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Develop a city to level 4. Posted by Lichking - 12 Apr 2023 12:24

I think it's too expensive to develop a city to level 4.
Level 1 provides:
- two production units,
- defensive turret,
- 30 gold per day.
Cost 400 gold.
Level 2 provides:
- two production units,
- reinforcement of the defensive turret.
Cost 200 gold.
Level 3 provides:
- a strong production unit,
- reinforcement of the defensive turret.
Cost 200 gold.
Level 4 provides:
- a strong unit (hero) for production,
- reinforcement of the defensive turret.
Cost 500 gold.

In hard games, 100 gold makes a difference, and spending 500 gold for a slightly buffed turret and being able to produce a unit once every 4 turns is a mistake.

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I think we should lower the price to 200 gold for this upgrade. Re: Develop a city to level 4. Posted by KGB - 14 Apr 2023 15:46 Lichking, Perhaps the cost should have been: 200 300 400 so it would cost the same amount (900) to upgrade from L1 to L4. The reason L4 is expensive is because Heroes have 0 upkeep AND they provide very good battle skills (leadership / fear) that apply to all units in a stack. Plus you also get access to the best non-hero unit for your side in L4 cities. That cost also helps make the Rune Warlords who have gold and engineering as their major/minor skills more useful. **KGB** Re: Develop a city to level 4. Posted by Lichking - 14 Apr 2023 21:41 200, 300 and 400 is good proposition. Access to the best non-hero unit for your side it's already in L3 cities.