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Will HiWill or have a strategy guide for Thrones Britain that is suitable for full newcomers or those who are new to the total war games? Such is the life of Edward Kelly 1880 0 The following starting tips How to increase profits and food? Prev Starting Interface Tips There are some good starting factions. The game will invite you to choose the kingdom of Wessex. It has several provinces and kingdoms that are under their rule. The downside of this faction is the frequent Viking raids that come from outside the map. Mide Kingdom, located in Ireland, is a good choice if you are looking for a small kingdom that offers many ways of developing. The island is located away from the great eastern countries and does not attack the Vikings as often as other countries. Choose Northumbria if you plan to play like the Vikings. They have many provinces and powerful units. They are not vulnerable to regular Viking raids, and they have rather weak neighbors. Increase your profits and foodStrengthen to your provinces before you start expanding your territory. Increasing profits is the absolute basis - thanks to this you will have money to recruit and maintain a larger army. Food is also important because it allows you to use your army and replenish your soldiers. Low amounts of food can make your people miserable, and your units will take longer to become fully operational again. Upgrade existing buildings and create buildings in provincial capitals that will work with villages. Find out what's going on on the mapY can make your life easier by paying attention to what your neighbors are doing. Creating an alliance with a kingdom that fights your neighbor is a good idea. This will make the process of getting new lands easier for you. You may also decide to be a cunning diplomat. For example, to enter an alliance with a neighbor and declare war on the kingdom, which poses a greater threat to your ally than to you. Let the enemy to conquer the lands of your ally and then capture them for yourself. The game will help you distinguish friends from enemies, using different colors on the main map. The colored outlines around the icons depicting settlements, cities, navies and armies allow you to quickly assess the diplomatic status of other kingdoms in relation to yours. These colors: yellow - your units and provincesWhite - neutral countriesBlou - allies and subordinates of the nation (vassals) Red - kingdoms with which you are at war. Viking forces are also marked in this color. These colors are always visible on the strategic map, but you can also turn on the strategy mode (click TAB or press the button in the top right corner of the screen) and change one of the options presented from above to diplomatic status. Thanks to this, you can immediately for example, regions and armies you are fighting against. You can also choose another other and check their diplomatic status with other countries. It is easier to manage an entire province than its partProvins usually consist of several estates: settlements (1-4 small villages - it depends on the estate) and the capital (city surrounded by walls). Settlements usually have structures that give you money and/or food, such as fields, gardens, mines. Only existing buildings can be upgraded in these settlements. Cities, after the modernization of the main building, can increase the maximum number of additional structures. These buildings usually offer bonuses in certain areas, such as public order, speed of resupply, speed of technology development or they can offer profits and bonuses for a particular branch of the economy. In this province I have only the Capitol (1) which does not provide any profit and also uses some of the food resources. Other regions are owned by my ally (3), so I won't have control over these areas for some time. Having only a part of the province means you are probably wasting your potential. Owning a city-only is the best solution from a military point of view (it's harder to grab a settlement like this). Having only regular calculations can provide you with better profits, but they are also more problematic when it comes to maintaining order. In the capital of the settlement, you can place buildings that increase public order or accelerate the development of technology. Some structures, such as mines, have a negative impact on order in the area, which means that these buildings can be easily lost by the rebels. Prepare for a permanent lack of order if you have only one mine estate. Public order and the rebels Public Order decides on the security of the province. Some buildings and recent events (such as the recent conquest, food shortages or raid) have had a negative impact on public order. The lower the value (negative points of order), the more likely it is that the rebels will appear in the province. Rebels can start attacking the area or they can conquer nearby settlements, making your territory more vulnerable. Rebel-controlled settlements do not belong to anyone. Each nation can fight these rebels and conquer this province for itself without any sanctions in relations with the former owner of the area. You can increase public order by building churches or taverns by appointing a governor or appointing a general with at least one item in the city. Otherwise, you have to keep the army near this place to react quickly and eliminate all threats. It's easier to maintain a province rather than separate estates, so take care of the integrity conquered lands. Recruit armies and unitsIf you want to create a new army, you have to choose a settlement or city and click on the button located on the bottom of the information bar (Create an army). This will allow you to make a new general. Now choose one of the potential candidates. Notice and the statistics of zil (they will be useful in maintaining order in the province). Then we move to any of the districts and open a recruitment window. You can dial any number you want from available units in your shared pool. Unlike other Total War games, you don't have to own special buildings to recruit certain units, such as archers or cavalry. Keep in mind that initially your units consist of a small number of troops. You have to wait for a few turns to make them fully ready. The best way to replenish troops is to do so in populated areas of a friendly province or in the fortifications of the army (special order on the strategic map), although the number of replenished troops is still small. Create another army whenever possible, especially during the world. There is no possibility of recruiting mercenaries in this issue. During a war, a field effective army can take you a few turns that can affect your success or failure. Therefore, it is better to be ready before the start of a new war. Characters and statsCharacters in your kingdom are divided into several types. Adult men, sons, brothers, etc. and statesmen may be appointed as generals of your army or provincial governors. In your family, women can be married to increase or decrease certain statistics of your characters. They can also marry someone from another kingdom to strengthen ties between these countries (increasing relations). Every male member of your court has several stats: Command (how well they do on the battlefield and how good they are at commanding an army). Management (reduces corruption and increases the profits of the province managed by them). Diligence (has an impact on public order, morale and the range of the general's aura during battles). In addition, each character has traits (such as their bravery on the battlefield) that affect not only statistics, but also other mechanics, such as social order, morale of the army, the ability to have children, etc. Each male character can have a wife, which provides several bonuses and allows the opportunity to start a family. They gain experience (to fight, fulfilling their role as governor or as a bonus from events or structures) that can be changed to a skill level (follower), for example, Scribe offers a bonus to taxes from the provinces and extra management points. Some characters may receive special names, such as Chamberlain, that Increase certain stats. Any of the characters in your kingdom can become your heir (however, people outside your family should be accepted by you first). The change of heir usually comes with a backlash from other members of your court. However, you can about making a move like this if the character has very good stats (like a lot of points in the team). The faction screen has a small panel called Intrigue, which allows you to influence the life of every character in your kingdom to make Degree. These options include a way to increase someone's loyalty to you, a chance to find a wife or you can reduce someone's influence. Ultimately, you can also use the option to kill any of the characters, but you have to be prepared to face negative consequences if the attempt fails. Keep an eye out for the loyalty and influence of your charactersEach character in your kingdom has different statistics, but loyalty and influence are especially important. The first statistic informs you of the character's devotion to the current leader of your faction. Loyalty below 3 can force this character to try to harm your position or, in a pinch, challenge your will. Their army appears in one of your provinces, leading to civil war. Unlike the rebels, only you can fight this army, although you can ask other kingdoms for their support. The leader has a low influence - more significant characters in the Court can use it and, for example, use blackmail. Influence decides about someone's power and political power in your kingdom. The more influence a leader has, the easier it is for other characters to subdue him. In addition, influence serves as a kind of currency during numerous events, such as when you bribe your subordinates. You can often decide whether you want to lose points of influence and gain the loyalty of this character. A leader with less influence than other characters in this kingdom may have to deal with their demands or even blackmail. The Intrigue window allows you to influence certain characters and reduce their level of influence. The following starting tips How to increase profits and food? Prev Running Tips Interface Interface total war thrones of britannia beginner's guide

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