

[quote_536]

I've wondered, but I haven't been willing to spend the 3 turns on a Titan to send in to combat just to find out.

[/quote]

Well, isn't it OK to try this "offline" in a test map to find out? In HoMM I'd make a custom map for that and replay the battle like 20 times.

[/quote]

[quote_535]

That Valkyrie also bodily blocked me from using another cave exit because I didn't want to cancel my Freeze Water spell I was preparing and thus couldn't cast other spells such as missile spells.

[/quote]

Hmm. I thought you cannot even attack a flying unit if you don't have a ranged attack, and spells don't count. For example, I couldn't attack a stack of 4 Giant Eagles once even though I had Wind Walking (which doesn't help against flying units, as I have learned) and Ice Shards. So missile spells wouldn't have helped you.

[quote_535]

Titans outnumbered by Archers may indeed be peppered by arrows and slain, but Valkyries operate in the Sky, so if outnumbered they can simply run circles around the archers and arrange themselves in places where they can't be attacked (mountains, water etc), forcing the Archers to stay put in defensive garrisons while the Valkyries have impunity.[/quote]

Kinda. But if it gets caught, it's dead. So you'd need to count your movement points wisely. very, very wisely.

[quote_535]

Also, I suspect Titans will use their Round Attack in auto-combat in order to not incur retaliations from a dangerous enemy like my Leader, although I didn't necessarily want to tell Bookwurm that :p[/quote]

I also believe in that: for example, Dwarf Berserkers use their Round Attack. Always. Even if it means hitting their allies in TC (it was fun to watch a stack of Berserkers wiping out each other, while my Def 10 hero was standing there and recasting Healing Water). BTW, Berserkers are even better than archers in this case if we speak about FC. Same time to produce, almost the same cost, also no retaliation, same average

damage, but they also have a chance to retaliate. Their Defence is lower, but they still have the same chance to die in one single hit.

[quote_535]

But despite these quibbles, you are totally correct that Archers are overpowered and city upgrading is too costly. In fact, the most popular mod for the game - Warlock's Ruleset - blanket nerf archers fairly heavily and makes city upgrade cost cheaper! We really ought to switch to it sometime...[/quote]

The primary thing that stops me from switching to it is inability to play vanilla maps, especially the campaign. I am working on my own private mode, though.

[quote_535]

[url=https://www.youtube.com/playlist?list=PLLUHFXFqIFlj8T0phLEubSgIxnekvGZyN]https://www.youtube.com/playlist?list=PLLUHFXFqIFlj8T0phLEubSgIxnekvGZyN[/url]

You might also be interested in this video series I've been making about the game since Day 19. It's patchy, and I can't update it while i'm on holiday, but it has some interesting moments. Maybe play the videos on 2x speed though.... :p
[/quote]

Wow! Wow!!! Do you probably know some other AoW veterans who record their gameplay? I am really interested in watching people who know what they are doing.

[quote_535]

You're very welcome to play with us sometime, by the way. I'll happily talk through any issues getting the game or the PBEM Wrapper working.
[/quote]

Nah... not yet. I am more like a so-called "armchair warrior", I make some tables that look cool and let me play better (hey, take a look at this: <https://docs.google.com/spreadsheets/d/1rASjI3jrVAPkXxxAapBi6SvXNNthcJLDHDBD9t4oJhM/edit?usp=sharing>), I've read a boatload of guides and forum posts, but I suck at the game. As such, I often lose my leader against the AI really stupidly and reload my last save — in a game against people like you I wouldn't be alive for more than like 10 turns. I could only figure out how to start beating the Cult of Storms campaign only a couple of months ago when I have found:

- The Assassination tactic being OP against the AI
- Investing all or most of my starting points in Defence being OP against everyone, I tried to go with stuff Life Stealing, Dominate and Lightning Strike before.

But when I get more experience... who knows what happens. :)

Also, this forum has a really bad engine.