

# One Vision Mod Guide

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## Document

If you just want to skim through the most essential changes of the mod, only read the **bold type print**, if you are interested in the details as well you are free to read the rest of the information.

While there are several small adjustments, as long as you keep in mind the fundamental goals of the mod you'll find it to play rather straight forward.

- **Fixing all bugs** in the game
- **As little lame and cheese** as possible
- **Higher diversity** between all factions
- **Less scorpion/Predator spam**
- Fleshed out early, mid and late game for each faction
- Better heavy infantry

If you want to know more about a particular unit, **read the ingame description of units**.

## Countering

The mod does not alter the game's basic countering system but refines it to a point where some units are easier to counter than they used to be (like Scorps, Confessor Cabals or Black Hand squads).

- **Gun damage is still good at killing infantry**  
However, heavy infantry such as Zone Troopers or Cyborgs receive less damage from gun-type weapons.
- **Use Grenade-type weapons against heavy infantry**  
This includes weapons like Flame weapons, Grenades or Ravagers.
- **Rockets deal more damage to medium battle tanks**  
Since the best counter to Predators and Scorpion Tanks were Preds and Scorps, all MBTs take a bit more damage from Rockets (Orcas, Missile/Rocket Infantry, Disintegrators, Fanatics).
- **Cannon damage is best used against heavy tanks**  
Just like in the vanilla game, T3 tanks like Mammoth tanks receive less damage from rockets and are more vulnerable to cannon damage.



All **damage types** and **weaknesses** can be found in **unit descriptions**.

## General overview





The main goal of the mod is to improve diversity of all factions, while keeping the game balanced and lower the amount of cheese present in the vanilla game.

While each faction still has several weaknesses (like Black Hand missing out aircraft or Steel Talons having bad infantry), there are **no big holes in any faction anymore**:

- ZOCOM and Reaper-17 have artillery units now**  
 ZOCOM has Echo-Trooper artillery infantry  
 Reaper-17 can “mutate” Devourer-Tanks into an artillery unit that can charge Tiberium.
- Every faction has a strong T3 vehicle/walker**  
 ZOCOM can upgrade Mammoths Tanks with Sonic Shells  
 Avatars can be upgraded with Laser Capacitators  
 Purifiers are cheaper but their flamethrowers deal less damage
- Heavy Infantry is cheaper and best used against heavy vehicles**  
 Heavy infantry receives less damage from gun type weapons.  
 Black Hand has the “Black Templar” heavy-laser infantry  
 Shock Troopers deal Cannon damage (but Disintegrators deal Rocket damage)
- Almost all units can be upgraded to keep them strong throughout the game**  
 Sonic Shells for ZOCOM **Mammoths**  
**Avatars** can be upgraded with Laser Capacitators  
**Purifiers** are cheaper but their flamethrowers deal less damage  
**Black Hand Scorpions** can be upgraded with “Consecrated Shells” (read Thermite shells) and “Autoloaders”

## General Changes

Icon	Matter	Description
	Clearing Buildings	Clearing buildings is <b>no longer instantaneous</b> Garrisoned infantry gradually <b>takes damage over time</b> .
	Rocket Projectiles	All <b>rocket projectiles</b> like the ones from Orcas or Missile Squads <b>move at higher speed</b> .
	Mind Control	<b>Construction Yards are immune to mind control.</b> However, mobile MCVs are not.
	Stronger T1 Base Defense	While they can't be used as hard counters, they can be used in a supportive way when getting attacked by vehicles.
	Better T1 Expansion Units	They <b>cost less</b> , take a bit <b>less time to build up</b> , have <b>more health</b> and <b>move faster</b> but also have a <b>smaller build radius</b> .

	Repair Drones	Also <b>heal allied units</b> and repair heavy units slightly faster.
	Epic units	Epic units <b>cost more</b> and occupied <b>low-tier infantry is stronger</b>
	T4 structures	<b>Provide army wide bonuses:</b> <ul style="list-style-type: none"><li>• GDI: Units deal slightly more damage</li><li>• Scrin: Increases income</li><li>• Nod: Production speed is increased</li></ul>
	Husks	Restored Walkers take 10% more damage