

Comp Mod Ideas Database

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A) **Green Ideas** - High Potential

Green ideas are the most thought out and developed ideas and changes. They may not be perfect, but they are changes we think have best potential to be implemented into Comp Mod.

Marines

- 1) Grenade Launcher - Below are two separate ideas
 - a) Reduce base damage from 165 to 150. This changes the damage on lifeforms to 120 player damage per grenade and to 300 structure damage per grenade (from 132pdmg/330sdmg currently).
 - b) Reduce projectile size.
 - c) Reduce structure damage multiplier from 200% to 180%

Aliens

- 1) Stab - Remove unnecessary growl/hiss sound.
- 2) Camouflage - Fix lifeforms showing up on minimap. Drifters don't show up on the map when 99% invisible, but lifeforms do.

B) **Yellow Ideas** - Has Some Potential/Needs Work

Yellow ideas have some potential, but currently need significant rethinking to work.

Marines

- 1) Flamethrowers - Change to an attachment for LMG to replace rifle bash. - Remove PvP damage (or massively reduce), disable PvE (not hive), burn away energy of lifeforms.
- 2) Nanoshield - Reduce research cost/time.
- 3) Power Surge - Reduce cooldown.
- 4) Grenades
 - a) Small research cost increase, no longer need to buy with Pres, spawn with them, cannot restock at the armoury.
 - b) Increase spread or duration of nerve gas grenades, all aliens inside the gas are treated as scanned.
- 5) Rifle-butt - Increase damage from 20 to 25.
- 6) LMG Spread
 - a) Increase LMG spread and have a skill researchable on CC to decrease spread. Meant as a buff for low div Marines, but countered for high div by researching decreased spread.
 - b) Have two LMGs in Armory with lower/higher spread.
 - c) Have 2 options on spawn, or the menu or similar (that stays until changed manually) to have LMG spread as it is now, or to increase spread.

Aliens

- 1) Skulks
 - a) Leap - Move research to biomass 6
 - b) Give biomass diminishing returns for skulks after Biomass 3.
- 2) Upgrades - Introduce new upgrade choice for shells and spurs (meaning each hive has 3 choices per upgrade).
- 3) Lerks - Increase armour granted to lerks by carapace by X amount.
- 4) Stab
 - a) Reduce stab delay between command and execution to be closer to that of swipe, but implement a 1.5 second cooldown.

b) Increase stabs effectiveness vs armor.

5) Webs - Cause 0.5 second freeze (can look around & shoot but cannot walk/run around) + 1 second slow

6) Babblers - Reduce cost to 0.3 pres per egg.

C) **Red Ideas** - Very Low/No Potential

Red ideas require serious work and are not very well thought out or balanced. These ideas have the lowest priority and potential but may offer some interesting concepts in the future.

Marines

- 1) Flamethrower - Stays as main weapon and becomes support only, causes no PvE/PvP damage. - Burn causes effects to all structures (disables shifts/crags etc, but also reduces hive heal, stops drifters supporting, stops Res towers ticking and destroys bonewalls quickly.) It could also stop the use of higher abilities (any ability researched via the hive, e.g charge, leap etc).
- 2) Exos
 - a) Remove Exo and allow Marines to carry the Railgun (researched via proto lab).
 - b) Remove Dual Exos and reduce the cost, allowing only single weapon Exos.
 - c) Remove minigun Exo and replace with GL Exo.
 - d) Give Exos a 5 meter scan that triggers every 8 seconds.
 - e) Reduce structure damage of minigun Exo.
- 3) Nanoshield - Automatically researched with Armory/Armor 2 or similar.
- 4) Grenade Launcher
 - a) Replace GL with Rocket Launcher (decrease projectile speed, give it an entirely straight trajectory, increase the projectile size, attach a sound to the projectile, damage remains unchanged. explodes on impact).
 - b) Massively reduce GL damage, then apply weapon upgrade scaling.
- 5) Commander
 - a) Increase effective radius of medpacks, add 0.1 sec cooldown on pickup.
 - b) Reduce time to beacon.

Aliens

- 1) Skulks
 - a) Replace Xeno with a "Stab-like" ability.
 - b) Increase energy cost of Leap by 10 - 20%.
 - c) Reduce skulks energy pool by X% per upgrade chosen (-20% for 1st set, a further -20% for 2nd set etc).
- 2) Babblers
 - a) ~~Only 1 babbler egg at any time, each containing 6 babblers.~~
 - b) ~~No Pres cost, but only available from Biomass 3 (no research required).~~
 - c) Babblers attachable to structures, cause small amounts of armour damage.

3) Webs

- a) Move webs to Biomass 4.
- b) Cloakable by a Shade.

4) ~~Glogs - Cloakable by a Shade.~~

5) Fades

- a) Remove Stab and replace with Acid Rocket for help vs armor.
- b) Allow Fade to Blink while charging Stab.
- c) Increase health returned by Advanced Metabolize by 10-20 hp and move to Biomass 6.

6) General Changes

- a) Alter drifter abilities (currently undiscussed).
- b) Remove visual effect of rupture and add armor damage.
- c) Reduce Alien bite cone.
- d) Merge Camo + Silence and alter Camo skill to be no longer 99% invisible. Instead increase in increments of 25% invisible per Veil.

7) Onos - Increase cost of Boneshield and/or Charge for onos to encourage Adrenaline over Celerity.