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Brettonnia siege guide

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Trying to entourage peasants sounds like a joke.... So if Brettonnia doesn't have knights on foot... I have no idea how to win a siege battle if you don't fight 10:1 in your favor. Now, if Breton defends, the problem is the same. Your knights cannot defend the walls, and leaving the knight's unit in front of the gates to be charged..... seems ridiculous. In the city, it seems that knights lose all the advantages they would have in the open field. Brettonnia seems much better on open lands than siege because of their knights, and that kinda is expected I think. But, they should have some tool to attaque and defend themselves during sieges, some knights on foot or taller men in their arms... I'm really afraid after the movies we saw that Brettonnia would be the weakest race because of toKaja's idea of how Brettonnia should handle the siege? Check out my awesome Youtube account ! 0 · The Repanse de Lyonesse campaign can be a quick and fun campaign to blow up the tomb king in the sand. This guide is here to help you achieve victory and glory; and do not end with bleached bones in the desert sands. To win the Repanse campaign, you must reach 2000 Knighthoods, choose an errantry battle to fight, and then fight that Errantry Battle and win. If you win, you will win the campaign. NOTE that as soon as you hit 2000 Knighthood, the choice of Errantry Battle will appear at the beginning of the next turn, so except earlier if you want to fight in both battles. If you choose Tomb Kings, or, Strike at the Vampire Coast.If you choose Tomb Kings, the marker will spawn just below the Black Pyramid of Nagash.If you choose vampire coast, the marker will spawn in the ocean north of Aranessa Salaspile Island. Either way, I always recommend to fight the Breton faction of battle errantry that you can bring an army composed mainly of Knights. It makes it stupidly easy to win. Repanse plus Henri le Massif (on his Hippogryph) + 1-2 Life Damselfs with the rest being the Royal Hippogryph Knights should make every battle ridiculously easy. Another option may be Grail Guardians and/or Grail Knights, which should also be a powerful doomstic. Key information: Starting with 2 turns, you need to have armies to carry water or suffer desert attrition. Move your armies to the settlement to take up to 5 turns of water with you. This is a unique mechanic for Repanse's campaign. Enable 1 Don't turn on research yet. Let Repanse choose a valor pledge for her grail oath (kill 5 enemy rulers). Let Henri le Massif choose a Pledge of Chivalry (Rank up 5 times). Move Repanse up just above Henri and then Henri to join Repanse, so she doesn't get away from her move. The vampire attack counts the army to the east and auto-resolve that battle (apparently auto-resolve no better than it probably will be on ItalianSpartacus). Choose leadership option +4 to kill captives, then attack the fleeing army again, finally kill them for good. If you get a +10% drop in the test rate after a battle, add this follower to the Henri le Massif. Let Repanse select the Route Marcher blue skill line and then march stance back towards Copher. Now choose The Southern Guard technology (+3 knighthood when you want in preparation for the battle against Tomb Kings, and choose the technology leading to it and start researching. Recruit the Lord's ruler, hopefully with +10 melee or melee defense traits, but also penitent for +5 Ward Save is also good. Let the lord recruit 2 Knights and 2 Men-at-Arms (this will make the Peasant Cap 8/8). Do everything you can, try to make trade agreements, and try to make AI pay for trade agreements or non-aggression pacts. End Turn.Turn 2Change Repanse's attitude to normal, move to Copher and then back from Copher towards Martek, let 2 Lord give her troops to Repanse (especially since she can't afford knights yet) and start recruiting 4 Knights Vicious units to get her army to 18 stack units. Turn 3Move your 2nd Lord near Martek first, then attack Martek with Repanse, win, then sack Martek (I tried just occupying it, but Martek was still reduced to Tier 1, so might as well boost your treasury). At that point with my loss and combing the Men-at-Arms unit, I was a 4/10 Cap Peasant. I recruited another Lord, so my expected income was 155. Too low to recruit Wandering Knights. Recruit 4 more men in the Repanse Army. Build a weaving house in Martek. End Turn.Turn 4Attack then Sack then occupy Al Hakik. Confederates with Origo Knights when a dilemma arises (select Unite Together). The Lord, who from Origo, can be the 4th gentleman in your posse. Decide which units in origo's former army you want to keep and which to solve, solve, at least go down to the Peasant Hat, which will now be 14. I would like to solve Polearms but keep trebuchet. Finish 5 and onSave to colonize Bel Aliad before the dwarves take it (it has a Golden Steelworks!). Move Repanse and her posse west towards Copher and then south to Wizard's Caliph Palace. Capture it, which will cause the Flame Knights to confeciate with you. You will also be able to conclude a non-aggression pact and trade agreements with the Dwarves. Then remove Snikch as soon as possible. Take out Sudenburg to take control of El Kalabad Province. Now you have a cool base of operations, take the fight to Khemri and the other Tomb Kings, and win. Be careful against the Guardians, I don't think they're attacking you until you attack them, but when you declare war on them, they'll come after you hard. Gain Repanse skills that give her army fire attacks. This will make fighting Tomb Kings much easier. Tech to the Southern Guard and then tech to rally the peasants. Then focus on your economic technique. Ignore diplomacy technology or other technology +Knighthood for victory, they are not worth the jack in this campaign. In your initial province with Al Hakikiem, you'll want to be in level 5 stables so you can recruit Royal Hypoglyphic Knights to give repense to fight Errantry Battle. If you plan to use Peasant Archers, use Bowmen (Fire Arrows); deal +4 basic damage compared to standard or small-fire shots, and fire damage is brutally effective against Tomb Kings, which will be your most important enemy in this campaign. Vows and troths are basically the same, lords and paladins vow, prophetesses do troths.Notes When you choose pledge for the wedding, there is no reversing it; You have to fulfill this commitment to fulfill the oath, and you have to perform the vows in order. Don't forget to choose Pledge as soon as possible. It would suck for you or the Paladin to complete a number of required actions just for you to realize who has never chosen the Pledge... The grail of the wedding gives the master or paladin immortality. Knight's Vow (Troth of Protection)Pledge to Duty = Research 5 tech while running an army (for Paladins, this is to perform 5 agent actions successfully). Pledge to order = Be present when 5 buildings are completed in the region. Knighthood Pledge = Rank 5 times after pledging. Questing Vow (Troth of Wisdom)Campaign Pledge = Win 1 siege battle in a desert or jungle climate (must be against a serious settlement). *Pledge to Manaen = Win a battle at sea. Pledge to Protect = Defeat the Beast, Green Guit or Dark Elf Legendary Lord.Grail Vow (Troth of Virtue)Pledge untaint = Defeat the legendary Lord of chaos warriors, Skaven, Vampires, Vampire Coast.Pledge to Valor = Kill 5 enemy lords in (Settlement defender leaders don't count).***Pledge to destroy = Raze 5 main settlements. * - Important Again, the siege battle must be against a serious settlement. Have a few gentlemen who need to complete their questing wedding present. Only the attacking Lord will fulfill his oath by winning the siege battle; But here's the trick... If you have released a settlement with your attacking master, instead of occupying or razing it to the ground... You can have any master you have near click on the settlement that gives you the option to Occupy or Do Nothing. Do nothing. Your Lord will fulfill your oath, and then you may have another master do the same. Any gentleman who has already completed his knighthood but needs his vow can do so to knock out these vows really quickly.** - There is now a bug that means you have to literally defeat the Legendary Vampire Counts Lord (for example, Mannfred), and other Vampire Counts factions don't work. So if you choose Pledge to Untain at the start of the Repanse campaign hoping to grail your wedding away from killing startin vampires, you'll be disappointed. And I don't think there's even a factional chaos warrior you can fight in the Vortex Campaign.*** - The lord's solution counts as a homicide for it. So you can get a few Lords who have completed their oath and then disband 5 immortal lords or prophetesses, immediately fulfilling the grail oath for several of their lords. Which commitment to chooseNight's Vow – I recommend either the Order or Knighthood depending on how much fight you make with this gentleman. Questing Vow – In the Repanse campaign it was an easy choice, pledge to campaign because the Southlands are either desert or jungle. For ordinary Breton factions, this wedding can be a pain to perform, if not otherwise in Mortal Empires.Grail Wedding - I would choose Pledge to Valor.Note: After reaching the 2000 Knighthood, I think the game removes the possibility of a bag; you will only be able to occupy or raze at this point! If you occupy, you will not indemnify the punishment of chivalry, and the occupied settlement should be reduced by only 1 level. If you settle the bag, you can reduce it by 2 levels, and if you do it a certain number of times, you will gain a feature that gives +income release, but -50 Knighthood. If you continue to relieve with this Lord, then -50 Knighthood can rise to -200 when the trait becomes stronger. This is important because you can get huge sums of money for release, especially against the Large Settlement; but do you really want to reduce the main level 5 settlement to level 3, not just level 4 if you plan to take it? Brettonnia does not suffer from a supply line penalty. So each Lord you recruit only costs of your own living and then maintaining whatever units you add to their army. This means that when you have a full stack army, that army should be after 3 other lords fighting with the main army. How to get money, you can then add 17 units to 1 of these 3 supporting to have your main stack reinforced with a second stack of 17 units + 2 lords as reinforcements. Why only 17 units in the second stack and none in Lord 3 & 4? Because the limit of units in a battle is 40 units. So the main stack is 20, the second stack is 18, + 2 Lords = 40.This also means that you should send about 4-5 gentlemen to hunt for treasures in the great ocean. 1 to go northeast around Ulthuan, then west to Naggarond; 1 that will go up on the left side of Ulthuan, then turn and explore the east coast of Naggaroth (North America) all the way down along the east coast of Central America (Hexoatl area), and then easy through the northern coast of Lustria; 1 to go south hugging the west coast of the Southlands (Africa) and go all the way to the place where the islands and Kroq-Gar are and explore that sea; 1 to go west to the lustria coast then south hugging the east coast of Lustria, then around the bottom of the Lustria and all the way back to the west coast of Lustria all the way to Naggaroth and the far north; and 1 to quickly explore the middle of the great ocean around the cemetery at Galleon and fill wherever others miss. After researching the map and getting a large amount of money from the treasure hunt, you can solve and then return them home. Also, if you finish your move within reach of the Ocean Rogue Army, that Rogue Army will probably attack you and kill him, so you probably need to solve it before they do. Each capture gives you +2 peasant cap (P.Cap). Thanks to water pump technology, this can be increased by 1 to +3. Peasant Rally technology gives a simple peasant cap +15. So if you have 20 regions, you have a Peasant Hat 40, 60 with Water Pump technology, and 75 with Rally the Peasants technology. If you have a 20-year limit, you can have exactly 20 peasant units and still receive bonuses. Bonuses from being in P.Cap are: Farm work as a full capacity, which means you get 100% of the income they say they provide.-100% maintenance for Mob Peasant units (so mob peasant units cost nothing to keep in the army; each of them cost 50 maintenance if you're over P.Cap).-10% maintenance for all other non-knight peasant units. If the unit card does not say Knight, it is a peasant unit. Foot Squires, Trebuchets, Mounted Yeomen and Grail Pilgrims included. The negatives of Exceeding The Peasant Cap.The negatives of Exceeding The Peasant CapIf you go even 1 peasant unit over P.Cap, you lose -% maintenance bonuses completely, and various negative modifier is applied to the farm income. You can have as low as -1% farm income applied, up to -100% farm income. At -79% of farm income, there is no other negative next-% of farm income.-80-89% of income adds a new negative, -50% replenishment rate for all non-knight units (peasant units).-90% + farm income applies -90% replenishment penalty for all non-knight units. Key dates: Province = = the entire province and all settlements in it. Region = individual settlement and region around it. Layer = Building-levelNotesWy negatives that Max Tier 3 farms and industry cause only in the region where they are built. So if you have 4 settlement provinces with 2 regions that have commercial resources, you can build industry in the regions of commercial resources and farms in the other 2 regions and be fine. Level 3 (T3) farms seem to be removing all income from Resource/Trade Good buildings in the region! So if you build an iron works in a region that would give 200 gold and iron resources to trade, if you build a T3 farm in the same region, you could lose all your income from the Iron Works. Ports do not appear to be considered industry or agricultural buildings (could they possibly be settlement buildings?), so they should be unaffected by either. I have only actually tested landed estate reducing the trade good income from building to 0 on the iron works. I suppose it would be the same for gold, diamonds, wood and probably everything else, but it may be possible that farms won't affect anything like exotic animals or spices, etc. If anyone can test and comment, it would be very welcome. The income of the industry has no impact on peasant cap. Simply put, if you go all industry and never build a single farm, your income will never affect your P.Cap. Exceeding your P.Cap still means you won't get -% Upkeep bonuses from your stay within the limit; and if you reach 180% P.Cap (so if your P.Cap is 100, having 180 peasant units), the -Replenishment modifier will kick in; see the Peasant Hat section for more information. Max Tier Farm (Landed Estate) and Max Tier Industry (Tailor) are effectively mutually exclusive in the region, as a Level 3 farm results in -100% of industry income and tier 3 industry results in -100% for farms. I mean, you can build them both in a Large Settlement, but it would be foolish to do it. Landed Estate + Water Wheel gives you 900 zlotys. Tailor + Storehouse gives you 600 zlotys. Note: Technology can strengthen the industry by 55%, making industry revenue basically as good as farm income later in the game. Pro's for Farms: Farms allow you to recruit Peasant Mobs and Fire or Poison Arrow Peasant Bowmen.Water Wheels gives +10 increase and +5 increase in all neighboring provinces. Farms are much cheaper to build: T1 Fields costs \$500, but gives you 300 income, while T1 Weaving House costs \$1,000, but gives you 200 income. Pro's for Industry:Storehouses give +15% campaign traffic to armies starting their turn in the region, +2 siege suspension time and +50% ammo during the siege. Both Water Wheels and Warehouses provide +2 local recruitment opportunities. 4 province with the Warehouse or Water Wheel in each settlement and the recruit's commandment +2 = 19 recruitment places. The final question you need to answer is: Are you ready to build your army A strategy around not exceeding the Peasant Hat? If not, build an industry everywhere! If you build a farm at all, it's only in the major recruitment provinces to recruit Mobs Peasants or Bowmen, basically treated like a recruitment building that doesn't give you any income (I'd get a farm to T2 then remove the windmill so it only occupies 1 place of construction). If so, you can build farms where appropriate, and industry where it is suitable, and be okay. In regions with gold or diamonds, you definitely want to build an industry because Gold Huta gives you 1200 income, and it sucks for the farm to reduce that to 0. There really are no downsides for the construction industry where it's more profitable, other than less growth from the water wheel, but it's not as important and there's another great way to get growth anyway. If you have a small settlement region without a port but have a Resource/Trade Goods building, but you prefer to build a building other than a resource building in the third available slot (such as level 3 walls or stables to get an additional Paladin, etc.); then landed estate + water wheel probably gives you most of the income. If You have a minor settlement with the port, landed estate + water wheel will most likely provide the most income (unless the port region also had a gold mine, but I do not remember seeing that everywhere)!f You plan to win the campaign quickly and just want as much money as soon as possible without worrying about the income from trading, Landed Estates + Water Wheels almost everywhere (although again, the industry in Bel Aliad for Gold Huta that Gold income is just too good) At the beginning of the campaign, I would choose mr. over Mr. Prophetess almost every time (see exception). The Bretonnian Lord is a battle beast, especially when he reaches level 14 and receives the Mount Hippogryf (remember to get the Queen's basic training and blessing). Aligning the yellow line of battle makes it absurd in combat. However, the main reason to choose the Lord over the Prophetess is that he is amazing in battle from the very beginning (while the Prophetess must align his spell line before it becomes remotely useful), which means that you can refrain on the yellow line and instead level the blue and/or red line(s) first. See my Blue Line and Red Line strategy section for details. The exception is that you can bring Lore of Life Prophetess as your 4th lord in your 4-lord posse army. Get The March of The Route First, then 1 Point in The Wood Awakening, then Max Earth Blood, Max A Shield of Thorns, Evasion, Magical Reserves, Max Regrowth, Point in Below, Arcane Wire, then Finish Maxing Dweller's and Awakening. Get the Royal Pegasus as fast as you can. I suppose you can bring the Prophets with a buff army crew repanse or debuff the enemy because Lore of Heavens has nice polishing and debuffing spells. The problem is that Heavens spells are expensive. ProphetessThe Prophetess as the beginning of the campaign sucks because it does not yet have its skills unlocked. When you reach a point in a campaign where you can recruit level 14+ prophets, it may start to shine, but even then you must first select its spellline over the blue or red line, otherwise you shouldn't bring it. Damsel At the beginning of the campaign you will not have any Damsels. Get Fyrus as soon as possible and level it up to T3, then build the Holy Monastery of Divine Origo, which will give you +500 income and +4 rank for Damsels. Recruit 4 Damsels Lore of Life as soon as possible. I hope you gained some +10% of the study participants to add to your damsels and paladins. Max Specialist, then steal the research on your damsels. Go Steal Research spam on tomb king billing until you have about +300% test rate. Keep it until you at least get the most important tech you need. This way should also allow you to get your Life spells and Secret Wire etc. so once you are done stimulating your research, you can go put that Life Damsels in your armies to heal your units. PaladinPaladins give 30 experience on the turn to their army base, which can be increased to 55 by maxing training. I was a little disappointed with how long it took for my knighthood units to be ranked despite having 4 Paladins in their armies, but still, it's probably good to put points in that skill early in their careers. I wouldn't care about any other Paladin Campaign skills, your Paladins would be embedded in your armies killing enemies rather than attacking garrisons. TL;DR Summary: Get Router Marcher, Max Bonded Service for -15% Recruitment, Put 1 Point in Tenth-Share, Get Irrepressed Spirit, Max Steward Kingdom, get Lightning Strike and then maybe Bailiff and come back and Max Tenth-Share depending on your economic strategy/do you have a ridiculously rich region like Khemri.All skills will be listed with their maximum benefit from putting however many required points for skillRouter Marcher: +10% traffic (always get, duh)Justiciar: +3 ControlBonded Service: -15% Recruitment (Lord's Army)Tenth-Share: +10% Farm Income, +5% Industry Income (local region)Dedicated Goddess: +3 UntaintedIrrepressible Spirit: Casualty Replenishment Rate +30% for Lords in Lords in Lord Army, -1 Wound Recovery TimeDisposing: Prevents reinforcements during an attack (at your discretion)Kingdom Steward: +36 increase in local province (Crap Skill) (Crap Skill)Bailiff: +10% to industry income (in the local region)The main objective of the Blue Line strategy is to achieve a maximum Kingdom Manager for +36 growth. Even with only 4 Posse moving around the province, it is +144 increase in each turn are there. With 10 such lords, +360 Growth turn (no growth from buildings)You want at least 1 gentleman to have -15% recruitment because Knight units are expensive. Tenth-Share is good either way, because at worst it helps to balance your living costs however slightly. If you eventually decide to try to make a ton of income, you can put your gentlemen in the most profitable region to significantly increase the income of this region. I don't think I needed Untainted as I thought I could in the Repanse campaign, but it could be very useful in the Mortal Empires Breton campaign. Control can be useful if I really struggle with it, but I never needed it in my Repanse campaign. Khemri can build a Tailor and a Gold Mine. I put 7 Bailiff Lords in Khemri, and I think 5 out of 7 had a Tollkeeper supporter (+12% tax rate) in their entourage; income in Khemri jumped from 2700 to more than 5600. Now, 7 gentlemen cost \$1750 in maintenance costs if they dismantle them (250 maintenance). So it's only a \$1,150 profit over not about these gentlemen being solved. But the point remains, The Tenth-Share + Mr. Bailiff can increase income in the region, perhaps enough to at least cover the cost of its maintenance. Maintaining.

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