A Few Game Mechanics Questions

Posted by TenorApr - 27 Feb 2011 04:30

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I've been playing Warlords IV for a little while now (as much as time allows this past year when you have 3 toddlers), and there were a couple of questions I've wondered about (and the manual is a little vague on), and I thought I'd see if anyone knew for sure the answers to these...

1) In the Campaign, when you do the extra quests which allow you to command that race, what exactly does that mean? Does that mean before you complete that one you can not produce in a city of that race, or does it just have to do with offers of Fealty?

2) When leveling up your Warlord, do the building benefits apply to all of your buildings, or just your Citadel? Or is it mixed? Some would obviously apply to all (like Manna regeneration or Morale +1), but some it seems could be just for that city. For example, it would make sense that combat +1 or Movement +3 are just for units created in that city, but what about the Tower life/strength or Income modifiers? I'd hate to waste levels on things which would only effect a few units created, and it's not like I can save it, try one and see what it does, and go back if it is just for those units. Has anyone every made a list of how these work from their own trial/error?

3) Rune Magic has a "Dispel" spell which seems awesome... however, unless you pay really close attention to your opponents turns, it seems like you can't see what spells are currently in play (and what school of spell they are). Am I missing a report or menu somewhere? Is there anything like the active spell list that they had in DLR?

4) There is an item I found which gives the Summoning Skill bonus (some sort of heart if I remember), which seems like it would reduce time for spells and cut the distance penalty. If my Warlord uses Rune Magic, does this apply to the Rune summoning spells (various Golem and Elementals), or only for the Summoning school (banish, ring of fire, etc). Is there a comparable item for each school?

Anyone feel like taking a crack at these? Any help is much appreciated!

p.s. Love the fact that you guys are keeping the site up (such a great resource!). Thanks for all the work you guys do!

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Re: A Few Game Mechanics Questions

Posted by KGB - 27 Feb 2011 05:38

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TenorApr,

I'm happy to hear you are enjoying the Warlords IV game/campaign.

Here's some answers to your questions.

1) It means you can play that race and get the +1 morale race bonus.

If you recall, when you created your Warlord you picked a favorite race. When you play as that race (lets say it was Knights) you get a +1 morale bonus because you are leading your race (hover the cursor over the Morale number and you'll see the racial bonus). So when you get the ability to command another race it means you can pick that race instead of Knights and get the +1 morale bonus. This is useful if you want to try out playing another race.

So it has nothing to do with fealty or producing units in cities from that race.

2) The tower damage/life are only for your capitol. The extra combat, life and fast production buildings are only for units made your capitol. The extra gold only applies to the capitol. Everything else (morale, speed, mana, quests, reduced hero costs/extra hero offers) is for all your empire.

Incidentally, there is an editor available here in the downloads section. This editor will allow you to edit your Warlord in case you do make a mistake in selecting something at level up time (you can also give yourself lots of extra stuff if you want to cheat).

3) There is no active spell menu. There wasn't in DLR either. You can only see what spells you had cast in DLR (and Warlords IV). However you can see what spells the opponent has cast when you enter combat with them as those will show up as symbols at the top of the battle screen. If you see no symbols then they have no spells cast. The dispel spell is indeed useful but more so at higher warlord levels (15+) when research time and mana regeneration are faster allowing more spells to come into play.

4) You are talking about the Deamon Heart. This item is only useful for the Summoning sphere of magic. There are equivalent items for the Rune magic sphere and they work as you guessed.

KGB

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Re: A Few Game Mechanics Questions

Posted by TenorApr - 27 Feb 2011 07:58

Thanks for the reply! That's good to know about the Morale bonus, and for the buildings that was mostly what I had suspected, but I'm grateful for the confirmation!

The spell reconnaissance is logical, and usually what I have done. I was frustrated last night when, in a very large map w/ 7 opponents, someone cast Slow. This totally killed my chain of reinforcements, and due to all the troops which ended up being 1 space short of the next city, it ended up bankrupting me very quickly. The worst part was, I had only killed 2 of the 7 enemies, and had no idea which one I should target next! Unfortunately, that spell did not show up on the battle screen... but, hunting the culprit down was fun!

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Re: A Few Game Mechanics Questions

Posted by KGB - 27 Feb 2011 08:07

TenorAp,

Slow is a Rune sphere spell. So you can figure out who cast it by looking at the enemy Warlords and seeing what skills they possess. You'll know exactly who cast it if there is only 1 Rune caster. At worst you can eliminate a few who can't have cast it.

KGB

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Re: A Few Game Mechanics Questions

Posted by Seppuccu - 28 Feb 2011 14:48

Indeed. The "View Opponents" window is extremely helpful. You should go there at the beginning of every map and take a look at what level, race, sphere and retinue your opponent has. In that way you'll know right from the start which units and spells you can expect and prepare accordingly.

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