Develop a city to level 4.

Posted by Lichking - 12 Apr 2023 12:24

I think it's too expensive to develop a city to level 4.

Level 1 provides:

- two production units,

- defensive turret,

- 30 gold per day.

Cost 400 gold.

Level 2 provides:

- two production units,

- reinforcement of the defensive turret.

Cost 200 gold.

Level 3 provides:

- a strong production unit,

- reinforcement of the defensive turret.

Cost 200 gold.

Level 4 provides:

- a strong unit (hero) for production,

- reinforcement of the defensive turret.

Cost 500 gold.

In hard games, 100 gold makes a difference, and spending 500 gold for a slightly buffed turret and being able to produce a unit once every 4 turns is a mistake.

I think we should lower the price to 200 gold for this upgrade.

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Re: Develop a city to level 4.

Posted by KGB - 14 Apr 2023 15:46

Lichking,

Perhaps the cost should have been:

200

300

400

so it would cost the same amount (900) to upgrade from L1 to L4.

The reason L4 is expensive is because Heroes have 0 upkeep AND they provide very good battle skills (leadership / fear) that apply to all units in a stack. Plus you also get access to the best non-hero unit for your side in L4 cities.

That cost also helps make the Rune Warlords who have gold and engineering as their major/minor skills more useful.

KGB

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Re: Develop a city to level 4.

Posted by Lichking - 14 Apr 2023 21:41

200, 300 and 400 is good proposition.

Access to the best non-hero unit for your side it's already in L3 cities.

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