Re: The order of heroes Posted by KGB - 24 Feb 2011 21:33

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No it won't help.
It's entirely due to flying. A hero who isn't flying can separate out in a swamp with no problems. But once you are flying, swamps are considered water and you drown.
If I recall correctly you also lose items you drop to the ground if you are over a swamp (same as when you are over water) when you try and transfer those items between 2 heroes.
KGB
Re: The order of heroes Posted by Darwin - 26 Mar 2011 19:02
If you have two or more flying units in the stack with your heroes, you can still do it, but you have to be careful for the reasons named above. Here's how:
1. select entire hero stack
2. click one flying unit to deselect from stack
3. click bottom right of deselected flying unit's icon to select it (remaining stack is deselected) - or use right mouse click to select it
4. with single flying unit selected, click on lower level hero to add him / her into a stack with the flying unit
5. Voila, nobody's drowned and you can cast the spell with your secondary hero
6. re-select the entire stack and go on to win the game
нтн
Darwin

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Re: The order of heroes
Posted by Aznagroth - 30 Mar 2011 10:16

Thanks for the suggestion, but as far as I know only the selected units at the time teleport is cast will follow to the city.

Re: The order of heroes
Posted by Darwin - 31 Mar 2011 00:14

If it's teleport you want, there is actually a checkbox to " select all" on the dialog through which

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you select your spell before casting.