Classic Army Sets

Posted by tabanli - 05 Jan 2013 09:24

I want to start with the Syborg Set. This is the most versatile set for a beginner. It gives you plenty of options for allies, mana, starting money, starting mana etc.

Heroes (Wizard is always #1. Others may switch)

Wizard

Alchemist/Summoner

Priest

Shaman

Regulars

Red Dragon

Liche

Elephant

Siege Engines

Elven Cavalary

Giant Bats (optional for air scouting)

Goblins (must have for land scouting)

Peasants

Allies

1) Moonguard, Gnoll Cavalary, Assasins, Unicorn

2) Iron Golem (Must have)

3) Elephant

4) Optional (I always prefered Green Dragons or Red Deamon if I have Summoner instead of Alchemist)

This set leaves you with enough money to have an early expansion. You may loose hero battles to Black dragon sets, but you could still win the game. Build elephants in critical cities and form Red-Lich-Siege-5Elephant super stacks and back them up with your hero. If you get a critical city with this stack, teleport your hero there you may easily win the game. You are protected to archery either with priest mighty feast or get elephant at +1 hit sites. Your meat units are not flying so you are not really in big danger here.

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Re: Classic Army Sets

Posted by tabanli - 05 Jan 2013 10:35

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Hugh The Hand

Heroes

Wizard

Priest

Alchemist (Summoner Alternate)

Shaman

Regulars

Red Dragon

Black Dragon

Liche

Siege Engine

Elven Cavalary

Goblins

Peasents

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Allies

1) Weak Ally

2) Iron Golem

3) Elephant

4) Weak Ally

In this set you have expensive regulars. Your goal is to win hero battles so you must be constantly scouting. You have weak first ally and you may get your ideal stack much later than most other sets. However there are very few sets that can oppose your ideal hero stack

Wizard

Priest(mighty feast)

Red Dragon

Black Dragon

Black Dragon

Liche

Siege Engine

Iron Golem

You are well protected against archery with mighty feast. You may have a cheaper version of this set with Emerald Dragon instead of Red Dragon. This will give you better allies and early expansion.

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Re: Classic Army Sets

Posted by tabanli - 05 Jan 2013 10:53

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Bugra-Monk Set

Heroes

Summoner

Monk

Alchemist-Wizard

Shaman-Priest

Regulars

Black Dragon

Slayer Knight

Liche

Elephant

Siege Engine

Goblins

Peasents

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Allies

1) Very weak ally

2) Iron Golem

3) Elephant

4) Red Deamon

Very very expansive regulars. However your ideal hero stack is almost unbeatable in a hero battle. A level 6 monk is notoriously difficult to kill. The ideal stack is a powerhouse.

Summoner (+5 chaos)

Monk (+2 acid)

Liche

Siege Engine

Black Dragon

Black Dragon

Black Dragon

Elephant

You may have more reasonable options if you remove the elephant from the regulars.

If you remove the slayer knight from the regulars, you may end up depending on Summoners summoning Red Deamons. Your non-hero stacks may lack power.

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Re: Classic Army Sets

Posted by tabanli - 05 Jan 2013 11:13

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Sasquatch

This set works in very large maps. You need sufficient time to build your heroes, get wyrms from allies, get black dragons and get mana. This is the set that Sasquatch had his legendary +65 run. Later Hugh the Hand convinced him that he made his point and he should stop playing only very large maps. As a result he started to loose games. This is probably the most powerfull hero stack ever build. In our test runs with Bugra, we found out that it was the only set that had small edge against the Monk Set. I remember two versions of the set. One of them might be wrong.

Heros

Summoner

Shaman

Wizard-Alchemist

Priest

Regulars

Black Dragon

Green Dragon

Undead Beast

Allies

1).....

2)Cave Wyrms

3)Dust Wyrms

4)Green Dragon

Your ideal hero stack is

Summoner (5 Chaos)

Shaman (You constantly need Jihad to get extra siege and Berserker before hero battles)

Green Dragon

Black Dragon

Black Dragon

Black Dragon

Black Dragon

Cave Wyrm (this is the unit that protects you from archery since it has hits=4)

An alternative could be

Heros

Wizard

Shaman

Summoner-Alchemist

Priest

Regulars

Black Dragon

Red Dragon

Green Dragon

Allies

1)weak ally

2)Cave Wyrms

3)Archon

4)weak ally

Hero Stack

Wizard

Shaman

Red Dragon

Green Dragon

Archon

Black Dragon

Black Dragon

Cave Wyrm

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Re: Classic Army Sets

Posted by tabanli - 05 Jan 2013 11:21

Irish Hand

This is the strongest set without Black dragons.

Heroes

Wizard

Priest

Alchemist

Shaman

Regular

Red Dragon

Green Dragon

Siege Engine

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Goblins

Peasants

Allies

1

2)Iron Golem

3)Elephant

4)

There are different options for allies and regulars. An option is to have a +3 Moral troop to obtain +5 moral with wizard

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Re: Classic Army Sets

Posted by KGB - 06 Jan 2013 00:11

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Tabanli,

Wow! It's been many many years since you and Bugra played regularly.

In that time I re-balanced the heroes around 2000-2001 time frame (called the K4Heroes, took 4 iterations to get them balanced) and the Stormheim unit pack containing another 20 or so units was released.

Thus those sets you posted are no longer ever used because no one plays with the original heroes / armies any more. All games are played using the K4Heroes (some use CrazyHorses X Heroes) plus the Stormheim additions. The ideas behind those sets makes sense of course but the sets themselves are no longer valid.

There are still a few hard core players playing online if you've got the game up and running and some old timers like Hugh stop by from time to time. There are also some good alternative free games like Warbarons (link on the left hand side) if you don't but want to play a Warlords like games.

KGB

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