

## **Myth v.6 Discussion Thread**

Posted by Onslaught - 21 Sep 2012 12:21

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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 increases 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

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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 amateur 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

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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

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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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