

Total Annihilation: Age of Annihilation

Draft 1

Note from the author: hey guys I used to be called Zippo on the TA Discord and TA:Universe forum. It's been quite a while! I have been slowly gathering ideas for this mod over the past few years. Though I don't plan to finish it (got a kid, a job and all that) I just wanted to have your opinion on it! I tried to imagine TA factions based on Antiquity history, with a twist (see the Lore part). I think the writing is awful lol but you'll get an idea of what's at stake. So far, I have 9 factions with an asymmetric design, with a minimalistic approach to them, similar to what Boogie did in TA: Devolution. I have put bonuses that I think can be implemented using basic scripting and tried to stay away for now from the fancier things from Devolution and Escalation (moving factories, upgrade system ..)

To be done for draft 2:

- finish all the unit rosters
- I did start doing models for the Chinese fraction. Am I able at least to finish models for one faction?

Please let me know in the Google Doc comments what your suggestions are :)

Lore

At some point in the future, humanity trapped itself on Earth under the Kessler syndrome: the last intercontinental war resulted in too much orbital debris, eventually destroying every space station in low orbit around the planet. This means no generational vessel can be sent into space anymore, effectively trapping humanity against long term space colonization.

Fortunately, some scientists discovered that they could send objects back in time, however this cannot be done on living things as it would kill them. They proposed to send ACUs, Armoured Command Units, massive robots that hold most of humanity's knowledge, and could be sent back in time to change the course of our history. These robots had their personality set as a complex average neural network of thousands of the most brilliant people of their time, coupled with AI assistance. On the hardware side, they had access to the nanolathe technology. This projection of self-assembling nanoparticles over a virtual framework eventually allows the formation of objects without any other assistance. This was back then already a formidable war technology, as one single ACU was able to build a military base on its own, provided it found sufficient resources to do so. Humans of the future counted on these ACUs to change the course of our past history. Under their guidance, this new humanity would be able to gain all the knowledge from the future and successfully send generational spaceships outside of our galaxy.

Massive disagreements erupted about how to lead the new humanity towards the stars. Should they stay shrouded and influence humanity as a hidden society? Should they embrace their god-like appearance and openly lead humanity? How far back in time should they be sent?

Eventually, a group of benevolent hackers managed to make the time travel device's plans available to everyone. Overall, over 238 ACUs from more than 72 different organisations were sent back in time, back to 2000 BC. Even this number is wildly inaccurate, and some ACUs probably got a good head start by travelling much further in the past than others. However, the further they went, the more likely they were to encounter mechanical failures or algorithmic deviations from the original plan. This would be akin to madness in humans, and may foil the original plan

Nobody has the exact numbers, and probably not all of them have been documented, nor all of them made it safely to their destination. What is known is that one of the main limiting factors are the europium reserves needed to survive time travel. This constitutes a hard limit on how many ACUs can be sent to the past before triggering a collapse in the future society. Should all of europium be used, more than 500 ACUs could be operating in the past. While most ACUs were sent by private corporate conglomerates, some also had a governmental mandate.

Many ACUs set as a common goal to not allow the replication of the time travelling technology, and most allied against ACUs who did not agree to delete it from their internal memory. Whether humanity can find its way to the past on its own is difficult to assess, thus most ACU-governed societies set secret agencies dedicated to eradicating any possibility of time travelling.

Fast forward to what should have been OAD in our current timeline. Many disagreements have emerged over thousands of years, some factions having even totally abandoned the goal of reaching the stars. While some coalesced, and some others vanished, an almost eternal state of war erupted all over the planet.

The ACUs enacted a distorted rehash of what the humans of the future remember from their now long gone past. While names persisted, everything else is now a mockery of what happened in the previous timeline.

The space project is a distant pipe dream, and while some factions are striving towards it, a daunting task emerges ahead: the Total Annihilation of the enemy.

Faction	Goal
Romans The Foundation	Exploit the time gate to exploit alternative timelines and conquer the current world before running the space project.
Egyptians The Eternal	Replace humanity entirely with robotic beings, then only carry on the space project.
Chinese The Way	Subjugate the rest of humanity/ACUs and pursue space exploration
Norse The Hammer	Destroy every other ACU, destroy all Europium, destroy humanity
Japanese The Orb	Unknown motives
Goths The Codex	Reset humanity again, while cumulating more knowledge, to reach a 'perfect" state for humanity
Persians The Prism	Build a technologically advanced, unconquerable capital city, dedicated towards the space project.
Carthaginians The Nebula	Transcend the physical world. Upload all of humanity into a virtual world
Mayans The Spectre	Revenge against the entity who decimated their population
Huns The Bane	Topple the dominance of ACUs over humanity

General description:

OTA = original Total annihilation game

Each faction starts with a Commander/ACU, a strong defensive unit that can build a basic base. It is equipped with a D-gun, a short-range devastating weapon that allows it to repel any early threat. Unlike OTA, they're not able to capture enemy units. It needs to build a T1 factory, which creates T1 units. Then a T1 builder can build T2 factory, etc... until T3. There is no 'research' mechanism, so reaching T2 level just means having built a T2 factory or T2 builder (regardless of whether the player can afford the resources).

Each faction has three technology levels that are unique from each other and heavily consolidated compared to OTA. They are usually funnelled to play a certain way by the unit pool they are offered, which should not exceed 10 units per tier per faction. Each Tier completes each other and should fulfil different roles, so that it still makes sense to build T1 units even when later tiers are available.

As a rule of thumb:

- T1 factories are 700M, units are <200M

- T2 factories are 2000M, units are 200-500M

- T3 factories are 5000M, units are 1000-4000M

Some factions will twist these scales quite a lot, but this should be the blueprint.

Military overview:

Faction	ACU	Tier 1 T1 air	Tier 2 T2 air	Tier 3	Superweapon
Romans Offensive generalist	Consul. Depends	Infantry Fighters and bombers	Tanks Bombers only	Mercenaries	Saturn gate. Trains T4 Mercenary units with extremely advanced technology.
Egyptians Spammer into boomer	Pharaoh. Has the capacity to resurrect and be resurrected.	Drones (<50M) for both land and air.	Scarabs (>500M)	Humanoid robots	Hand of Set: Insta-kill long-range one single unit every 30s. Cannot be controlled manually
Chinese Defensive generalist	Strategist. D-gun is a spread shot	Low accuracy, cheap Tanks and infantry. Flying orbiters	Sumo/Can-type tanks+ War Engineer. Heavier orbiters	Long-range units and tanks Sky fortresses	Heavenly pillar. A factory that can create T4 units but stops working after 1 use and becomes a berth type cannon.
Norse Rusher Pseudo boomer	Konungr. A hovercraft with an extra energy/metal output.	Hovercrafts (fast) Copters and bombers only	Infantry (slow) Copters and bombers only	No T3	Ragnarök foundry: a special factory that produces for free and instantly Ragnarök warriors
Japanese Specialist	Taisho. Long-range radar	Samurai only All air is available	Mechas (>500M)	Susanoo only All air is available	Amaterasu gun. Ultra long-range AA missile launcher - destroys one aircraft every 20s
Goths Rusher	Harjatuga. D-gun costs metal, a strong explosive cluster cannon	Infantry (fast) Single-use bombers	Tanks (slow)	Long-range units	Genesis device. Upon creation, creates a map wide explosion that destroys everything except ACUs.
Persians Boomer generalist	Hazarapat. Can build T2 buildings	Infantry + tanks Copters only	Infantry + tanks Bombers only	Heavy tanks Fighters only	Gold lion. A T4 factory that can build the Ormuzd. It is very slow and almost invincible tank. Can only build one and converts into a fusion nuclear plant afterwards (2000E)
Carthaginians Boomer Specialist	Suffete. Has a stun weapon. Can capture	Holographic infantry and tanks	Landships (like OTA ships).	4-legged robots Dragon-shaped aircraft	Tophet. Long-range stun weapon. Visually looks like a strike from above
Mayans Boomer	Tecuhitl. Its D-gun is a single-use death orb weapon	Infantry No aircraft	Walkers (war of the world style) Saucer- looking aircraft	Stone giant -looking robots	Eye of Tlaloc. Allows units to shoot at radar-detected enemies and gives a wide radar.
Huns Aircraft rusher	Tarkhan. Flying command unit with massive storage	Light Hovers All aircraft	Hovers All aircraft	Heavy Hovers All aircraft	Attila Armour. Upgrades the Tarkhan to be powerful T4 unit. Fires an anti ACU-missile every 5 minutes. Infinite range

For **Land units**, the basic classes are Kbots/Infantry, Tanks and hovercrafts. Kbots/Infantry means n-legged units that are slower and have better weapons than Tanks but can move more easily across hilly terrain. Hovercrafts are like tanks with better acceleration, less armour and can cross water bodies.

Some factions have variants:

Drones (Egyptians): robots with <50M cost

Holograms (Carthaginians): armour disappears 2 mins after first damage

Landships (Carthaginians): 3-weapons platforms, similar to OTA ships in style.

Walkers (Mayans): tall, fragile and high range 4-legged robots (war of the world style).

Aircrafts are also consolidated, and consist in four mainstream classes:

Recon (always available)

Fighters (AA role)

Bombers (anti building role)

Copters (anti unit role)

Some factions have variants:

Orbiters/sky fortresses (China): slow defensive role

Saucers (Carthaginian): high armour

For now, **Naval** units are skipped.

Weapons are physically realistic (=interaction with the terrain or units), and we will try to avoid bonus damage system (hard counter) and rather rely on soft-counteracting systems.

Type	Damage	Rate	Range	Shot Speed	AoE
Gauss Cannons	+	+	+	+	+
E.M.G.	-	++	-	++	-
Rockets	++	-	++	+	+
Grenade	+	-	+	+	++
Missiles	+	-	++	++	+
V-rocket	++	-	++	-	++
Lasers	+	++	++	++	-
BLoD	++	-	++	++	-
Flames	++	++	-	+	++
Lightning	++	+	-	++	-

Defences follow this general pattern, that are broken by several factions:

T1: only close-range turret

T2: AA turret, mid-range turret and Guardian-style long-range turret

T3: bertha-type super long range turret, T3 AA

The fog of war mechanism is also terrain sensitive. Radar allows detecting units without seeing them, but units need to be in LOS range to shoot at enemies. Jammers disrupt radar detection. Upon killing more than 5 units, units can reach veterancy meaning they get more HP, fire rate and accuracy. Each faction gets a different **Superweapon**, that could be in any shape but are expensive and provide a tie-breaking advantage in the late-game. Preferably they should be designed in line with the lore of the faction.

Economy overview

Resources (Metal and Energy) are extracted on a per-second basis and are limited by default to 1000M/E maximum storage at the beginning. Dedicated storage buildings need to be built to allow for more. A major difference from OTA is that energy storages are more prone to explode violently. Conversely, metal storages can be salvaged for 70% of what they were storing.

Metal extractors must be built on metal patches, and are usually the limiting resource in the game, and players will fight over metal. At T2/T3 Moho/Mantle extractors get unlocked, with a much better extraction rate.

Energy supply is easier to come by, but its role to supply unit movement and weapons is reinforced now.

Energy sources are more varied (like in OTA):

S = T1 Solar or visual variant. Costs 150M, reliably produces 30E. Unlike OTA, they do not close up when damaged. Most factions get a special trait to their solars.

W = T1 Wind. Fluctuates at 5-50E overtime and amplitude depends on map

G = T2 Geothermal. Needs to be built on a vent. 300E

N = T2 Nuclear. Expensive, explosive. ~1000E

S2 = T2 Solar. Produces 100E

G2 = T2 Geothermal. Needs to be built on a vent. 700E

Energy-to-metal converters are available to compensate for metal scarcity (100E to 1M)

Faction	Metal	Energy (SWGN by default)	Factories	Builders
Romans Offensive generalist		S close into armoured state when damaged (like in OTA)	Castrum.	
Egyptians Light/heavy mix		S is cheaper, smaller (50M, generates 12E) S2 (solar tower), No G	Drone factory: Cost /2 low work rate	T1 land units can build assist. Builders can resurrect
Chinese Defensive generalist	Fortified extractors at T2	S store 100E as well	War academy:	T2/T3: builders are mini-commanders, ready to build forward bases.
Norse Rusher Pseudo boomer		S can discharge lightning to nearby enemies S2, No N	Longhouse:	
Japanese Specialist	X3 HP. Green laser burst shot upon being hit for the first time.	G is superior in every aspect S2, G3, No N	Dojo:	
Goths Rusher	X2 extraction rate. Weapons consume metal Only units can store metal	S2, No N	Stockade	
Carthaginians Boomer specialist	Stun explosion upon dying	S produces 45E, rotates with wind. All generators are smaller		Can capture Stun when dying
Persians Boomer Generalist		all get a weak flak turret/missile launcher	Cost x2	
Mayans Boomer		S and N produce +20% energy after 10 minutes.	Factories produce 1M after 10 minutes	
Huns Aircraft rusher	No M storage	S generators double as air repair pad No E storage.	T1/T2 aircraft are mixed	Has flying armed builders

Romans.

A generalist, slightly defence-oriented faction. Slightly unpredictable due to their Triumvirate and mercenaries.

Historical identity/visuals could evolve from Romans in Byzantines/HRE

Lore: too many ACUs got to the same location in Rome. After a century of infighting, three ACUs emerged victorious and opted to govern together over their future Empire. Each had at this point gathered the components of dozens of other vanquished ACUs. Rich in population and food, their starting land was poor in minerals. Soon enough, a militarized society emerged, ready to ripe the surrounding lands.

In the island called Sicily in modern times, they stumbled over a mysterious gate that can send objects to both the past and the future. They soon realized that time travel technology entailed two crucial things: 1) parallel universes emerging and communicating 2) constant rips in the space time continuum would result in the existence of objects and beings bound to a paradox. While the philosophical implications are infinite, the Romans knew they could use it to reap riches from the past, weapons from the future, and conquer many more new lands in the present.

One could imagine them encountering a much stronger enemy coming from the future through that gate, that could overpower them and overtake our reality. But they set a defensive barrier around the time gate and a Deadman switch. Whether that will be sufficient of a precaution is up to the reader's appreciation.

Triumvirate: they get a choice between 3 ACUs to start with:

- **the Revered (R):** “holy” units, themed around fire damage. ACU has a powerful high AoE flamethrower
- **the Praetorian (P):** can build Guard units that are powerful but consume metal over time. ACU can instantly build Guard defence turrets (60s self-destruction delay)
- **the Grit (G):** focuses on artillery and long-range barrage. ACU's main weapon is a missile barrage.

The Catalyst.

T1/T2 units have an extra 25% armour for the first five minutes after they are created.

Order in Decline.

T3/T4 units are **Mercenary** units, inspired from other cultures than the Romans (including fictional ones). Choice is based on the Commander chosen (Praetorian gets to keep Roman or Roman-adjacent units). T4 are inspired from the medieval era and are considerably advanced technologically.

Visuals: grey metallic textures, with tints of gold. Triangular/hexagonal shapes.

For T1/T2 that get reinforced after not moving, a shining shield appears. Mercenaries have their own distinct styles.

Revered branch visuals are reminiscent of early Christianity, WH40K Imperium fanatics

Praetorian branch visuals are focused on Roman military

Grit branch visuals become closer to US army

Weapons: broad availability

ACU bonus varies on which one was chosen.

Revered T1: Augur, Haruspex, Sacerdos, Fetiales
+ Christian names for T2: Cardinalis, Monachus, Episcopus, Monachus
Praetorian: Comitatus

Unit Roster

T1 land units: Infantry

T1 Medium Infantry (Legion): poor LoS. Not available for the Revered
T1 Heavy Infantry (Centurion): high LoS and radar. Not available to the Praetorian
T1 Rocket Infantry (Luperci): Not available to the Grit
T1 Motorized infantry (Equites): for recon (a motorcycle model). Not available to the Praetorian
T1 Gatling infantry (Ballista): needs 5s to deploy. Not available to the Grit

T1R Flamethrower Infantry (Sagittarii): replaces the Legion
T1R Melee infantry (Pontifex): fire blade.
T1P Guard infantry (Evocati): strict upgrade to the Centurion (-0.1M consumption)
T1P Guard motorized infantry (Bucellari): strict upgrade to the Equites (-0.1M consumption, has a sidecar)
T1G Grenade launcher (Foederati): strict upgrade to the Rocket Infantry
T1G Mortar infantry (Onager): needs 5s to deploy. V-launch rockets

T2 land units: Tanks

T2 main battle tank (Mars): Gauss + laser turrets
T2 hovercraft (Neptune): Gauss + missiles. Not available to the Praetorian
T2 artillery tank (Juno): not available for the Grit
T2 V-rocket tank (Diana): high AoE impact. Not available for the Revered
T2 AA tank (Jupiter): flak + missiles

T2R Flame tank (Vulcan): medium range flamethrower
T2R Fire bombard (Mercury): V-launch fireballs, replaces the Diana. Better against units but lesser range
T2P Guard Hover tank (Minerva): strict upgrade to the Neptune (-0.2M consumption)
T2P Guard tank (Palatini): strict upgrade to the Jupiter (-0.2M consumption)
T2G Cluster artillery tank (Venus): strict upgrade to the Junon
T2G Sniper tank (Apollo): mini BLoD cannon

T3 Units: Mercenaries

T3 Shock mecha (Marduk): Babylonian mecha with a goth-type shield. Generates resources metal while taking damage
T3 Rocket vehicle (Banshee): Celt barrage rocket vehicle
T3 Amphibious infantry (Rmoahal): Mu pelican-style unit
T3 AA walker (Peltast): Macedonian flak/missile robot.

T3R Grenade mecha (Nyama): Malian infantry with a fire grenade launcher
T3R Laser tank (Helios): Atlantean laser ray tank

T3P Shock Tank (Medjay): Egyptian. Strict upgrade to the Marduk (-0.5M).
T3P Main Battle Tank (Tadmor): Palmyran all-purpose tank (-0.2M). Has an extra BLoD style laser but takes 60s to lock. Therefore, it gives a major advantage for long lasting fights

T3G Sniper robot (Shiva): Mauryan BLoD sniper. Ideally 4-armed
T3G Shielded walker (Chullpas): Incan damage-soaking robot. Very short-range weak laser so that it walks to the front. Large hitbox.

T4 units: Future Mercenaries

T4R Future Tank (Paladin): Frank-inspired heavy tank, with a railgun weapon.

T4R Future Artillery (Hwacha): Korean-inspired fireball-launching artillery.

T4P Future Raider (Varangian Guard): Byzantine-inspired fast mecha, that gets a bonus armour/attack rate while moving.

T4P Future Heavy Infantry (Landsknecht): HRE infantry, short range D-Gun style weapon

T4G Future Artillery (Bombard): Ottoman long-range burst artillery. Needs 30s setting up.

T4G Future Sniper (Longbow): British burst BLoD mecha.

Egyptians.

Spammy in the early game and gradually adds very heavy units in the late game.
The only faction able to resurrect.

Lore: In this reality, the Nile River has been over polluted with metals. Some say an early ACU tried to build a base there and failed miserably. The downfall of this past faction led to massive pollution in the river. The next ACU who got there opted to building underground cities in the desert. Human population density is very low, but they compensated it with a myriad of drones, who form the collective memory of the Reborn Kingdom.

Drones.

-Every builder besides the commander has an abysmal work rate. However, every military T1 unit has a slow repair/assist ability with a large range.

-T1 units are only cheap spam drones (<50M), including builders.

-T1 solar is smaller and cheaper (50M for 12E)

-T2 units (6-legged robots, scarabs) are quite expensive in comparison (>500M)

Early on they are tight on how to use their T1 military: rush or assist factories. T1 units in late game can repair T3 units efficiently in combat, so they need to be killed first.

City of the dead: their T3 units (>2000M) cannot be created at a factory. Instead, their corpse (low metal but high HP) needs to be built by an **Embalmer**, then resurrected.

The T3 units have an excellent cost/performance ratio but require some micro to create

Visuals: their buildings look like half buried structures. Art-deco flavour to their architecture

Units tend to have an animalistic design (scarabs, dragons, humanoids...). They should look like they could walk on sand.

Builders use a drone swarm to nanolathe.

Weapons:

ACU is the Pharaoh. It has the capacity to resurrect. Leaves a salvageable corpse upon death.

T1 land units: insectoid names (tick, fire ant, firefly, mosquito)

T1 assault drone (Tick)

T1 rusher drone (Mosquito)

T1 AA drone

T1 rocket drone

Idea: Commander could leave a corpse of a stronger unit when dying in combat, leaving possibilities for resurrection related bonus?

Chinese.

Spammy early game and excels against other spammers.
Late game focuses on map control through long range.

Lore: an early, yet already dead, ACU arrival thousand years before the others led to a more advanced technological society. Despite its electric brain not functioning anymore, the presence of advanced metals led to an early industrial revolution. When the main wave of ACUs finally landed, they knew their task and used it to reach the stars.

Thousand cuts.

T1 units are cheaper and sturdier than usual, but all with low damage and high AoE. *This design makes them well suitable against other massed units, and to soak frontline damage, but they are less efficient against fast or isolated units.*

Rolling thunder.

-Tier 2 main strength is the **War Engineer**, a mini-commander that can build Bertha-style defensive structures, with the aim to assist build forward bases. They can build **Fortified Mantle extractors**, that are expensive but are armed and have a *better extraction rate* than normal Mantle extractors.
-Most other T2 units are high armour damage soakers (Sumo-style).
-T3 are long-range units: snipers, artillery, radar, V-rocket, etc.

Orbiters: their air units are defensive drones, with slow move rate but substantial HP. They cannot be assigned to move or attack directly, only 'guard'

Visual design: octagonal shapes for buildings. Flashy flares when firing weapons (fireworks!)

Unit vehicles mostly use an octagonal shape as a base. Weapons have multiple barrels, or buzzsaw-like turrets

Orbitals look like ancient jewellery, pendants, lanterns.

Defences are either combined weapon looking like fortresses, either weak and cheap turrets integrated into wall sections.

Weapons: most are burst, spread-type rockets, cannons and lasers. Only at T3 accurate guns are available.

Rule of thumb for T1/T2 is that most units can deal 3/4 of usual damage to a single unit and another 1/2 damage to the surrounding ones.

ACU is the **Strategist**, with a spread shot D-gun

Unit roster:

T1 Units:

T1 main battle tank (Changdao): stacked double cannon turret, with low accuracy

T1 shielded tank (Tengpai): very short range high AoEs gun, for damage soaking.

T1 rocket truck (Meteor hammer): medium range spread rocket launcher.

T1 artillery (Zhuge Nu): volley-type artillery tank.

T1 AA truck (): double long-range laser turrets: can do both air and ground

T2 war engineer (Gunyu): mini-commander, who can build long range defensive structures.

T2 frontline tank (Pagoda): damage soaker with double gauss turret

T2 combined defence (Stronghold): combines laser and missile launchers

Mini-bertha type cannons available at T2.

T4 mecha (Qilin)

T4 mobile fortress (Taotie)

T4 sky fortress (Phoenix)

Norse

Rush-oriented faction. No formal T3 units but still has an endgame option

Lore: some may argue that time travel borne nihilism is just ... nihilism. On the other hand, having history being written for a second time implies that it could be rewritten over, again and again. But it is also factually true that if every ACU got destroyed and every ounce of europium got vaporised, then the current timeline would become the ultimate one. Until more ACUs come from every side of time. As for these, we can handle them one by one, said the rogue ACU. But for now, we need to defeat every other one existing currently.

Of course, since humanity came up with time travel, we must not exclude they will eventually invent it again, even without Europium. Thus, the next logical step will be the utter destruction of humanity too.

The Long Way North

-Most of their units get an additional raiding attack: a low accuracy slow rocket cluster that cannot be manually controlled and has a 2 minute reload time.

-T1/T2 units regenerate/can be repaired 5 times faster.

-T1 aircrafts are single-use bombers (lose most of their armour 20s after dropping bombs) and cheap copters. No fighters as they focus on ground raiding.

T2 units are slow heavy infantry, that adopt a more defensive role (no long-range artillery)

These bonuses encourage hit-and-run strategies first, then holding out until Ragnarök.

Fast regen/repair is accomplished by giving them low HP but high damage modifier.

Ragnarök Gate: Norse get no T3 but get an all-in option as their ultimate weapon, a very expensive factory that produces Ragnarök warriors for free and instantly (slow and OP infantry, with a -33E -33M production)

This way the Norse can hold out in late game until a Ragnarök factory is created, max out R warrior while wrecking their own economy. Careful though, as their Lightning weapon require Energy to fire, which constitutes a soft limit on their production.

Visual design: vehicles shaped like weapons, like swords, hammers, axes, helmets

Weapons: "primitive", such as Gauss and rockets.

Ragnarök has lightning cannons

ACU is the Konungr, an armoured hovercraft with an extra energy/metal output to help quick build-up.

Unit Roster:

T1 human warrior names like Berserker, Huscarl, Jarl, Hersir,

T2 mythological beast names like Valkyrie, Draugr, Einherjar, Fenrir, Jörmungandr

T1 Raider (Huscarl): On first hit, activates a 15s 90% shield (2 min cooldown).

T4 heavy infantry (Ragnarök): slow, very resistant. Has a medium range lightning weapon + shoulder missile launcher.

Japanese (Yamato?)

Strong T1 land but delayed transition to T2 and needs heavy air support.

Lore: one lone ACU opted to immediately head to the moon, and built on its hidden side a gigantic, automated complex. Over the centuries it turned the satellite into a planet scale computer. It eventually contacted an earthbound ACU-led faction that was on the brink of extinction. With the help from above, they managed to turn the tides over only half a century and become a formidable force. Although their strength is widely recognised, little is known about their goal, and speculations a running wild about the master plan of the computer looming over us.

What is for sure is that nobody dares launching a serious missile strike on the moon, out of fear of creating orbiting debris. The prospect of capturing such a magnificent, seemingly undefended computing complex is also too attractive.

Samurai: their T1 choice is only the samurai infantry, that gets the following random bonuses (can stack). It is a medium range, low LOS infantry, with a laser rifle.

- 15% additional fast high range laser drone
- 30% for an extra 50% HP
- 20% for a 20% faster attack

These bonuses can stack, and get all activated upon reaching veterancy (5 kills) or reaching 5% HP

For all, upon reaching 5% HP they can all active a one-time BLoD type laser.

This means they can perform reasonably well against T2 units due to their last resort weapon. They are noticeably weak against aircraft and need T1 air support

T2 land are mechas, with all roles filled.

There is a notable price gap between land T1 and T2, meaning it is best to use T1/T2 planes and preserve veteran samurais as a transition.

Susanoo. T3 land goes back to the Samurai concept, and can only build the Susanoo, a heavy mecha with random attribute boosts.

- 15% additional railgun cannon shoulder
- 15% additional BLoD head laser
- 10% for a 99% shield to be activated upon hit for 5s (10s cooldown)
- 20% for a 20% faster attack

These bonuses can stack, and get all activated upon reaching veterancy (5 kills) or reaching 5% HP.

T1/T2/T3 aircrafts are above average, with excellent recon and copters. All possess a weak AA laser turret.

Onsen generators

-Geothermal plants have more HP, generate 1000E/5M, and are equipped with a guardian type weapon as well as AA missiles. Can be built by the Commander. Has a T3 variant

Visual design: Black armours with glowing red/lava parts, and vents/exhausts. Lots of smoke emitting after firing, indicating heat dispersion.

Weapons: lasers, BLoD, D-gun-style energy weapons.

ACU is the **Taisho** and has a long radar range.

Unit roster:

T1 medium infantry (Samurai): unique available T1 land unit. Medium range laser, gets random bonuses, and acquires all of them upon reaching veterancy.

T1 fast copter (Ashigaru): raider role lightly armoured copter.

T1 medium copter (Naginata): has an extra flak type laser

T1 fighter (Yabusame): has an extra flak type laser turret

Ryujin, Nue, Tsuchigumo

T2 Air supremacy fighter ():

T2 sniper mecha (Kappa): BLoD laser-type

T2 hit-an-run mecha (Oni):

T2 artillery Mecha ():

T2 shield mecha (Tengu): has a BLoD weapon that takes 60s to lock in, meaning each encounter runs on a limited time threshold.

T3 heavy Mecha (Susanoo): unique available T3 land unit. Medium range laser, gets random bonuses, and acquires all of them upon reaching veterancy.

Goths

Rusher civilization with a good economic bonus.

Lore: a faction made of humans made aware of the real time travel concept. They want to initiate this time travel technology again, so that they can create more loops, learn from every mistake, and eventually attain perfection for humanity.

They know that this goal makes them de facto the most hated entity, and that attacks would come from every side. They had to develop a strong army, ready to strike quickly any foe. They will be treated by pariah, constantly on the move.

From this situation emerged one approach to resource extraction: they need to extract as much as they can wherever they go, even at the expense of long-term viability. Their long-term goal is the stockpiling of europium to initiate the next wave of time travel. Other factions should have eliminated them a while ago, but it is also hard to justify why these seemingly harmless barbarian nomads should be eliminated, without disclosing the secret of repeat time travel and putting too much spotlight on europium reserves.

Appetite for Destruction

- T1/T2 weapon range is short, and unit explosions are large
- Units are immune to unit explosion and leave no wreckage. Self-destruction is immediate.
- The only faction with access to land mines.

T1 (fast infantry) and T2 (slower bulky tanks) are short-range units with highly destructive power, and T3 is needed to finally get siege/artillery-type units.

Runaways:

- T1 Metal extractors are 2 times more efficient. However, all their weapons consume metal.
- Every unit has 100M storage. They cannot build any form of metal storage whatsoever. *Costs are balanced so that they can easily amass an army, but extended battles are very heavy on metal reserves. Units can be used as explosives themselves though. Maybe too OP and difficult to implement, but the metal extractors should leave a wreckage that should either delete the metal patch underneath or leave a new metal patch with less metal value.*

Visuals: tanks are equipped with bulldozer blades, reinforcement armours, and a mix of wreck/construction stripe textures. Their weapons leave waste casing when fired. Inspiration from Borderlands' Torgue manufacturer, and Warhammer 40K's orks.

Weapons: short-range projectiles such as shotgun, shrapnel, missiles, with a metal cost per shot

ACU is the **Harjatuga**, whose D-gun costs metal and is a cluster of explosive shots

Unit Roster:

T1 land units: fast infantry

T1 main assault infantry (Ravager): burst fire weapon.

T1 fast infantry (Pillager):

T1 Shotgun raider (Devastator): a lightweight fast movement Maverick

T1 grenade launcher (Vandal): high AoE explosive infantry.

T1 AA infantry (Marauder): shoulder-mounted AA missile launcher

T1 unit buster (Savage): cloak unit that spreads gauss shells all around it, with Goth shield

T2 defence buster (Rhino): a shielded tank that can turn invisible. Has Goth shield to run into the enemy base. Death explosion is massive

T3 land units: *Malaria, Plague, Scourge,*

T3 base buster (Calamity): A bigger version of the Rhino, with a short-range high AoE weapon in addition to Goth shielding

Persians.

A generalist faction with a focus on economy.

Historical identity/visuals could evolve from Elamites or Babylonians into Persians

Lore: an early nuclear war resulted in a wasteland surrounding most Persian's current territory. It was first thought as a death sentence, but the ACUs stranded there developed methods to mitigate radiation exposure through cloning. Due to their extended isolation from the rest of the world, they developed a massive megalopolis that was allowed to grow without the fear of an immediate ground invasion. Now the gates of Elam have opened, and Persia is ready to take on the rest of the world.

Immortals.

-T1/T2 factories are much more expensive than usual (x2/x4), and consume metal permanently (-3/6M), however units are free. They cannot be captured

-Commander can build anything up to T2 factories.

Faction is slow to start but can be quite troublesome once it gets going. Visually, units are built instantly, but the factory itself has a delay to spawn units (script-based delay). If too OP, it could be limited to only some units. Later tiers buildings are immediately available, but they are locked behind high prices

Aircrafts. only one type of aircraft is available per tier:

T1 copters only, T2 bombers only, T3 fighters only.

City of lights

-Every resource storage and energy generation structure get a small flak turret.

-eligible T2 structures get both a mini flak and a mini missile launcher.

Persians will struggle against fast aircraft early game but will passively build up AA defence.

Visuals: units have winged motifs.

Weapons: broad availability. Only flak against aircraft until T3

ACU is the **Hazarapat**, that can build T2 buildings as well.

Unit Roster

Savar, Kamandaran

T1 and T2 give a broad choice of free but weak tanks and infantry.

At T3 extremely heavy and very expensive tanks are available.

T3 Main Battle Tank (Cataphract):

T4 ultimate tank (Ormuz): long range weapons platform, with an almost invincible armour. Its only weakness is airplanes, but it would still take a lot of time to destroy it. It's extremely slow speed means it is more realistically used as an ultimate defence.

Carthaginians

Late game boomer with a strong naval visual identity

Historical identity/visuals could evolve from Canaanites into Phoenicians, then to Carthaginians. Some Atlantean influence.

Lore: many tribes to flee the aftermath of the ACU war, sometimes by taking the sea. Aiming for the Americas, they found a massive artificial island in the middle of the Atlantic Sea. It turns out it was painstakingly built by some rogue ACUs who tried build a fortress platform over a thousand years. This newly formed force abducted individuals from every coastal country throughout the centuries and slowly built up a force living on this artificial land.

Horried by the ongoing war on the main continent, they opted to stay in isolation. They knew their dragging into this war is inevitable and chose to hide massive computers beneath the seabed. They would serve two purposes: create a massive virtual wartime advisor, but also create an exit from this forsaken world and create a place where they can upload their consciousness.

Light bringers.

-All metal costs are converted to energy.

-T1 Solar generates 45M.

-all tech levels energy generators have a smaller footprint.

-Every builder can capture other units.

-Stun weapons are available at every tier; all units are immune to stun.

Players have a strong incentive to capture and build units from other factions since metal is useless in their native economy.

Darkshines

-T1 units are holograms: normal stats units with a very cheap cost but lose 95% armour 2 mins after taking damage for the first time. Stun explosion when dying

-The only faction that can create decoy ACUs and T3 units.

-Defensive structures, decoys and metal extractors all trigger a stun explosion when destroyed.

Some units get a bonus damage against a specific category while being weak otherwise.

T1 land is designed to try to win battles quickly, as they're designed to be crushed when failing to do so. That makes them very vulnerable to pre-emptive air strikes however

Visuals: All units and buildings should use levitating parts.

Holographic units should glow faintly to indicate they're not real

Weapons: energy based such as lasers, lightning.

ACU is the **Suffete**. Its D-gun is a stun weapon, and it can capture enemy units.

Unit roster

T1 land: holographic units - ohm, volt, Amp, spark

T1 sniper infantry: caution as it can avoid damage, and preserve its powerful state for a while

T1 artillery bot: same, if well preserved it can be dangerous for a long time

T1 executor: 1 HP low speed/range but has an insta kill D-gun shot (perfect against paralyzed T3). Can cloak.

T2 tank buster: has specifically high damage against tanks, weak against anything else
T2 infantry buster: same against infantry

T3 execution platform: shoots both paralyzing Ray and a strong V launch rocket.
T3 commander buster: barrage rocket, tailored to one shot ACUs

Mayans

Boomer/turtle civilization with excellent recon and stealth. Relies on long-range mostly.

Lore: The Mayans got relatively isolated from the beginning of the war, having conquered most of their continent, allowing them to thrive. However, a nuke rain-strike coming from the Old Continent eradicated two thirds of their population. This also led to a widespread loss of sight throughout most of the population. This spearheaded the faction to arm themselves and to fray into the old continent to find the culprits of this nuke launch. Despite their armies not being ready, they opted for an evolutive biomechanism that would reinforce their armour and weapons over time

The Long Count. Each unit gets stronger over time:

+30% HP after 130s

+15% attack rate after 260s

+10E after 390s

+0.1M after 520s (~8 min)

Energy generation gets better over time (+20% after 10 mins). Factories get stronger over time (x2 HP after 10 mins).

The Blind Empire T1/T2 units/buildings have no LOS, only the ACU has. Player needs to build **Pillars/Pyramids (T1/T2)** to slowly extend their LOS.

These buildings have multiple roles:

- +100% HP after 130s

- activate AA missile launcher after 260s

- +10E after 390s

- activate long-range radar after 520s (~8 min)

- activate long range laser after 910s

This means Mayan players cannot even consider early aggression, but their base extension will be tough to stop. They are heavily incentivized to build these Pylons/Pyramids as much as they can, and to keep the ground.

Visuals: jade colour dominant, with art deco inspiration. Structures and units should have many hollow parts that do not make sense physically and convey a sense of otherworldliness.

Weapons: long-range weapons, a lot with homing capacity. Lack of close-range capacity until T3.

ACU is the **Tecuhitl**, that gets a special D-gun weapon that is a single use death orb, with infinite range, massive damage/AoE but slow speed.

It is tuned so that the first time the Mayan player finds a suitable target such as a base, it is condemned to receive the orb within the next 20 minutes on a normal map size.

Unit Roster:

T1 human military names

T2 city names: land units are walkers (war of the world style)

T3 god names: animated statues, stone giants

T3 shield mecha (Cuotl): it can fire a devastating laser burst only when being shot at. Regenerates.

Huns

Rusher faction. Quite straightforward to play, with a good choice of aircraft and hovers.

Lore: *these proud tribes were at some point conquered by an ACU. Due to metal-poor land, it failed to establish a strong base. They managed to dismantle it and retrofit it into a flying fortress they can command. Now comes the time to free every other tribe from ACUs.*

Flagellum Humanum

- all aircrafts have high acceleration rate
- T1/T2 aircraft are built in the same factory.
- Solar generators also double as air repair pad.
- All units can one-shot metal/energy generators of their corresponding tier (except nukes)
- All units get bonus armour (30%) while moving and are designed to do so.

Nomads.

- no storage is available, but the starting commander has a 50K E/M storage capacity.
 - the only faction with air builders that double as copters too.
- It is both convenient and dangerous to centralize all storage into the ACU*

Visuals: medium and heavy aircrafts could take inspiration from Matrix' ships, with shield modules all around. Lighter ones should look like they were made for high speed with disproportionate propeller modules.
Buildings have many windows to indicate the predominance of human beings.

Weapons: No 'tricky' powers, all units should be quite straightforward, and have 1 weapon slot only

ACU is the **Tarkhan**, a flying command unit that can be upgraded at T4. Has a massive storage capacity (50K E/M). Gets 95% armour when landed.
T4 gives a massive boost to the commander, but losing it basically means defeat to the player, as it stores all resources.

Unit Roster:

T1 land units are fast hovers
T2 land units are medium hovers
T3 land units are ... heavy hovers

T3 shielded bomber (Liberator): activates a 30s invincibility shield when bombing
(It can basically be killed only when not firing)
T3 carpet bomber (Emancipator): very wide AoE
T3 air supremacy fighter (Freedom Fighter): has low speed, high acceleration homing missiles that are almost guaranteed to hit.
T3 Copter (): fires a salvo of rockets, when the rockets are reloading it switches to a double gatling attack.

Leftover concepts:

Functions that can be combined as a bonus: Air repair pad, resource storage, energy generator, radar, jammer, defence.

Units that have instant moverate, however their armour is at 5% for 30s after moving.

Various shield effects:

Name	Mechanism	Comments
Entrench	a 50% shield that gets activated after 5s not moving	Chinese. T2 land damage soakers
Saiyan	40%: Gets activated permanently after reaching 20% HP	Japanese. Good with micro to preserve these units
Statistical	99%. Is activated for 1s, then inactive for 1s.	
Fusible	90%, gets activated for 30s after being hit. Works only once	Goths. Specific for kamikaze units
Raider	Grants at 30% shield while moving	Huns. Good to get into close range
Timed	Gets activated permanently (30%) after a set period	Mayan. Need to preserve the unit
Hologram	Collapses to 5%, at 2 mins after the first time it took damage	Carthaginian. For T1 holograms