

Stealing enemy vessels (either selling/scuttling or manning them at a cost)

New STC tech-tree with branches

Xeno tech trees

Organizing companies by squad and THEN individual marines

Top-down strategic round-based ground combat (ala Master of Orion 2)

- Rectangle selection for multiple squads

- Hover over enemy, press number key, fires that type of weapon across all squads at valid targets near mouse

Ability to change equipment on vehicles and ships

Changing the armory to scrollable using draw surfaces

Hell, draw surfaces everywhere- marine list, select equipment, marine image display, etc.

CHAOS CULTS: have a cult=""; variable, starts at default

based on events, or the enemy chaos leader, can change to "mechanicus" or "blood\_pact"

mechanicus makes CHAOS be heretek chaos cults with lots of obliterated  
blood\_pact makes angry, super-pissed off but skilled cultists who can be possessed by bloodletters

"You know that Mechanicus parties start appearing after at least one Space Hulk mission?

If you meet one of these parties Mechanicus and they ASK for the fragments like they already know you have them, DON'T GIVE IT TO THEM, it's not really the mechanicus, it's the fucking dark mechanicus.

They'll reward you and most of the time it's actually going to be good stuff, but you'll regret it some time down the line because your sector will be full of Heretek chaos cults and obliterator-spam."

Talking to other faction leaders in diplomacy

Either choose from a list of topics, to ask them about X

or

(method 2) They choose some random topic to ramble about and you can chip in with responses, might modify disposition. Think Neverwinter Nights followers.

Give individual planets loyalty- as you complete missions for them or gift req to the governor, it goes up

If it is maxed out, and you go renegade in a smooth manner, those planets join you

Starts at 50ish, based on mutations and perks- maybe do this at creation?

save as variable?

+30 for giving an artifact

+3 for minor artifact

+1 per 100 req given

+1-3ish for completing a quest there

when you finish a raid or attack, you get +(half the original enemy strength), rounded down

	0-20: hostile	21-40: dislike	41-60: neutral	61-95:
friendly	96+: allies		101: chapter serf controlled	

If governor disposition goes up to 100 then they begin to send tithes

Also get a popup thanking the attention bestowed upon their planet

with 'artifact gift', have another option for 'planet'

set some variable to something so it hides all of librarium

special popup?

'SELECT STAR SYSTEM'

upon clicking brings up the planet selection (hover works)

can click on that planet to gift it to that planet's governor if valid

have Bribe [x] 50 right and below disposition bar in star selection

can click to spend some req (definitely more than 50) to increase the planets disposition

each turn given X crafting points (based on techmarines at home planet or battle barge doing nothing)

can spend, with requisition, on master-crafted weapons

Allow the player to automatically purge a planet for a set number of turns, making all occupied ships in the system purge the planet if no other action is taken. This makes it so you don't have to keep manually purging every single turn, which can get tedious.

when the void marine army is first created, give them all another special variable that refers to which ship they belong to

unload all button in star selection

reload all button in star selection

should be able to double click a ship, in fleet selection, to open up a new ARMY MANAGEMENT window that shows void marines only on that vessel

promoting/transferring a marine from one company to another should automatically move their BELONG TO SHIP variable and transfer them over if possible

after exiting from chapter settings it should check how codex compliant the void marine army is

- 1 if a whole bunch of tacticals have bikes or jump packs
- 1 if a whole bunch of tacticals have heavy weaponry or meltas or something
- 1 if devastators have no heavy weapons
- 1 if assaults are given heavy ranged weapons
- 1 if there are librarians or techmarines enabled for company command
- 2 remove promote EXP requirements
- 3 if EQUAL SPECIALIST DISTRIBUTION is enabled
- 3 if transferring is activated permanently (popup confirmation)

=====

## FRIENDLY VOID MARINE ARMIES

=====

Fly around like the Imperial Navy bombarding, purging, and raiding

Probably like one or two ships with an equal number of companies

One of the chapters is dedicated to the player's founding one

The others are random

-Would be cool to possibly have the STEEL WARLORDS or other fan chapters be selected

One slot might be dedicated to an unfriendly/rival chapter

Lots of variables saved- amount of spare dreads, land raiders, etc. - can be traded with to get rid of unneeded equipment

unit/role numbers

have like one or two companies

they periodically check the map for moderate problems

start flying there

if massive problem then a popup appears, telling player they are going towards X  
and request aid

1. Urge that they do not take that course of action
2. Let us meet up at (nearby star), and face it together
3. Go ahead

can also speak with them, say

1. Investigate (star) for me?
2. Request attack on (star)
3. Meet up with forces at (star) and attack

set

star- the AI goes nearby, once a player is destined for (star), and the same distance, also go

normal diplomacy screen

double battles with fleet

founding armies work the same way, but if friendly enough might be able to call in help from  
off-sector (ala entire void marine army)- probably costs lots of requisition

if the player void marine army is founding then maybe there is a button to request assistance  
from their children void marine armies

=====

#### Faction 6 (Space Elves)

Cannot really request any aid, but if the player fortress is under attack, and they are  
friendly enough, they either

1. Attack in space and land forces (if the player has no fleet to speak of)
2. Assist in naval battle (if the player has a more-than minimum fleet)

There is a catgirls icon in popups- my original idea was that there would be a small chance for a  
????? planet to have felinids

Upon being discovered they would recognize the might of the VOID MARINES, and offer a  
handful of their best biker warriors to serve you

If you accept you get like 6 or 10 biker felinids into HQ

Randomly generated generic alien races- they'd be 'some weird name' of klenthath 5, or the star  
name, and have randomly generated features

Would only ever have one or two stars under their control, probably a cyan aqua sort of color  
Either a smaller xenos to purge and destroy or possible source of xenos tech tree improvements  
Not all games would have one, be moderately rare

A new duel combat system kind of like Song of Swords (TM) for the player  
Choose whether or not to throw red, yellow, or blue, then assign action points to moves or defense  
individual part health  
show individual part health on a marine display during this battle, for both you and opponent  
Go ham on enemy faction leaders, maybe challenge them to duels during a normal ground battle, for glory

=====

#### SILLY MODE

=====

You, Void Marine Commander, must fight the other faction leaders for the title belt  
Engage other faction leaders in wrasslin matches, ideally with an announcer  
All TG fanon becomes canon  
All of it  
Fucking crazy, man  
Way more felinids  
Like, all of your advisors are felinids or schoolgirls or something

=====

Been meaning to add trade vessels going from planet to planet, which would carry production, food, or something else  
When traitor or renegade hitting these trade vessels or fleets would grant you some requisition

Once you finalize corrupting your brethren, and tell the chaos lord to go ahead, the plan was that ALL OF YOUR DUDES, on every planet and on every vessel would take a loyalty check  
Those that pass go traitor with you, those that fail fight the others  
On one turn you'd get like 12 battles all over the sector among your own forces  
Small chance for loyal marines, on ships, to blow the vessel and kill all onboard

From there you do eviiiiil things, etc.  
Have a loyalty meter for each god, performing certain actions grants a little favor for them  
large chance to become a FIGMENT\*\*\* (non (TM)) spawn

It's also been planned that when you equip a FIGMENT\*\*\* (non (TM)) artifact, after a certain condition is met it would take to you in the diplomacy window

After enough years pass, or another satisfactory event happens, it would speak once more

Depending on responses you build up disposition with it- potentially granting your VOID

MARINE (non (TM)) leader special bonuses

Eventually you would be given the option to release the FIGMENT\*\*\* (non (TM)) from the artifact

either attacks the player, grants them a boon, or offers to help lead them down the eight-fold path and become a permanent advisor / dude in management

There would be different conversations for each of the trapped types of FIGMENT\*\*\* (non (TM)), and who their god is should quickly grow apparent during the conversations

Generally during the conversations you can VOID MARINE SMASH BAD THING, URGHHHH

shut up FIGMENT (non (TM)) and be useful that way or TELL ME MORE ABOUT THE FIGMENT (non (TM)) GODS

=====

## TUTORIAL

=====

The old glorious introduction screen with VODE AN would be the first part of the tutorial, explaining the setting

After that you would be plopped down in a sector, in control of the 1st and 2nd companies of some VOID MARINE (non (TM)) army

You are in control of these two companies, and the VOID MARINE (non (TM)) leader of your army is explaining how to manage the army

He sits in the main ship and may not be sent anywhere, jailed, executed, or re-equip This is all explained by a small dialogue box appearing, with an avatar, of a tech-priest or something- ideally with voice acting

Explains unit management, ship movement, has you click on the correct region or do the right thing

Frontier planet is being over-ran by Orks- has you change out some melta and plasma weapons for more heavy bolters and missile launchers

You then raid the correct planet a few times

Next sends you off to go remove some corruption from a planet

Finally the Inquisition asks for you to perform a mission- explains the importance of fulfilling these and maintaining good relations with the Inquisition, and other factions

Once that is taken care of some other quick blurps about general advice

Maybe next you and all your men are killed, defeat, and you go on to the chapter creation?

=====

More actual missions for the faction leaders wherein they have an audience and you are given dialogue options

Changing the star map to be more abstract, with stars being icons in the shape of faction symbols

Can zoom in and out with scroll-wheel

Pretty much this:

[http://vignette2.wikia.nocookie.net/warhammer40k/images/1/11/Map\\_of\\_the\\_Spinward\\_Front's\\_Galactic\\_Location.jpg/revision/latest?cb=20130216061012](http://vignette2.wikia.nocookie.net/warhammer40k/images/1/11/Map_of_the_Spinward_Front's_Galactic_Location.jpg/revision/latest?cb=20130216061012)

Requisitioning a Grey Knight assault from the Inquisition

Increasing the number of item choices you can get in trade. It's worth mentioning Cyclonic Torpedoes are in, but they don't have a trade item button dedicated to them yet with the Inquisition.