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## Viking conquest troop trees

The connection content is available under CC-BY-SA unless otherwise stated. Could someone post a pic of all the group trees. Thank you Here you are. Spoiler: Norse Freedman (Leysinga) Spoiler: Young Warrior or Slave Driver Spoiler: Farmer or Townsman Spoiler: Refuge or Peasant Woman Spoiler: Pictish Peasant (Cheat) Spoiler: Corner Corner Peasant Spoiler: Saxon Saxon Masant You See Them Ingame Too. Check your CAMP menu for Picts and Gaels: if you see dh, gh, mh or bh, that means you are dealing with early Modern Irish or later, so these names have been off for quite a few centuries. There are a number of problems with Anglo-Saxon names too. If things calm down here I could write a detailed report devs. There are a number of problems with Anglo-Saxon names too. If things calm down here I could write a detailed report devs. We appreciate that. Does anyone know the difference between Hers and Huskarl? It takes so long to level them up that I'm just using Svear Warriors now Anyone know the difference between Hersi and Huskarl? It takes so long to level them up that I'm just using the Svear Warriors now Hersi has a slightly lower level (you pay less for them), and they're spears, not fencers. Huscarls are a few levels higher, have slightly better skills/proficiencies, and use swords. Lmao in the diversity of troops, where do vikingr units come from? Does anyone know the difference between Hers and Huskarl? It takes so long to level them up that I'm just using Svear Warriors now off topic alert: Mate, I want it, NOW!!! Note: It is only used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. I have no idea what kind of troops belong to that faction, which is frustrating because I have moral problems and I don't seem to get rid of non-pagan worshippers. Edit: Thanks for all the help guys! I think I'm good with the soldiers now. Page 2Posted by4 years ago 9 comments This is a guide to Mount & Blade Viking Conquest (VC) mod. I assume that someone playing vc already has basic knowledge of Native.Part 2Character Creation:In a general sense, the character creation of the VC follows the same general rules of Native. However, there are two main differences. First, even though your starting properties are much larger, you'll only get a new attribute point every five levels. You get your first point at level 6 and you get an additional point at level 11, 16, 21, and so on. Second, you can raise the skill by up to half the value of the corresponding property, not one-third of the native. You also have to get two skill points for a level instead of one point you would become a Native.This means that your baselines matter a lot more than they do native while your basic skills don't do level. As such I recommend to use this guide to optimize your character. Vc's most important feature is charisma. You don't need absurdly high charisma to be successful, but having a reasonable amount significantly improves your quality of life. You have to have a great army in this game and that requires persuasion to build and maintain leadership. I personally would never go under 12.Strength and agility are more toss up. Having a strong combat character is so helpful that you can heavily influence the outcome of the battle and generally makes the game more fun. Strength is better to fight in general, but vc differs from Native, so agility builds can also be quite useful. The weapon speed has a greater impact on the damage of the VC than this native. As a result, athletics and weapons mastery have a very noticeable effect on your injury output, especially to crush weapons. It's not as great as strength, but also allows you to get some cutting edge side skills really high. Namely, looting and searching for a way. I'd say strength is a little better, but it's not your only chance. Getting 9 riding and zooming around a horse is quite fun. Intelligence is the worst, but it's even more viable than native. It's weighed a little less strongly on character creation meaning that you get a few more free points for intelligence than you can get from other stats. Companions are still your best choice for all intelligence based party skills. At level 13 VC you get a trait that is essentially an extra ability battle that can be activated by pressing T. What trait you get depends on which skill the four traits that determine the skills are highest and they are as follows: Power Strike: Berserker, you temporarily get more power in the strike and athletics after which you temporarily exhausted and only inflict half the damage. Iron meat: strong, you can get the ability to start a shield mock battle. In addition, your men have become vulnerable in battle. Athletics: Tough, you can get the ability to start a shield mock battle. Plus, your men will be faster in battle. Inspiring: In leadership, you can shout warcry in battle. Your men will fight more fiercely (I'm not sure if it will improve moral will then do more harm). Which one is best comes down to personal preference. I tend not to like berserker as I think the bonus is overkill so it's a net loss to use it because the shortage is so annoying. Keep in mind that wearing heavy equipment (i.e. mail, helmets, etc.) reduces athletics and power strikes and affects what kind of character you get. For example, if you had 7 power strikes and 8 athletics and wanted to be tough, but you were wearing a scale of lorica, which reduces athletics more than it does power strike you can

end up with a berserker instead. This can be avoided off the stat reduce gear right before you reach level 13.fGetting Started: The goal at the beginning of the game is to only rise through the social hierarchy, but build a solid foundation for your future kingdom. This foundation must be made of money. VC is much more expensive than Native and you have to make money literally nothing and a lot of it. The only way to fund your future conquests is to productive businesses. Breweries are especially the best economic cornerstone. However, you will need 8000 peningas to open one, not to mention the money you need to ship to move the map and get the party together. As such, your first step is to get some cannon feed with a mug of some bandits and take your stuff so you can make money. I see a lot of people asking how to recruit an early VC so here's a complete list of that best of the worst: Old Sea Captain: One of them can be found in any port city intuitively right next to the port. You can recruit sailors (tier 2 footer) to take him to 40 peningas a piece. Sailors are trashed, but they are your best and cheapest early choice and enough of them will work against even mid-level troops. Farmstead: These are neutral places that are distributed around the map. You can enter them and talk about reeve to recruit a random number of farmers (tier 1 jagelus) 100 peningas. Farmers have even more garbage than sailors, but they are stealing price wise and you don't have many options. Villages: Unlike native you have to pay to play recruit villages. Depending on the arrangement of the village elder it will cost you 400-600 peningas up front. You must then pay for each individual group, all of which are first-degree footers. Only use it when you're desperate. Release and recruitment of prisoners: It works as a Native except you have to pay prisoners to recruit them ... And they can still run away. However, you can use the troop quarters feature unique VC to quarantine them overnight to make sure they stay. Freeing prisoners is cheap and you get great soldiers. The only problem is that it is unreliable (very few parties are prisoners at the beginning of the game) and you already have to have some troops to win the battle. After you get 150 known and 5 ratio master you can recruit your castle or city. You will recruit tier 2 spears if you have a high enough ratio, in which case you can recruit a tier 3 infantry or spear. You can recruit troops to the meadilable halls (a.k.a. taverns) with 150 known, but it's expensive and most troops you can recruit are assembled in the trash. I'd only consider Svere warriors. Veterans and spears are okay if you really need them. Remember that VC morality requires more micro-management than Native. Don't let your army get too big, or they'll burn. I'm not going to let my army get it. 130 if I'm going to win a lot of battles because they're going to be hard to keep happy. Also, your religion (Christian or pagan) affects your troops' moral. Christian forces don't like a disgruntled pagan commander and vice versa. Reference: Pagan troops: Norse faction troopsVikingsBerserkersOld captainsSea CaptainsSvear WarriorsSwea ArchersChristian troopsSir faction troopsBritish faction troopsPictish faction troopsSaksi faction troops From bandit troops from bandit troops To Wooden Bandite LeadersFrankish Cavalryman SkishersNeutral Troops: Troops from mercenaries troop tree (renewal of agricultural farmer)Female troopsUlfrhedinn (maybe this applies to those only, that you can randomly event where they ask to join your party)If you have enough men to win fights just hunt bandits and sell your stuff. Get a shield and one-handed gun yourself ASAP if they help you win early fights. If you win the battle against opponents wearing the pole I highly recommend having to take the first claim of any loot option for moral penalties be damned if you have a high chance of scoring really good gear early. Investing in your capital: If you have a nice stack of peningas saved you have some options to start making real money. It all depends on your current situation. You might want to just keep grinding and buying a productive company and keep grinding. However, trading is a very powerful VC if you know what to do. The first thing you have to do is get you to the fries. If you have trash troops you don't care just to spread them out. Travelling alone is much cheaper. If you have some decent guys, you can hide them until you need them. Travelling across the country as much as possible when paying for passage is expensive. If you can friese your trade route should be as follows:(the number next to each good like this: Wine(800) is a rough estimate of its average value. Try selling it close to this number or higher. If you don't get much you could trade it somewhere else)Buy Jewelry(1000), Wine (800) and Salt(300) Dorestad.Travel Ribe and sell some of what you bought at Dorestad. Don't sell so much that you significantly devalue your product however. A trip to Tunsberg. Sell what you bought in Dorestad. Buy Tar(450). Check the villages around Norway Iron(500)Travel around the west coast of England/Scotland. Stop at each village and check wool(800). This is how to make BIG money. Keep an eye on any random good deals like Honey (250)Stop in any cities along the way to sell and stay in Dorestad as well as what you bought in Norway/Tunsberg, if it's an affordable price. It's good to save Iron and Tar, but you should offload everything you bought at Dorestad.Return dorestad and sell all the wool you bought and all the leftover Tar and Iron. usually buy Wool about 20 (villages) and sell it for about 800, which gives and crazy profits. The best of all Wool doesn't change in value as easily as a more expensive commodity like Jewelry, it just has insanely inflated the price Dorestad.As as soon as you can buy a ship so you don't have to pay as much for travel. Just continue this trade route and open up as many productive businesses as possible. If you have a stable network you are ready to become a vassal! Part 2Page 2Posted byu/[deleted]3 years ago 17 comments comments

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