Warlords II AI vs Warlords III AI

Posted by Slayer of Cliffracers - 29 Jun 2012 23:39

I've got Warlords II recently and have played Island Kingdom of Erythia (but I gave up as it's dead boring) and then played Dante's Inferno as the Lustful and (eventually) won. I'm planning to play Babe War and then Russia with quick start and I am the greatest.

I'm intrigued by the war that the Warlords II AI behaves vs Warlords III. I noted at one point that it is actually worse in most respects but better in only one respects, it understands seemingly how to blitzkreig properly, that is bypassing forward defensive positions while the Warlords III AI suprisingly seems to fall into throwing it's troops lives away in an endless attritional war against a perpetually reinforced defensive line.

But it comes to marshalling it's troops, the Warlords II AI seems very poor while Warlords III AI seems to be rather efficiant.

==========

Re: Warlords II AI vs Warlords III AI

Posted by Onslaught - 30 Jun 2012 17:04

The AI in Warlords 2 seems to act more on diplomatic status than the AI in DLR. If you do any hateful actions in Warlords 2 like attacking sides that are at peace with you, then everyone will declare war on you and traverse half the map to attack you. In DLR the AI seems more focused on its immediate surroundings.

==========

Re: Warlords II AI vs Warlords III AI

Posted by KGB - 02 Jul 2012 05:08

Because there is no Fog of War, the Warlords II AI can 'see' every city that is has uncovered (all cities if hidden is 'off'). So the AI simply picks the weakest city to attack. This allows it to bypass strong points on the front lines as you noted. On the other hand, you can easily fool the AI into doing what you want by emptying 1 city of defenders. The AI will send all his stacks toward it even if it's 10 turns to get there vs 4 to get to a closer target that is almost as weak. Then when he arrives, just fill it with men (or kill them on the way in the open) and he wasted endless time going for a target he never had a chance to take.

If you want the ultimate challenge set 'I am the greatest' as you are going to do but play a non-hidden map (so all cities are seen). The 7 AI's will all declare war on you on turn 7 or 8, ally with each other and you'll fight a 7v1 contest. Depending on the map and your starting spot you can be overwhelmed by

sheer masses.

KGB

==========

Re: Warlords II AI vs Warlords III AI

Posted by Slayer of Cliffracers - 04 Jul 2012 04:30

_____

KGB wrote:

Because there is no Fog of War, the Warlords II AI can 'see' every city that is has uncovered (all cities if hidden is 'off'). So the AI simply picks the weakest city to attack. This allows it to bypass strong points on the front lines as you noted. On the other hand, you can easily fool the AI into doing what you want by emptying 1 city of defenders. The AI will send all his stacks toward it even if it's 10 turns to get there vs 4 to get to a closer target that is almost as weak. Then when he arrives, just fill it with men (or kill them on the way in the open) and he wasted endless time going for a target he never had a chance to take.

If you want the ultimate challenge set 'I am the greatest' as you are going to do but play a non-hidden map (so all cities are seen). The 7 AI's will all declare war on you on turn 7 or 8, ally with each other and you'll fight a 7v1 contest. Depending on the map and your starting spot you can be overwhelmed by sheer masses.

KGB

I've noticed that if it has a city bonus negating unit in it's stack (the AI is not good at assembling decent stacks) it can attack well defended cities. It sometimes does attack different cities to the usual fare but not very often.

The Warlords III AI is not in any sense experimental, it does not seem to ever deviate from it's standard target until the target falls. This means it is easy to defeat as I find by simply fortifying the targets and filling them with bonus causing units. The AI will throw insane amounts of units to attack a very well defended target again and again without every winning. With it's units so commited it can be easy to outflank with a powerful hero stack.

The one thing which they should have taught the Warlords III AI to do is randomise it's targets so that it cannot be so easily second-guessed.

==========

Re: Warlords II AI vs Warlords III AI

Posted by KGB - 04 Jul 2012 08:08

It's true about the DLR AI. The only variable target is quests for heroes or flags in capture the flag games. Otherwise it literally tries the closest city.

DLR is probably the toughest of the games (tougher than War 4) to do an AI for because the game is so free flowing with teleport, speed and units that move vast distances combined with lots of bonus's. It really needed a re-write after the 1.02 patch but there wasn't time to do one. The only way to get a decent challenge is to custom create sets for the AI and give it bonuses like +6 move, +1 hits, +2 strength and 40% Engineering. At that point you can be overwhelmed.

The War4 AI that I improved ended up being the best of the lot by far. Mostly because it had the advantage of being done after the game was released and all the best strategies were known so the AI could be taught those things.

KGB

==========

Re: Warlords II AI vs Warlords III AI

Posted by Slayer of Cliffracers - 04 Jul 2012 22:13

Not exactly. It does sometimes bypass the closest city, but it never goes very deep. It is fairly easy to figure out which cities are viable targets and create a WW1 era trench stalemate worthy of legend.

I kind of understand that patching Darklords III is impossible because the sourcecode is lost of somesuch.

==========