Myth v.6 Discussion Thread

Posted by Onslaught - 21 Sep 2012 12:21

I am about to update Myth to version 6 and need to finalize all the changes. These are the proposed changes. Asking for feedback from those who have played version 5 and/or team version. There are two goals:

1. Balance the sides while still making sure each occupies a unique niche.
2. Make heroes less allmighty while still being key pieces in the game.

Rule File

1. Reduce total negative bonus to -1.

2. Reduce maximum number of heroes per side to 3.

3. Reduce cost for subsequent heroes to 750-1000 gp.

4. Up gold for Agrade ruins slightly.

Game rules

Raze any time ON.

Mana for each side

White Order: 12

Sun King: 12

Wizards of Zhur: 14

Sand Maggots: 12

Dark Elves: 14

Khuzan: 14

Moon King: 12

Lich Cult: 14

Necromancer hero

1. Loses the spell Unholy Touch'.

2. Gains the spell Gift of Undying' for 2ab and 5 mana: Summon 3 Zombies'.

3. Grave robbing spell changes from Summon item lvl 2 to summon item lvl 1 and cost is reduced to 14 mana.

4. Carrion Wind spell gets group movement +4 added and cost inceases to 5 mana.

Wizard Hero

Summon Air Elemental' is changed to summon Fire Elemental' for 14 mana.

Bard Hero

Song of Fame is replaced by ability Questing for 3ap.

Alchemist Hero

Gains spell Elixir of Life' for 5ap and 8 mana: Bless and group hits +1.

Barbarian Hero

Cost of Berserk spell is reduced to 6 mana.

Side - Lich Cult

1. Pale bowmen' changes to 2 str, 3 hitpoints, +1 in desert, missiles +2 for 500 gold and 2 turns

2. Zombies' changes to 2hp and cost goes up up 30gp.

3. Ghouls' changes to hill move bonus, 16 movement, hills +1.

4. Ghosts' changes to +2 in woods, woods move bonus, **siege +2?**, 3 hit points, 17 movement.

5. Ally 1 becomes Wraiths.

6. Ally 2 becomes Bone Lord: Necromancy +3, 7str,2hp, +2 in desert, 20 movement.

7. Ally 3 becomes Nightmare: Fear +5, movement 26, flight, str 8, hp 3

8. Ally 4 becomes Pale Rider: Disease +16, movement 26, str 9, hp 4, wood/hills movement

9. Corpse thrower changes from siege to curse +12 and 2 turns.

Side - Sun King

Slot 3 Hero changes to Priest'.

Side - Wizards of Zhur

Fire Elemental' becomes ally slot 3 and changes to 8 str, 3hp

Air Elemental' becomes ally slot 4 and changes to 9 str, 4 hp.

Side - Dark Elves

Devourer gains poison +8 instead of necromancy +2.

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Re: Myth v.6 Discussion Thread
Posted by Molotov - 02 Oct 2012 20:47

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major boost to the Lich Cult, good

though i didnt play Myth for much, so i cant say are the changes fairly balanced or not.

when to expect the v.6?

thanks for the superb scenario!

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Re: Myth v.6 Discussion Thread
Posted by KGB - 03 Oct 2012 06:19

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Onslaught,

Why are you reducing the max heroes from 5 to 3? That's a pretty big drop and means you can't even get 1 duplicate hero if you want to get 1 of each in the scenario. Heroes are already hard enough to come by that limiting them to 3 seems overly harsh. I can see maybe lowering it 4.

That Pale Rider is going to be a serious beast with those super stats (Disease and move). How about at least lowering the disease part to 12. I also don't think Ghosts need 3 HP if they are going to be Siege units. They will naturally be at the back of stacks since they have a bonus so 2 hits is fine for them.

KGB

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Re: Myth v.6 Discussion Thread

Posted by Onslaught - 03 Oct 2012 12:12

It is true that there will be less hero variety with 3 heroes but it will also be a more focused game. At least for an amaateur player such as myself, more than 3 heroes are really hard to tend to.

I agree about the hit points on ghosts. The alternative is to reduce siege to +1 but that just is not very useful for a slot 2 merc i think.

The pale rider is mighty for sure but considering that Dark Elves have life drain -1 unit among regulars, I don't think it is overly powerful. Perhaps the life drain unit need to increase in price or become a 5 turn unit?

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Re: Myth v.6 Discussion Thread

Posted by KGB - 04 Oct 2012 09:33

Onslaught,

Interesting comment about 3 heroes being more focused. That was not why I expected the change. To me 3 heroes seems limiting and really means the loss of 1 hero can be a game changer because you can't have a lot of replacements in training. As you know its very hard to level up low level heroes in

mid/late game.

Leave Ghosts with +2 siege. Black needs at least +2 siege more than they need 3 hit Ghosts with +1 siege.

The lifedrain unit is indeed very powerful. But at 4 turns it takes a long time to make. Also lifedrain is useless against units with 1 hit and there are a fair number of those on various sides. So 4 turns seems fair. I can't recall the cost to buy one but it should be around 1000 or more. The Pale Rider with disease +20 is basically the same as Lifedrain (disease +25 = 100 disease) but this unit is 9/4 (I think the lifedrain unit is only 7/2) and moves an incredible 30 moves. It's those moves and the 4 hit immunity to archery that puts it over the top. I can live with 20 disease if the 9/4 dropped to 9/3 and the moves to 24.

KGB

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Re: Myth v.6 Discussion Thread

Posted by Onslaught - 08 Oct 2012 07:42

I changed pale rider to disease 16, move 26, 9 str/ 4 hp. Does this sound more reasonable to you?

Also changed dark elves devourers from necromancy +2 to poison +8.

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