



The Mecharchivists

Long live the technocracy!

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Overview

The Mecharchavists travel the multiverse collecting information in pursuit of perfection. They embody sentient knowledge and are highly collaborative and iterative. Players of the Mecharchavists can expect mechanically complex gameplay with a wide variety of tools and an emphasis on unit cohesion and map vision.

Side design/art note: This army design doc has many computer jokes. I imagine most of them won't survive iteration, but it might be fun to easter-egg some of them later.

Inspiration

Ultron (Marvel)

- Groupthink
- Art inspo (ultimately up to art team)
- Growing and changing
- Note: not villain inspo

Brainiac (DC)

- Knowledge-driven
- Lore (light inspo)
- Note: not villain inspo

Ivo's Robot (DC)

- Non-nefarious
- iterative

Tau (Warhammer 400k)

- Collaboration

Protoss (Starcraft II)

- Gameplay
- Vision emphasis

General

Note: all numeric values are scaled out of 5 in reference to other armies/units until systems design has done a final pass

Block/generic builds:

Health: 4

Cost: 5

Town hall: The Archive //Root Directory

Level 1:

Cost: 4

Health: 3

Production: 3

Upgrade cost: 2

Level 2:

Health: 3

Production: 4

Upgrade cost: 4

Level 3:

Health: 4

Production: 4

Special Ability: \$ Augment ~/Senses/Vision (alternate name: //Augment: Vision)

Cost: 4

Time: instant

Description: Enhance a friendly unit

Art note: no visual change is required

Units

Analysts

A team of humanoid mechanized scouts, the analysts serve as the front line of the Mecharchavists. They are high in health and mobility but low in damage compared to other army's default troops.

Upgrade 0 (base lvl):

Structure name:

Troops: 3

Damage: 2

Range: melee

Cost: 3

Health: 3

Speed: 3

Build - Data Spike: The Analysts are able to construct data spikes

Upgrade 1: Augment: Dwarven Plating

Description: Increase the armor of your Analyst unit

Upgrade 2: Update Directive: Bunker Buster

Description: Decrease the capacity of your analyst unit to 2 and equip both with throwable explosives capable of destroying terrain and inflicting AOE damage but are low in fire rate.

Overwatch

A team of skilled snipers, Overwatch units have high range and damage but low health and mobility

Upgrade 0 (base lvl):

Troops: 2
Damage: 4
Range: 5
Cost: 4
Health: 2
Speed: 2

Upgrade 1:

Cyber Uplink: select a friendly Analysts unit. Whenever an enemy unit comes within the vision of your analysts unit and this overwatch unit has a line of sight, overwatch can fire on that unit regardless of range

Cyber Strategist

The most variable unit in the Mecharchavists' arsenal, a cyber strategist provides information, map control, and support to other Mecharchavist units. You can only select one path for the cyber strategist.

Upgrade 0:

Troops: 1
Maximum unit capacity: 4 troops
Ability (passive): whenever the cyber strategist attacks a unit make it's corresponding structure visible on the map for a short period of time
Ability (active): Place a cloaked data cypher landmine on a tile, when an enemy steps on the tile it is triggered dealing a small amount of damage, providing a brief slow and granting prolonged vision of that unit.

Path 1 (analyst):

Select an analyst unit, the cyber strategist joins that unit and adds all of his abilities to the unit. He inherits that unit's movement speed and armor.

Path 2 (Overwatch):

Select an overwatch unit, the cyber strategist joins that unit and adds all of his abilities to the unit. He inherits that unit's movement speed and will attack any unit attacked by that overwatch unit.

Structures

Data spike

The center of any mehcarchivist operation data spikes cypher information, and resources, from the surrounding terrain. They then distribute the information via structures to the mecharchivist empire. They serve as the Mecharchivist's primary production structure and create a boundary where mecharchavists may build freely.

Upgrade 0 (base lvl):

Cost: 2

Income: 2

Health: 1

Build: Structures can begin construction inside of a data spike's bound

Range: 4

Upgrade 1:

Income: 3

Health: 2

Upgrade 2:

Income: 4

Health: 2

Ability (passive): Increase the replenishment speeds of nearby Mecharchivist structures

Crawler

Half Unit, Half Structure of the Mecharchavists, Crawlers, are spider like towers that go to a specific destination on the map and change into a tower rather than a spider. This unit can place Overwatch units on top of itself to boost their range making them turret like in use.

Upgrade 0 (base lvl):

Cost: 3

Damage: 0

Range: +3

Health: 2

Upgrade 1:

Damage: 0

Range: +5

Health: 3

Upgrade 2:

Damage:

Range: 4

Ability (active): The crawlers can be used as one-way portals between them. It has a cooldown.