

Warlords 1 & 2 features missing from DLR

Posted by Onslaught - 30 Apr 2012 06:33

I need some help compiling a list of features or aspects from Warlords and Warlords 2 and Warlords 2 Deluxe that did not make it into Warlords 3: Dark Lords Rising. It would also be nice if some veterans could point out which of these features that would have improved upon DLR.

I will start:

Warlords

Building boats

Multiple blessings

Production given by city

Warlords 2

Talking head

Sign posts on map

Plant rally points on map? (can't remember)

City adjacent to water works as a port

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Re: Warlords 1 & 2 features missing from DLR

Posted by M0d3M - 01 May 2012 18:31

Building towers?

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Re: Warlords 1 & 2 features missing from DLR

Posted by KGB - 02 May 2012 00:35

Warlords:

You could not build towers. Warlords 1 had towers but they were in fixed locations.

All Armies had names that listed where they were from (like 2nd Jessarton Lt Infantry)

Side (race) based bonus's. For example all Grey Dwarves and Storm Giant armies fought at +1 in hills due to a racial bonus. Orcs at +1 in a swamp, Selentines at +1 on the water etc.

Warlords 2:

The plant rally points was the 'plant flag' option that allowed a hero to plant his standard (an +1 command item you got on turn 1) and then vector armies to that standard.

ROH had a talking head. It was removed in DLR because Steve said reviewers told him it was a joke. Ironically it's something all players seem to love to quote.

KGB

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Re: Warlords 1 & 2 features missing from DLR

Posted by Asgeir - 03 May 2012 11:47

I miss Zog the Graffiti-Troll.

Comments on other changes:

- Building boats: I like the idea of building boats, but I think the wl1 model would be broken for some types of maps, like island maps.

- Multiple blessings: Broken because of hits.

- Fixed production: For me, this is about some cities being more valuable than others. In warlords 2 only special cities could make allies. In warlords 3 you got mana and sites. Each game solve it differently. With that said, I prefer at least some degree of build production.

- Sign posts: So much fun editing them in random+hidden map multiplayer. Zarrethol 8 leagues northwest? Let's make that 20 leagues SOUTHwest.
- Rally point/battle standard: Never used much. We got teleport and summoning spells now.
- City as port: I like wl3 solving boats being too useful by requiring ports instead of wl2's blunt movement penalty.
- Side bonuses (wl1): Now we got completely unique sides instead. This was the one thing wl2 was lacking.
- Towers: Tower and feature defence (ruins etc wl2) was an ok feature, but didn't seem have much impact on the game other than temple denial. On second thought, it could be cool with city terrain +1 fortify sites/ruins... or?

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Re: Warlords 1 & 2 features missing from DLR

Posted by M0d3M - 03 May 2012 12:02

Warlords 1 had towers but they were in fixed locations.

It was possible to build towers in Warlords 1. By clicking "B".

The easiest way to spend all your money. =)

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Re: Warlords 1 & 2 features missing from DLR

Posted by KGB - 03 May 2012 18:16

Guess I should have bought the game for a manual instead of pirating it. 😊

I had no idea you could build new towers.

KGB

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Re: Warlords 1 & 2 features missing from DLR

Posted by Molotov - 14 May 2012 06:20

there's a vage bug in DLR, sometimes you can see +1 fortify in the stack bonuses window, when you stay on ruins.

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