

basic game mechanics (guide)

Posted by skeletor - 13 Jul 2011 17:05

hey,

kind of new to the series. Always wanted to play the title but postponed it. Now I finally got it running on Windows 7.

I must say that I really like this forum + page. However, do you guys know if there is some basic guide for warlords 3? I once saved an enormously detailed post that was some kind of guide in the older warlorder forum but lost it somehow.

My problem is that I have no clue how the combat system really works. Somehow attack + bonuses seem to be compared.. Additionally it is hard to tell what all the special abilities of the units are doing (like poison .. or warding etc.).

Maybe some of you veterans could share your wisdom or something. Would really be grateful.

Best regards,

skeletor

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Re: basic game mechanics (guide)

Posted by KGB - 14 Jul 2011 01:54

Skeltor,

I added a Combat Mechanic's article in the DLR Articles section. It's a PDF that you can view/download that explains everything about combat with examples.

I think this is the post you once saved.

Let me know if you have any more questions.

KGB

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Re: basic game mechanics (guide)

Posted by skeletor - 14 Jul 2011 17:13

@KGB

Thanks a lot! That's precisely what I was looking for.

I guess I will probably have more questions in the next few weeks ☺

Still one thing beside that:I always wondered what those "army-sets" were there for. They are often mentioned in multiplayer-related topics. Can you start with a self constructed army in these games?

Do those Stormheim-Units appear in Singleplayer in the scenarios or Random Maps if installed?

Best Regards

skeletor

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Re: basic game mechanics (guide)

Posted by KGB - 16 Jul 2011 00:24

Skeletor,

skeletor wrote:

Still one thing beside that:I always wondered what those "army-sets" were there for. They are often mentioned in multiplayer-related topics. Can you start with a self constructed army in these games?

Which games are you talking about, multi-player, single-player, scenarios?

You can create custom sets in any game other than the campaigns (where your army set is fixed).

At the main screen where you select your 'side' to play, click on the round circle icon at the top of the side. That will pop open a menu allowing you to select a custom set (one that already exists or you can create a new one). It's totally non-obvious that you can click there to do that (manual doesn't say where to click). In fact when I originally got the game in 1996, I had to ask myself how to do it.

Generally custom army sets are used in all MP games (online and PBEM) other than where players agree beforehand to use the scenario army set (Myth, Divine Right, COTE etc being typical scenarios that were created with custom army sets already).

Do those Stormheim-Units appear in Singleplayer in the scenarios or Random Maps if installed?

Unfortunately no. The great weakness of DLR is that by default, the scenarios and random maps do not use any custom content like Stormheim.

However, you can create a custom set using Stormheim units (as I mentioned above). You can also create custom sets for the AI sides as well using Stormheim units (again, at the main screen, simply select custom sides for AI side in addition to your own). So you can have the AI use those Stormheim armies by giving it custom sets (in truth the default sets in random maps are quite weak so if you create your own custom set, you should do so for the AI as well even if all the AI's get the same set).

Also, several of the scenarios (not maps) like Myth, Divine Right, COTE and Campaigns (Legion of Blood) already are using Stormheim units because the creators of those put them in there. So you can find those armies in play there too along with custom heroes/spells etc.

KGB

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Re: basic game mechanics (guide)

Posted by skeletor - 18 Jul 2011 21:23

@KGB

thanks a lot once more for your detailed answers!

I would never have tried to click on those small circles and obviously missed quite an important part of the whole game. Now I even get what is meant be an army set ☺

best regards

skeletor

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Re: basic game mechanics (guide)

Posted by skeletor - 22 Jul 2011 12:23

hey guys,

once more I seek help from warlord veterans ☺

Throughout the last days I played some random games which gave rise to a few questions/impressions:

1. Is there some way to increase the likelihood of the occurrence of mercenaries or heroes? Like owning more cities?

2. Allies seem to be very important. I often missed the chance to explore enough runis with my hero. My enemies usually had an edge in the early to midgame because they had found some beefy units which followed them. I somehow had the impression that this aspect was a bit too random..

3. Is there a way to show how far a unit can move without "committing" to that move? Alt + u

only seems to work for small movement-steps.

4. How does mana generation exactly work? Do you need mana crystals to cast spells?

Best regards

skeletor

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Re: basic game mechanics (guide)

Posted by Batz - 22 Jul 2011 18:52

No problem

1. For Mercs the chance is increased if any of your heroes have 'Renown' and stay in a city for the beginning of your turn. The chance to get heroes is increased by having more gold.

2. Yes, it's quite random! You have to be lucky in ruins or else take allies as quest rewards.

3. Hold the CTRL key when clicking on the destination then you can let go of the mouse button and the unit will not move only the path will be shown. Press [End] key to follow the path. Undo only works if you have not clicked anywhere else and you have not uncovered any hidden areas from the Fog of War.

4. Cities have mana income and crystals just add to it. Check the mana report to see.

Batz

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Re: basic game mechanics (guide)

Posted by skeletor - 24 Jul 2011 19:13

@Batz

Thanks for the fast answer!

Best Regards

skeletor

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Re: basic game mechanics (guide)

Posted by Molotov - 29 Jul 2011 04:53

crystals do not just add to mana income but also increase the max mana limit

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Re: basic game mechanics (guide)

Posted by Aznagroth - 11 Mar 2012 23:12

Since this thread is about basic game mechanics I think I'll ask my questions here:

What decides what items an alchemist can summon? I tried to test this in a game now and it looks like it is not dependent on price, they way shatter is. I tried to search dancing thief's forum and could only find a post mentioning that some items are labeled artifacts. I opened an editor and found out items can be labeled: lesser item, minor item, major item, artifact and great artifact.

I can of course go through the list and check all the items to see their associations. This however will take some time and after that is done I would have to do tests to see when I will be able to summon what. Does anyone have a spreadsheet with this already done?

Shatter if I understand it correctly destroys a number of items equal or less than the hero's level. The items can't be more expensive than $200g \cdot \text{hero lvl}$. The radius of this spell is always 8 squares.

Dispel which is a spell I find quite similar does work in a similar way I think but I'm not sure so I'll ask and try to suggest answers at the same time.

What is radius of dispel? 8squares? How many spells does it dispel? I guess it dispels an amount equal to hero's lvl and you can only dispel spells from a hero with lower level than you. Does this care about

xp too?

I see that Molotov has referred to Granite Golem's guide in a few posts. Is that guide available somewhere?

I guess a related question to this post would be: what items will be given as reward for easy/average/hard quests?

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