

Suggestions for 1.06

Posted by Seppuccu - 01 Feb 2011 18:24

Seems I'll have to be the one breaking the ice in the W4 sub-forum. ^^

I was thinking we could get back to some of the 1.06 discussions. Before the old site went down I had luckily collected almost all of the suggestions for 1.06 and put them together in a spreadsheet. I've attached the spreadsheet to this post. Read and ponder.

Edit: wtf, can't upload file...

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Re: Suggestions for 1.06

Posted by KGB - 02 Feb 2011 02:37

Seppuccu,

Hmm, I have the option to add an attachment. Not sure why you don't. Don't you see an add file button? Maybe it's only on the reply and not the initial post?

Also a Warlord recently posted a couple of good ideas on the I2 Warlord IV forum. I want to capture those ones too since a few of them are easy things I can add to the 1.05B beta build.

KGB

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Re: Suggestions for 1.06

Posted by Seppuccu - 02 Feb 2011 08:35

I have the button but it refuses to upload the file. I've described it in the site feedback thread.

And yes, I saw those posts too and I'm going to add them to the spreadsheet.

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Re: Suggestions for 1.06

Posted by Seppuccu - 28 Feb 2011 07:31

And here it is.

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Re: Suggestions for 1.06

Posted by whereagles - 16 Aug 2011 22:30

KGB, you still working on 1.06? If you I'd like to point out a thing about balancing. Heroes should not be allowed to have regeneration as a native skill. Such a hero can get so powerful it's ridiculous Kind of takes away much of the strategy.

By the way, what happened to harpies? Weren't they supposed to have starting terror +3? Come on, a top unit starting at terror +1 when the dragon race has a mid unit with terror +3? Doesn't make much sense

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Re: Suggestions for 1.06

Posted by Seppuccu - 17 Aug 2011 07:40

whereagles wrote:

Heroes should not be allowed to have regeneration as a native skill. Such a hero can get so powerful it's ridiculous Kind of takes away much of the strategy.

On lower Warlord levels yes, but on higher levels these heroes kind of give away a little. And they are still vulnerable to Assassin/Death Gaze/Crushing Blow. Personally, I think heroes should not be allowed to have the Negate skill.

whereagles wrote:

By the way, what happened to harpies? Weren't they supposed to have starting terror +3? Come on, a top unit starting at terror +1 when the dragon race has a mid unit with terror +3? Doesn't make much sense

One would argue that the Dark Elves race is powerful enough as it is. And don't forget Dragons' slower production times.

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Re: Suggestions for 1.06

Posted by whereagles - 06 Sep 2011 21:50

Well, I think I might have found a build that can give the uber-retinue a run for their money.

Fear/warding hero, with the assassination axe. He won't win the whole time, but stands a good chance to whack the three ubers in a row with assassin hits. At least that's the only way I can beat them without using 20 sets of top units lol.

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Re: Suggestions for 1.06

Posted by whereagles - 13 Sep 2011 10:17

Ok so I tried the above build, only to find out that the warding hero got assassinated. Apparently negate negates warding. So what does negate actually negate? Everything but assassination/death gaze??

The good thing is I got a new anti-uber build: assassin hero with gaze helm and negate wand ☺

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Re: Suggestions for 1.06

Posted by Seppuccu - 13 Sep 2011 11:49

I'd advise you to continue this disuccsion in [THIS](#) thread instead. I've replied there.

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Re: Suggestions for 1.06

Posted by Sleepy - 14 Dec 2011 13:55

I wish W4's main world map had the zoom out feature like the editor; this feature alone would make the game 10 times better for me by cutting out a lot of the tedium of map scrolling as well as better, immediate, tactical view of things. Even better than a widescreen support on my 47" hdtv. Wouldn't even need to change the interface; just attach the functionality to couple of hotkeys (say, + and -).

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