

Myth v. 5 - Circle - 6 Players - Team 3vs3

Posted by Onslaught - 06 May 2011 07:24

This game was started on the 23rd of April 2011. We are playing on a modified version of [Myth v.5](#) where there is no White Order and no Moon King.

Team 1

- 2. KGB (Sun King)
- 3. Lord Snow (Wizards of Zhur)
- 7. Peter (Khuzan)

Team 2

- 4. Bill (Sand Maggots)
- 5. Warlord Batz (Dark Elves)
- 8. Onslaught (Lich Cult)

The game is currently at **turn 5** and everyone seems off to a reasonably good start. Especially KGB. Screenshot will be attached shortly.

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Re: Myth v. 5 - Circle - 6 Players - Team 3vs3

Posted by Onslaught - 21 Sep 2011 10:03

I have made a tab for the planned changes in the google doc for myth:

docs.google.com/spreadsheet/ccc?key=0AjO...5THc&pli=1#gid=8

Some of the changes are not really discussed in this thread and they are marked with red. Feel free to comment.

I should also clarify that I only noted actual changes. Units will keep all current stats that are not mentioned.

Hopefully we can get the game going before this week is over.

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Re: Myth v. 5 - Circle - 6 Players - Team 3vs3

Posted by Onslaught - 21 Sep 2011 12:56

Thought I would explain a bit about the bonus limits in the rule file.

What I ideally want is for every single bonus to work as they do by default with the range -1,5 while at the same time having a final bonus of -3,3.

For example, if a Fortify +5 and morale +5 stack meets a Siege +3 and fear +2 stack, then the final bonus should be +3 str for the fortify and morale stack (it would be +5 str with default rules).

Unfortunately this ideal solution does not work in DLR. I have the -1,5 on the individual limits and -3,3 on the final limit in the current rules and using the bonuses in the example above yields a final bonus of 1. This is because the final bonus limit caps the individual bonus limits. Anything above 3 won't have any impact at all. 4 and 5 just counts as 3.

I think we can all agree that +5 str from a single bonus is too much. Yet it would be nice if anything above the final bonus limit at least could be used to counter the antagonist bonus in the full -1,5 range.

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