creating army sets (rules)

Posted by skeletor - 11 Mar 2012 22:28

Hey,

I once again need some help / advice from seasoned warlorder vetterans. I tried to create an army set from scratch but did not understand the pointing system for units.

1. Does it matter (point-wise and in any other way) to which number I assign a certain unit? (e.g. does it make any difference if I put a general type hero on slot number 1 or 4?, same for units)

2. How do double choices for a unit type count? They obviously make it more expensive somehow

3. Does the choice of certain units (like dragons) affect the cost of other units? It seemed to me that by choosing some expensive units like a dragon, other units became more expensive, too.

I'd be glad for any help.

Best regards,

skeletor

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Re: creating army sets (rules)

Posted by KGB - 12 Mar 2012 03:31

Skeletor,

1) Yes it matters. Lower slots (1) cost more than higher slots. So you put your cheapest units (in terms of build time/cost) in lower slots. For heroes it's based on the XP needed to reach L2 (lower the cost the cheaper point wise the hero).

2) Doubling a unit costs an extra 100 points. However you can double between different areas (mercs and allies) with no penalty.

3) No. Costs are fixed based on slot, # of turns to build unit and the unit cost to buy. Adding other units never affects the costs of ones you already have added (unless you double up on a unit of course as noted in #2)

KGB

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Re: creating army sets (rules)

Posted by skeletor - 12 Mar 2012 19:59

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@KGB

Thanks a lot for your answer! I would be completely lost without this forum..

Besides incurring higher costs for units do the slot numbers have any other effect? (like different probabilities for starting units or something?)

EDTI: nevermind. Answered in another thread.

Best regards,

skeletor

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