# Myth v. 5 - Forlorn - 8 Players - FFA

Posted by Onslaught - 06 May 2011 07:14

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Just like Embers, this game was started up around June 2010. It takes place on the scenario Myth v. 5 .

The following players were in the original lineup:

1. Omnitect (White Order)

2. Onslaught (Sun King)

3. Bill (Wizards of Zhur)

4. Warlord Batz (Sand Maggots)

5. Lord Snow (Dark Elves)

6. Phunt (Moon King)

7. Lord Nytram (Khuzan)

8. Molotov (Lich Cult)

Phunt was eliminated quite early on. Molotov recently gave up after having been invaded and pushed south by the Wizards of Zhur. I myself as Sun King have been squished between Dark Elves and Sand Maggots but thanks to a speed hero I am still alive and kicking.

The current state of the game at **turn 35** is:

1. Omnitect (White Order)

2. Onslaught (Sun King)

3. Bill (Wizards of Zhur)

4. Warlord Batz (Sand Maggots)

5. Lord Snow (Dark Elves)

6. Phunt (Moon King) - Eliminated

7. Lord Nytram (Khuzan)

8. Molotov (Lich Cult) - Eliminated

The game is very interesting right now. Lots of things happening and the future is uncertain. A screenshot will be posted shortly.

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## Re: Myth v. 5 - Forlorn - 8 Players - FFA
Posted by KGB - 04 May 2012 01:13

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Combat that takes place on razed cities almost always shows incorrect units for the defender.  This is a long standing bug.

In the same vein when you view your combat reports any units that were killed on a neutral don't show up. So you won't have any idea what attacked you.

KGB

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## Re: Myth v. 5 - Forlorn - 8 Players - FFA
Posted by Asgeir - 04 May 2012 04:32

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**Onslaught wrote:**

...Dark Elves have no ghosts in their lineup...

They left a necromancy item behind, didn't they? No idea what exactly that would produce for myth scenario tho.

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## Re: Myth v. 5 - Forlorn - 8 Players - FFA
Posted by Onslaught - 04 May 2012 08:20

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**KGB wrote:**

Combat that takes place on razed cities almost always shows incorrect units for the defender.  This is a long standing bug.

In the same vein when you view your combat reports any units that were killed on a neutral don't show up. So you won't have any idea what attacked you.

KGB

In this case the city was not razed but it is clearly a related bug anyway.

Not sure what you mean with "any units that where killed on a neutral".

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## Re: Myth v. 5 - Forlorn - 8 Players - FFA

Posted by Onslaught - 11 Jul 2012 12:52

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Realized that the reason why there were ghosts was that he had a necromancer hero summoning the ghosts. So not a bug.

Anyway, the game has progressed quite a bit.

Sand Maggots were eliminated on turn 88 by Wizards of Zhur and Dark Elves were eliminiated on turn 96 by me, Sun King.

So only Sun King and Wizards remain. Wizards have twice the number of armies and 4 times the number of cities. Sun King has the super hero stack though.

Btw, i am curious as to how the create item spell works. I placed a level 4 item on the ground and Wizards got it by accidentally casting the create item spell. I thought ceate item could only summon level 2 items and lower. Can anyone elaborate on how it really works?

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## Re: Myth v. 5 - Forlorn - 8 Players - FFA

Posted by Molotov - 11 Jul 2012 13:02

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**Onslaught wrote:**

I thought ceate item could only summon level 2 items and lower.

it progresses with hero level i believe

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