Army set for computer

Posted by Aznagroth - 21 Feb 2011 22:41

The AI can be a strange thing. They generally keep their bonusdragons in front and black dragons in the back. What armyset do you use for the AI? Why do you think that suits the AI and how do you think it should be to keep you from exploiting it?

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Re: Army set for computer

Posted by Aznagroth - 23 Feb 2011 04:48

I guess I should post what I use for the computer:

Regulars:

gnomes

archer

elven cavalry

gladiators

battering ram

elephants

brass dragons

emerald dragons

Mercenaries:

giant rats

elven archers

gnoll cavalry

Allies:

cyclops

iron golem

lamia

black dragons

boneship

Kheroes:

monk

barbarian

shaman

general

grey mana 8

I have also tried to make one that gives them a bit stronger units when they fail to put together a proper stack.

Regulars:

archers

gnomes

orogs

griffons

reavers

elephants

brass dragons

emerald dragons

Allies:

hobgoblin

iron golem

lamia

black dragon

water elemental

Kheroes:

monk

barbarian

general

thief

grey mana 11

I just realized the siege in the last set is too little. Not sure what to replace with though. Can get 30 points from mana and transfer to a proper siege unit. Should get on that can fight though.

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Re: Army set for computer

Posted by Molotov - 28 Nov 2011 16:09

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AIs can be given personalities: more move points, strength, faster production etc. As they cant combine stacks, its useful just give them strong units with assassin, trample, morale. And some personalities atop.

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