash heavy melee and charge ability.
- Can cannibalize.

T3

Momma ship (500 req 10 pop)

- uber unit vehicle that can produce basic droids for a cost (20 req, 5 en. 1 pop each). Stats basically like the vehicles above, and the droids do the same damage as regular ones. 10 max.

Big dick tank (450 req, 125 en).

- A tank with a railgun, like an upgraded Leman Russ.
- Can be upgraded with more range and damage but slowing the fire-rate.

Dinosaur (800 req, 180 en)

- uber unit that deals a ton of heavy melee damage
- charge ahead and knock back units ability
- Passively has a chance to eat an enemy infantry unit upon hit (like the ork roller does), immediately killing it and restoring some hp.

Summon

Veteran fire warriors.

- Have rapid fire plasma guns and a plasma grenade ability.

Venerable vespids

- Heavy melee damage
- A squad comprised of regular vespids leaders.
- Have knockback ability with wings and jump

•Crysis battle suits

- (500 req, 150 en) a squad of 3 battle suits like terminators, superheavy infantry armor sorta like terminators, have two high range piercing dps guns.
- jump ability.
- Can be upgraded with rockets / railguns / suppressing flamers.

new ADEPTUS MECHANICUS

Total:

- yeah, I based it off a mechanicus game.
- All infantry can be repaired at half rate as well as healed at half rate.
- Heroes can buy and hold 2 in each section at the same time, however, the cost increases with each one. Buying the third one will replace the first one.
- Heroes and engineers can pick up dead ad-mech infantry and all vehicles to recover a portion of resources.

Universal Global abilities:

- T2. Capture override.
 - The next point will be captured instantly
- T3. Summon imperial knight a targeted location.
 - Drops with knockback and damage and has a chance to crush enemy infantry caught in the impact.
- T3. Summon termite drill.
 - Emerges from the ground with knockback and damage and has a chance to crush enemy infantry caught in the impact.
- T2. Rad bombing. Drop AoE burns that ticks for a very long time and stays at the targeted location but doesn't spread.

Heroes:

Explorator

- By default has servo arms with a lot of melee dps
- Repair ability
- Servo-skull
 - scan a target area to reveal it. Every hero has this as a separate ability but it is not on the global abilities bar.
 - get more red for all dead models in the area for the scan duration.

Globals

T1. double melee damage of the hero for short time

T2. Summon ptera at a targeted location

weapons

T1. Volkite pistol with good anti infantry damage replaces one hand

T2. Omnissiah ax anti everything good damage replaces the other hand

T2. Power shock sticks that do micro stuns on target on hits

dendrites. Goes on the top of the spine adds health

T1. Bonus speed

T1. Targeted over time healing/repair ability

T2. Target melee stun of a single infantry model in melee range. Can't attack while stunning or while stunned.

tendrils. Sort like tails. Adds health

T3. Ranged plasma gun with overcharged barrage ability

T1. knockback ability and increases melee skill by +1

T1. Self Power field generator

Dominus

- By default has a big gun with a lot of piercing dps and damage over time

- Builds a beacon. Functions the same as SM beacon but doesn't reduce the cost of reinforcements.
- Servo-skull
 - scan a target area to reveal it. Every hero has this as a separate ability but it is not on the global abilities bar.
 - get more red for all dead models in the area for the scan duration.

Globals

T1. Hero becomes temporarily immune to suppression and knockback, shortens ranged weapon cooldown.

T2. Make a targeted infantry unit immune to suppression and resistant to all damage with override commands. Models under override die with a 5 second delay after receiving mortal damage. Unit cannot retreat for the duration of this ability. Breaks retreat.

Weapons

T1. faster shooting piercing damage gun that has an active suppression ability

T3. Gravity cannon. Big aoe damage on everything only on active ability. Has visual indicator of where it's about to shoot

T2. Debuffing gun that increases incoming damage on target and makes units hitting it 100% accurate

dendrites adds health

T1. Half weapon cd for himself for short time

T2. Melta bomb

T3. Buff setup weapons need no setup

tendrils adds health

T2. Melta pistols

T1. Lashing tendrils that push back a unit and suppress

T3. AOE power field generator that drains a little bit of energy to negate damage.

Lexmechanic

- By default has a melee and a plasma pistol
- Gains red passively and gets the same amount from own units as from enemies
- Can repair
- Servo-skull
 - scan a target area to reveal it. Every hero has this as a separate ability but it is not on the global abilities bar.
 - get more red for all dead models in the area for the scan duration.

Globals

T2. Forgeworld resources. Convert red to resources

T2. Summon kataphron battle servitor

weapons

T1. Omnissiah ax. Temporarily immobilized infantry on hit.

T1. A gun that topples over an enemy model instead of a pistol

T2. Magnarail Lance AV weapon like las cannon that needs a setup and removes melee resist

dendrites adds health

T1. bolter. just a bolter.

T2. Corrupt machine spirit of an enemy vehicle to temporarily stun it.

T2. Burners ability that slows enemy units in an area and deals little flamer aoe. Has to stand still to channel.

tendrils adds health

T1. Scanner that debuffs enemy unit for more incoming damage.

T2. Extractors that get some resources from a point if it is captured and de-captures it instantly

T2. Extractors that get some red and kill ally infantry model

Secutor

total:

- Omnissiah ax and Arc pistol. good aoe damage pistol.
- Conqueror imperative. Select a buff aura around the secutor:
 - Mindstate Secutor (Gamma) - bonus melee damage
 - Technomartyr Concords (Beta) - more health and energy regen
 - Hyperaction Protocols (Alpha) - bonus speed and reload speed
- Servo-skull
 - scan a target area to reveal it. Every hero has this as a separate ability but it is not on the global abilities bar.
 - get more red for all dead models in the area for the scan duration.

armor buff or damage buff

call in troops anywhere on the map

movement

health

crit chance

globals:

T1. Cognitive canisters ability. Targeted unit becomes faster and hits harder and aims better.

T2. Canticles of strength. Allied infantry nearby gain more damage temporarily

weapons:

T1. phosphor pistol. Short range big piercing damage and damage over time.

T2. A Master crafted Omnissiah ax. much better power melee weapon.

T3. Archeo Tech pistol. Short range big melta damage

Dendrites:

T1. Galvanic Field. select a buffs aura around the hero+damage/+health/+speed

T2. Bonus health. Bulwark ability, (like the one Force Commander has) but for himself alone.

T2. eradicator ray. With a close range shot ability that deals massive damage, sorta like executioner pistol of the Eversor assassin

Tendrils:

T1. Bonus movement speed, slightly more health.

T2. Coordinated fire. All allies nearby become taunted and shoot at the targeted enemy with bonus attack speed, but cannot switch targets, move, or use abilities for 3 seconds.

T3. Gamma pistol. small short range melta damage that slows enemy vehicles.

Scitaari Marshall

total:

- not a tech priest hero, wow. Techpriest is still somewhere else, commanding the army through this one.
- Radium rifle - a good damage over time ranged weapon.
- select one of the Protector imperatives as an aura:
 - Hazard Optimisation (Gamma) - Damage over time and melee damage resistance aura
 - Gundrill Symbiosis (Beta) - Ranged weapon accuracy and damage aura
 - Binharic Omniscience (Alpha) - Incoming range damage reduction and suppression resistance aura
- Servo-skull
 - scan a target area to reveal it. Every hero has this as a separate ability but it is not on the global abilities bar.
 - get more red for all dead models in the area for the scan duration.

globals:

T1. Bless all units for speed

T2. Summon skitarii veterans at base. A squad of skitarii vanguard consisted of only veterans.

weapons:

T1. Radium pistol and transonic blade. power melee damage and bigger damage over time.

T2. Radium serpentia and Control Stave. Auras have double the effect.

T2. Radium Jezzail. Sniper rifle with big damage over time.

armor:

T1. Skitaari battleplate. Health regen bonus.

T2. Mastercrafted Armor for more health, energy.

T2. Securari battleplate for speed bonus and more health.

utility:

T1. arc grenade. Deals damage in aoe and slows enemy infantry.

T2. melta bomb.

T2. Advanced augmetics. increase health, health regen and melee skill, and make Marshall into a real fighting force.

Army

T1

Servitors

- 4 models
- Very cheap Melee squad that can repair and cap slower than usual squads. By default has an ability to get red by being damaged.
- T1. Can get a tech priest
 - with a power ax to command it,
 - gives a suppression invulnerability ability for a short time
 - brings 2 more servitors.
 - Makes them cap at normal speed.
- T1. Heavy weapons platform servitor upgrade. Removes melee resistance as an alternative to getting a tech priest.
 - T2. Auto canon if it is upgraded to a heavy weapons platform.

Skitarii rangers

- Ranged squad with target markers. Do little piercing range dps (galvanic rifles) but apply damage vulnerability on target on hit for a very short time, so gotta keep firing to keep it up.
- Detector unit
- T2. Switches weapons to Plasma Calivers
- T2. Skitarii veteran. Stun everything with grenades. Bonus speed. Suppression resistance. Power melee and plasma pistol

Skitarii vanguard

- Ok ranged ok melee damage.
- Rad grenade ability deals damage over time and stays on the ground for a while.
- Ranged weapons deal damage over time. Good against infantry and hero armor.
- T1. Veteran with phosphor pistol (big burn damage over time) and transonic blade (power melee).
- T2. Securari upgrade. Makes them dedicated melee units with significantly more health and power melee damage.

Sicarian infiltrators

- Infiltrating banshees that also get red for fighting.
- Have weak melee (shock stoves) and good piercing damage (Flechette Blasters) by default.
- They have an ability like servitors but the red gained is based on damage dealt as well as received.
- Can infiltrate for standing still

- T1 upgrade. Rust walkers. Power melee and melee resistance
- T2. Sicarian veteran - squad leader with bigger melee skill and power melee damage. Increases the mana regen of the squad.

Iron strider

- Sorta like an ig walker but with power melee and melee damage resist by default. However, it is always in motion and can't stand still. Will continue to walk in the direction of the last command, and it only stops when surrounded.
- T1. charge ability
- T2. Lance upgrade to make it a mobile av unit
- T2. Autocannon alternatively to lance

Engine-seer techpriest

- Single subcommander
- Can repair
- Melee damage ax, piercing ranged damage las pistol.
- Has blessing ability, increasing the ranged damage of a targeted ally non-tyranid squad/vehicle
- T2. Canticles upgrade. Pick one of these three to give a buff aura to tech-priest.
 - Canticle of speed
 - Canticle of damage
 - Canticle of protection.
- T2. Senior techpriest.
- Better cap speed
- Build turrets
- Builds bunkers

T2

Kataphron battle servitor

- Superheavy infantry unit with a heavy bolter and an arc-claw heavy melee
- T3. torsion cannon - short range melta damage that deals bonus damage % of the max health of the enemy
- T3. Plasma Culverin - plasma cannon

Electro-Priests

- They spawn wearing hoods and doing nothing
- quick
- Infantry armor
- Detector
- Have an ability that immediately and permanently transforms them into Fulgurite or Corpuscarii type electro-priests.
- Fulgurite
 - Control Staves. Power melee damage that drains energy from the enemy. when there is no more energy to be drained, does bonus damage.
- Corpuscarii

- Electrostatic Gauntlets. Ranged piercing damage with big aoe
- T3. Lead priest with more health, damage and good melee skill. Armed with a corpusant stave it can emit powerful burst of lightning energy at a targeted area (smite ability)

Dune strider

- Infantry carrier
- Allows reinforcement nearby
- Low health
- T2. Can be upgraded to have a slowing melta gun.

T3.

Techpriest datasmith

- Subcommander that gets accompanied around by a Kastellan boi (die last model in the squad). If the datasmith dies, Kastellan will follow his last directive until it gets destroyed.
 - vehicle armor small walker
 - good flamer
 - power fists with great heavy melee damage and good charge
 - special attacks knockback enemies
- has an ability to change his directives. Channeling. No cooldown.
 - attack area - attacks and charges the first enemy in the area.
 - retreat
 - guard target area - attacks the first target entering his line of sight, but doesn't pursue if the enemy exits the area.
 - guard me - guards techboi by attacking the enemy by the following priority
 - 1) target that is currently dealing damage to techboi
 - 2) target that the techboi is currently attacking
 - 3) target that is going to attack the techboi
- upgrade Hellex Plasma Mortar, switches flamer to mortar that burns ground on impact with plasma type damage.

Armader knight

- Semi-uber unit in place of a tank for other races.
- A relatively fast walker vehicle with power field
- Small knight with knight lance - big lascannon damage shorter range and heavy chainfist
- Rotator gun upgrade with tons of piercing damage. replaces lascannon

Summoned:

Skitarii veterans

- Good ranged ok melee damage.
- Rad grenade ability deals damage over time and stays on the ground for a while.
- Ranged weapons deal damage over time. Good against infantry and hero armor.
- Capture points faster

- have an ability to temporarily gain +1 speed.

Pteraxi

- Flying unit
- Leaps into combat and knocks back enemies
- Power melee damage
- Low health

Uber unit 1. Imperial Knight

- Uber unit
- Knight lance for massive av
- Giant chain-blade good aoe heavy melee
- Void shields

Uber unit 2. Thermite drill

- Heavy flamers
- Volkites
- Meltas
- can burrow and move underground like tyrannid raveners with enhanced muscle coils. can emerge from the ground after a delay with knockback and stun.



new NECRONS

Total:

Faction quirk:

- Almost all necron infantry (including heroes) resurrects on death with a low chance if not the last in the squad and short cd for each model. Almost like orks now do but differently:

(example: a model dies and, if it was not blown into pieces or burning, with 30% chance it stands back up with 50% of max health. The next time it dies the chance to stand up is 20% to stand up with 25% of max health. Then it's 10% and 12.5% of health. Models can't be resurrected after that. The chance resets when the model heals back up to 95% of max health)

- Moreover, even if it does not stand back up, it leaves a carcass in its place that can be repaired by scarabs, teleported to base together with the squad, or resurrected with an ability. The carcass can be destroyed but it has vehicle armor and 5% of models max health. It slowly regenerates health by itself slower than all necrons, and stands back up when at 50% health.
- If it was burning or blasted into pieces, or if the carcass is destroyed, it gets teleported back to necron base with 1% health and must be repaired to 100%. To get back up.
- all necrons heal over time,
- all necrons can be repaired by scarabs (but no other unit, meaning other races can't repair allied necrons). Repair spends requisition.

- Necron units cannot reinforce.
- No necrons can retreat. Instead, some of them have a teleport to building ability. The further a unit is from the teleportation target, the longer the delay between the command and the activation with a minimum of 3 seconds. Like a 60s cooldown would do. Dead models are teleported together with the living ones.
- No rate of fire reduction on suppression. Necrons literally don't fear anything, they can't. So they keep firing at the same rate, however, a sheer mass of firepower can make them slow down.
- Only heroes, sub-commanders, and scarabs can capture points
- Necrons don't need no requisition to purchase units. Instead it can be spent in a global abilities bar to accelerate production and upgrades of all units, upgrades, and resurrection of heroes and dead models.

Globals:

T1. Return target infantry to base at the cost of red. Dead units can also be targeted.

Obelisks can be targeted.

T1. Summon flayed ones. Cost:

T3. Tomb World awakening. 500 req 500 red. Permanently increases repair speed, health regen, and production speed of all necrons.

Heroes:

Overlord

- By default has a staff with good melee and ok range damage
- Melee resist
- Teleport ability
- Resurrection orb. Resurrect all dead necrons (including allied necrons) around the hero and the hero. Cost:

Globals

T2. Erect obelisk with invis aura to all allies around it). Cost: 270 req, 100 red.

T2. Summon praetorian guard next to the hero. When close to them, all the damage overlord takes is split between the models. Cost:

T3. Summon Transcendent Ctan. Cost

weapons

T1. Voltaic Staff. Power melee spear with better power melee damage, no range. toggle lightning ability that drains health and energy to keep up. Sort like electric armor of mekboi.

T2. Solar Staff. Anti-heavy armor ranged damage staff that blinds enemies on impact reducing the ranged accuracy of the unit by 50%.

T3. Cool scythe with heavy melee bonus +1 to melee skill, pierces through melee resist, no ranged damage, sweeping strike ability

armor

T1. Veil of Darkness. Little bonus health, toggle ability with invis around the hero.

T2. Nanoscarab casket. Crazy regen for a short time and ranged damage resistance. Much slower movement speed during the ability.

T3. Royal Golden necrodermis. More health and mana regen. Resurrection cost -250 req.

T3. Flayer curse. Acts like terminator armor for sm captain. Lose all other upgrades.

Removes ability to gain xp. Set level to 10. Replace hero with a flayed necron overlord.

Teleport becomes like a deep strike but activates after a delay depending on the distance.

Huge heavy melee damage, regen on hit. Demoralizing effect on kill. Terror ability, like a chaos dog. More health, suppression immunity.

dynastic tech

T3. The Vanquisher's mask. Target enemy infantry unit retreats to base. terminator or hero units are instead stunned for 4 seconds.

T2. MINDSHACKLE SCARABS a targeted enemy infantry unit slows by 50% and can't perform any actions but retreat.

Temporary phase shift Invulnerability ability like the one demons of khorne have.

T1.

T3. The arrow of infinity. Single use ability. After a 1 second delay deals 700 lascannon damage to all enemy models in a very thin straight line in a good range.

Lokhust Destroyer Lord

A lord that is in early stages of destroyer virus still commands the armies bestowed on him.

- Starts out the same as overlord but without teleport and ranged damage
- Progresses through the curse with sequential upgrades
- can't use abilities and capture points by default until he activates A MOMENT OF CLARITY - can capture points and use abilities, including glovals.

Globals:

T2. Summon an obelisk that prevents enemies nearby from firing ranged weapons or use abilities

T2. Summon destroyer from base

T3. Summons The nightbringer

Destroyer curse progress. Sequential upgrades. Each upgrade longs the cooldown of moments of clarity.

T1. Gains a second ranged weapon

T2. Gaining a flying platform increases speed. Superheavy infantry armor. Slower turn rate

T3. Destroyer virus terminal stage. Gains heavy melee damage. Uncontrollable rage ability - gains even more bonus speed and damage but loses control of himself for 5 seconds.

Dynastic tech

T1 Resurrection orb. Gains resurrection orb ability.

T2 MURDEROUS DEMISE - keeps fighting for 5 seconds after getting mortally wounded.

T3. Channeling ability that stuns a targeted enemy vehicle and makes it immune to damage and unable to be repaired for the duration of the ability. If the channeling finishes, it takes over the control of the vehicle.

Cryptek

Techno-Plasma-Chrono-Psycho - the choice is yours.

By default it has a melee weapon and a plasma beam weapon. Can repair

Globals:

T2. Obelisk with repair aura.

T3. Time walk ability costs req and red to activate - the game rewinds 5 seconds back.

T3. Summons the void dragon.

weapons

T1. Techno: Target heal ability. Slightly better ranged weapon.

T3. Chrono: slows all animations (movement, attacks, reload, abilities) on ranged attacks.

Slightly better power melee weapon

T2. Psycho: good power melee, suppression on special attacks. No ranged weapon.

T2. Plasma: melta damage to his ranged weapon.

armor

T1. Techno: repair aura around the hero, like an IG bunker.

T2. Chrono: time dilation ability. Slow down enemies and speed up allies in an area around the hero, the closer to the hero the bigger the effect

T3. Psycho: Lowers melee skills and suppression resistance of enemies nearby. Terrorize ability that makes the models in a target unit run in different directions with fear.

T1. Plasma: periodically damages nearby enemies with lightning plasma damage.

path

T3. Techno: repair over time target ability that purges all debuffs, makes the target unit immune to all damage and heals up to 35% of the unit's max health unit is unable to move, attack, use abilities, or retreat while it's being restored.

T1. Crono: slow down ability. Slows target infantry. Channeling ability. Slow increases the longer it is applied. After 5 seconds of slow, stuns for 3 seconds.

T2. Psycho: enemy damage reduction aura around the hero.

T3. Plasma: pure energy ability. Target nuke that splits in 3 lightnings that deal big anti everything damage.

Royal Warden

total:

- By default it has a double barreled gauss weapon. The damage is ok.
- Good health regen and health.
- Relentless march ability that gives allies nearby bonus movement speed and 50% suppression resistance.

globals:

T1. TECHNO-ORACULAR TARGETING. All necron infantry becomes 100% accurate and deals bonus damage but moves 20% slower temporarily.

T2. HYPERLOGICAL STRATEGIST - buy red for req

T3. Summon Cosmic Tyrant

weapons:

- T1. big gun with a suppressive piercing aoe damage that shoots like a wraithguard.
- T2. Hyperphase sword and dispersion shield. Toggle ability that slows them down but reduces incoming ranged damage by 50%.
- T3. Relic Gauss Blaster. Rapid-fire big gun with anti everything damage.

armor:

- T1. SHIELD-PIERCER PROJECTORS - damage drains energy from the enemies. Gains a little energy.
- T2. Immortal shell. Much bigger health regeneration. Health regenerates by itself even in death, so he can technically stand back up in a while.
- T3. Golden necrodermis. Gift from the overlord for being recognised as a second best commander. More health and mana regen. Resurrection cost -250 req.

utility:

- T2. Command Protocols. Selected necron unit is now able to cap points, does a lot more damage and doesn't miss. toggle ability that drains mana.
- T2. Health regen aura for necrons. That acts in bursts.
- T1. Command protocols. Reset teleport cd of a target necron unit and give some energy to it.

Skorpekh Destroyer Lord

total:

- slow
- Voidblade for good melee damage
- tesla coil for some ranged damage
- METHODICAL DESTRUCTION passive - gains melee attack speed with each melee hit

globals:

- T1. Enemy stasis obelisk. Can't be damaged while in stasis. Can't move, attack or use abilities.
- T2.
- T3. Summons The deceiver

weapons: can buy all of them.

- T1. Flensing claw big melee dps
- T2. Hyperphase harvester - fast hitting heavy melee damage
- T3. Enmitic annihilator aoe range melta damage long cd.

armor:

- T1. Scars of shame. Lower health, Longer charge range.
- T2. SWIFT DISMEMBERMENT - gain bonus melee attack speed temporarily
- T3. Destroyer curse overrides. Gains much more health. Immune to knockback and suppression

utility:

T1. Honorable combatant - targeted enemy unit commander / subcommander / squad leader becomes the sole target for the hero for 10 seconds. Deals 20% more damage in melee.

Can't attack other enemies for the duration of the ability.

T2. TALENT FOR ANNIHILATION - deals more damage the less health enemy has

T3. ETERNAL MADNESS - lose control of self. Gain more damage, speed, and damage resistance but lose control of the unit.

Army

T1

Scarab swarm

- Slow, low health, weak power melee squad. Small size like rippers, immune to suppression, weak against fire, no melee resistance. Can capture points, repair. 3 scarabs. 10 energy + time to build
- resurrects once with a small chance.
- Each level after the first, doubles the number of scarabs in the squad. So it was 3-6-12-24
- Can repair downed necron units for energy.
- T1. Increases their hp and model count to 4, but removes resurrection ability. So the number of scarabs now is 4-8-16-32
- T3. Limit scarabs to 3 permanently. Gives latch on ability that permanently takes over enemy units after 5 second delay of stun for both scarabs and the unit. Can't latch on to vehicles or heroes. Scarabs are dying one by one during this channeling. Enemies can retreat from this but will take power melee damage equal to 30, 20, 10% of max health depending on how many scarabs are left.

Necron warriors

- 3 unit heavy infantry squad with piercing damage Gauss Flayers.
- Slow movement.
- Slow attack speed
- Free. It Takes a while to build depending on the current population. 40 seconds + current population $\times 2$
- Instead of retreating, Teleport to base after a delay of standing still. Does not teleport dead models.
- T2. Relentless march. Can be upgraded again in T3. +1 model and +0.7 speed each tier, better health regen, slightly higher chance of resurrection on death.

Immortals

- High health, heavy infantry, slow, melee resistance. Armed with Tesla Carbines, suppressive aoe piercing damage after a delay (sorta like wraith guards). 3 models.
- T2. Gauss Blasters. Smaller aoe lower charge up time. Convert damage to melta type.
- T2. Rapid Reanimation. Regenerates health much quicker in death.

Wraiths

- Low health heavy infantry
- high speed, deadly vicious claws and whip coils melee squad of 3.
- Particle casters. Weak ranged weapons.
- Melee resistance.
- Can de-capture points.
- Instead of retreating, Teleport to base after a delay of standing still. Does not teleport dead models.
- Phase out ability. Make them immune to all damage for a short time. But can not attack or decap points during this time.
- T1. disruption fields. Convert to power melee damage.
- T2. Transdimensional beamer. Big close range av damage ability.

T2

Triarch praetorians

- 3 models of Tanky jumpy unit
- Jump ability
- Particle caster good anti-heavy infantry ranged weapon
- Void blade for good power melee damage
- T2. rapid reanimation upgrade. Regenerates health much quicker in death.

Lychguard

- 3 models of Heavy infantry with a lot of health
- Hyperphase swords for decent power melee damage
- dispersion shields. Toggle ability that slows them down but reduces incoming ranged damage by 50%.
- Guardian protocols aura. 70% damage received by nearby commanders and sub-commanders is received by them
- T2. Warscythe upgrade for heavy melee damage and longer charge range, but less health and no ability.

Canoptek Spider. 2 max.

- walker with Fabricator Claw arrays for decent heavy melee damage, slow speed
- can repair and res necrons for cost like scarabs
- Ability to spawn scarab swarm at the cost of 40% of its health, req and red.
- After death, it can only be bought back at the place it died or returned to base, or repaired.
- T2. Gloom prism. Passive that prevents enemies to use abilities near it
- T2. Melta type short range particle gun. Halves the melee damage.

Lokhust Destroyer 2 max

- Fast super heavy infantry unit.
- Inferno gun with fast fire rate gauss cannon.
- T2. upgrade Faster fire rate gauss destructor
- T3. Locus heavy destroyer upgrade. Gains more health, and shoots anti-vehicle damage in aoe Enmitic exterminator

Deathmark

- 3 snipers. Heavy infantry armor. Big damage after setup. Teleport ability.
- T2 upgrade. phase shift ability.

Technomancer

- Ok melee, good ranged damage, hero armor
- Can repair at double speed.
- has rapid regeneration ability that heals a targeted necron or vehicle over time.
- One of three upgrades in T3. that remove the repair speed bonus and rapid regeneration ability.
- Plasma
 - • Increase ranged damage of nearby units
 - • Do anti everything damage, weaker melee
 - • Passively strikes enemy 3 units around him every 5 seconds with chain lightning that does plasma damage.
- Chronomancer
 - • Passively slows enemies and speeds up friendly units around him
 - • Time stop ability that stuns all units around him. Stopped units are invincible but can't act until unstunned.
- Psycho
 - • Power melee. No ranged damage.
 - • More speed.
 - • Passively lowers melee skills of enemies around him
 - • Ability to scare enemies around him to run away from him for a few seconds.
 - • Stuns enemies around him on special attacks

T3

Canoptek stalker reanimator

- Vehicle armor walker with mediocre damage from small aoe multi-melta on close range
- Has rapid reanimation ability. Quickly restores the health of dead necron infantry models.
- upgrade. Doomstalker
 - Remove the aura,
 - replaces the main weapon with twin gauss cannon for good AV damage on top. Particle shredders on the sides for piercing aoe damage on close range.
 - every attack on an allied unit nearby results in a counter attack, dealing ok power melee damage.

Necron lord

- Ok power melee, low inferno ranged damage, hero armor. Ok health. Can be resurrected.
- Command protocols passive for increased infantry speed.
- Sunstorm ability. Blinding all enemy units in an area around him
- resurrects with 10% health.
- Destroyer lord upgrade

- Superheavy infantry armor. Heavy melee and good short-ranged inferno ranged damage. Bigger health, fast,
- can't cap points anymore.
- can't be resurrected with abilities, only repaired. Stands up with 10% health
- Stop time in a small target area. units inside can't deal or receive damage, can't use abilities or regenerate.

Hexmark destroyer.

- A 6 weapon monster. Enmitic disintegrator pistols. Crazy fire rate of inferno damage.
- Inescapable Death Ability to remove weapon cd for a short while and ignore cover
- Superheavy infantry armor single unit.
- T3. Murderous demise upgrade. Keeps fighting for 8 seconds after death with increased attack speed.

Monolith

- costs 800 req and 300 energy and requires the base to be at full health.
- vehicle armor
- the base starts levitating
- when destroyed, instead teleports back to its place with 100 hp and starts slow auto-repairs.
- slower than Landraider used to be.
- It can teleport. It can still be used as a teleport target.
- 4 gauss flux arcs for good piercing damage at close range
- Death ray for AV damage at medium range
- Particle whip ability for big boom at the targeted location, like the one Baneblade has but with shorter range

Summoned

Flayed ones

- 4 models big melee damage,
- incoming damage resistance.
- attacks increase attack speed.
- Heavy infantry armor
- Called in from global ability.
- Cost 40 energy + red
- Called on the map in a visible place
- Ability to go off map after a delay, to be re-summoned again for red.
- can't teleport to base

Ctan shard:

- Great heavy melee damage in aoe and decent aoe melta damage on the short-range.
- Like Avatar, they come with monstrous infantry armor and necrodermis - meaning they can be repaired but they also regenerate health very quickly. They can be focused down easier than other uber-units, but their abilities vary depending on the hero.
- Melee resistance to all except the transcendent Ctan.

- Spawns with 1000 energy and loses it with time.
- Enslaved stargod passive. Energy burn abilities have half the effect on it.
- Reality Unravels passive ability. Explode on death dealing % of their remaining energy as damage and sucking in all infantry around them like a blackhole ability.
- The deceiver
 - requires Skorpekh Lord
 - better ranged damage, worse melee damage.
 - Transdimensional Displacement. Pick an allied unit in range. instantly teleport it to a targeted location. Short cooldown.
 - COSMIC INSANITY. Same as Farseer's soul storm ability. Channeling suppression that deals heavy melee damage over time.
- The nightbringer
 - requires destroyer lord
 - more health
 - Even bigger heavy melee damage in aoe
 - Suppression on melee hits.
 - Demoralization on melee kills.
 - Gaze of Death. Targeted enemy infantry model dies in a long animation that drains % of the model's health. The Nightbringer shard is also locked in the animation. Long cooldown.
- the void dragon
 - requires cryptek
 - Much weaker melee, ranged attack has much longer range and bigger aoe
 - ability to possess enemy vehicles for a short time. Only vehicles, not monstrous creatures. But stuff like Land raiders also count. Vanishes for the duration of the ability. If the vehicle gets destroyed - dies as well.
 - Voltaic Storm. Eldar's eldritch storm but lower damage and area of effect cast around the shard of the void dragon
- Cosmic Tyrant
 - requires royal warden
 - more health
 - No ranged weapon.
 - Damage over time aura that deals little power melee damage around him.
 - Cosmic Fire. Damage over time around him triples temporarily. All units around him are blinded temporarily and cannot fire ranged weapons.
 - Antimatter meteor. Channeling cast of a single meteor from ork ultimate on a targeted area.
- Transcendent Ctan
 - requires overlord
 - same heavy melee damage as nightbringer
 - Immune to natural law passive. Receives max 100 damage at a time from 1 instance of damage.
 - No melee resistance.
 -

Dark Eldar

Total:

globals:

Heroes:

1

total:

globals:

T1.

T2.

weapons:

T1.

T2.

T3.

armor:

T1.

T2.

T3.

utility:

T1.

T2.

T3.

2

total:

globals:

T1.

T2.

weapons:

T1.

T2.

T3.

armor:

T1.

T2.

T3.

utility:

T1.

T2.

T3.

3

total:

globals:

T1.

T2.

weapons:

T1.

T2.

T3.

armor:

T1.

T2.

T3.

utility:

T1.

T2.

T3.

4

total:

globals:

T1.

T2.

weapons:

T1.

T2.

T3.

armor:

T1.

T2.

T3.

utility:

T1.

T2.

T3.

5

total:

globals:

T1.

T2.

weapons:

T1.

T2.

T3.

armor:

T1.

T2.

T3.

utility:

T1.

T2.

T3.

Army

T1

T2

T3

Summoned

Sisters of Battle.

1. A
2. B
3. D
4. D
5. C
6. A
7. C
8. C
9. B
10. A
11. C
12. C
13. C
14. A
15. C
16. B
17. B
18. D
19. C
20. D
21. D
22. C
23. A
24. B
25. A
26. D
27. C