

Warhammer40k: Dawn of War 2

About Balance and Gameplay v1.4 beta

Introduction

Lets start with: Dawn of War 2 is awesome.

But obviously you wouldn't have downloaded this file if you would agree perfectly.

As balance discussion on public boards is somewhat difficult, I started to write down a few thoughts, that one should take into consideration when talking about balance issues.

Obviously iam more into writing than I initially expected ;)

Obviously I play the game too often.

As Relic has their own ideas and design paradigms for their product, this is concepted as a concept for a DoW2 Mod.

After a short time browsing the modders sections on relicnews i came to realize that DoW2 is not "cool" when it comes to modding, but I will certainly try to check the advanced basics during the next weeks. If you are interested and posses some skills in programming and/or fixing broken relic stuff. I would appreciate cooperation.

But if you like the ideas, enforce relic employees to read it or at least use parts of it in your own ideas about balancing and gameplay.

As my english skills are slightly too unevolved to describe all my abstract thoughts about balancing, i created a list of "balanceable" units using the gamesystem DoW2 offers at the end of the text with some short explanations.

Those ideas and suggenstions are not to be seen as a way to balance DoW2, but as an example of how balancable units can be created in Dawn of War 2.

Small Legend:

Power = The Energy Ressource gained through power generators

Mana = The Energy Units use to cast spells

DPS = Damage per Second

CDPS = Courage Damage per Second

Bugs

Universal

- power Nodes are primary targets, this renders all moving units and all setup weapons near nodes pretty much useless
- Setup weapon teams and autocover don't work well as the other members can get in the way instead of staying close
- Entering a vehicle has a small chance of not working.
- When grenades are thrown into a building, the garrisoned units can leave and reenter the house without taking any damage while on the stairway.
- Set up Weapons sometimes set up in a totally random position. This usually happens near cover.
- ELF:
- WS lose the ability to shoot or melee after being "jumped" on by raveners.
- WSE "heavy gauge" ability remains as clickable icon if a new upgrade is bought while it was during the activation phase
- WS sometimes leap over greater distances with their autocover jump
- Heavy Gauge is a melee weapon, which (you might have guessed it) is a bit stupid for a ranged weapon
- Set up Weapons try to move after targets which have left the LoS.
- Rangers sometimes don't do damage on their first shot, or do fire on the move (probably without damage)
- Razorback has to move to a certain direction when tossing out a smoke grenade. Yams up gameflow.

I probably didn't get nearly half of them, but iam sure others will have more :)
Here is the funny part. Suggestions.

Suggestions

Gameplay

- A more potent VP Counter near the end of the game would make the game probably more appealing. TF2 for example has a cool optical indicator and a female voice shouting out the last seconds of the game. I am pretty sure the game would benefit much from the players being more conscious about the last 30 seconds of the game... And there is nothing cooler than stopping a countdown just a few seconds before the end.
- Gens should have slightly more staying power. Or some units should make less building damage. At the moment it's possible to bust someones gens without problems while 2 squads (scouts/guards/shootas/termagants) are defending it. Also you often don't have a choice if you see some troops attacking your power node, it's always the best thing to go for a counter gen rape as the chances are high that you wouldn't make it in time (excluding sprinting elves). In the end, that takes some of the spice away from the "metagameplay"
- Also, there are so much enjoyable graphics in the game from which the multiplayer could benefit. Would be great to see more of that content ingame.
- In general, I think that a more ability focused gameplay would be a huge pluspoint. But by that, I mean abilities that offer a choice in tactics and strategy to the player, rather than just linear augmentation of the units role on the battlefield. Like relic did with spore mines. Another point is, that abilities should be closer to the player. That means, less "on/off" abilities and more click and enjoy stuff. No more invulnerability skills.
- Added abilities shouldn't change the role and style of a unit but diversify it's potency to excel in a special role. (Like they did with Sporemindes)

Also keep in mind that Mana and health are the main variables that balance the game and the abilities and therefore contribute greatly to what relic calls "metagame". So a crazy HP regeneration spell like the channeling runes could break the diversity or even worse the balance/"metagame" of the whole product.

More about Balance

Creating a balanced Mod is not about creating balanced units in the first place. But about creating units with abilities that can be balanced by adjusting cost, hp, armor, dps, weaponclass, speed, mana, and manacost/recharge over time.

Those are the variables we want to work with in the process of balancing. The unit roles and types are a topic of the gamedesign itself, which should have been done already.

Relic obviously took another road. A road full of ugly stuff. Feeding talons are probably part of it. So we start from their scratches.

At the very first. Balancing has nothing to do with fluff. Fluff can influence parts of the gamedesign which should have lead to a balancable system.

Unfortunately we will poach into the design process again, so we have to keep the basic feeling of units intact. But just for a brief moment, when it comes to unit roles and the feel of the abilities.

Now a harsh thesis first: Nearly everything should be able to soft-softcounter heavy_inf/low_inf/heroes/buildings and vehicles. Abilities can be used for that, so that the gameplay still is Schere Stein Papier.

The reason behind this. In DoW2 the player has fewer units at his disposal, so as a player you don't often have the choice to field all kinds of troops in the needed numbers to hardcounter specific build orders. And more importantly by introducing more soft counters you allow the player to spawn a more diverse unit mix, because the unitmix of each player (and therefore the units the other one has to build as a counter) always shifts itself through the chronological advance of the game. So some units have a longerlasting role, while others have a strong emphasize on the early game.

It's not just enough to refit old units with more hp or damage.

Good Example: Eldar Guards with warlock vs vehicles in cc or 1.3 greys against vehicles.

Bad Example: 1.3 Hormagants, non sniper scouts.

I will pick this up again in a few sentences later, when i come to the unit examples.

What we could do to make DoW2 balancable.

As of 1.4. the HQ req has been drastically reduced, which is a great move, because it is one of the few mechanisms that balance the gamesystem favoured high hp units like SM/Seer/Nobs/Warriors against more swarmy units without influencing dps/hp/mana. But unfortunately the new and old HP Regeneration Spells are leading the gamesystem to a point where its nearly impossible to balance the strong hp regeneration relative to the other abilities that just provide subtle or situation specific advantages.

So ,the idea of a lower HQ regeneration is great, but the wargear section doesn't complement such a decision in a feasible way.

By giving away strong regenerative Abilities you neglect (to a certain extend) the idea of balancing the game using the hp values of units. Same goes for mana, which is a beautiful variable to balance which abilities the user chooses to cast in a fight. So, assumed we take out or modify the strong mana/Hp regeneration spells, in the long term it would be possible to balance out all abilities and spells.

Step by Step Balancing

“First of all, we remove all things that mess around with the gamesystem”

- casting times, invulnerability, sync kill invulnerability, hp regen spells, mana regen spells, total lockdown spells, and non ability triggered knockback. casting times cause misfired abilities and are a bad thing for fast paced and determinatable action.
- invulnerability is a dull thing to have, same goes for total shutdown of units/vehicles. There are too few feasible counters to those and it's a good example of a “one man show” which could be considered a bad thing for multiplayer.
- sync kills are great addition to the emersion factor. But it's probably as confusing to see units not dying from attacks as those graphical glitches that are caused by non sync kill invulnerability, but sync kill invulnerability has a greater impact on the gameplay. This is probably hard coded to a certain extend :(
- - HP should be the most basal good of all. Therefore cheap HP/Mana regenerators are hard to balance. So HP regeneration Spells should work slower and do “heal over time”, rather than quick and immediate. Also they need to be more expensive in mana. Bad examples: Spirit Stones/Apo Heal/Channeling Runes. Good examples: Lictor Alpha feeding talons(besides healing too much), WB Angry Bits, and partly the channeling runes and the apo aoe heal. So HP Regen should have a great cost. manawise and gameplay wise.
- Total lockdown is never a good thing. The game has a great tool that can take units out of the game for some time, it's called courage. There are only few cases where you want to use entangle or slow elements to balance abilities rather than courage damage. On the other hand, you don't want to use courage damage when you just want to slow units. Then slow should be used.
- knockback that isn't directly playertriggered brings the gameplay to a point where neither the player nor his enemy can determinate the outcome of a battle in any feasible way. Remove all knockdown from all weapons. Charge attacks with knockback might be ok, but never grant knockback to more than one squadmember.

We keep

- low HQ regen /maybe add 10% to 30% (and decrease the relay beacons potency accordingly)
- lower Red unit values than in 1.3 . Maybe slightly increase it, but thats a pretty straight forward "balancing" issue then.

This leads to some additional changes

- speed up sync kills so the graphical mischief keeps at a minimum,
- Note down, that some units have become weaker because of the missing knockback/invuln/etc, maybe some units lost their intended role?

About Wargear

In 1v1 most players hesitate to change their wargear throughout the battle, it's an added cost and in many situations building the corresponding specialists unit contributes more to a good ingame position than a hero that gains a new role in combat. That's especially true for games with equally gifted opponents playing balanced races. So each wargear should help to provide working ability combos (or combos in conjunction with other units) that shape the hero into a certain direction.

It's not enough to just give them enough wargear options so that they can basically counter any unit type with a special set of wargear. It's way more efficient if different wargear work well in conjunction with other wargears. This basically can create large amounts of "nice gameplay" out of just a few well placed abilities. Not every Hero has to be able to counter every gameplay element.

Again, most important for teamgame balance are mana/hp regen spells. Then Spells that use the game mechanics in an extended way (knockback spells, slow/entangle,uras, DPS mods) and, what makes the least problems when it comes to balancing. Spells on "Self" and Damage Dealer spells. Those are easier to handle than the fancy stuff. But of course the "fancy stuff" can create greater ability symbiosis.

Now we add abilities to the units that make them universally useful while keeping the Schere Stein Papier (scissors, paper, stone) intact.

Abilities should be able to form powerful combos, which can be interrupted or mitigated by good micro and gameplay knowledge. This in mind, i lay down some proposals for unit configurations.

There is a lot of data missing to actually make units from that and you probably have to be firm with all those game mechanics if you want to use this in a way it would work. If you think that something doesn't fit in well. Think about how it can fit and contribute :)

Small Legend:

: marks explanations or comments or stuff that wouldn't fit into any of the categories beneath.

-> marks abilities

- - marks upgrades/wargear and resulting abilities

Unless i give other values, all units have following mana settings: (mana je lvl: 90/100/115/130)

? marks ideas that i haven't developed too far into the game. But they might still be viable options or at least prototypes.

Space Marines

- : They should feel like strong warmachines.
- : They have great staying power and very pragmatic down to earth feeling.
- : No fancy stuff. Just things that kill xenos in a very simple way.
- : Every Units is somewhat a jack of all trades.

Units

- Scout
 - : capping units
 - : fast support unit
 - : not good at killing genfarms, unless you spend 70 mana on your knockback shoot. which do moderate damage to buildings.
 - : can survive on it's own because of speed and their smoke grenade.
- - smoke grenade Kit
 - > Smoke grenade (4 seconds stealth on self/ 40 mana cost / 10 seconds cooldown)
 - : no throw animation, instant activation.
- - Shotgun Kit
 - > Knockback (knockback / 70 mana cost / 40 seconds cooldown);
 - : Shotguns knockback shot deals 70 to 100 damage to vehicles, 50 to 75 damage to buildings.
 - : Shotgun knockback deals more damage to units garrisoned, therefore substitutes the need for a frag grenade.
 - : normal Shotgun attack should be slightly weaker.
- - Bolter Kit
 - > grants sprint (10% -20% more speed / 25 mana cost / 5 seconds duration) lightweight weapons... (scouts start with that kit)
 - : ensures, that the unit can compete in the early game.
- - Sniper Kit, T2
 - > use Sniperrifle, toggle (grants one sniper weapon to the squad for the duration of the ability , slows unit to 10%/20% speed/ 40 mana cost to toggle / infinite duration)
 - : iam not sure wheter snipers actually contribute to the gameplay. But their feeling is probably worth the troubles. Important is that their primary role isn't dps delivery but to force the enemy into certain moves. So they have more of a strategical value, rather than a tactical one. So adjust dps accordingly. arround 5 to 7 dps against vehicles should be "ok". (20 to 40 per hit...).
- - Scout Kit
 - > slightly more vision, grants an AOE detection spell (which would probably be a pain to implement properly), grant Stealth
 - : further emphasise on the scouting aspect. Be carefull with additional sight as it's uberproportional strong in teamgames.

Tactical Space Marines

- : sturdy RC Combat unit with above average melee
- : High HP, High Armor
- : It should never feel like Tacs can't handle the situation, but ofcourse they should loose to dedicated specialists.
- : Main Unit, basicly that means you could be fielding only SM and it's possible to win. But as every monoculture it lacks the diversity to really max out your gameplay.
- : Leader should be buildable T1.5 => around 40 energy cost. Tech Delay is huge, but the leader grants protection against Full Unit kills, which can be a gamedecider against SM. Especially in melee situations, grants 10 additional mana points.
- : As of Beta 1.4 they don't use abilities. Which is sad.
 - > ATSKNF (melee/rc protection, shouldnt grant courage invulnerabilty / 100 mana cost / no recharge)
 - :great as it is.
- - flamer
 - : too much building damage relative to other t1 ranged weapons. The flamer should be an additional conter against garrisions and cover. Not genrapers/vehicle softcounters (30 dps on buildings is too much, maybe around 5 to 15)
- - Plasma, T2.
 - : Plasma should softcounter vehicles. DPS around 20 to 30 damage on hit?(fyi missiles have 13/14 dpsm 160 damage on hit)
- - Rockets, T2
 - : Increase firerate, decrease damage, hold dps constant. A higher firerate makes it easier to balance the thing.
 - : ? Maybe introduce a very slight damage decrease over distance. Would make retreating vehicles slightly more viable, while still making sure that a very torn down vehicle can't escape. This could be important as the higher firerate would have an influence on this.
- - CC Kit, T2
 - > grants a frag grenade (no knockback, (20/30 damage directly on impact/ 50 mana cost / 15 sec cooldown)
 - : 20 to 40 damage on vehicles and buildings
 - : Minor Ability to add diversity

Assault Space Marines

- : High HP melee units
- : High staying power, low to moderate damage
- : Squadleader is T1, melta is T2.
- : can be a soft conter against vehicle on t2
 - > power Attack (directional knockback from the squadleader)
 - > Attack Leap, (standard) -> Jump, as it is now (50 mana cost)
 - > Evasion -> all members jump 5 to 10m into different directions.(all mana is drained/ 50 mana cost to activate)
- : its so important that you don't loose a full Squad. Low numbers in a squad make this hard and undeterminable sometimes. Below could be a solution.
- - Flash Grenade Kit
 - >grants flash grenades decreases DPS of units in proximity, has Friendly Fire (grants a reduce damage aura on position / 50 mana cost / 3 to 6 seconds duration, 20 to 30 seconds cooldown)
 - : This further improves their staying power while not creating a one squad army
- - Melta Grenade Kit
 - > slows and decreases dps of vehicle/Fex/ava (""/ 60 mana cost/ 7 seconds duration, 20 to 30 seconds cooldown)
 - : the dps reduction is a great way to ensure that the target doesn't start a sync kill on the throwing squad.
 - : can't be used in conjunction to a jump in the early game.(or not before the unit reaches lvl3)
 - : Would be awesome if they could target infantry. 70 damage on hit, nice knockback on ONE unit. feels more realistic, great finisher on retreating units. but very hard to pull off because of the small range and high mana cost.
- - Power Weapons
 - > grants power weapons to parts of the squad (additional dps against vehicles)
- ?- - Bolters
 - > equips bolters to the squad that can be used 360 degree without much fotm penalty. Squad dps shouldnt be greater than arround 50 dps probably less, decreases manapool so that they can store approx 1.2 to 1.5 jumps .
 - : Seraphim style soft conter to shees/sluggas but they loose the ability to assault RC Units or hold against Melee units in a combined arms fight.

Devastor Squads

- : Courage based counter against all Infantry
- : Provide a safety zone.
- : very passive unit, i keep it that way
- : Currently a soft counter to vehicles, but it's very hard to use that feature because of the slow nature of this unit type.#
- : Cheap but hard to set up counter for end game infantry.
- : Unlike other set up weapons they are able to take some abuse before they should be retreated.
- : It's hard to balance these against vehicle and buildings because of the strong range correlation of damage and their general high max dps which can't be removed because it would create an easier opportunity for a frontal attack on them.
- : Therefore, add Vehicle and Building DPS slightly. This has to be tested, i don't really have an idea how it turns out ingame. But a good value to start with are the armor multipliers Building 0.1 (from 0.05) and Vehicle 0.08 (from 0.02)
- : it makes sense to reduce squad member count to 1 as it avoids many many gameplay problems. It just looks slightly odd and retreat/regeneration time is a problem. This makes them less vulnerable to melee and easier to handle in general.
 - -> Vengeance rounds (Add extra damage, reduces courage damage)
 - -> Health pack (grant 4x to 6x hp regeneration that stacks with HQ/Beacon regeneration)
 - : This counters the problems implied by 1 very high hp squad member

Plasma Devastor

- : Long range support
- : this is a counter to enemy strong defended positions
- : Against everything, but not so reliable (i.e. much damage can be avoided by moving units around)
- : very passive unit, i keep it that way.
- : also make it 1 squad member
 - -> Health pack (grant 4x to 6x hp regeneration that stacks with HQ/Beacon regeneration)

Terminator

- : hp tanks
- : moderate damage with 3 types of upgrades
- : cannon => dps increase
- : flamer => AOE dps
- : cyclone => high damage ability
- : They work well.
- : They should get a courage value. around 400 to 800 courage and a strong regeneration/ low recover value.

Assault Terminator

- : hp tank
- : They should get a courage value. around 400 to 800 courage and a strong regeneration/ low recover value.

Heroes

Force Commander.

- : HP Tank
- : versatile as melee conter/single squad disruption/ Anti Vehicle.
- : His terminator form should emphasise his role as Tank while loosing some of his flexibility. Which it does, maybe some values like hp/dps need to be tweaked. But thats nothing serious.
 - -> battlecry
 - : adds knockback to attacks again.
 - : buff on surrounding units.
 - : great ability.

Weapons

Power Swords: As i don't have exact values on what it does. I think it's ok. Minor increase on Vehicle DPS would be great.

Hammer and Shield: to unflexible right now. Add some rc and cc resistance on self, while keeping his dps low will make this a good tanker item.

Thunderhammer: Without the ueber knockback, increase dps again. In conjunction with Battlecry this can be a strong weapon.

eFist:

- > Flesh over steel (vehicle lockdown/60 energy cost/ 20 secs recharge)
- :can be used in conjunction with teleport/sprint on higher levels

Armor

- : The main point i want to address with armors are mana point regeneration and mana point capability as this is a natural place to look for a combat role of the unit. The FC isn't a caster hero and has only limited development potential in that particular area, but keep that in mind when other heroes are on the table.
- **Force Commander Artificer Armor:**
 - : Slight buff on the hp regeneration.
- **Armor of Alacrity:**
 - -> slightly bigger mana pool, slightly more mana regeneration.
 - -> sprint (sprint/40 energy cost/10 seconds cooldown/same duration);
- **Force Commander Terminator Armor:**
 - nice, maybe tweaks to hp/dps

Accessoire

- : This is a point i hesitate to work on. Shields are somewhat messing around with the mana balancing while on the other hand enforce that tankers can't be spellcasters. But iam a bit unhappy with how it achieves that. Maybe a High mana duration triggered ability is a better choice? (it is more controlable by the player. Right now the ammount of mana consumption through shields is not controllable. That is something you have to keep in mind when choosing between different protection meassures. So the problem ingame is: if i use this ability, i don't know how much energy it will use and what i can use for my tactics afterwards, but on the other hand an ability triggered shield leaves the other player with no conter to that particular ability or combo as this is a plain bonus on damage received. As the FC is now slightly too weak and has to compete with all those stronger melee units. He should be buffed slightly.
- - - Shield
 - -> shield (distort field on self/ 70 mana/ no recharge time/ 7 to 10 seconds duration)
- - - Teleporter -
 - > teleport (teleports unit/ 60 mana/ no or minor cooldown)
- - - Banner
 - -> Rally troops (courage regeneration aura, damage increase aura +25%/70 mana cost/10 seconds duration, 30 seconds cooldown)
 - -> remove passive effect

Tech Marine

- : The TM has recieved a great buff, good thing, he was on the weak side in the past. Also most of his buffs were just dps tweaking, which is a good sign for a working unit
- : His weapon choices provide good diversity.
- : His Accessoires are nice, but not too fancy
- : His Armors are nice too. Overall i think this is one of the best designed heroes. When it comes to gameplay diversity.
 - -> Relay beacon HP regeneration rate should be adjusted to +- 3/4 of the HQ regeneration rate or less.
 - -> towers are fine,
 - : maybe slightly increase their hp. As they can be contered on T1, if flanked. A tower should be something you can't kill "on the go" but a left alone emplacement should be an easy prey.

Weapons:

- -- Plasma Gun
 - : nice ability triggered DPS boost. Just remove the cooldown afterwards or add an graphical indicator for the cooldown phase. Bit annoying if you don't have feedback on the units status.
- -- Brothers in Arms
 - : increase Radius. Because of the Cover mechanism it's hard to keep it usable.
- -- Sacred Bolter
 - : nicely done, player focused abilty, impact on game and cost are balanced.

Armor

- -- Artificer Armor
 - : Mines are well done.
 - : Add Sweep.
 - : remove knockback on Mines, add slow for 2 to 4 seconds. Knockback, sometimes throws units closer to the defenders position, which is bad for the TM, even if slow doesn't look as awesome
- -- Bionics
 - : Add Sprint.
 - : Sweep stays
 - : Add HP regeneration
- -- Signum
 - : nice as it is, you sacrifice the better durability of the other armors for more dps output and offensive squad support.

Accessoires:

- -- Omnisiah orb
 - : well executed. The Orb requires some skill to use, but it's still not an ueber pro ability. Powerdrain is a mighty ability.
- -- Shield.
 - : Thoughts as described above. But the TM's shield should stay the old way as he shoulnd't be able to become too proficient in tanking.

Apothecarius

- : With HQ regen being so low, this hero needs some serious revamping. Healing should be a viable option for him, but it should be possible to play as successful without too much relying on his healing skills. As of now, he feels slightly less versatile than the TM, but his heal ability brings him on top on larger maps.
- : Active Healing should be more of an in battle ability
- : Passive AOE Heal should be more of an pre battle ability
 - -> heal
 - : The problem with quick hp refresh is, if used properly it is equal to an invulnerability shield.
 - : Add heal over time, don't overdo it (bad example: channeling runes) but keep it fast enough to protect units from total extinction during the heal phase.

Weapons

- - - Power Axe:
 - : power drain makes him a good option against other spellcasters
 - : slightly more mana drain, as he hasn't the staying power of other heroes.
- - - Mastercrafted Bolter
 - : Nice addition, well balanced energy cost and an expensive mana ability with strong impact on the game.
- - - Sanguine chainsword
 - : nice addition, more staying power, moderate dps.

Armor

- - - Apothecary Armor of Purity
 - : shorten heal over time but remain at the same healing power as before, shorten recharge time of the healing spell.
- - - Combat Stimulant Equipment
 - : adds another role for the apo, 40% dps increase feels just about ok.
 - : it may be a bit too weak to compete with those healing ability monster armors now that hp is harder to restore. So we add another feat.
 - : add an passive ability that makes it possible to instantly revive heroes the apothecary touches. Or greatly lower the time it takes to revive.
 - : add 30% speed boost on the combat drugs.
- - - Armor of the Apothecarian
 - : A Problem, as it's usefulness correlates with the number of units in the game
 - : extend the time it takes to heal. So it has mainly a use when it comes to resupplying units. In a direct fight, most of the time the active heal spell or the combat related skills should be preferred.
 - : Keep the moving penalty.

Accessories

- - - Purification Rites
 - : it's ok, combos great with Purity armor.
 - : better graphical representation would be awesome
- - - Improved Medical Equipment
 - : Here the big mana bonus works, if the AOE Heal is nerfed as described above
- - - Purification Vials
 - : nice grenade, slightly harder to use than the average nade but still the "burn" effect is widely usable.

Globals

Angels of Death

- :Invulnerability creates some fantastic (I mean “fantastic”) conter situations. But my opinion is, that clicking one button shouldn't grant gamewide immunity to damage.
- : Add 80% damage reduction
- : Add Speedbonus 20%
- : Ressource Income: 0/0 for 5 to 20 seconds

Eldar

- : I play them often, so iam probably biased towards them. I ignore that for now.
- : Fast, High DPS, LoW HP Units with mediocre squad size
- : Damage is delivered through the conjunction of abilities and unit specialists, not by using normal tactical methods.
- : Eldar units without Energy shouldnt do much. Mana will be the pivotal element balancing the race.
- Race abilites:
- -> fleet of foot
- : remove the dps reduction. FOF should be the single most valuable ability found on the Eldar race.
- : available for every unit right from the start.
- : decrease cooldown, balance it with energy cost (speed bonus / 45 mana cost / no cooldown);
- : the above is now possible, as all units have the same mana scope.

Units.

Guardians

- : Backbone of the army Cheap and Low HP, moderate DPS
 - : Warlock Leader is an elite and broadens the softcounter role of the unit drastically
 - : can damage everything with Warlock. but excel at rc fights against flatfooted enemies.
 - : Flatfooted is the keyword.
 - : Their main strength comes from FoF, not from their guns.
 - : increase the amount of courage they need to rally after being suppressed.
 - : Grenades old: As of now, grenades are best used when dropped on incoming melee units. In fact, it's the only viable option to use them right now. Why? high timer, long throwing animation.
 - : Grenades new: Grenades should be used to give Guards an opportunity to counter everything with skill while giving the opponent the chance to evade. =>slightly longer range, lower timer, no throwing animation, longer flight time, bring back courage damage, remove knockdown, reduce damage, more AOE, add a 30% slow for 1 to 3 seconds. This way, they can be evaded while they are in the air, spiking would be weakened as you would more often hit your squadmembers because of the larger AOE and the suppression guards would suffer more than most of their enemies. The slow in conjunction with larger AOE helps flatfooting units more easily.
 - : Shields old: as cover doesn't work well, units often run away from the shields just to hide behind some red painted barrels and shields can be easily destroyed by jumping on them or driving through. Sounds like a bad joke in the video game business.
 - : Shields new: -> graphic like shimmering orb. (deploys an RC damage reduction aura (10 to 30%) and slows movement 30% to 50% / 90 energy / 10s duration or 1000 damage input)
- Shield Gen, T2 -> sets up shield, zero activation time.
- Grenade Kit, T1 -> (grants grenades)
- Battle Equipment, T1 -> grants the old HP boost.
- Warlock, T2
- > embolden (25% more damage / 40 mana cost / cooldown/duration remains);
 - : provides melee capability against vehicle/fex/avatar.
 - : can tank to a certain extent
 - : makes the squad usable as improvised melee unit

Banshees

: As of Beta 1.4 Banshees are too important and anti everything. I would rather change the other units to provide more actual playable diversity. Tacticals and ASM got a buff against shees.

: remove knockdown (i just write it here again, as it's especially uncomfortable to have high dps melee units with knockdown, you can easily lose several hundred hp if you catch a bad knockdown against shees... which is uncontrollable by neither player)

Rangers

- : As of Beta 1.4 Rangers are stupid and unreliable. I wont comment more.
- : Ranger should be scouts, support, and point harrass units.
- : I like the idea of having them as fragile, elite units that are cheap because of their low squadsize. Therefore they don't do much dps/cdps but they widen the tactics available.
- : 2 Squad members. (Less because of their new melee competence, they become prone to beeing FU killed, while their relatively high dps won't FU kill other Squads)
- : Both have water pistols, no sniper.
- : Same squad hp as before, maybe slightly less.
-
- - - Stealth Equipment, T1
 - -> chameleon field (renders a unit invisible/ 40 mana cost/ 3 to 10 seconds duration, 35 seconds cooldown)
 - -> Holofield (invisibility on self/ 20 mana cost/ 7 seconds duration/ 17 seconds cooldown)
- - - Battle Equipment, T2
 - : add +- 20% hp
 - : add power melee weapons
 - : increase squads ranged dps against normal infantry to arround 40 dps
 - : Player can choose either Battle Equipment or Sniper Equipment
- - - Sniper Equipment, maybe T2
 - : add sniper ability (like SM: Scouts);
 - : Player can choose either Battle Equipment or Sniper Equipment

Shuriken Cannon

- : 1.4 They are not really more usable than banshees.
- : Increase rotation speed, so that the set up time is the "set up time" and not set up time plus rotation time.
- : 1 Squadmember. Cannon without crew.
- : add dps against vehicle and building

Warp Spiders:

- : 1.4 nice units, very powerful. Maybe the HP buff was slightly too much.
 - : WS Should be fragile high HP/ above average DPS units. It's ok if the player loses them due to a bad teleport.
 - : As WS can teleport in and out of nearly everything, haywires should be slightly harder to use than ASM melta. So Haywire should work like the Omnisiah Orb. Ground target, small AOE, no mana drain, no infantry targeting.
 - : There is no diversity in their equipment. Lets insert some minor retouches.
- - Battle Gear
 - : Grants Dual Spinner to exarch
 - : Grants Haywire
 - : Grants Power Blades to exarch
 - : Grants HP Boost (around what they have in 1.4)
 - : extends teleport cooldown
 - - Teleport Gear
 - : Grants Dual Spinner
 - : reduces teleport cooldown
 - : Grants Haywire
 - : only one wargear allowed

Falcon

- : 1.4 transporter with moderate dps output but as it's easy to deliver those dps, everything is nice and it's a "better" unit than the corresponding t2 transports of other races
- : loading/unloading transports should be faster (for each transport)

Brightlance

- : 1.4 it's ok. very boring unit though. But that's ok i guess :)
- : dismiss those 3 guys around it.

Wraithlord

- : 1.4 ok. Stances are a bit strange, but it's playable and balancable.
- : Wraithbone => Speed reduction to 30%, DPS reduction to 20% or 30%, just feels better.
- : i somewhat dislike the idea of a player winning a battle and being able to restore his losses fast and cheap on the field. This ability makes it harder for the losing player, therefore partly inhibits the comeback mechanisms that are very important for a fluent gameplay.

- - Wraithbone

->Wraithbone form (grants 75% damage reduction / 80 mana / 3 to 5 seconds duration)

Distort Cannon

: 1.4

: Another cannon, which is a bit odd to see in the arsenal of a fast paced race like space elves.

: Remove the useless crew.

: Speed up rotation.

Fire Prism:

- : 1.4. i guess the unit works as intended.
- : Gameplay wise, the knockback mechanism grants the eldar a strong line of defense when there are more than one prism on the field.
- : long range, heavy support tank/artillery.
- : keeps its knockback, further remove dps from its anti infantry beam
- : knockback AOE should be slightly smaller.
- : Knockback of the focused beam could be stronger, dps increase of focused beam

: Activate Main Cannon -> toggle (Unit moves at 20% speed, Main cannon fires at 100% rate, 4 to 6 seconds activation time / 0 mana/ 0 cooldown)

: If Main Cannon isn't activated, the unit fires at 25% to 50% firerate. This helps the opponent in teamgames to attack their flanks, jump in or use globals. Therefore this somewhat denies the option to build up a static defence for the eldar player.

Avatar

- : 1.4 Huge tanker. Isn't always worth its money especially compared to strong wraithlords and fast illums/falcons.
- : Sword Slash Ability becomes hard/impossible to aim in high latency games, but otherwise it is a great ability.
- : The circular AOE spell is a bit boring.
- : I don't like the concept of this unit, although it looks awesome. There aren't many ways to provide an emersive unit character while outfitting it with another role than soaking up damage.

Seer Council.

- : 1.4 those are HP Tanks and probably the strongest melee unit in game.
 - : I like to see them as bad ass jedi psykers and i would love to make them a more integral part of the game.
 - : Fluffwise they aren't just melee units, but spellcasters too. Gameplay wise i would love to further enforce the ability strong way of eldar. There are already some unit concessions made (avatar, platforms) in the other directions.
 - : remove their charge knockdown.
 - : lower their hp slightly.
 - : they start with swords (powerweapons, less dps than current spears), rather than spears
- shroud field
- > Shroud field (deploy distort field on self/ 50 mana cost/ 9 seconds duration, 20 seconds cooldown)
- Seer Wargear
- : makes them a caster unit. basically more RC focused and easier to "safe"
 - > Mindwar (targets enemy squad, a weaker mindwar is casted on all members, around rand(50 to 100) damage per squadmember and suppression, no cast time / 90 Mana/ 30 seconds recharge)
 - > Meditate (squad must stand still, mana regeneration 4to8/ec, hp drain = -1/sec/ 0 mana / toggle);
 - > advanced Shroud (distort field maybe additional invisibility / 40 Mana cost / 9 seconds duration, 10 seconds cooldown)
- Battle Wargear
- : makes them more "tanky"
 - : gives spears to all members (implicit dps increase, stronger softcounter to vehicle)
 - > jump (attack leap over great distance, maybe 2/3 of the asm jump range / 50 Mana / 30 sec cooldown);
 - : Knockdown on land.

Heroes

Warlock

- : 1.4 strong hero through ability. Strong AOE attacks, Strong Supporter
- : The Warlock is an allrounder, not too strong on it's own, but in conjunction with it's abilities and units you can easily create strong combos.
- : It's hard to balance the unit, because most of it's strength comes from the combination of units and skills. (But thats a good mechanism, thanks relic)
- -> destructor
- : it's not always clear wheter it will cause damage or not. If its a problem with armor modifiers make them all to 1 and further increase mana cost. This could be a powerfull spell, but the player might want to think twice before "wasting" so much mana for just 90 damage.
- : Channeling Runes have a too deep impact on gameplay. More heal over time, less heal in total.
- : The Merciless Blade grants knockdown RC. Make it an ability. 30 to 50 mana, single unit.
- : I won't go into details with his equipment as i think it's fine besides the small details above

Farseer:

- :1.4 Very supportive Hero.
- : Also a nice hero. Some of the equipment choices are a bit uninspireing as they just grant linear bonuses on damage_taken/damage/armor. Here a more diversified set could be introduced, but i don't think that would contribute enough to the gameplay to justify the work.

Warp Spider Exarch

- : 1.4 minor add in DPS.
- : The WSE contributes to the battle by attacking very selective where it hurts the most. He has some abilities that make him an excellent FU Killer. Entangle/GravNade
- : Small Changes to the armor selection could improve the range of what armor is actually played.
- : A change to mass teleport could create some diversity among the different races teleport skills.
- => Mass teleport now teleports Units (friendly and enemy) from the target location TO the WSE. Shorter activation time, more mana consumption, less range, less AOE. (Else you would end up having players teleporting units into their own bases)

Armor

- - Enhanced Warp Jump Generator
 - > reduce Teleport cooldown -3s (like the improved one does)
 - > add teleport range
 - > add 100 hp
 - > add Mass Teleport as described above
- - Improved Power Generator
 - > grant 100 more mana
 - > grant more mana regeneration
 - > add 200 HP
- - Phase Armor
 - > stays

Weapons

- : Heavy Gauge obviously needs to be fixed. It's not an melee weapon.
- : Entangle is too strong / an AOE Grenade with Timer and slow effect would be more appropriate.
- : Entangle Wargear grants a stronger ranged weapon, i don't think it should further increase the attractiveness of this particular wargear. Move it to heavy gauge which would make the WSE a more specialized unit.
- : Powerblades could give a minor (50 to 100) HP upgrade

Accessoires

: All nice.

Tyranids

- : The race mainly consists of swarmy units paired up with strong Space Marine like Leader Units. All heroes seem to be good fighter types, regardless of their provession. Hormagants and Termagants are viable options right now.
- : The race works in 1.4 Beta. But some of the unit choices are a bit unintuitive and i think it doesn't really hit what many fans of the franchise expected.
- : I think Tyranids should emphasize more on "Swarmy" in the swarmy sections and more on brute specialized but mainly aggressive unit types on the high hp, low squadsize section. Their heroes are in a fierce way target oriented brutal and can always take a beating. But they wont singlehandedly take down another prepared hero without swarming or using tactical finesse.
- : That means, Swarmy units should have lower costs, lower dps, and for example the loss of one or two squads hormagants shouldn't result in a lost or even hard to beat game. In the end those are cannon fodder.
- I don't like what they did with the units in 1.4. different types of warriors and carnifex make the game less intuitive to play. The diversity of Fex and Warrior can be achieved by granting more specific upgrades throughtout tiers. Besides populating the iconbar in the HQ the new units don't achieve much.

: There are a number of methods how this can be achieved:

1. A less sharp hard conter system. If you loose a parts of your army, you should still be able to battle it out. Maybe not with much efficiency, but you should be able not to be wiped off the map, even if that means that masses of hormagants go after a walker, or you send squads in, just to keep the enemy player busy.
2. Low DPS heroes with more staying power throug regenerative and adaptive abilities. => This additionally enforces the player to build "swarmy stuff"
3. More Fragile "High hp" units. Those should be able to complement the "swarmy stuff" not to fight the battle alone. Zoans, Raveners.
4. No strong abilities on "swarmy stuff", as they should be disposable without regret and afterthoughts about "oh, damn. I really need that crippling shoot from my termagants".
5. Some specialized units that are able to shape an army configuration into an given direction.

: So we push Tyranids as a race where the comeback is a pivotal gameplay element and the loss of units is an inevitable gameplay trick. This means, combacks must be easier to pull off than with other races.

: This can be done by adjusting tiers.

: So. Yay. Another List.

- Cheaper Units with a broader combat role that can be contered by nearly everything. But are a soft conter against nearly everything. // this is important as it helps to balance teamplay. So Nids don't contribute to a teamgame by adding tactical possibilities(at least not in large parts) but by increasing linear factors like hp, damageoutput and the unit count on the field.
- Smaller gaps between tiers.
- No Vehicle armor class // this might be a hard step, but if Tyranids are planned as swarmy race, the classic vehicle type is probably not contributing.
- Some units that can prolongue battle, but won't finally defeat anything.
- Less upkeep per unit.

: Also we want to keep in the back of the head, that most of the Tyranid weaponry doesn't reassemble anything that's common with real life folks. So we might want to keep unit roles easily and intuitively recognizable

: I will aggregate all units which have been separated in 1.4. Game mechanics are easier to understand in-game if you don't have tons of similar looking units which have different potentials.

-Tier One:

- - **Hormagants** for 200r/0p, power weapons remain, dps down a lot, hp up (it's important that those don't rape retreating Squads as there will probably be more hormagants on the field)
 - - - adrenal glands for 50/10
 - -> grant small speed bonus and leap attack, no DPS increase, minor HP increase.
- - **Termagants** for 120r/0p lose their cripple shot ability. HP down, dps down.
 - : penalty on capping speed.
-
- - **Warrior Squads** 300r/25p
 - : Their role is to provide a reliable source of dps for the Tyranid player, while being upgradable to fulfill their specialized role as melee unit/ranged support unit/ranged damage unit.
 - (
 - - - Adrenal Glands
 - -> grants sprint
 - -> grants power weapons
 - -> grants leap attack
 - - - Barbed Strangler Kit, T2
 - -> Grants Barbed Strangler Weapon (Slow 30% to 50% on hit, 20 to 30 suppression damage on hit)
 - : No instant suppression, mobile AOE suppression is too good.
 - -> Grants Regeneration bonus on self
 - - - Venom Cannon Kit, T3
 - -> grants the venom cannon
 - -> slows unit to 75% speed
 - -> potent against everything, specially against against Vehicle/Fex/Avatar
 -): only one of those upgrades.
 - - - regenerative Cyst (or whatsoever), T2
 - -> grants regenerate (regenerate 5 to 10 hp/sec, slow to 50% while active, dps decrease / 80 Mana on activation/ 0 cooldown, 10 to 20 seconds duration)

- **Ravener Brood** for 400r/40p
 - : enhanced cc/rc disruption troops, fragile but potent through abilities and high health regeneration with an average dps.
 - - - Devourer
 - -> grants the ranged weapon Devourer
 - - - enhanced Muscle Coild
 - -> grants burrow Strike and Burrow
 - - - Regenerative Chamber Mutation
 - : when burrowed and immobile, the unit receives 5hp/sec regeneration.

Tier Two (200r/80p)

- : This tier provides more units, but doesn't introduce fundamental changes to the race. No "pure" Vehicle armor here

-Carnifex (450r/90p)

- : A very very flexible unit that can fill in the gap between Tank and a multiplier of tactics. A player can choose to focus his gameplay around an army of Carnifex.
- : The balance goal is to set up a unit that can be countered by everything, but still has a chance to dish out damage in conjunction with other units.
- : Hormagants can quickly "block" any infantry or melee based AV, while this thing gets into position
- : vulnerable to anti vehicle weaponry
- : vulnerable to power weaponry
- : partly vulnerable to normal weaponry.
- : no units may spawn from the carnifex
- : if its possible, it might be interesting to change his movement speed according to his hp status. I.e. (100% hp equals 100% speed, 10% hp equals 50% speed)
- - - Thornback (150r/45p)
 - : grants 20% damage reduction
 - : grants charge (charge / 90 mana cost / 45s cooldown)
- - - Venom Cannon, T3 (200r/60p)
 - : slows carnifex to 80% speed
 - -> grants the Carnifex Venom Cannon. Anti Everything
- - - Barbed Strangler
 - -> grants barbed Strangler gun with more range than the Warrior one
 - -> grants better Regeneration on self
 - : slows carnifex to 80% speed

Zoantrophe

- : 1.4 nice dps, but it can be harsh to keep the unit alive.
- : so we might add an ability that helps retreating, minor hp bonus and less dps to balance it out again. Also the stun shot is more of a decision now.
 - -> psychic shockwave (circular knockback / 90 Mana / no cooldown)
 - -> Warp shield (as before)
 - -> Warp blast (as before)

Tier Three (300/100)

- : This tier is optional when it comes to new units. The Lictor Alpha adds another strong single unit that adds disrupt and selective attack options.
- : But it unlocks some of the best abilities/weapons of the tyrannid army.

-Lictor

- : Same as now.

- Spore mines

- : same as now, but they should be they should be influenced by suppression. It's not really satisfying if spore mines can enter the base perimeter without any trouble from the base defence. Those are units that can only be used in conjunction with other units or midfight.

- Ripper swarms (100r/20p)

- : now take damage from everything
- : have more hp than termagants
- : no safety aura anymore
- : can be suppressed
- : don't get a bonus from any aura

Heroes:

Lictor Alpha

- : 1.4 op feeding tendrils. But probably a good (in terms of balance) unit.
- : maybe slightly less hp.

Weapons:

Corrosive Claws

- : Great for picking of high value targets, maybe the values for dps have to be adjusted.

Feeder Tendrils

- : To strong at the moment, if possible it unlocks a heal ability after he caused a certain ammount of damage to infantry
- : If thats not feasible. combine it with flesh hook. Everytime fleshhook is used a fixed ammount of health is awared.

Toxin Sacs

- : maybe minor adjustments to dps

Scythings Talons

- : to strong compared to the other choices. nerv. or substitute courage damage with slowing attack and minor dps decrease to target hit.

Aarmor:

- - Toxic Cyst

- : no damage
- : decrease damage aura (decrease damage aura 30% / mana drain/ no cooldown)

- - Adrenal Glands

- : mana pool + 40
- : improve energy regeneration slightly
- : HP + 100;

- - Deadly Jump

- : HP + 150
 - -> grants Lictor Alpha Assault Leap

Accessoire:

- - Menacing Visage

- : this is hard to balance as it's reward is relative to the enemy race.
- : if playerfeedback shows that this feature is stupid, substitute with banshee scream

- - Pheromone

- : create a point where reeinforcing is possible, but not for free ;)

- - Lone Hunter

- : great upgrade, maybe 50% more damage is slightly too much.
- : graphical indicator would be welcome

Ravener Alpha

- : 1.4 unfortunately i hadn't time to play that much in 1.4
- : Acid Splatter was a bit too strong against elf and ork.
- : burrow and retreat means 100% retreat success, which is not the best thing for a hero unit.
- : Toxic miasma easily beats eldar slash dps wise. Maybe a mix between damage and debuff would be better.
- : Burrow trap shouldn't be planted in fight but before the fight. There are easy ways to achieve this.
- : Crippling Talon was too strong i believe.

Hive Tyrant

- : Tanker Hero, versatile direct combat unit
- : Don't think there are many problems balancing this unit.
- : Maybe substitute some direct damage abilities with low duration AOE debuffs and minor damage.

Globals:

Without Number

- : Should spawn hormagants/termagants only now.
- : Adjust cost to the new units cost

Tyranoform

- : fine

Brood Nest

- : fine, no free reinforce rocks :)

Warrior Vanguard

- : Nice, now that warrior are "one" unit again.

Catalyst

- : Not used very often. Maybe an added speedbuff would make it more appealing?

Spore Mines

- : don't like it.
- : When it comes down to gameplay it basically enables you to stun any unit you see besides infantry which have jump capabilities.
- : Substitute with Stalk/Mycetic Spores

Stalk

- : add a minor slow effect on enemy heroes +/-20% slow
- : red cost +/- 75

Mycetic Spores:

- : reduce to 250r/300red

Orks

- : 1.4 Beta, An Ork Army mainly consists of sluggas, which are very brutish melee specialists. Shootas which are needed to keep the shooty stuff away and provide suppression to protect your fragile infantry. Stormboys are a nice conter against set up weaponry, lootas are rare. Softcounters for vehicles are nearly allways available, as sluggas are nearly always fielded.
- : How it should Feel: Orks are a swarmy race, with strong squadleader units and lots of "boomy" abilities. They love to gun down/smash stuff. Single models aren't too important. They are mowed down by heavy bolters and other "light" weaponry.
- : Their main difference from the Tyranid Race is the Orks aren't really allowed to loose a whole squad. To avoid it there are strong leaders available and the squadsizes are high enough to make retreating an viable option at least most of the time. Also they have "true" vehicle Armor in T2, which comes early and cheap, but can be upgraded with additional staying power.
- : Balance wise, Orks have many cool abilities that are balancable by just adjusting dps/cps/mana or hp.
- :Iam not sure, what relic has in mind for orks, but as it is now, lootas and maybe stikkbombers aren't a good alternative to sluggas/shooter combos. But that can be tweaked using normal adjustments, their intended unit roles probably work.
- : I used Orks as a meassure for the other races. Therefore this part will be considerably shorter
- : But some adjustments are neccessary to keep Orks in line with some of the proposed changes.

Heroes:

Waagboss:

- - Enhanced Custom Shooter
 - : it is slightly ticky tacky compared to the more common choice of bang bang hammer for aura support and the claw for terrible terrible damageoutput.
 - -> more AOE knockback.
- - Cybork Implants
 - : Right now, it's underused. 2 Reasons: 1. other armors grant better boni. 2. it doesn't work in conjunction with angry bits, which is in many situations more usable than implants, even if it needs 2x the damage to load.
 - : Also it's slightly more offensive version of the WB Stomp. One might call it redundant. So we change it.
 - -> an downsized avatar wailing doom ability would be a nice addition.
- - Spiky Armor
 - : It's strong as long as the enemy doesn't know of it's existence. Afterwards it slightly loses some appeal, but it's still worth it.
 - -> pimp stomp with some more dps, so it keeps a worthwhile investment even after it's recognized as a threat.
- - 'eavy Armor
 - : decrease mana pool by 20 to 50
 - : leave the rest as it is, hopefully the other armors have been buffed enough to keep up with it.
- - Angry Bits
 - : nicely balanced in 1.4, maybe slightly adjust hp gain +- according to feedback.
- - Boss Pole
 - : Not used very often.
 - : Maybe add an resource bonus if possible. More Red Generation would be cool.
- - Trophy Rack
 - : fine

Mekboy

- : His primary weapon is very usable, so many players don't switch it to one of the other choices as it's currently impossible to revise to the first weapon.
- : adjust his set up weapon to do less suppression and add minor vehicle damage
- : Slightly decrease built time and cost of Whaagh Banner
- : Make Whaagh Banner highly vulnerable to melee attacks.
- : Towers should be cheaper and less sturdy and built faster. CDPS should be decreased. This creates a nice difference from the SM Tower. But towers still make sense.
- - - New Weapon Upgrade
 - -> grants his original slug throwing weapon

Kommando Nob

- : Works, but has some issues with bugs
- : his stunbomb on retreat sometimes hits him too.

Units

Slugga Boyz

- remain the same

Shoota Boyz

- remain the same

Storm Boys

- remain the same

Stikkbommaz

- : ability based softcounter to vehicles
- : add minor grenade damage to buildings
- : add medium grenade damage to vehicles OR add minor vehicleslow on hit.

Tankbustas

- : remain the same

Lootas

- : 1.4 they are another platform unit. The idea of area denial units works good in CoH, but DoW is slightly more fast paced, so that those units are often neglected.
- : I want to have them more “orky” and less a copy of devastor squads. If they are on the field, they should feel like small “rambo” like orks with really bigass guns that just spray slug around the battlefield. Courage damage, health damage and fire arc have to be tuned down, so that the area denial isn't too strong.
- : add an ability that helps regenerating.
- : remove the AV upgrade, this doesn't work well with a cheaper unit.
- : make them 1 member, adjust hp accordingly
- : give them a lower set up time.
- : narrower field of fire
- : less cdps
- : less dps, adjust damage fall off over distance accordingly.
- : decrease unit cost
 - - Fungus Beer Kit
 - grant HP Regeneration boost on activation

Nob Squad

- : New Frenzy ability
- : HP regen Boost added to enable easier comeback
- - - Fungus Beer Kit
 - ->grant HP Regeneration boost on activation
 - -> Frenzy
 - : speedbost 20% to 40%
 - : hard boys on self
 - : courage immunity
 - : 25% more dps

Kommando Nobs

- : awesome unit, especially emersive if they “dakka” away and cause knockback on their own units... very orkish! Top.
- : also they are balanced against mana, which makes it easy to further balance them by using their mana regenerations and mana pool size

Vehicles should be ok. Looted tank maybe delivers too much dps

#tltr

regards,
Tanner