

Medals doesn't seem to work.

Posted by Slayer of Cliffacers - 13 Jan 2013 04:54

I created my Leprechaun unit and gave it the medals power using DLR Tools. It seems that when I tested the unit in my Unit Testing Dungeon, it didn't actually appear to have medals at all in the battle, but the unit interface showed up as having the medals power.

I've changed their power to to Warding 4 but they still have a 100% chance of getting a medal if they win the battle.

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Re: Medals doesn't seem to work.

Posted by KGB - 17 Jan 2013 00:49

Molotov,

36 squares is definitely useful if the cost isn't too much. 24 on the original Shaman at L6 is decent. BTW, is this 36 squares total or 36 squares in any direction (so 72)?

I'll have to test him out again on Divine Right to see if I can get it to work as a low level spell costing 2 mana per cast and revealing 36x36 squares would be a nice addition.

KGB

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Re: Medals doesn't seem to work.

Posted by Molotov - 17 Jan 2013 11:58

KGB wrote:

BTW, is this 36 squares total or 36 squares in any direction (so 72)?

36 total

so 18 in any direction (of four)

unit/hero speeds are also lowered in the Epic mod so its more valuable there

while vanilla shaman's 8-mana augury definitely is a waste

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