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## Mount and blade viking conquest wiki

MAIN Show / Hide textBassive about the game, fixes and developersToy options: After you started the game and finally the download screens disappeared, there are a few options to choose from. Most of them speak for themselves. The first version of the Play Tutorial for those who have not played previously in the MIB. Here you are just learning how to walk and ride. There are other options like Custom Fight and Multiplayer, but since this guide is in story mode or sandbox there is no stress to them. Individual battle, although it is a very good start to try the formations if you do not want to play this game. In Settings, you can customize controls, videos, and audio as you like. If you are a beginner in this game I would recommend making all settings the easiest and switching to show banner friendly teams. Otherwise, you can kill friendly troops, especially if you are not an expert in combat orders. You can change these settings during the game by clicking the ESC button and selecting Settings. Click Start New Game and you can continue. After a few more downloads will appear a new screen where you can choose from several options. On the left, you can choose between the main story or the isolated mode. On the right, you can choose from several difficulty options that you describe when you move the cursor. You can also change these settings during the game in the camp/game options menu. So choose what suits you to continue. After a brief introduction, when Now we can create our game. Once you change them, the story of the first years of your life changes accordingly on the right. Personally, I like to play a character who has a good story and is not worried about statistics. But because skills are more limited than natives, some prefer a different approach. Realistic means you can't go out without saving the game. In addition, the game is automatically saved in different stages, such as when you leave the city or after battles. On the left you will see four attributes that can be added: strength, agility, intelligence, charisma. Attributes affect maximum levels. Only skill level is up to a third of the attribute level for each skill dedicated (the q2 seems to be, but correct that if you don't). Adding a point to some of these attributes can also change the number of points that can be divided into skills and weapons skills (skills). Adding an INT gives you one point more skill by adding AGI so you can get more points for your skills. Keep in mind, however, that VC is a little different from native. Only one point will give you the attributes of each of the five levels in the future. So you need to Carefully, You see your abilities in the middle. As mentioned above, the maximum skill level is determined by the dedicated attribute. On the right, you can see his weapons possession skills. Spread all to your edit and, most importantly, .. Give your character a name. If you say that a trader you get a boost of charisma. If you say you're a weapons bearer, you'll give your strength a boost. This is important because you can't increase the basic attributes after creating a character. The level multiplies the base stat, but you can't add any more points. The only difference is who you're going to get. In one country the shooters and the other country Vikings, etc. Some are better than others, so try all of them and see what you like the most. Choosing a sandbox immediately disables printing. Here you can improve the skill of the weapons you are talking to some fighters and training with them. Just go up to them and click on the F as soon as you get close to them. You can ride it, but it doesn't seem to improve your riding skills unfortunately. Ten penings (in-game currency), you can also with some onions and spears. Similarly, it does not seem to improve your skills in archery or throwing (at least not the latest version that you've tried). I usually try to improve the capabilities of one-handed weapons a little before I talk to Thonrik. Just walk around Doccinga and explore the lovely little village. Once he's done that, the whole card is open to you. Some thieves were running around, and that's why he's not the best fighter, and now all I want to do is fight Seax and avoid them. You won't be attacked if you're already a beggar, but be careful when you're richer and have some partners. Then they can attack you on their own. If your mission is harder than you can handle or go back later, or reduce the difficulty of tweaking the game menu to get through. It's a game designed for fun. Just do a little melee and you'll get some money. It's going to take time. If you have some extra money, it is best to buy a shield and better basic weapons. Or another weapon, if you prefer. Now you can attack small groups of thieves alone, just as you have improved your fighting skills. It brings you a reputation and more money. Another way to make money is to follow the story and start attacking thieves after getting to work with some Small groups of thieves can try to avoid encountering a large group. Once you've caught the prisoners, find the slave trader. Usually not alone in the city, but prices change. It works like creating a character. Remember, however, that this is a little different from native nativ. You only get one point for the attributes in each of the five levels. So the options are a little more limited. Let's start with the trade, the bandits and the missions. If you have a good relationship with the city you can buy land and start your own business. The bakery, ironworks, etc. were not immediately built. Wait till you move on. Then you can recruit people and send them to their shelter. There is no limit to the number. Recruiting troops: You need the approval of a local lord to hire troops on his land. Only in cities can troops be employed, but not good fighters. It's going to take a lot of money and fame to recruit them. For the master to approve, you have to be on good terms with him, or he won't let you do that. Once approved, you can recruit in towns and villages. Newcomers will be less experienced and less equipped, though, than mercenaries in pubs. This makes your life a little harder to read more of the story but it gives you the main place to recruit people. You will have a greater reputation for allowing admission at a fraction of the cost elsewhere. So if you want a certain type of unit, select the country from which they come from, (usually the keys from F1 to F6). Try these commands as often as you can to get to know them. You can also check the teams by clicking on the Return button. So just giving advice here is not the perfect solution. You're going to have to figure out some tactics, too. There's no point in looking for a high position if you or your small group don't have long-range weapons. In this case, hiding behind trees or mountains is often the best option. As long as the forces are not outnumbered by the enemy, he usually tries to attack you. So let them get close while you're in hiding. Thus, you will not have enough time to whack you with shields with long-range weapons. Archers are usually weak in close combat. Try to use the terrain. So do not play the hero, rushing into battle, in his role - to control the battle and lead it. A good position is in many ways the key to winning. Rules of combat against a small group applies to battles. I usually start a battle in my position, look at the right position, and then move the troops. Also need some teams of long-range weapons (such as archers) for a larger army; Start on the hill is always a good start. The mountain is also the best option for heavily armored troops, not many long-range weapons, except for some darts. Try to attack a group of svear fighters taking a position on the mountain and you will see. I usually try to do archery positions at the top of the mountain to give them the advantage of range and position the spear and infantry in a closed formation (like a wall of shields) a little in front of them. Riders must be out of reach of enemy archers and attack the enemy's back or distant troops when the melee battle has already begun. You can gain experience in big battles without a fight, so keep a place in the inventory of combat trophies. Selling all these cities will give you money and experience, it will cost much more than another axe to the loot. These combat trophies don't usually appear on the loot screen at the top, so check through all the loot after the battle. On the loot screen, if you decide to distribute the joint you can take what you want and give rest to the group, or choose to claim all the loot for yourself or leave the loot on the ground. If you demand all the prey for yourself, -5 will give you the morality of your men. If you decide what kind of You want and leave the rest of the group, depending on how much you buy you can get 5 and -5 Morale.Sea battles: In the story, you get a nice and fast boat at a certain stage, so don't waste your money on it. It's no different in the sandbox. I always chose speed. On board takes archers and heavy maintained infantry, avoid the appearance of the enemy on the ship at the beginning, so that the archers had time to shoot it well from afar. Thus, all the troops can use long-range weapons, and the enemy will try to padding you. You can repeat this maneuver several times, and defeat much better forces with this tactic. Unfortunately the command of the sea is not as good as on land, and the head of several ships is difficult. In the face of superior forces, you could lose all your soldiers, except those in your flagship. Satellites: READ MORE!hide textSys interesting finds:1 Troll axe:To make it you will have to kill the troll. He will get 1000 pennies to get across the bridge. Source: Troll2 Sword Nad:To make this item you must kill the king bandits. Source: The Unusual Ruins3 Armor Lorca Or Today: You Must Kill Berseki Orme at Ulf Farm Location: Ulf's Farm4 Olver Sword: You must kill this war well on the plot as well as on the farm Ulf.Location: Farm ulf5 Weapon and armor of the elf: We must go to the Roman fortress and find a shorty to figure out the riddles. - 5,000p. cow and shield. Location: Roman FortClub Troll: Kill the troll on the bridge and marvel as far as street point wants. Captains Sword: Kill everyone in PLS plot cave mode (attention to play Odin and save the guy you met on the ship forgot his name But if you want, you can kill all the bandits and get Odin's champion suit. Aka. The scale of the mail is a beautiful armor. Brynite ORM: The best heavy armor in the game. You'll only get it if you fight on the farm. (I can't remember the name of the farm) Do not get to play story mode .... and it's really hard to kill ORM because he's berserk and he's a fast and hard beach elves helmet, seax and shield: Find another Roman ruins find one and strange elf guy hiding in ruins. you will be asked some riddles and giff ER. Answers and it will be GIFF Y. these 3 nice items and make er 5000 gold. Ragnar Lothbrooks Seax: A nice toothpick gets Bjrn lothbrook after completing his first mission in story mode. : Unusual Ruins (Mercia): Scaly Lorica: Weight - 16 Body Protection - 46 Foot Protection - 26 Required Strength - 9 Over (Sword): Weight - 1.3 Punches - 34 (Cutting) - 14 (Stabbing) Speed - 89 Lengths - 96 Force - 7 Cave Odin (Norway): Sword of the King bandits: weight - 1.3 punches - 34 (cutting) - 16 (stabbing) speed - 90 lengths - 90 required strength - 7 Roman forts (Kornoubia): Dagger (langsax) Elf: weight - 1.0 kick - 3 4 (a shredder) - 18 (stinging) speed - 94 lengths - 76 required strength - 4 Elf Helmet: weight - 2.0 head protection - 53 required force - 5 Elf Shield: weight - 4 le - 380 resistance - 20 sizes - 70 speed - 90 Mystic Circle (Munster (Muman) : Dragvandil (sword): weight - 1.3 strokes - 28 (cut) - 22 (stinging) speed - 92 lengths - 81 required force - 7 Scale lorica (har-ki cm. Above) Troll Bridge (Denmark): Troll's Axe: Weight - 4.0 kick - 50 (shredding) - 10 (impressive) speed - 70 lengths - 120 required strength - 21 (Karl!!!) Wee Only The Story campaign: Olvir's Sword: weight - 1.3 punches - 28 (cutting) - 22 (stabbing) speed - 92 lengths - 81 required strength - 7 Lorika Orma (Black Snake) : Weight - 19 Head protection - 12 Body protection - 58 foot guard - 28 required strength - 11 Dagger (langsax) Ragnar : weight - 1.0 punch - 32 (cutting) - 20 (stabbing) speed - 94 Length - 76 required force - 4KVESTIVIDE Help in compiling the guide: Pushes, GreenStar Information used

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