

Heroes of Haxors 2

A new tactical map presented by Zeph

Take a blender, pour everything you've ever learned in myth and then turn it on. What you get is Heroes of Haxors... 7 meshes on 2 maps, 400 units on the same map, 12 different heroes, 22 new special attacks, new units such as Hearthguards from myth III and Illithids, and naturally... blood.

Hero list :

Arcane Archer
Dwarf Demolitionist
Fetch Elder
Pyromancer
Frostmage
Necromancer
Manipulator
Blighted Guard
Fallen
Mortar Expert
Hearthguard champion
Dreamer

Arcane Archer :

Main : Cold arrows and Fire arrows

Special : Volley of arrows

Hints : Try shooting the volley at close range by T clicking behind your target. You will probably get a one shot kill if all arrows hit.

Dwarf Demolitionist:

Main : Cocktail bomb

Special : Proximity mines(T click self) 30% mana

-Very lethal proximity mine is dropped at the dwarf's feet.

Ultimate: Fireworks (T click, aim rpg style 50%) 100% mana

-Two molotov cocktails are thrown at the same time.

Hint : Remember that explosive damages can repel your bombs.

When dropping mines, alert your teammates or you might end up with a few team kills.

Fetch Elder :

Main : Lightning strike

Special : Lightning anti-shield (T click enemy) 100% mana

-The anti-shield attracts any projectiles to the target.

Special : Chain-lightning (T click self) 100% mana

-Chain lightning that strikes enemies that are near your fetch.

Hint : The anti-shield is a great weapon against projectile throwing units. Only the necromancer's leechers aren't affected.

Pyromancer :

Main : 2 Mini-fireballs

Special : Firewall (T click close ranged) 50% mana

-Wall of fire on the ground

Ultimate : Doom(3 targets) (T click enemy, long range) 100% mana

-Hits the first target with minimal damage, then the 2nd closest unit with good damage then the 3rd closest unit with major damage. Watch out for friendly fire.

Hint : With Doom spell, always make sure you aren't near your target or you might end up getting hit by the strongest blow(the 3rd one).

Firewall is a hard to use spell, but when aimed carefully, it can kill a hero in almost one shot.

Frostmage :

Main : 1 slow guided frostball

Special : Frostnova (T click self) 30% mana

-Freezes and damages any units around the frostmage.

Ultimate : Freezing frenzy (T click target) 80% mana

-Summons an unmovable frostball that shoots mini-frostballs all around.

Hint : Frostnova is a very good spell to deflect incoming projectiles or melee units that are rushing you.

Try using freezing frenzy in the middle of a big melee fight. Freezing frenzy can be countered by destroying the frostball with an explosive object.

Necromancer :

Main : Tremor

Special : Bone armor (T click self) 100% mana

-Repels most projectiles and damages nearby units...

Ultimate : Syphon Life (T click enemy) 100% mana

-Sucks the life out of the target and gives this life back to the necromancer.

Hint : The bone armor works like the fetch's anti-shield except that it repels everything. Keep in mind that it also detonates explosive objects.

Manipulator :

Main : Lightning ball

Special : Charm (T click target) at melee range, take possession of target unit.

Special : Ethereal (T click self)

-Become invisible for 15 seconds.

Hint : Keep in mind that the Manipulator will reappear if attacking or hit by projectile. (same as pathfinder invisibility)

Blighted Guard :

Main : Sword slash

Combo : Every 10 slash, the Monk has enough power to deliver a powerful fire based melee attack that stuns.

Special : Heal (T click friendly) (ammo based)

Hint : Make sure you aren't too clumped with other melee units of your team when fighting with the Monk or you might end up stunning everyone around you.

Fallen :

Main : Sword slash

Special : Ghost Grasp (T click enemy close range) 75% mana

-Holds target for 8 seconds

Hint : Use this unit to stop other heroes from attacking you.

Hearthguard Champion :

Main : Spear throw

Special : Thunderspear (T click enemy) 100% mana

-Strikes multiple targets in target area

Ultimate : Mirror Image (T click self) 100% mana

-Split the hearthguard champion into 4 images. If original champion dies, all clones die too.

Hint : Images deal less damage and take 300% more damage than your original Hearthguard.

Using mirror image also fully heals the hearthguard.

Dreamer :

Main : Stormhammer

Special : Arachnid (press T) 100% mana

-Summons spiders to help the Dream.

MAPS

Void Arena – A classic from Heroes of Haxors 1. This is a bloody arena set somewhere in the void(where is void anyways). Put trading on, you get more heroes with difficulty settings.

Timid 2

Simple 3

Normal 5

Heroic 7

Legendary 8

Dark/Light Wars – This is a 2 team map where you decide which heroes you get with trading. Each team gets 4 heroes + 107 units to play with. If you play on legendary, you will get 4 heroes along with 192 units.

Adaptive Wars – Another 2 team map. In this one are 11 heroes, each with their very own squad of unit. It is adaptive, so there will always be enough hero for everybody.

Adaptive Heroes – Adaptive game with heroes only. On legendary everyone will get 2 units instead of 1.

Dark/Light FFA – 4 Team map with tradable units. Each team gets a different hero.

NEW UNITS

Illithids : Eat brains at close range and can stone target with special attack.

Goblins : Use bows and arrows at long range and Axe at close range. They are not very tough and become berserk below 25% health.

Heron Guard Lord : As strong as a Heron guard hero, but their healing has a very wide radius and **heals only teammates**.

Hearth Guards : The popular myth III unit now for myth II.

Side Note

It is highly recommended to play HoH2 with Myth 1.6 or else you might go out of sync.

Credits :

Loathing work : Zephirus, scenery and terrain by Qui-Gon Gandalf

Units, Projectile.. Fear Work : Zephirus

Scripting : Zephirus

Colormap : Qui-Gon Gandalf

Thanks to Tarous Zars for the Goblins, Badlands for Kyrilla collection, Khellek for Illithid collection.

Testing : Wismuth and Mate, Onyx Warlords crew and all of its private testers.

Some information about using this plugin in your own creations :

The Hearth guard was made using myth III's model and like the trow iron warrior, I had to reanimate it all. I give it to the community as a gift and would like to thank Mumbo Jumbo for myth III :)

Anything in this plugin can also be used at your will, I only ask for a little thank you and would love to know where they are going :) Please do not drastically change the units if you're going to make a map out of them, use them as they were made.(I don't want to see lightning firing hearth guards, thats all) Keep in mind that I did NOT make the Illithid collection and you are not allowed to use this unit on your plugin unless you get personal permission from Khellek.

Have fun!