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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 IvI 2 to summon item IvI 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.

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- 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.

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

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!

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

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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

