

All Scrin Factions

Icon	Name	Description
	Leeches	New default infantry for the Scrin factions. They are cheap, fast, tough and deal damage over time , however they have short range .
	Ravagers	Has received massive buffs but also has a weaker ability. Heals automatically and has higher range . Deals grenade damage to infantry units.
	Mechapede	Individual segments are better balanced. Each segment has different strengths and weaknesses . Has less HP and can be upgraded with Forefield Generators .
	Corrupter	Heal epic units slower. Has more health and range.
	Dissolver Warpray Cannon	Replaces Shard Launchers with constant streams of dark energy, equally strong to Shard Launchers .
	Growth Stimulator	Have more health.
	Shock Trooper	Start with AA Disks.
	Storm Column	Costs less and deals more damage .

Reaper-17

Reaper-17 still are the powerful ground based army, but now also feature a range of **supportive units** and abilities to cover their weaknesses. The main feature of Reaper-17 is that nearly all vehicles can be **mutated into different forms** which gives them **unique abilities** or a completely **new combat role**.

Mutations

Individual Reaper-17 Vehicles can now purchase individual upgrades, called "Mutations". A Mutation can **only be performed near a "Corruptive Aura"** which is visible green field around key structures just as Refineries. Most units have 2 mutation options where one mutation must be unlocked with the "Enriched Ichor" upgrade.

Manhunter:

- **Harbinger**: Slows enemy units and can shoot aircraft
- **Phantom (unlock)**: Stealthed in Tiberium Fields



Shard Walker:

- **Trepidator**: Detects stealth and moves faster
- **Shard Roamer (unlock)**: More health, heals in Tiberium



Devourer Tank

- **Eviscerator**: Anti-structure artillery, can charge Tiberium



Corrupter

- **Corroder**: Increased damage, bonus damage against structures. Cannot heal
- **Splicer (unlock)**: Increased health, increases firepower of healed units by 25%



Reaper-Tripod

- **Carnifex-Tripod (unlock)**: Immune to gun damage and EMP, moves faster
- **Carnage-Tripod (unlock)**: Increased health, increased rate of fire when damaged, uncontrollable when heavily damaged.

Scourge

- **Reaver**: Auto-heal
- **Stormraiser (unlock)**: Can create an Ion-Storm







Eradicator Hexapod


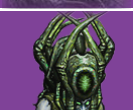
- **Genocider Hexapod (unlock)**: Increased speed, focus ray, converts enemies into Tiberium.



Changed content

Icon	Name	Description
	Manhunter	Replaces Seeker. Faster, more damage and higher range , but more expensive and cannot shoot air .
	Shardling	Replaces Buzzer. Has more health, deals more damage to non-infantry units and can shoot out of buildings .
	Forcefield Generators	Also affects Devourer Tanks, Mechapedes and Corruptors .
	Conversion Reserves	More expensive but also increases damage by 20% regardless if the unit is charged or not.



New content

Icon	Name	Description
	Armored Articulators	Increases armor and speed of all infantry units (except Shardlings).
	Enriched Ichor	Allows units to mutate into advanced forms .
	Infested	Reaper-17 equivalent to fanatics . Can be upgraded with Armored articulators . Requires the "Infestation Spores" upgrade before it can be built.
	Scourge	Replaces Stormriders. They fire shards and serves as fast anti-infantry and anti-aircraft unit. Can be upgraded with Blue Shards .
	Shard Packs	Increases damage for Manhunters, Shock Trooper and Disintegrators


Traveller-59

Similar to vanilla Traveller-59, they completely **lack heavy attack** units, but instead focus on **speed** and **supportive/disruptive tactics** of all kinds to gain an edge on the battlefield. Traveller-59 have **completely unique infantry** units which fit their own playstyle and among other things can provide Storm Columns with a **stealth field generators** and vehicles with **auto-healing capabilities**.

Changed content

Icon	Name	Description
	Cultists	Are more expensive, move slower, have less health and shorter range.
	Temporal Wormhole	Now only requires the Stasis Chamber .

New Content

Icon	Name	Description
	Advanced Blink Packs	Allows Mindphasers, Seeker Tanks, Annihilator Tripods and the Prodigy to teleport . Tripods cannot act for a couple of seconds after teleporting.
	Ichor Agglutinin	Increases speed of all vehicles and allow them to heal themselves between fights.
	Mindphasers	An anti-structure/infantry unit which fires waves of energy that can damage multiple foes at once.
	Agonizers	Similar to Shock Troopers, but with less health and higher movement speed . Can be upgraded with personal cloaking devices
	Chaos Lightning	Creates a lightning in the targeted area which makes enemy units attack their own allies .
	Neural Network Reveal	Reveals the position of all enemy units on the map. Expensive T4 support power.
	Cascading Haze	Equips all Storm Columns with a medium sized stealth field generator .
	Mindbreaker Swarm	Flying squad of anti-infantry units.
	Phantasm	Anti-Tank device, which specializes in killing medium tanks like Predators, Scorpions or Titans. Deals less damage to light vehicles and buildings .







Messenger-8

Very similar to vanilla Scrin with a much more **macro oriented** playstyle and **good defensive capabilities**. Shielding, Ion-Storms and armor upgrades allow units to stay longer in the game and even **Structures can benefit from Ion Storms** when researching the Ion Supercharge upgrade. Wormhole Transport training allows you to attack with **veteran units** once you get your economy going. And with the means of various ion-based abilities can **support their aircraft** like no other faction.

Changed Content

Icon	Name	Description
	Shielded Harvester	Given the Messenger-8's defensive approach, Shielded Harvesters have been moved to this faction.

New Content

Icon	Name	Description
	Combat Shield Uplink	Special Power which provides all T1 and T2 units in the area with forcefields .
	Wormhole Transport Training	Makes all newly trained Seeker Tanks, Gun Walkers and Devourer Tanks come trained at veteran status .
	Ion Supercharge	Increases damage of Gun Walkers, Shock Troopers and Stormraiders .
	Corrosive Ichor	Drastically increases damage of Corruptors .
	Exoskeleton Adaptation	Increases armor for all infantry units (except Buzzers).
	Negative Energy Lance	Increases damage of all Annihilator-Tripods, Planetary Assault Carriers and uncharged Devourer Tank.