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.

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)

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1) Weak Ally

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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.

Re: Classic Army Sets Posted by tabanli - 05 Jan 2013 10:35 Hugh The Hand Heroes Wizard Priest Alchemist (Summoner Alternate) Shaman Regulars Red Dragon **Black Dragon** Liche Siege Engine Elven Cavalary Goblins **Peasents** Allies

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2) Iron Golem

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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.
Re: Classic Army Sets Posted by tabanli - 05 Jan 2013 10:53
Bugra-Monk Set
Heroes
Summoner
Monk
Alchemist-Wizard

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Shaman-Priest
Regulars
Black Dragon
Slayer Knight
Liche
Elephant
Siege Engine
Goblins
Peasents
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

Warlorders - warlorders.com Generated: 5 November, 2025, 03:24 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.

Re: Classic Army Sets Posted by tabanli - 05 Jan 2013 11:13

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

Warlorders - warlorders.com Generated: 5 November, 2025, 03:24 **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

Warlorders - warlorders.com Generated: 5 November, 2025, 03:24 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

Re: Classic Army Sets Posted by tabanli - 05 Jan 2013 11:21
rish Hand
his is the strongest set without Black dragons.
Heroes
Vizard
Priest
Alchemist
Shaman
Regular
Red Dragon
Green Dragon
Siege Engine
···
Goblins
Peasants
Allies
P)Iron Golem
B)Elephant

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4)
There are different options for allies and regulars. An option is to have a +3 Moral troop to obtain +5 moral with wizard
Re: Classic Army Sets Posted by KGB - 06 Jan 2013 00:11
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