



Hero Wars Iceland 1.2 ar Guide

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1 Introduction

1.1 Information about this tutorial

This tutorial was made for the Hero Wars map called: Hero Wars Icelands 1.2ar. I will try to give as much information as I can. Also I would like to point out that this is a tutorial, however it will not guarantee a player to become a good player. It costs time and effort to become good so please do not think of this as the magic guide to pro games.

1.2 About me

I'm currently a member of clan Icey. My nickname is CL-Malek and my name is Daniel. Feel free to add me to your friendlist if you want. As for my Hero Wars history it is pretty short. I started playing hero wars actively in 2007 after I had joined Clan CL. It was here that I met a lot of people and learned the trade. After a few months I made it to Shaman. About half a year after I had become shaman the clan degraded and the chief left after which I took over his role as leader of the clan. However I was unable to save the clan and it got disbanded after which I joined Icey a clan started by a former shaman of CL.

1.3 Contact information

You may contact me in game by whispering: CL-Malek, or TrueTearsFlow

Also you can email me at:

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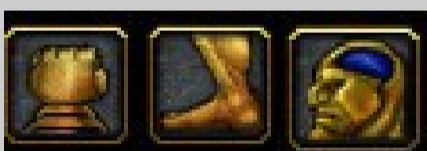
2 Getting started

2.1 Picking a hero

After the game has started you will see the following:



To pick your hero select the tree which has your player color and walk over to the teleporter this is the circle with the question marker in the above picture. After you have selected a hero you will want to know which attribute is his primary attribute. When you select your hero you will see three different attributes: Strength, Agility and Intelligence. Before those attributes there will be a picture of a fist, a foot or a head. The fist means your hero is strength based, the foot means agility based and the head means intelligence based. In the picture below the three icons are shown.



2.2 After you have picked a hero

After you got your hero the next thing you will want to do is get to the first line of towers where the enemy creeps will be killed in order to get some experience for your hero. Also you will want to construct a bank to increase your income. First select your Shrine (picture shown below) and create a Peon.



After you have started training the peon take your hero and walk out of the base by walking over one of the two right teleporters to the right. After you are out of the base walk to the first tower line with your hero and activate Hero Cam by pressing the Z button or by typing -oncam. This will give you +1 gold per kill which enables you to build a bank sooner and will in the end give you an edge over an opponent who does not use this option. The view will be changed from top view to a perspective right behind your hero. It's hard to play with but you will need to practice this as well as the view will change back after a while. As soon as your gold reaches 600g start building a bank. Build it as close to the farm as possible however do not build it against the farm because this will become a problem later on.



3 Upgrading your hero

3.1 General information

The first thing you will want to do after getting a bank and before the first duel would be getting a set of wards from the shop. This will increase your chances of winning the first duel or they might save your life. They only cost 150g however they can be very deciding. They can be bought in the shop shown in the next picture, it is the building next to the tower.



3.2 Strength heroes

For the first duel you will need to upgrade only strength. After the first duel you will need to start upgrading agility too this is to give you some armor but more importantly this will increase your attack speed. Also you will most likely want to get some boots of speed to increase your walking speed. However do not tome agility over 200 because at 200 agility your attack speed will be maxed out. When you have reached 200 agility you will only be required to upgrade strength.

3.3 Intelligence heroes

Intelligence heroes are the hardest to tome however they can become very strong after a while. Before the first duel you can decide on two different tactics. You can tome only intelligence which will give you plenty of mana and a nice bit of damage. You can also decide to upgrade with tomes of power. These tomes give your hero +2 to all attributes and cost only 100g. Upgrading with these will give you the advantage of having more health as well as more armor however this will also mean that you will have less mana and damage. After the first duel you will need to upgrade your hero with tomes of power. You will continue with this until your agility is 200. After this continue upgrading only strength and intelligence. I would advice to keep intelligence at least 100-200 higher than your strength.(only after you have reached 200 agility)

3.4 Agility heroes

At the first duel agility heroes will also have to upgrade only their main attribute, being agility. After the first duel as soon as you get 600 gold get a gem of pixie health in the shop shown in this picture, it is the hut on the right side:



After you have gotten the gem the next thing you want to get is a set of boots of speed. After you have gotten these you should upgrade your agility till about 200. After this you will have to buy two more gems. After you have the gems upgrade both agility as well as strength. The rule I mostly use is to have about 200 more in agility than in strength. Also most of the time I stop upgrading strength when my hp I about 10k, however this is something which is very dependent on the situation.

4 Team play

4.1 Tasks

In hero wars the key to winning a game is teamwork. To keep everything clear and prevent misunderstandings you should make divide the tasks you have to do. These tasks can be divided into two categories: Attack and Defense.

4.2 How to divide the tasks

The decision on who does what depends on which hero one gets. This mean that all players have to be able to do both tasks. Heroes with good attack characteristics would be heroes with: Avatar, Death and Decay, Reincarnation, Metamorphose, Mirror image, Wind walk. If you hero has one or more of these skills it would be seen as an attack hero. Defense heroes would be heroes who have: Cyclone, Entangle, Firebolt, Abolish. When all heroes are defense types or attack times you will have to decide on who has the most favorable skills or you may even choose based on someone's skill. For instance 2 similar heroes, however one player is better in defending than the other, then it would be wise to let him defend.

4.3 Attacking

This is an pretty simple task however it requires good timing as well as an eye for detail. For example you will need to be able to see in one eyesight which place in the defense is weakest as well as possible openings. Now to the actual attacking. One of the first things which you will want to destroy will be the enemies bank(s), as well as his ice towers because they will slow you down while attacking. When you have an wind walk hero you can just wind walk past the defenses and kill the enemy bank (possibly by buying rain of fire in the right spell shop). If you aren't a wind walk hero you will either have to run past the ice towers and attack the bank or you will have to destroy at least one of the ice towers and then run past the defense to destroy the bank. You will continue destroying their banks until 18 minutes have passed. After 18 minutes the master peon becomes available. This peon can build the strongest towers in the game: destroyers. You won't like these towers when they start attacking you so you should try to stop the enemy from building towers now. You can do this by attacking tower which are in the process of being built or by killing the master peon. If the enemy still had the chance to build up their defense then the real job begins. If you are too weak to kill the farm then you should try to kill as many towers possible, or you should kill handymen or priests who are standing unprotected(using entangle on a master peon, or normal peon will kill him without the need of attacking them). The enemy will have to rebuild them costing them precious resources. You continue with this until you are strong enough to kill the farm, you may want to use cyclone to cyclone heroes or priests. However there is a catch, most good players block access to the farm with their towers.. so you can't just walk right over to the farm. You will need to destroy one tower to make a hole in the defense line, walk through it and then attack the farm, this may sound easy but it requires good reflexes and an eye for detail for the tower isn't your only enemy.. they got a defender too and that's what I will tell all about in the next paragraph!

4.4 Defending

As I have said the enemy (and you) will try to kill each other's bank before the master peon is available. Your job as a defender would be to stop the enemy from killing your defenses and banks. The first defensive measure you will want to take is to make 2 or 3 handymen in your shrine right after the first duel. These guys can repair the banks as well as having a lot more HP than a peon has. A good tactic is to wait just behind the ice towers for the attacking hero and stun him (or stop him with entangle etc) when he is slowed. He will take damage from the towers and be slowed. Still this doesn't always work so you will have to defend at your banks sometimes. The enemy tends to dislike stuns and will take anti magic shell(AMS) with him rendering him immune to spells. To take this nasty shield away we have the priest. This is a small spell caster which has abolish magic among some other skills. Abolish magic can remove this nasty shield enabling you to cast spells on him. After the 18 minutes marker the priority would be to get a defense set up as soon as possible. With a bank you will be able to build 3 destroyers a player. Both attackers as defenders will have to build destroyers to defend their banks and farm. The defender should make some more handymen after building the towers. These are needed to make repairs on the towers as the attacker tries to destroy them. Further into the game the attacker will become really strong and you will need some extra goodies to keep defending. When the attacker is so strong that one stun or entangle doesn't work and he can kill towers you will be needing cyclone spells. These can be bought at the left spell store(the tower). A lot of attackers try to stun the defender so you should consider getting an AMS pack. When a attacker almost kills your tower or even worse your farm cast cyclone on him which will send him flying buying your handymen time to repair the structure. It is essential that you dispel any AMS as soon as possible because you can't cast cyclone on him when he has AMS on. This requires a bit of micromanagement and you will want to consider putting priest on auto cast abolish however this isn't as fast as doing it by hand and so you will still need to react fast. An important thing in the defense is keeping alert (enemy may be invisible) and he must know the hotkeys for his skills to quickly cast spells. A hero playing for about an hour can kill you farm in 5-7 hits and which equals about 3-4 seconds. This is a really small time frame in which to work and this is what makes defense both fun and hard. When you master this technique you will be able to hold off attacks from heroes with over 1000 damage. Also the defender should notify the attacker if he needs any resources such as cyclones or AMS, for he cannot leave his position, the attacker in return should buy these items during his rush and drop them in the base when he respawns.

5 Saving gold

5.1 Player saving/Pool save

The first saving technique is sending your gold to another player on the team. This is the easiest way to save as well as the most effective since you lose a minimal amount of gold (5-6g). However this is also a slow way to save your gold. The idea is that before your hero dies you send all your gold (and keep sending) to another player on your team. After you have died he will then give the right amount of gold back to you.

5.2 Shrining

The second way is mostly used by attackers who will die in a matter of seconds and who do need all their attention on the task they are doing and can't afford to open the allies window. The idea is that before you die (this can be literally just 1 second before you die) you quickly select your hot keyed shrine (mostly being 2 or 3, 1 being the hero himself) and you start sending/training units. After you have died you cancel the units and the gold will be returned to you. This is a good way to save gold fast however you need to know which units can be used in this technique. For instance peons have a very short build time and are not a good option to build, ability waves or handymen however are a very good option. These have a pretty long build time which is in favor of your time to cancel. At later game you will be able to use demolishers or windigo bratz and even later you will be able to use hydralisks to have your gold. Hydralisks have a really long build time which makes things a lot easier on you. Another technique you can use is to use a "cover" as I like to call it. It means that you first send slow training troops after which you can send fast troops because they will be put in the quench and won't be build instantly, this allows you to maximize the gold saved, being the smallest amount of gold you can save 100g. The amount of gold which can be saved this way however is limited to the cost of the troops.

6 Duels

6.1 First duel

The first duel is an important duel because it will put your team at an advantage. To win the first duel (or to survive) several conditions have to be met. The first one would be that your stats have to be as good as possible. Also you will have to know what heroes the enemy has and which skills they have. For example: when you have an intelligence hero with really low HP and you are up against a hero with storm bolt then you should have anti magic shield to counter his spell. In the first duel skills are almost everything since the actual attack damage isn't that high yet. Therefore when one has specific skills his chance to win will increase significantly. These skills are:

- Avatar
- Reincarnation
- Inferno
- Summon Spiders
- Windwalk
- Critical Strike
- Storm Bolt
- Wolf form

If you are up against these kind of heroes I would advise you to be careful and get ready to run.

6.2 Duel hints

There are several tricks you can use to increase your chances of survival and victory. I will list some below.

- When using avatar or anti magic shield wait as long as you can with casting it so that it will not run out during the duel. When playing the Seer do not forget that you can Abolish anti magic shields!
- When you are up against Thorns aura or Vampiric Aura you can use anti magic shell to counter the effects.
- When you are up against bash heroes be sure to get some sort of evasion (evolution stone, talisman of evasion)
- When running use the seals to make it harder for your enemy to catch you, you can also change direction every now and then..

7 List of common used terms and their meaning

Abi	Ability wave
Abo	Abolish
Ams	Anti magic shell
Assa	Archers Assassins
Ava	Avatar
Back	This normally is a warning teammates give you when something dangerous is coming (for example invisible assassins)
BL	Banlist, a program which enables users to ban other people. Can also mean Bloodlust.
Bomber	Bomber squads
Crit	Critical hit
Cyc	Cyclone
DnD	Death and Decay
Ga	Gold Advantage
GJ	Good Job
GL	Good Luck
Ha	Hero Advantage
Handy	Handyman
HF	Have Fun
Hydra	Hydralisk wave
Invis	Literally: invisible, can also refer to the invisible assassins.
Master	Master peon. Some people also refer to this as mp.
Noob	Term used to address a player who plays bad, also used by people to insult people.
Pool	Sending money to a teammate to make him stronger or to build something.
Rush	Normally meaning attacking the farm however can also be used in a way such as Rush banks meaning attack banks
Shrine	Saving money by using shrine.
Sups	Superior Archers
TS	This can mean two things: True Sight as well as True Shot



8 Credits

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Made by Malek, Member of clan Icey. Please do not copy anything from this tutorial without giving credits to me. Also please do not alter this guide in any way without my permission.

9 Special thanks to....

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The End