W3: DLR Difficulty

Posted by MarthosPaladin - 29 Nov 2017 06:27

Hi, I had exactly the same question as was asked about Warlords 4, except for Warlords 3: DLR. Does the computer player get any "unfair" bonuses or anything else other than improved AI on Expert difficulty, and do I get bonuses when I'm on Beginner?

I tried to answer the question on my own by recording how often "improbable events" happened in combat on expert mode, and I didn't come up with anything really. There are problems with my methodology (a 2 str creature hitting a 15 str creature gets counted the same as a 7 hitting an 8), but it didn't look like I was getting super screwed. If anything, the opposite.

==========

Re: W3: DLR Difficulty

Posted by KGB - 01 Dec 2017 08:19

The AI doesn't get any advantages or disadvantages in DLR.

The way you can give advantages to you or the AI is through personality points (on the main screen). Those points allow you to get extra move, gold, strength, hits, heroes, mercs, items, view range, XP etc.

That was 'built' into the War IV AI.

KGB

==========

Re: W3: DLR Difficulty

Posted by Vissavald - 04 Dec 2017 14:08

When I finally have some spare time (if ever...), I will manage to scan (or at least copy text here) the part of Strategy Guide concerning the AI in DLR and its algorythms.

And NO, AI has no "unfair' bonuses, only its "thinking" (analyzing and decision-making) routine gets deeper and wider with increasing difficulty.

==========