

Known features/bugs

Acid VS Lighting

A unit can not use its Lighting ability against a unit that has hit the former unit with Acid.

Missiles

Normally, 4-hit units are immune to missiles. But they can be shot in these cases:

- unit is flying (by his ability or by effect of spell/item/hero ability)
- unit was previously hit by lighting (during the same battle)
- unit is on a boat so his hits are reduced
- unit was affected by disease
- unit's hits were reduced by Life Drain spell/ability.

Units get +3 to strength during missile combat against flying units.

Life Drain

Subtracts from the hit points of every enemy army in combat. As a spell effect, this is +1 for levels 1-8 & +2 for levels 9-10.

Though, effect will be +2 since level 6 if a spell was switched on before a hero has hit level 6.

If a spell is activated after a hero has hit level 6, it has a proper effect of +1 (before level 9).

Poison

Poison is applied before the Banding bonus. This makes 1 Str armies like Peasants and Rats immune to Poison even though their Banding bonus may give them Strength greater than 1.

Upkeep

Units which nominal upkeep is greater than 15 gpt (e.g. Silver Dragons with 16 gpt upkeep) cost nothing to support them (0 gpt).

Warding

Warding and Group Warding do not protect from Lighting while in defense.