

TWA Clone for the True Commanders

Three game modes:

Competitive:

Similar to the Beta, no fixed spawns, new Leader mechanic for each team.

Most exp

Casual:

The original, no respawn beta matches with penis drawing and Voice chat

More exp

Arcade

The netease respawning version for longer matches with lower stakes

Least Exp

https://guides.gamepressure.com/total_war_arena/guide.asp?ID=43616

Republica Invicta	League of Cities	Clans Undivided
COMMANDERS		
Octavian, The Architect	Athos, The Wall	Vecta, The Huntress
P. Inventor's Mind Faster Construction Speed 15%	P. Unbreakable Will Higher Total Morale tm10%+	P. Hunter's Instinct Increased Field of Vision fv+10%
1.Modular Design Build a Watchtower 1pm/c at45s	1.Synchronized Theban Thrust INF Two front rows Deal spike damage Cd40s at1s d10	1.Fleetfoot Units move more quickly for a short amount of time cd35s at10s ms15%+
2.Professional Engineers Artillery reloads faster and becomes more accurate for a period of time. cd50s at10s 10%+turnspeed 25%+ reload	2.Overlapping Shields Decrease move speed Increased Ranged defence cd6s at1s 25%- ranged damage	2.Lifelong Rangers Ranged units gain increased attack speed and range cd45s at10s as15%+ r20%+
3. Words of Wisdom Buff allied unit briefly, low cooldown cd5s at1s r:s 5%+ms 5%+def	3.Walls of Luconia! Gain Unmovable, Greatly decrease move speed and major def Increase cd90s at30s ms50%- def	3.Singular Focus Mark Enemy for the hunt. Revealing it and gaining extra range on it cd50s at45s r:xl

	25%+	
Maximus, The Sword of the Republic	Philip, The Hedgemon	Remico, The Wild Warchief
P. The Sword Units have slightly higher dm mdg5%+	P. King's Companions Abilities gain bonus if on Cavalry mdg5%+	P.Animal Nature Slightly faster Move Speed ms5%+
1.Charge! Units charge forward Infantry only cd28s at2s dm15	1.Shock Long charge Only out of phalanx/ Cav cd33s at4s dg16	1.Fast Hawk Rapid Charge and brief damage buff cd45s at2s 5dg mdg15%+ at2s
2.Shields Up! Increased ranged def decrease speed Decrease def cd5s atT rdf40%+ ms20%- chF	2.Awe Units Pins Enemy unit lowering Charge Defence cd33s at6s ms70%- chd20%+	2.Strong Bear Gain slightly Increased damage and freeze morale cd45s at10s mdg8%+ mo100%+
3.Kill Them All! Gain Massive Damage bonus until disengage 1pm/u atTx	3. Innovative Formation Toggle unit formation to triangle Gain charge bonus and decrease melee defence cd7s atT chdm10%+ mdf20%-	3.Sly Fox Unit disguises itself as the enemy team until attack or attacked cd90s
Varus, The Redeemer	Doria, The Tactician	Donnus, The Scourge
P.Intimidating Reputation Enemy units nearby have a moral regen penalty mor2%- r:s	P. Prior Surveying 3%+ dmg while on hard terrain	P.Combat Drugs Units have slight higher health hp5%+
1.The Carrot Increase Unit morale regeneration cd45% at10s mor10%+	1.Defensive Tactics While active units more gain more defence against charges after 5 seconds if standing still cd4s atT chdf10+	1.Burn em'! Units launch firebombs at target area cd50s at15s dg2/s
2.The Stick Reduce Unit(self) Morale Gain movement speed cd10s at10s ms15%+ mor15%-	2. Feigned Retreat Unit breaks ranks and reforms at target destination cd70s at6s r:m (fixed distance)	2. Slash em'! Units deal burst damage and slow enemy units cd30s at1 dg3

3. Renown Warcry Plummet enemy units morale 1pm/u mo10%- mor5%-	3. The Reserves If out of combat unit can boost allied unit morale cd30s at10s mor10%+	3. Slay em'! Send unit into killing frenzy charge losing control for the rest of the match ,decreasing def and increasing damage and move speed 1pm/u at50s df25%- dg20%+ ms10%+ chF
Felix, The Shield of the Republic	Nestor, The Admiral	Aife, Blood Queen
P.The Shield Increase Units Base melee Armor mdf5%+	P. Amphibious Combat Units Unaffected by Terrain tb100%- tdb100%-	P. Mother's Mercy Units deal extra damage to enemies under 6% hp
1.Forced March Increase move speed decrease defence for a brief time toggled off or entered combat cd60s atT ms10%+ mdf10% chdf20%- chF	1.Turn For a short duration unit gains rapid turn rate. cd45s at2s tr33%+	1.Scorned Wrath Change, if enemy has been engaged and disengaged gain bonus damage, stacks 2 times cd44s at3s 7dm mdg6%/s /c
2. Brace for Impact Drop movement speed drastically and reflects charge attack. cd10s at4s chdf30%+ ms75%-	2. Ram Units in phalanx charge forward a short distance cd44s at1s dm6	2. Rumours of Witchcraft Target enemy unit morale regen stopped. cd70s at20s mor100%- /c
3. Shore the Line Lock engaged unit in combat and gain melee defence cd70s at7s mdf25%+ ms60%-	3.Redeploy Disengage enemy loose defence and attack gain move speed cd60s at15s df10%- dm80%- ms20%+	3. Mother's Blessing All units gain move speed increase attack speed and morale regen bonus 1pm/c ms
SPECIAL COMMANDERS \$\$\$		
Cassia, The Fortress	Ajax, The Titan	Yorm, The Giant King
P.Unmovable Object Units are 10% slower	P. War Hero Ajax does extra damage and has increased health.	P. Noble Giant Commander model is giant slow
1. Earthworks INF only Dig a trench which decreases unit speed and	1.Presence of Greatness Ajax yells, buffing all nearby allies. Does not stack +speed+morale + def	1.Mandate

defence. Dig -attack def	10 seconds	
2. Alternate Projectiles Siege equipment switches to fire alternate projectile Catapult toss fire bombs Bolt Thrower throw shrapnel bolt	2.Heroic Strike Command unit dashes forward and swings	2.
3. High Stakes Every unit gets x1 Deployable Stakes	3. Divine Intervention Units gains charge defence by +40% for 3 second	3. Divine Right Unit pauses and starts to pray, after prayer gain defence buff
UNITS		
Regular		
Heavy Infantry <i>"The best professional soldiers in the world"</i>	Citizen Spearmen <i>"The people of the round shield and the long spear"</i>	Kinsmen <i>"Fierce and feared warriors of the same clan"</i>
Formed Combat anti inf Cycle units front to back	Phalanx anti all Units line up make wall	P. Forest Dwellers Conus to fighting in forests and highgrass
Throw Javelins rangex2	Hold Fast anti cav Drop move speed increase charge def	Spread Out anti range change formation to spread out and take less range damage
Stab dmg	Shield Bash dmg	Slash dmg
Skirmishers <i>"Where the sword will not do, the javelin will"</i> r- dg+	Archer Core <i>"Rangers specialising in fighting infantry"</i> r+	Pack Hunters <i>"Wielding bows from youth to hunt in the wild, the hunt is in their blood"</i> ms+ as+
Sprint m*t	Dash m->target	Spread Out Change formation to take less ranged dmg
Caltrops slowx2	Heavy Arrows x3 armour pierce	Set Traps invs traps dmg+slow x1
Target Fire Targeted volley	Directed Fire Targeted volley	Single Target Target enemy unit and fire 3

		volleys at it
Professional Cavalry <i>"The Republic's high class, able to afford sturdy horses and even better gear"</i>	Horsemen <i>"The fastest horses and the longest spears make for best charges"</i>	Rough Riders <i>"They know they can't win a fair fight so they never fight one."</i>
Formed Combat Increase Def slow speed	Coordinated Retreat Stop dealing damage and gain move speed decreased inf dmg	Stay Nimble ms+ till dmg
Ordered Charge Low impact high sustain	Charge Together Strong impact low sustain	Vicious Charge Mid impact sustain
Stab Damage nearby enemies	Spear Thrust Damage nearby enemies	Mount Kick Damage nearby enemies
SPECIAL		
Catapult <i>"Octavian's magnum opus, securing quick ends to any siege"</i>	Foot Companions <i>"The professional soldiers of Herum, renown for training underwater"</i> LONGER SPEARS	Berserkers <i>"Berserkers are not real, they are just a myth." "Wild howls grow in the distance"</i>
Set-Up / Deconstruct	Inspiring Presence mor+	P. Wild Spirits mor+50%
Cavalry Stakes x2	Shield Wall Phalanx formation	Gynroot Vials 1x Dmg stops decreasing for 5 seconds, then all at once
Manual Fire Decide where the boulders will go	Push the Advantage M+	Throwing Axes x3
Bolt Thrower <i>"Where the bolts land, Octavian's Republic grows"</i>	Trebuchet <i>"Best for bringing down enemy ships, do a decent job against skulls too"</i>	Nomad Slingers <i>"From the planes to the east the slingers know how to kill a man before they see him"</i>
Set-Up / Deconstruct	Set-Up / Deconstruct	P. Born Running ms+ after no dmg for 30s
Cavalry Stakes x2	Defensive Wall x2	Spread Out Change formation increase range def
Splinter Bolts -r +dmg x2 Short range shotgun bolts	Manual Fire Decide where the boulders	Single Target Single volley

	will go	
Consular Guard <i>"For when the world's best are just not enough."</i>	Marines "The Admiral's chosen few"	Warhounds <i>"Come here puppy!" "Oh look there's another!"</i>
P. Best of the Best Increased speed dmg and armour -speed	P. Waterlogged Souls No debuff and bonus armour while fighting in shallow water	P. LifeLong Bond War Dogs will fight harder when closer to their handlers
Parry boost def 1 second	Shields Up Ranged def +	Yummy Treats +a xt x2
Stab deal damage	Charge	Kill!/ Return!
Elite Units		
Wolf-ridersx6 <i>"Beast masters, nearly more animal than man"</i> <i>Low morale squish</i>	Alchemist x20 "The Scientist of Bulor know how to make a killer brew"	Giantkin x5 <i>"These tend to stand on your shoulders"</i>
P. Pack Tactics When fighting alongside other wolf rider units gain bonus damage +2% per wolf till 8%	Grekan Fire Throw Fire bombs which leave ground stained with slowness effect for both teams. Can be reignited	Slam Each giant slams down on the ground crushing enemies under their trunks
Blood Scent Target Unit under 30% HP and gain movement speed and increased damage while moving towards it. Can't target different unit for duration	Grekan Wall Throw smoke bombs which lower all damage by 10% and vision by 40% for all units in the range	Trot. The Giants start to run for a period until they grow tired and have to slow down Slow down time depends on time running
	Scientific Method Give a movement speed 3%buff and armor bonus 3% that can stack.to target unit	Unnatural Roar
Mercenary <i>"They might be fighting for our gold, but I rather have them on our side "</i>	Sacred Band of Geeves "Their love for combat was only matched by their love for each other"	Numerian Riders <i>"Nimble horses and noble hands make for deadly projectiles"</i>



Start by unlocking three units of choice

Every unlocked commander has his own units.

All units available for all commanders from the start but have different total costs.

After every battle resupply cost replenishes units numbers.

Armor shows colour

Two consumables per unit.

The player has to enjoy spending in the game:

Banner Designer

Colour Picker

In-Game Currency

TO FIX OVER POWER BUFF UNDERPOWER

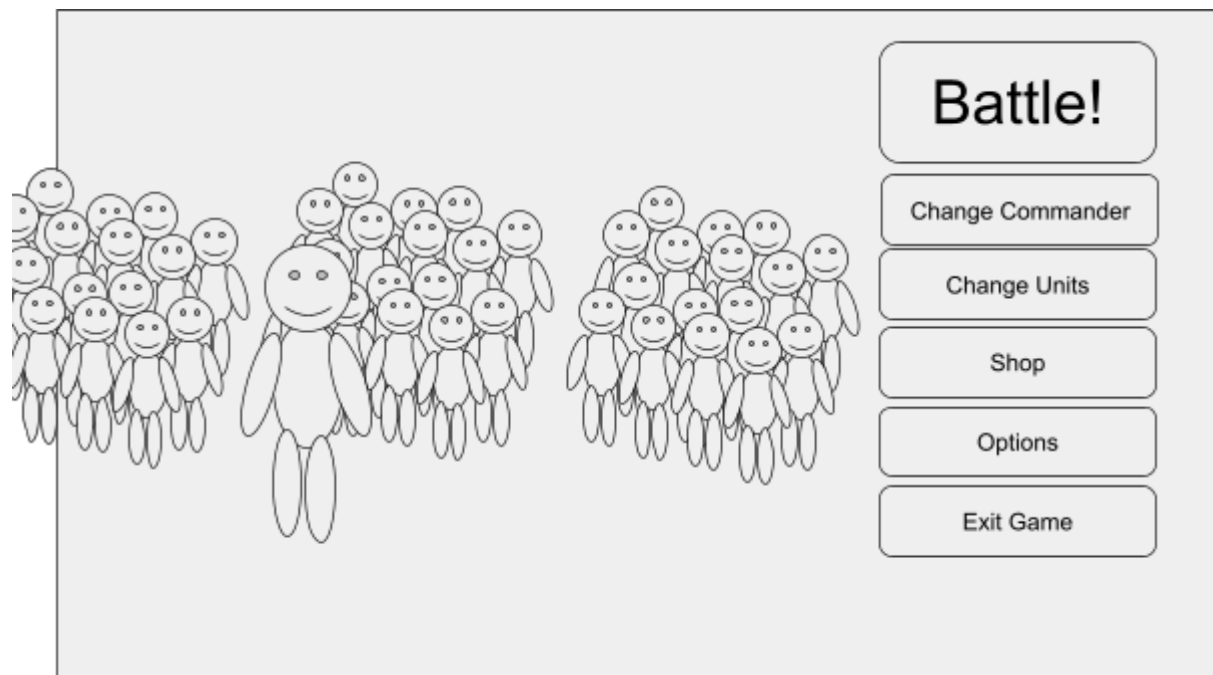
Start Game,

Show company Logo

Show game logo

Start screen

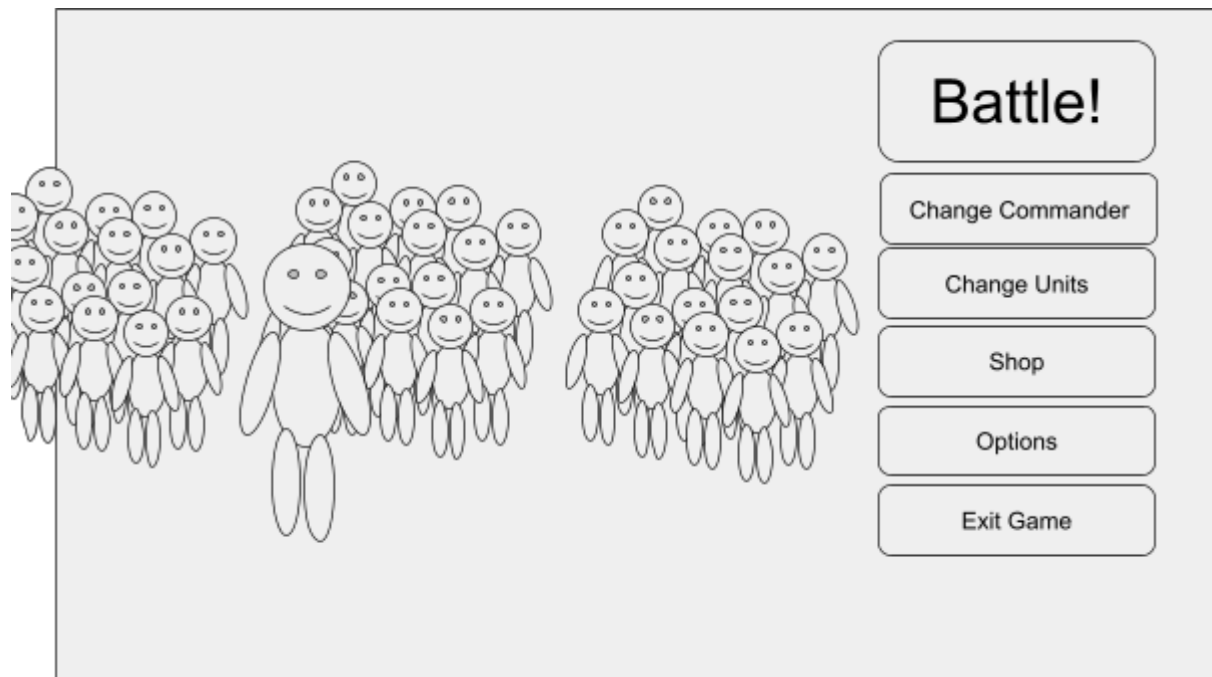
Shows troops behind Comander last selected. If not selected empty arena.



Barbarian show troops in forest

Confederation show troops on dock

Republic show troops in training camp



The Empire of the Sun
<i>Commanders</i>
Chaquu, The Left Handed
P. Unconventional Tactics
Living God:
Path least travelled:
Strong Left Hand:
Bunyar, The Perfect Accountant
P. Supreme Organization
Mandate of Earth:
Knotted Records:
Economic Abundance:
Ichikachan, The Supreme Sovereign

P. Propaganda
Holy Bloodline:
Execution Motivation:
One above all:
Tupacamaru, The Magnificent Warrior
P. Battle Hardened
Divine Illumination:
Ruthless Tactics: Toggle Clump up
Blood Ritual:
Illa, The Sun God
P. Illuminating presence
I am the Sun:
The Only One:
Empire Roads:
UNITS
Chaka shock troops, "Civilians forced into service for their God, no man will back down from a fight, especially with their families on the line."
P. Comunal Army Chaka Shock Troops gain bonus for every other unit type that is taken into battle by 3% up to 6%
Throw Bolas Slow enemies
Charge
Pahuac Slingers, "Living at high altitude no terrain is too steep or harsh for their calloused bare feet."

Chaski Warriors "The Emperor's private army, enforcer of law. Moving quick is their profession."

Absolute Silence

Horse Killers

Llama Handlers "Grotesque spectacle coughed up from the darkest corner of the empire."

Spit

Charge

Beasts of Burden

Cuy Herders

Defenders of the Four corners