

# Cmod Iteration 4 (for Season 6)

→ [Feedback Thread](#) ←

→ [Master Changelog of differences in Cmod vs. Vanilla \(thanks golden\)](#) ←

3/1/2015:

- ARC boost will also increase the turn rate
- Cysts will now have lower HP the farther away from the hive they are, down to a minimum of 200hp (the build time increases have been removed)
- Change grenades to being 1 pres for 1 nade, maximum of 2 nades (can only hold 1 type)
- FT RoF bug fixed

## Cysts:

- The farther away from an active hive a cyst is, the lower its HP will be (minimum of 200hp) (to reduce the effectiveness of mass alien expansion on 1 hive)
- Increased cyst placement radius (to reduce the ability to place 3-4+ cysts on each RT)

## Hand Grenades:

Research time from 45->30

1 pres for 1 nade (you may carry a maximum of 2 nades, and only 1 type)

droppable with the drop weapon key and dropped when you die

## HMG: :

Tres cost 10-->15

Research time 30->60

## Webs:

Bio level 7->5 (like vanilla)

Tres cost 10

Max webs: 4

-Webs take 1.5 seconds to "harden" - if anything runs through the web during this time it will break

-Remove web pres cost

**Arcs:** (experimental) added "boost" ability which increases movement speed by 20%, increases turn rate, and removes on-damage slowdown (including infestation) for 6 seconds (2 t-res per use per Arc, 15 sec cooldown)

**FTs:**

Revert to vanilla

Leave available on basic armory for 10 tres, 10 pres

**Proto Lab:**

Tres cost from 40->30

**Lerk:**

Remove lerk purr (the idle chirp/noise that plays periodically) (Or fix it so it doesn't play at <5 speed or stationary)