

Tips for an Alchemist focused Army Set?

Posted by 065227N - 12 Dec 2019 07:25

Long time no see.

With the release of the GoG version I'm getting back into the game. I'm thinking of building an Alchemist focused army set but it's been a long time and I don't really remember that much about army building outside of needing a mix of bonus/penalties and some of the more favoured units like Elven Cavs.

What do I need to look out for if I want to focus on using the Alchemist as one of my heroes? Any suggested army lists?

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Re: Tips for an Alchemist focused Army Set?

Posted by KGB - 16 Dec 2019 17:16

Your Max Mana should be the amount needed to cast your most expensive spell. So if that is Teleport then that means 12 mana. You can cheat a bit on this because your max mana is increased by 1 for every mana crystal you get (quest/ruin) but I normally don't cheat more than 1-2 in case you get unlucky in ruins.

Always unclick sell items. If you are that desperate, the game is already lost and there are easier ways to generate gold (easy quests to visit your own cities).

In addition to Hard Quests, you can also get Ally 4 from hero offers and hidden ruins. But you are right you don't get many of them so what you do get should be a 'nice to have' but not required (Blacks are a popular choice). This is why many players put a summoned army here simply to control the fight order OR use a cheap cost unit so they can save the points for other places in their army set.

On Random Map games I'd personally pick a Warship or Greatship. I never use Barges (unless there is no water at all) and only use Water Elementals if it's a known water based map with Islands. Again, the points are better spent elsewhere.

Cheaper dragons helps since 2000 gold for a Black is incredibly expensive. Esp since you then need to wait to build multiple of them since they are meant to be used in groups at the front of the stack. On the other hand, you need only 1 Chaos and Fear dragon per hero stack.

KGB

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Re: Tips for an Alchemist focused Army Set?

Posted by SteamWarlord - 27 Dec 2019 23:31

This looks like a powerful statistic set,

Have you tried making a thematic set, that is removing the Balrog, Banshee, Dark Pegasi, for example and replacing them with units that would be more likely to fight with Archons and Elves,

(yes this game does not really account for good/evil mix consequences)

or conversely, removing "good" units and replacing them with "evil" counterparts?

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Re: Tips for an Alchemist focused Army Set?

Posted by 065227N - 01 Jan 2020 04:53



Warlords.com is a free website for Warlords of Middle-earth fans. It provides a comprehensive database of units, items, and other game data. The website is updated regularly and is a valuable resource for players and fans alike.

Re: Tips for an Alchemist focused Army Set?

Posted by KGB - 06 Jan 2020 01:58

SteamWarlord wrote:

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I do have many thematic sets. Usually when you start a game you decide on the army set restrictions (teleport/no-teleport, speed/no-speed, thematic etc). I gave an example of an unrestricted set since the original poster was asking about that.

KGB

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Re: Tips for an Alchemist focused Army Set?

Posted by KGB - 06 Jan 2020 02:06

065227N wrote:

Current set. There's probably some redundancy issues like having both Elf Cav / Archons on the set and Giants being the only source of Chaos is probably worrying.

I agree on the Elf Cav/Archons. You don't really need both and should replace one of them.

But the Giants are fine for your only Chaos unit. The reason is they are good enough against any non-hero stack to give you a -1 Chaos bonus. You can easily reach +5 Chaos with your Barb (he gets Chaos for 1 point) after getting Speed as your first skill and then you are fine for big hero show downs where the enemy has high leadership. You even have the option for the Monk spell to give +1/+2 Chaos to make Giants or the Barb +4/+5 etc.

065227N wrote:

In a search for an Ally1 that isn't cookie cutter after testing Giant Scorps - my main issue with them is that if they're fronting then there's a bit of a slow attrition issue where the Scorps dying makes the future ones significantly less effective. Only issue is that I'm paying out the butt in terms of point cost for them which rules out putting in decent Mercs which I tried to have a go at.

This is the price you pay for putting a 3 turn unit in Ally 1. Ally 1 is meant to have a 1 or 2 turn unit in there. So if you want Mercs you will need a 1 or 2 turn unit in Ally 1. I think Cyclops are better Ally 1 unit due to their Trample and Archery immunity than your current choice.

065227N wrote:

Got to say but I wonder what the designers were thinking making Halflings cost like 5 times as much as standard Archers because I can't quite see the power leap there.

Halflings have over Archers:

- 1) Forest move and can lead stacks in the forest.
- 2) Lightning Immunity in that they can't be killed by a Lightning hit where Archers are before they can fire.
- 3) Twice as many hits so they are much better in regular combat.

KGB

P.S. You are wasting 40 points on 16 max mana when you only need 12.

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Re: Tips for an Alchemist focused Army Set?

Posted by 065227N - 06 Jan 2020 15:17

KGB wrote:

P.S. You are wasting 40 points on 16 max mana when you only need 12.

I tried to shop around for something I thought would be nice to replace the Archon with but couldn't quite find anything that fit into the 52 extra points that setting max mana to 12 and dropping starting mana/gold to 0 would give me. I guess I could try again but I don't like not putting at least some kind of powerful flyer in Slot 8 because it feels bad when you hit that 20% chance at gamestart with a free Slot 8 instead of Slot 7

On the ElfCav/Archon redundancy, hmm, I guess in order to not be redundant the unit here would have to be either of Fear / Curse / Poison / Disease / Lightning / Acid - I wonder if there's any good mid-range

unit for that last two.

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Re: Tips for an Alchemist focused Army Set?

Posted by KGB - 07 Jan 2020 15:43

You didn't mention Trample at all in your list of skills you could use there. It's a top tier skill that is arguable better than any that you mentioned since there are so many land units. I know you hope to summon Stone Golems via your Alchemist but that's going to happen far less often than you think given Hero 3 slot has only 20% chance of being offered and then you still have to level him up.

There is also zero reason to use a curse unit if you don't have poison/disease units/spells.

How close are you on points to something like a Silver/Gold Dragon for Slot 8 as your powerful flier? The dragon is much better than the Archon for battle purposes. If you are close, you could swap Green for Brass to save a bunch of points. Or re-arrange your existing order of units (swapping Halfling/Gnome slots may save 2-3 points, same with Giants/Elf Calv etc. You have to experiment but the rule is the cheaper unit to buy production wise always goes in the odd number slot). You might also consider going with just 10 or 11 starting mana and plan to get to 12 from a ruin or medium quest reward(s) since you will only need that 12 mana if you happen to get an Alchemist (which won't be often) AND you level up enough to want to teleport.

KGB

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Re: Tips for an Alchemist focused Army Set?

Posted by 065227N - 08 Jan 2020 08:04

KGB wrote:

How close are you on points to something like a Silver/Gold Dragon for Slot 8 as your powerful flier?

If I change my Manticore into a Sasquatch and then drop my max mana to 11, I can fit in a Silver in Slot 8, but isn't it still kinda redundant since it's also a Morale unit?



like also expensive spending with all separate with Mercs enabled but I imagine it's not very effective with only

Re: Tips for an Alchemist focused Army Set?

Posted by KGB - 10 Jan 2020 00:28

Yes, with the Silver you are duplicating Morale units which isn't great. But since the Dragon costs so much you won't buy many (if any at all) so you'll mostly use Elf Calv for Morale since they are so cheap and effective. So the Silver would be a luxury for Hero stacks.

As for your newer set, I'm not a big fan of 1 hit units (Sasquatch) because they can lead to high variance battles if you get extreme good/bad luck. It's really the Warlock that's eating up too many points (144) relative to what it brings to the table (average strength/hits and doesn't fly with only powerful lightning attack).

As for your Mercs, they will be fine. They shouldn't use a lot of points (the amount you use is perfect) UNLESS you are taking a Warrior and going for Renowned in which case your Merc 3 slot is very important. I like to use Mercs to duplicate important powers that I might not have gold to buy in regulars (poor gold maps) or not get via allies or have a unique skill I might only need in a special case (like say

Banshees in merc 1 if I need curse).

KGB

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Re: Tips for an Alchemist focused Army Set?

Posted by 065227N - 11 Jan 2020 02:48

Changed the A1 Warlock for Cyclops, which still doesn't fly and takes up a lot of points (but less than WL) but does seem to work better. Funny that. A2 is back to Manticore but I don't think it's a very good unit.

I want to change gears a bit now and examine all the heroes in the game to understand what makes them tick and ponder if things could be changed for better balance from my limited knowledge. There's a lot of them so I'll start with the top 2 tiers first and come back later for the rest.

T1

Barb - 2 AP Speed. 1 AP Chaos. Makes me wonder if all you need to be a top tier hero is 2 AP Speed and a 1 point Bonus/Malus.

According to the K4 heroes statistics page this is the only hero that didn't get any changes at all so that's interesting.

I feel like any extra AP after that is a bit of a "meh" thing, probably Leadership unless you happen to be facing down a Summoner where you might pick up Demonslayer? Hmm. I wonder if the weird 5 AP Renown3 is actually picked at all.

Thief - 2 AP Speed. 1 AP Siege. If you get an extra point at 6 then Venom Blade adds a lot of punch. I kinda like this guy better than the Barb now that I think of it because Siege units tend to be slow where the Thief isn't.

I noticed the 2 AP speed is actually a change from the original having 3 AP speed so that might have been an oopsie change there - I wonder if he's less bonkers with that.

Wizard - Hmm, I realize Teleport heroes are considered better than non-Teleports which is why we have noTeleport as a gamerule, but clearly it's not something that would instantly propel someone to top tier solely given the position of the Alchemist. So I do wonder exactly which of the Wizard's spells makes him superior over his competitors - I want to say Phantom Steed and Fortify?

Summoner - Teleport hero combined with crazy powerful Summons means you can zap half across the map and bamf an entire army in the blink of an eye. 1 Pt Chaos as icing on the cake. That being said I'm not sure about what the proper spell learning order is - Teleport -> Minor Demon -> Demonic Horde?

T2

Shaman - Berserker is his main niche but Jihad and Evil Eye are pretty good and Fortify from the spell is nice since it's not a common bonus. Also a hero where the spell learning order is difficult to me.

Priest - Grp Hits from Mighty feast is probably his main draw, Archon summon is solid, lovely utility spells like Bless and then a couple of the minor buffs (Fortify / Bravery) to round things up if you have leftover mana. Kinda the all-rounder of Heroes

Monk - Mind Control is pretty cost efficient buff/debuff. If I'm not wrong KHeroes version adds Bless making him share that niche with the Priest. I wonder if Wrath of Kali or the Critical Hit/Body Control self-buffs is a better route past that.

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