

SC2 - Anti-balance council balance list

What is this document:

This document is a list of suggestions for StarCraft 2 and the stated goals of the patch.

These changes are both my own ideas and ideas pulled from different community suggestions. You'll definitely see some of your suggestions here in varying capacities.

Realistically, StarCraft 2 is not going to get the level of support we would like as a community. Making large changes to the game may cause more harm than good unless there is a team that could actively patch the major issues. This below list has mostly minor changes, plus a few major changes for each race. This patch is meant to be a refined version of what blizzard left us with.

Obligatory masters with all races and hit GM with Terran.

What this patch idea achieves:

The goal is to bring the game closer to how blizzard left it, while still keeping the really good changes the balance council implemented over the last few years. This patch:

- Removes many of the changes implemented by the balance council.
- Improves each player's ability to deny scouting and hide builds.
- Decreases the speed players can scout and reduce overall vision.
- Slows down the game by changing build times, move speeds, cost of units and brings back upgrades.
- Bring in one or two major changes per race.
- Gives all armoured units in the game an innate +1 armour bonus.
- BIG experimental zerg changes (would replace the other changes that would affect these items).

FULL LIST OF BALANCE CHANGES:

MAP

- **Healing shrine:**

- Healing amount changed from instant 10hp every second to healing 1hp per 0.1 seconds (still 10hp per second)

TERRAN:

- **Marauder:**

- Concussive Shells research time increased from 43 seconds to 50 seconds
 - Delays proxy marauder builds to give protoss more time to build defences.

- **Ghost:**

- Light tag removed
- Cost increased from 150/125 to 150/150
- Base damage reduced from 10(+10 vs light) to 10 (+5 vs light)
- Upgrade bonus reduced from +1(1 vs light) to +1 damage
- Snipe damage changed from 130(+40 vs psionic) to 150
- Snipe no longer canceled on damage
- EMP creates an effect on the unit it hits that does 100 shield damage over 2 seconds
 - Shields should be reduced over time at a rate of 1 shield per 0.02 seconds
 - Functions similar to fungal growth.
- Enhanced shockwave: increases EMP radius from 1.5 to 1.75
 - Includes some new changes and ideas pulled from PiG's list of balance changes and brings back upgrades to the ghost.
 - Makes the ghost a weaker 1 on 1 fighter, brings some power back to snipe (keeps current breakpoint for ultras and broods but can one shot roaches and unsuspecting zealots), and makes archons much stronger in TvP. Energy is still depleted instantly.

- **Hellbat:**

- Move speed increased from 3.15 to 3.3
 - Makes hellbats slightly faster and helps them stay ahead of other mech units in big blobs.

- **Widow Mine:**

- Receive permanent cloaking when armoury finishes AND / OR after researching drilling claws.

- Splash radius increased from 1.5 to 1.75
- Drilling claws burrow time increased from 0.71 to 1.07 seconds.
 - Reverting some balance council changes and updating cloaking for widow mines.
 - Cloaking will still be removed if an armoury is killed and drilling claws is not researched. However, once drilling claws is researched the widow mine has the cloaking after shooting no matter what.
- **Cyclone:**
 - Magfield damage changed from 20 (+10 vs all) to 20 (+20 vs armoured)
 - Revert balance council change. Brings cyclones back to how they used to be: stronger vs armoured but weaker vs all.
- **Siege Tank:**
 - Can be abducted.
 - Reverting blizzard change.
- **Banshee:**
 - Hyperflight rotors cost reduced from 125/125 to 100/100
 - Makes banshee aggression a bit more viable due to reduced costs.
- **Viking:**
 - Cost increased from 125/75 to 15
 - Damage point reduced from 0.04 to 0.08 in fighter mode
 - Now starts with 1 armour
 - Reverting a bit of the balance councils change to make the viking slightly less microable. Clem nerf honestly. This doesn't need to be changed but would be interesting to see how the damage point adjustment affects the viking animations and how it's micro'd.
- **Liberator:**
 - Advanced Ballistics range increased from 2 to 3
 - Sight range increased from 9 to 10
 - Now gains vision of siege radius
 - Now starts with 1 armour
 - Minimap radius increased to 1
 - Reverting balance council and blizzard changes.
- **Raven:**
 - Surveillance mode (like observer). Does not give bonus vision.
 - Can cast spells in surveillance mode.

- Smart servos increase the speed of entering and exiting surveillance mode.
- Ravens have a lower sub-group priority while in surveillance mode (below marauders)
- Increase cast range of abilities while in surveillance mode by 1
- Interference matrix can now target units already affected by interference matrix
- Auto turrets now start with 1 armour
- Corvid reactor returns - Gives ravens +25 starting energy
- Raven build time increased from 34.3 seconds to 42.9
- Interference matrix build time reduced from 57 seconds to 50 seconds
 - Reverting some of the changes from the balance council and giving the mobile detector a surveillance mode.
 - Build time reverted back to before balance council changes. This never needed to be changed. Maintained the cost decrease because the goal is to give it a more active role as a mobile detector and cost is a big barrier. I will consider a full raven revert.
- **Supply Depot:**
 - Supply Drop healing reduced from 500 to 350
 - Supply Drop starts healing instantly and heals 350 HP over 6 seconds (1 hp per 0.017 seconds)
 - Added healing visual
 - Taken from Patches' balance doc with a few tweaks.
- **Bunker:**
 - Salvage is no longer canceled on damage
 - Burning bunkers cannot be salvaged. If a bunker is made to burn, salvage is canceled
 - Reverting balance council change and making it a bit more dynamic. Instead of taking one point of damage, the player would need to commit to dealing enough damage.
 - Also, how are you going to salvage a burning building?
- **Engineering bay:**
 - Terran infantry armour and weapons upgrade cost increased from 100/100 (+1), 150/150 (+2) and 200/200 (+3) to 100/100 (+1), 175/175 (+2) and 250/250 (+3)
 - Reverting balance council change.
- **Armoury:**
 - Armoury cost increased from 150/50 to 150/100

- Build time reduced from 46 seconds to 40 seconds
 - Reverting balance council change and also reducing the build time on armoury's slightly. This would make it easier to transition and open up more opportunities for cloaked mines and other armoury specific upgrades and units.
- **Tech lab:**
 - New ability: Costs 50/50 36 seconds to convert tech lab to reactor
 - New idea to help terrans transition buildings from techlab to reactor. It costs overall more (100/75) and takes longer (54 seconds) than swapping addons.
 - This poses a risk of making it too difficult to scout Terran builds. However since this is just tech lab to a reactor, I see it mostly used as a transition tool.
- **Sensor Tower:**
 - Cost increased from 100/50 to 100/75
 - Sensor radius increased from 22 to 25
 - Now pulses in intervals of 3.5s
 - Add pulse visual effect
 - Can no longer be salvaged
 - Taken from Patches' balance doc.

ZERG:

- **Queen:**
 - Cost reduced from 175/0 to 150/0
 - Can now transfuse off creep
 - Transfuse health regeneration reduced from 75 (+50 over 7 seconds) to 75 (+25 over 3 seconds)
 - Revert balance council change and nerf transfuse slightly.
- **Overlord:**
 - Reduce movement speed from 0.902 down to 0.8204
 - Reduced movement speed of ventral sacs overlord from 1.28 to 1.099
 - Pneumatized carapace move speed increase reduced for overlord and dropperlord from 1.728 to 1.72
 - Ventral sacs morph time reduced from 15 to 12.14 seconds

- Now starts with 1 armour
 - Pulled from PiG's document with a few more changes.
 - Reverting balance council changes
 - Standardized the movement speed increases between overlords and dropperlords. And maintained the move speed increase ratio between a base overlord and a ventral sacs overlord.
- **Overseer:**
 - Pneumatized carapace move speed increase reduced from 2.1 to 1.72
 - Surveillance mode bonus vision removed
 - Morphed changelings are now a different colour with detection. **Units will not auto attack the morphed changelings.**
 - With detection, changelings should look the same as how a zerg player would see them.
 - Changeling duration reduced from 107 to 90 seconds
 - Changeling sight range when morphed reduced from 8(9 for marines and zealots) to 8
 - Standardized ventral sacs move speed bonus and make changeling spam less oppressive. Also reducing overall vision of surveillance mode across the board.
- **Baneling:**
 - Centrifugal Hooks no longer provides bonus HP
 - Banelings now have a new upgrade that costs 50/50 (43 seconds) that increases HP by +5.
 - Reverting balance council changes.
- **Ravager:**
 - Build time reduced from 12.14 to 8.57
 - Revert balance council change.
- **Hydralisk:**
 - Reduce nanomuscular swell research time from 64 to 50 seconds
 - Buff to nanomuscular swell. I want to see hydras nanomuscularly swell much more.
 - May need other changes to nanomuscular swell to tune it a bit more. Maybe reduce the burst speed bonus and return some of the base movement speed. Not sure.
- **Lurker:**
 - HP increased from 190 to 200

- Sight range reduced from 11 to 10
 - Revert balance council change. Not needed with a buffed disruptor.
- **Viper:**
 - Yoinked units now move at full acceleration for 2 seconds after yoink
 - EXPERIMENTAL: Yoink can now only pull units a maximum of 7 range regardless of cast range.
 - Idea to make it a bit easier for yoinked units to run away.
 - EXPERIMENTAL changes to adjust abduct to not pull all units as far by decoupling cast range with pull range. Cast range remains 9, but can only pull units 7 range. If a unit is within 7 range of the viper, it'll pull that unit to the viper.
- **Infestor:**
 - Gets auto attack (4(+1), 6 range, weapon speed 1.25)
 - Now starts with 1 armour
 - Pathogen glands returned
 - Starting energy is reduced from 75 to 50
 - Fungal Growth damage increased from 25 to 30
 - Microbial shroud removed from the game.
 - Infested Terran returns
 - Infested Terrans no longer gain damage upgrades
 - Infested Terrans egg HP increased from 70 to 80
 - Infested Terrans AA range increased from 6 to 7
 - Brings back the infested Terran to the infestor. The infested Terran will need adjustments because it's a spamable unit. However, with the new storm, there is a possibility that they would be completely useless.
- **Ultralisk:**
 - Size reduced by 7.5%
 - Cost increased from 275/200 to 300/200
 - Increase Anabolic Synthesis off creep move speed buff from 0.59 to 0.67
 - Revert the cost decrease and make ultras slightly smaller and make them move 0.08 move speed faster than stimmed bio off creep.
 - I think this is a good way for ultras to maintain their role and maintain the large unit power fantasy.
- **Corruptor:**
 - EXPERIMENTAL: Corruption ability added - can only be casted on air units (and colossus)

- EXPERIMENTAL: Cooldown 30 seconds (cooldown starts on cast)
- EXPERIMENTAL: Cannot stack, cannot be casted on an already corrupted unit.
- EXPERIMENTAL: Increases ranged damage on corrupted air unit by 25% for 10 seconds (damage bonus applies after armour)
- Remove the 5.0.15 smart casting adjustment for caustic spray.
 - EXPERIMENTAL Only to be added if the experimental changes from the viper go through.
- **Broodlord:**
 - Move speed reduced to from 2.62 to 1.97
 - Duration of spawned Broodlings increased from 3.57 to 5.71
 - Move speed of spawned Broodlings increased from 4.13 to 5.37
 - Health of spawned Broodlings increased from 20 to 30
 - Weapon speed of spawned Broodlings increased from 0.57 to 0.46
 - Reduce maximum broodlings stored from 2 to 1
 - Increase damage from 20 to 30
 - Remove broodlord attack delay
 - Revert balance council changes and make broodlords a harder hitting siege unit while reducing their maximum damage output. Increases leash range for some more fun micro potential but they're now much slower.
 - It won't have as much burst damage since it cannot stack 2 broodlings, but in a sustained battle their damage output will be much higher.
- **Hatchery:**
 - Cost increased from 275 to 300
 - Now has an indicator that tracks the number of injects stacked on the hatchery
 - Revert balance council change.
- **Evolution Chamber:**
 - Armor upgrade cost increased from 150/150(+1), 200/200(+2), 250/250(+3) to 150/150 (+1), 225/225(+2), 300/300(+3)
 - Revert balance council change. Armour affects every ground unit in zerg's arsenal. It should be more expensive.
- **Spore crawler:**
 - Damage reduced from 20(+10 vs bio) to 15(+10 vs bio)
 - HP increased from 300 to 400
 - Weapon cooldown increased from 0.61 to 0.71
 - Revert balance council change and make them attack a bit slower.

- **Spire:**
 - Air Armor upgrade cost increased from 100/100(+1), 175/175(+2), 250/250 (+3) to 150/150(+1), 200/200(+2), 250/250(+3)
 - Reverting balance council change half way.

PROTOSS:

- **Zealot:**
 - Charge base move speed bonus reduced from 4.725 to 4.13
 - Charge on cast now grants zealots a 25hp barrier for the duration of their charge + 0.71 seconds after impact (cannot be removed by EMP)
 - Reverted their move speed back to how it was when they did +8 damage on charge, but altered their ability to give a barrier during their charge.
- **Stalker:**
 - Gateway build time increased from 27 seconds to 30 seconds
 - Upgrade damage increase changed from 1(+1 vs armoured) to +2
 - Reverting balance council change and making stalkers stronger overall in the later stages of the game.
- **Sentry:**
 - Flying hallucinations vision range reduced from 9-10 to 6
 - Build time increased from 22.9 to 26.4
 - Can hallucinate capital ships (not mothership)
 - Reverting balance council changes.
 - Taken from PiG's suggestions but expanded it to all flying hallucinations losing vision. Sometimes hallucinating a ground unit may be better than hallucinating a flying unit to scout around the map.
- **High Templar:**
 - Move speed reduced from 2.82 to 2.63
 - Reverting balance council change.
- **Dark Templar:**
 - Attack delay after blink increased from 0.25 to 0.71 seconds
 - Reverting blizzard change.
- **Observer:**
 - Move speed reduced from 2.82 to 2.63
 - Gravitic Boosters move speed increase reduced from 1.41 to 1.31
 - Surveillance mode bonus vision removed

- Model size reduced from 121% to 100%
- Siege mode animation speed reduced from 175% to 100%
- Increase visibility of observer siege visual
- Observers are now cloaked when in siege mode.
 - PiG's and Patche's suggestions and reverting balance council changes.
- **Warp Prism**
 - Cost reduced from 250/0 to 225/0
 - Reduce move speed bonus from gravitic drive from 1.23 to 1.01
 - Now starts with 1 armour
 - Small reduction of upgraded movement speed and slightly reduces cost to be in line with the robotics facility cost increase. I am considering reducing this to 200.
- **Immortal:**
 - Weapon cooldown reduced from 1.14 to 1.04
 - Reverting balance council change.
- **Disruptor:**
 - Supply cost reduced from 4 to 3
 - Now makes an attack alert when a purification nova enters the vision range of enemy units
 - Purification Nova cooldown increased from 17 to 19 seconds
 - Purification Nova now does tiered damage
 - 0 - 1.00 radius - 145 (+55 to shields)
 - 1.00 - 1.25 radius - 125 (+75 to shields)
 - 1.25 - 1.5 radius - 105 (+95 to shields)
 - Revert balance council change and slightly reduce the effectiveness of blizzards change.
 - Community suggestion to have it do tiered damage. All tiers of damage will one-shot stimmed bio and 2 shot lurkers and generally still be strong but less punishing to bad players and big mech units.
- **Oracle:**
 - Revelation cast range reduced from 12 to 9
 - Stasis ward vision range reduced from 7 to 4
 - Now starts with 1 armour
 - Taken from PiG's balance patch with some adjustments and reverting balance council changes.

- **Void ray**
 - Now starts with 1 armour
- **Carrier:**
 - New upgrade from fleet beacon: Increases passive shield regeneration rate by 8 costs 100/100 (71 seconds).
 - Taken from Patches' balance doc to give carrier a stronger role in the late game vs Zerg and Terran. Might be extremely OP given none of the other changes were implemented but we need more upgrades!
- **Tempest:**
 - Supply cost increased from 4 to 5
 - AA attack range increased from 13 to 14
 - Acceleration reduced from 4.2 to 2.1
 - Model scale increased from 90% to 100%
 - Revert balance council changes.
- **Mothership:**
 - Move speed increased from 2.25 to 2.63
 - Lateral Acceleration reduced from 2.88 to 1.93
 - Can now be yoinked
 - Reverting some balance council changes.
- **Nexus:**
 - Chronoboost now stacks when casted multiple times on the same building increasing the duration of the chronoboost.
 - New upgrade: 50/0 24 seconds (requires cyber core)
 - Unlocks the use of energy recharge and recall for all Nexus and gives shield batteries +2 range when inside a powered (warp conduit) field (nexus, warpgate or prism).
 - Energy recharge
 - Can now be casted on warping in units
 - Can now be casted on allied units and buildings in team games
 - Added an upgrade to the nexus that locks two abilities. This would slow down protoss early game scouting, small delay on protoss economy and lock some of the power of shield batteries behind an upgrade.
- **Shield battery:**
 - Shield Batteries spawn with full energy

- Remove shield battery range buff from being spawned with full energy
- Shield battery HP reduced from 200/200 to 100/200
- New Passive: Shield batteries receive 100% more energy from energy recharge.
 - Nerfing shield battery HP, but making sure the battery can still get the full 100 energy. See buff in nexus upgrade above.
- **Pylon:**
 - Warp Conduit can be daisy-chained if a pylon is within the power field of another warp conduit powered pylon
 - Pylon sight range reduced from 10 to 9
 - When telling new players that they need to build their pylons next to a nexus or gateway for them to be powered for fast warpins, they only build pylons next to nexus or gateways. This change will help alleviate that and make the mechanic slightly more intuitive.
 - Balance council revert.
- **Cybernetics Core:**
 - Air Armor upgrade cost increased from 100/100(+1), 175/175(+2), 250/250(+3) to 150/150(+1), 200/200(+2), 250/250(+3)
 - Reverting balance council change half way.
- **Forge:**
 - Build time increased from 32 seconds to 36 seconds.
 - Level 1 upgrades research time increased from 121.4 to 128.6
 - Level 2 upgrades research time increased from 144.6 to 153.6
 - Level 3 upgrades research time increased from 167.9 to 178.6
 - Reverting balance council changes as the power of the disruptor is back. Upgrade changes are less needed now that chronoboost can be stacked on buildings, overall build time will be lower due to reduced down time.
 - Very minor increase to forge build time to help offset some of the power of cannon rushes in the early game with the shield battery changes.
- **Robotics Facility:**
 - Cost increased from 150/100 to 200/100
 - Revert to pre-patch 4.8.2 days. This will make robo's more expensive and keep immortals cheap. Delays proxy robo and delays robo transitions.