

# Hero Scripts

From Dueling Electrons Documentation

## Contents

[hide]

- [1 FindHero](#)
- [2 SetMayor](#)
- [3 SetMayorByName](#)
- [4 PersuadeHero](#)
- [5 FireHero](#)
- [6 ReleaseHero](#)
- [7 GetSpamHero](#)
- [8 ChangeHeroName](#)
- [9 UpLevelHero](#)
- [10 UpLevelHeroes](#)
- [11 UseHeroItem](#)
- [12 AwardGold](#)
- [13 RewardHeroes](#)
- [14 WaitHero](#)
- [15 WaitHeroLost](#)
- [16 listallheroes](#)

## FindHero

**Usage:** findhero stat

findHero atk

**Example:** findHero pol

findHero int

Valid command line arguments for findhero are pol for politics, atk for attack and int for intelligence.

This command will recruit the best hero of the type specified that is available in the inn at the time.

## SetMayor

**Usage:** setMayor stat

setMayor pol

**Example:** setMayor atk

setMayor int

setMayor remove

Valid arguments for setMayor are pol for politics, atk for attack and int for intelligence.

This command will change your current mayor for one of the specified attribute. It automatically selects the highest level of the attribute that you specify (stat is the label for the attribute argument). This is very useful when creating, upgrading and demolishing buildings, as you can specify the highest level politic hero you have to go into office. Capturing a level ten and only have a level 9 Feasting hall in one city? You can remove the mayor with this command to make sure he marches with the rest of the troops.

## SetMayorByName

**Usage:** setMayorbyname HeroName

setMayorbyname ATKATK

**Example:** setMayorbyname ken

setMayorbyname henry

This command will allow you to specify the Mayor you wish to assign by hero name.

## PersuadeHero

**Usage:** persuadehero hero

**Example:** persuadehero ken

Persuade a captured hero ken, the medals required for the persuasion if any are shown in hero tab.

## FireHero

**Usage:** firehero hero

**Example:** firehero ken

Used to fire a hero from the feasting hall.

The Hero status must be either idle, mayor, or captured, i.e. is not on a mission away from town.

## ReleaseHero

**Usage:** releasehero heroName

**Example:** releasehero Prisoner

Used to dismiss a captive hero from the feasting hall.

## GetSpamHero

**Usage:** getspamhero [optional management or strategem]

getspamhero

**Example:** getspamhero management

getspamhero strategem

First example used to get the best attack hero currently available in the inn. Second example used to get the best politics hero currently available in the inn. Third example used to get the Highest intelligence hero currently available in the inn.

## ChangeHeroName

**Usage:** changeheroname oldName newName

**Example:** changeheroname ken henry

Used to rename a hero.

## UpLevelHero

**Currently not implemented**

## UpLevelHeroes

**Usage:** uplevelheroes

**Example:** uplevelheroes

Implemented, but currently does nothing unless city's config hero: is set to non-zero. (This is a bug) Upgrades all heroes in current city (unless named in the *NoLevelHeroes* goal). Each hero is upgraded up only one level and its best attribute increased.

## UseHeroItem

**Usage:** useheroitem hero\_name item\_name

**Example:** useheroitem BigGuy on\_war  
useheroitem BigGuy anabasis

Used to apply hero buffing items to the specified hero.

## AwardGold

**Usage:** awardgold hero

**Example:** awardgold ken

Used to increase hero loyalty by 5 using a gold reward.

## RewardHeroes

**Usage:** rewardheroes

**Example:** rewardheroes

Finds and rewards all heroes with loyalty below 100, using gold.

## WaitHero

**Usage:** waithero hero

**Example:** waithero ken

Pause script until hero ken is available.

## WaitHeroLost

**Usage:** waitherolost hero1,hero2,...

**Example:** waitherolost ken,henry

Pause script until one of the heroes specified is captured.

## **listallheroes**

**Usage:** listallheroes

**Example:** listallheroes

Will output a list of all your heroes, seperated by city, even if they are not currently in the city.

There is a temporary (I assume) bug that prevents your training hero from being enumerated, but a bug report has been filed.

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