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Bannerlord 2 tips

Mounting and Blade 2: Bannerlord was at the beginning of access from March 2020 and has constantly turned into an absolutely massive and complex game that gives you the freedom to play as you like. You could choose to take control of kingdoms by force, by charm or you could ignore the conquest completely and build your own trading empire. With so many options at your disposal, it can be very easy to lose along the way. With this in mind, I brought together some tips and things I would like to know before starting in this game. The tutorial is non-existent In addition to a fighting tutorial at the beginning this game gives you nothing in terms of help. There are many different systems working together behind the scenes and it will take a long time to get the head around them. There are several systems for trade, combat, management of your party, management of kingdoms, recruiting of lords and so on. My tip would not be discouraged by all this and approach it logically. Think about what you want to do in the game. If you want to be a warrior and take the way to the top spend as much time as you can fight other armies and compete in the arena. This will help you get in grip with the ability to drive an army and fight in person. Similarly, if you want to trade, simply spend your time trading and pay attention to price fluctuations. The more you do something the more you will become familiar with it and soon will become the second nature. Advertising. Scroll to continue reading. Encyclopedia is your best friend There is a valuable resource of information in the game, but the game does not even mention its existence. Encyclopedia is an incredible resource and should become your source of go-to for everything you want to know. Encyclopedia gives you really good information about almost every aspectgame. You want to know about some kind of troops? Is it there, where is a person or a place? He's in there and so on. To access this incredible tool toolPress N on the keyboard and out you go, it also comes with a great search tool and can literally save hours of traipsing around the map trying to find someone. Don't try running before you can walk As you start getting grips with the game you will be tempted to face bigger and bigger challenges. My tip here would make sure you're ready before you do it. It is very easy to get too safe especially in combat situations. You might think that because in higher number the enemy that the fight is going to be easy, this is not always the case and you can find well to get the ass delivered to you if you overreach. Advertising. Scroll to continue reading. At the same time, however, you will need to pierce over your weight to learn when you are doing so (I really hope it makes sense!). Make sure you pay attention when you lose so you can avoid the same errors in the future. Focus on a few skills There are absolutely a lot of skills to choose from in Bannerlord and you will be tempted to try to maximize them all out, but this is a bad idea. There are simply too many for you to max out in a playthrough and you will find yourself being a jack of all businesses and being a master of nobody. I recommend that you choose only a few skills to start with and maximize those out. Think about what kind of combat workout you want and put skills only in those areas. Similarly, focus only on some of the other skills and focus on the first ones. Remember that while you progress you can use other clan members to fill in areas where you may not be so good. Credit: TaleWorlds Entertainment Pay attention to what clan members are doing what in a way similar to your character, clan members will also be qualified in some areas and putting them to use in the roles thatthey will pay dividends. There is no point in putting someone who is good at fighting to manage a settlement and vice versa. Pay attention to what they areand use them wisely. Advertising. Scroll to continue reading. Buy low, sell high When trading the key is to buy where prices are low and sell where they are high. Once you have an item of trade in your inventory you can do the mouse over it and there will be a list of local prices for the said article. This can give you a good indication of where it is best to sell your goods, but being the warned prices can and make change while traveling. Another way is to buy only from outside villages and then sell to larger cities. Prices are getting lower in villages and this is a good way to make an orderly profit. Smithing In its current form smuggling is a little broken as it can help you level the power level your characters and even network millions of denarius with very little effort. I will not go into the detail of this here as I do not want to spoil the immersion of the game for those who want to play the game 'properly' however I will publish a separate post that details how to get the most out of blacksmiths. Advertising. Scroll to continue reading. Credit: TaleWorlds Entertainment Workshops are available for purchase in every major city. They cost about 15000 denarius to buy and will provide you with a constant flow of passive income. I would suggest you get at least three of these set ups as soon as possible in the game, provided you are not using the ability of blacksmith for stupid money. Be careful where you decide to build your laboratories as if they were built in a city that ends up going to war with you you will lose your workshop and you will have to rebuke it. Use Alt can give different options The Alt key can be very useful in many situations in Bannerlord and the game itself does not tell you at all. I find it particularly useful when I have to follow an army or caravan. Press Alt and select the drive thatis following you will follow at the same pace, provided that your party can match the pace of your goal. Try using Alt with everything to discover some very usefulScroll to continue reading. Practice fighting in Struggling tournaments to gain adherence with fighting systems in Bannerlord? Then the tournaments are the perfect place for you. Each city has an arena that regularly keeps the tournaments, you can enter these for free and if you win you could take a bit of loot also. If there is currently no tournament that takes place where you are still able to head to the arena and take part in practice fights so as to sharpen your skills. Similarly, the arena master in each city will tell you what nearby cities are hosting tournaments for you to participate. Advertising. Scroll to continue reading. Mount & Blade II: Bannerlord - Beginner's Guide I try to describe in detail what real settings entail. Cultural selection. Skills and attributes. Things you can do in the game many may not know. A fresh beginner start the guide to let them go. Beginners Tips Content Table Game difficulty settings Choose a culture skills The things you can do in-game New campaign Start Guide My perspective and perspective on the game Start Game Settings you want as a new player. There are only 3 difficulty settings and their in-game descriptions can be a but misleading. Very easy (I am a noob). Easy (more than casual gamer). Realistic (I am a masochist). Honestly I recommend playing at least on very easy (noob mode). At least until you get a feeling for everything then increase it to easy (normal). If you are well versed in strategy and logistics or have played previous titles Mount and Blade or similar games, then I would start fresh with Easy (Normal). For while you will not really notice the difficulty very easy because you do not know that much about the game. This is until you start entering half and surely late game withFor example: If you are using very easy setting for [friendly troops take 1/3 damages—] Let's say you have 125 compound troops and also balance from melee ranges and cavalry... Go on aheadan army of 350. You'll crush them if you have medium-max rank troops, keeping about 80-100 of your troops. Granted some will be hurt, but you still have them. Easy Mode (Normal) is a good balance of fun game skills and much more a challenge. Realistic if you are a glutton for punishment and want the real challenge that the game has to offer and you have a lot of time to kill and all the Dark Souls were very easy for you from the get go. You know, this is hit twice and dies a little bit. There are also the same settings available for how much damage you take. I recommend (normal). The same applies to any other setting. Difficulty of recruitment (the rate in which you convert your prisoners to your troops. Difficulty (the easier the setting, the more bonus movement speed you get on the campaign map). Now, no matter what you set these at the beginning as you can change when you want later. How to "Enable Death" That makes all the lords and kings die. But it's not something to really worry too much during the early game. If you lose a battle and become a prisoner, they'll either redeem you or escape in the first game. I don't turn on Enable Death until I have my kingdom or Level 3/4 Renown depending on how things are going. Auto allocate the perks members of the On clan (You get to choose the perks within the skill trees of the clan members, as they reach every 25/50/75/100 etc.). To add to this you can not recruit someone in your clan and change the benefits they come with. This management of the benefits of clan members are just the new ones they get while they are in your clan. Choose your culture Now this part is one of the most important as these bonuses stay with all of you game! Choose your culture also the way you look. In my personal ranking order with explanations of why at the bottom. This isdue to my style of play. Tier Culture S Vlandians, Empire, A Aserai B Khuzaitis C Battanians D Sturgians S Tier Vlandia bonus: 20% more update XP for troopsbattles. Empire Bonus: 20% of building speed bonus for city projects, wall repairs and siege engines. A Tier Aserai bonus: The caravans are 30% cheaper to build. 10% less trade rigor. B Tier Khuzait bonus: 10% extra speed bonus for riders on the campaign map. C Tier Battanian bonus: Forests give 10% less penalty rate for the parts. D Tier Sturgia bonus: 20% less penalty rate from snow. Okay, let's start right from the top. Vlandesi: That 20% increase in "YOUR" troops as you claim is a huge advantage because you are going to get end game classified troops that much faster. I chose this in my second campaign. Great to learn the game even a little faster because you have better troops to defend you faster than enemies. Empire: Then, knock down 20% of building speed bonus for city projects. 20% at the construction speed of wall repairs. And 20% of construction speed of siege engines. If you are going to conquer the vast land of Calradia with your kingdom I say that this is hands down the Top Pick bar nobody. I'm currently playing this. A bonus Aserai: Caravans are 30% cheaper to build. That are predefined to 15,000 denarius. 15,000 × 7=10500 denarius. Make it much easier to get down to the ground for your first game. My first game I chose it. 10% less than commercial rigor. It means you can get the first 10500 de ars faster. But I would like to get a Caravan immediately from the RIP for some reasons I will retouch later. B Khuzait bonus: 10% extra speed bonus for riders on the campaign map is good for all Calradia. Not only in the desert, snow, swamp or forest, etc. Its good for the whole world so you can take or move away from the easiest people. C Battanian Bonus: Forests give 10% less penalty rates to the parts. That's what this is,that you and all the parts you do. Not bad. There are forests everywhere except the desert. I mean, if you want to be a Robin Hoods band, this is for you. D Tier Sturgia bonus: 20% less penalty rate from snow. It is really good only for the countryside insnow. I mean with choices like 10% everywhere bonus speed or 10% less penalty rate from other cultures, the Sturgians are not worth it in the current stage of the games. Skills and Skills When to get and focus on them and we hope some tips to train them. First note that on the left of all skill sections there are three letters. They represent "amounts*as: Vigor, Intelligence etc. Each level of 3 players reached a Grant attribute point. On your character sheet you can see your progress on your current level. To get those levels you need to gain experience in your skills. Having points in your attributes increases the rate at which you learn all the skills to the right of that specific attribute from a decent margin. Each payout player level concentrates points that also increase the rate at which you learn that specific skill. Each skill is located at 5 focus points. In order to achieve higher Perks levels faster than are granted to every 25th level of such skill you need a lot of focus and attribute points in the corresponding position. For example, if I want to get my commercial skill at 150+ quickly, I need to put numerous attribute points in social and a large amount of focus points on the market. My personal rankings for skills based on my current game through A Tier I use all the setting at certain times, at least get 1h, so you can use a shield. He'll save your life. Vigor: It governs the fight of the apples, including a hand, two hands and polearm. B Tier For my potential killing, [CTR] Control. Important for ranged characters who like to throw stuff or using bows and crossbow. C+ Tier I'm only using for riding and sprinting right now, [END] Prorogation: The ability to run through the battlefieldBreak a sweat. This oversees horse riding, sprinting and factory. A tactical level game, get to put troops before battle and bribing etc. [CNG] Cunning: This is a useful attribute if youto better anticipate others' actions to counter strategizing. tactical gameplay. Give orders, scouting, etc. S Tier Reasons below. [SOC] Social: If you are interested in becoming a merchant, convincing nobles to join you and get married. A Tier Raiding and governing and having/being a high-level doctor reduces inactivity times and losses. Not to mention that Steward is one of the best skills to have. [INT] Intelligence: Medics, engineers and administrators all require a decent level of intelligence. Instead of classifying each individual skill I just gave my reasoning to have the attribute to a certain level and which ones I am using and why. That's enough. But there's so much the game doesn't tell you. And some of this aspect of not knowing and learning alone can be even more than an exciting experience. What I like to do for fast level gain, is try to make sure that my beginning and next level up points go well rounded in many things that I will actively do. In this way I can train skills faster, meaning the level faster and get my attribute and focus skills from levels that much faster. Things you can do in-games & tips and tricks a print "N" for encyclopedia in-game. This is your Bannerlord Bible. Do you need to find a suitable dress but I don't know where to look? Press N to search for your suitcase. See what area they have been identified for the last time. Btw you can click all the names of things that are highlighted and will direct you to that page. You can follow the city, castle city and start heading there. I have often hit cities along the way and check encyclopedia again to see if their location has changed.I so you can redirect my voice. B Carefully look at some pole arms for the capacity of the sofa. Be on earn enough speed having throws out, Press X and distinguish the spear and when an enemy is hit you can do harm levels INSANE. I'm talking like 250-700 without some advantages. C Save, having more savings is your friend. Dude.Pay attention to your diet and try to keep it diversified. In a commercial area look and see what is consumable, your troops will eat it!spool it. But wheat is your best friend. And train the plunderers in the early stages. When you train on looters, you can hyper focus your skill so you gains holding back your troops and lone looters. Alternatively, you can solve cars on looters for a better xp troop. F Sea Raiders, Mountain bandits, Steepe bandits etc offer much better rewards, but they are much more difficult than the lower power looters. And the armies are even better. G Fight your comrades in the main cities in the areas of cleansing and returning for good loot soon. The gang leader will show up after a while for more potential loot. H This game has physics. So if you're still standing hitting an idle target with a javelin will do its slightest damage. change their speed toward you, or your verse to them or both and your damage will increase significantly as in real life. I can block items in your inventory to never be sold. Useful when fighting a lot and trying to quickly sell garbage. New fresh beginner for game guide to let you go. If you are new or have trouble getting up and going to take a look at a guide I quickly put together to start. A. New game If brand new, do the trusted combat tutorial of me. Go to the neighboring cities, are the small and take at least 15-20 recruits while also getting about 30 or so grain to last a little. I highly recommend you spend a lot of time in practice arena in a large city. Winning a 250 denari net practice tournament. You don't have to kill everyone, be the last man standing. Exams react here. Winning Arena Tournaments, whichcan bet on each stage as well as on yourself nets 3 rinown and an element (arms, armor horse) that is mid-late tier game. While I look for big cities to make tournaments in I highly recommend paying attention to the movement of troops around you. You'll seewandering around with a blue exclamation on them and are part of your main mission. talks to them and the search option is highlighted. Having high charm later with a perk giving you 10 influence for tournament win is huge. So, you will start to cut out around 1100-1600 or so dense (if I remember correctly) betting on yourself at tournaments and winning them. pro tip scummy, you can perform circles on them, stay right on their left, and keep swinging horizontally at their head for easy victories on 1v1s using a sword and shield. In the tournaments do not bring your weapons, but still carry the armor of the tour itself. I'm a tank, you can jump from city to city doing this. Finish rebuilding your clan requirements (2000 denars, recruit a companion, who recommend once you are at 3k+ ish denars, having x amount of uninjured party troops or prisoners, having x amount of renamed.) once the clan level two maybe even one but first, start scouting for a companion to continue and expand your lineage, once you marry you want to be in the same party so you can create offspring. save every time before talking to them as they are conversation controls. after a successful rescue. let for a while save, talk about success that will tell you to talk to their leader, find them, give them the oriental amount of denari that you can go from 3-6k denars then boom you are noid just like that. Find a kingdom you like, find their leader and become a mercenary. This will make you regular flow of xp, renown, denars, troops, prisoners, flu loot, morale for the troops especially if they are at war with someone. get enough denarius to get a caravan and send a companion with it. it takes a little to make it go, but be ready to lose 150-250 denars day until it starts to ramp. to gopart between the network 300 to over 1.5k denars. You are also able to buy workshops in major cities costing about 13k Denari for the first and increases with each of youjust make sure you regain the surrounding areas for the competition and provide availability for the type of workshop you want to build. Once you are Renown lvl 3 you can become a vasal and start reaping better rewards and more important influence at a substantial rate. You do not need to cancel becoming a mercenary and then become a Vassal. you can simply upgrade to the leader of the kingdom if you want to stay with that particular Kingdom for a while. I would recommend once you have at least 50k or so denars with a good constant flow of income and you have max companions with a pair of caravans and workshops, a relatively high and tired amount of troops to finish the main mission Neretzes Folly. Do this by talking to 10 leaders I mentioned at the beginning of the tip part. Talk to both members of the mission and do their missions. Go to a hiding place that tracked down your minip to wipe out the troops and cups you have 1 more pieces. Repeat the same research from another research, tell both of you that you are separating with them. You can make your decision after all 3 pieces. Choose which side you want to be. You can help the Silhs, the Empires or all the others. I saw the option to show my new banner to the ruler of the kingdom, but havent selected the option again. This does not necessarily mean that those options make the opposing side all hate you though. Choose a strategic starting point for anything you have chosen after speaking with the corresponding researcher to complete the search. Starting from the current patch you can not start the war through the diplomacy panel. But you can go to target villages, take hostile actions, (loots, recruits or raids) and will quickly dry declare war on you. Castles and cities can be raided. But it's a good idea to break cities if you can steal theosend the cities of supplies and food so their garrison begins to starve. Ageing - at the minimum advice to always bring an ariete. If you can, a siege tower. A trick I learned is that you cana trebuché etc, once you complete immediately click on it and send it to reserve. Do this four times if you can without any other armies that you're stunned. Because they're coming with revenge. Break and deploy all the trebuchis and watch that magic happens. You won't need rams or siege towers with this method. But there's a but. The odds you are able to do this without being suffocated by incoming armies is not something that will occur regularly. Remember, if possible, the ram and a siege tower. Once you are able to take the city or castle sit on it for a while. make updates and to the building garrison. also go up to drop the units there to make sure it will not be targeted, or if it is, which can handle itself. This step is actually fundamental if you want to finish the main search to get your kingdom without problems having to siege another castle/city to own a settlement of the type of selected search. Imperial or Non Imperial. Now Calridia is your oyster. Conquer and destroy the unfaithful or join the empire and crush the rebellion or, kill all. It's up to you. That's where I leave you. I know there are things I'm forgetting, there's only so much you can do in this game and there are still many things I'm learning and understanding. For those who think they buy Yes, the game is in early access and it is like 34 USD right now, but having never played any of the Monte and blades and come to this game. I love it. Yes, there are insects. But I don't think I can call too many games that have zero bugs. The dev's are on FN on the point with patches and exploits and bug fixes. This game has such an incredible potential. I can't wait to see where it is at 6 months or even a year from now. Not to mention what I've heard, the modding community will be booming with this game. See it in this perspective You buytriple A game for 60 dollars or even over 100 with premium stuff. If your singleplayer gets maybe 10-30 hoursand he did. Especially the ways some gaming companies have been lately. Not with this game. You will play this game a ton once you get the use to everything. You might find a good construction, a secret strategy or what not to use with your Heirs or a new game campaign. And this is after over 100 hours of play. In addition, there is multiplayer for scarabs, besieges etc with a leveling/classifying system. For one I really hope that the dev's or modders add in the Coop campaign. That's just a joke. I can only imagine playing this game with like 3 or 5 or any amount of friends. some who work with some against, that person who wants to see their friends empire burn to the ground, such a thing. I can't wait. TLDR Top 10 things from this guide: Play on easy (which is really normal difficulty) at least. Invest wisely in skills and attributes and advantages. Make friends and go to war with them for fot loot. Getting married, expanding Dynasty children. Keep at least 20 troops at party at any time or get rekt. You can block items in inventory to save time quickly by selling garbage and coming back out there. Make your comrades happy. The couch lancing is surprising to press X when you have a sufficient speed and the correct type of lance. He'll say things like a hand, two hands and a couch. Focusing Charm early game is amazing Steward and Leadership are great mid to late game. You can be practically everything you want, but it takes time. Recommended for you

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