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Army set for computer Posted by Aznagroth - 21 Feb 2011 22:41

The AI can be a strange thing. They generally keep their bonusdragons in front and black dragons in the back. What armyset do you use for the AI? Why do you think that suits the AI and how do you think it should be to keep you from exploiting it?
Re: Army set for computer Posted by Aznagroth - 23 Feb 2011 04:48
I guess I should post what I use for the computer:
Regulars:
gnomes
archer
elven cavalry
gladiators
battering ram
elephants
brass dragons
emerald dragons
Mercenaries:
giant rats
elven archers
gnoll cavalry
Allies:
cyclops

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Generated: 8 December, 2025, 10:13 iron golem lamia black dragons boneship Kheroes: monk barbarian shaman general grey mana 8 I have also tried to make one that gives them a bit stronger units when they fail to put together a proper stack. Regulars: archers gnomes orogs griffons reavers elephants brass dragons emerald dragons

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Allies:
hobgoblin
iron golem
lamia
black dragon
water elemental
Kheroes:
monk
barbarian
general
thief
grey mana 11
I just realized the siege in the last set is too little. Not sure what to replace with though. Can get 30 points from mana and transfer to a proper siege unit. Should get on that can fight though.
Re: Army set for computer Posted by Molotov - 28 Nov 2011 16:09
Als can be given personalities: more move points, strength, faster production etc. As they cant combine stacks, its useful just give them strong units with assassin, trample, morale. And some personalities atop.