

basic game mechanics (guide)

Posted by skeletor - 14 Jul 2011 00:05

hey,

kind of new to the series. Always wanted to play the title but postponed it. Now I finally got it running on Windows 7.

I must say that I really like this forum + page. However, do you guys know if there is some basic guide for warlords 3? I once saved an enormously detailed post that was some kind of guide in the older warlord forum but lost it somehow.

My problem is that I have no clue how the combat system really works. Somehow attack + bonuses seem to be compared.. Additionally it is hard to tell what all the special abilities of the units are doing (like poison .. or warding etc.).

Maybe some of you veterans could share your wisdom or something. Would really be grateful.

Best regards,

skeletor

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Re: basic game mechanics (guide)

Posted by Molotov - 14 Mar 2012 13:27

For your tests, I suggest you modify the default.rul file to give say 500XP for searching a ruin so you can get to L10 on turn 2

just select your hero, press F8 and type: there can be only one. and he will receive 1000 xp.

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Re: Item List (html file)

Posted by Aznagroth - 15 Mar 2012 00:54

KGB wrote:

Aznagroth wrote:

I did only do a few quests, but it seems to me like you can't get quests that give you any item that is hidden in a ruin.

You just didn't try hard enough. It's **very** common to get quests for items that are hidden in ruins. You need to do a Medium quest to get it and you need to be reasonably close to the item in question (for this reason I never use sages to reveal items since I know I can get them to be revealed by a quest). However, some hidden items like artifacts (Banes Crown/Godsword) won't come as medium item quests when in hidden ruins. It appears the game reserves those only for rewards/sages as I once was offered the Godsword by a Sage and I turned it down and tried to get it via quest several times and was unable to do so.

KGB

Sorry for not being clear here. What I was talking about was getting the item as REWARD from a hard quest. While on the topic. I have only gotten a quest for finding an item as average quest. This quest is from ruins only. Recovering a stolen item from hard quest seems to pick a random item carried by an enemy hero.

While doing all this testing a got capped at 32000gold. This information isn't important or anything but there it is!

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Re: basic game mechanics (guide)

Posted by Aznagroth - 22 Mar 2012 10:06

New question!!!

Under what rules does armies get generated when starting a 3000points game over pbem? As far as I could see only random placement is possible. I know how good the cheap peasants can be in such games. Is there a way to predict/force the outcome of this random placement?

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Re: basic game mechanics (guide)

Posted by Molotov - 22 Mar 2012 10:56

its not random but based on setup parameter of units. units with the highest setup are placed first to the max, then lower etc.

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