

Liu bei three kingdoms total war guide



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Total War: THREE KINGDOMS Liu Wei is my boyfriend, friendly and charitable. However, I'm a little at a loss on how to establish myself at the beginning of the campaign. In one game across I headed south to take the city/city and managed to get a connected fish port for a meal which was good. However this was one from I can't repeat that as a blue guy to the east seems to pounce on them in the first place. Anyone share some insight into how they start? What reforms do you go for first? I think the extra trade as far as I can see you expect to import food in the beginning. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Hey guys after about 60 turns I gave up my campaign as the faction around me got too powerful and one faction of Yuan Shao I believe who was north of me was just too powerful for me to deal with as it has a few full armies stack. I still had one army limit, and when I tried to take other minor factions as I get close to their city they immediately asked Yuan Shao for protection to become his vassal. Pretty clever AI I thought he acts in utter despair when he feels he has no choice of looking like a human opponent. I also didn't realize I could annex The Han Territories as I was a bit overwhelmed by things at the beginning, so by the time I realized it was too late. What do you guys recommend me do for my next campaign? I've heard some people advise just head south and get out of the hot zone around the north, what do you think? 0 - The following Basics Preparing for War with other factions of Prev Basics Starting Tips Just like previous games, Total War: Three Kingdoms allows players to choose from several available factions that differ in both terms of units and buildings, and the overall gameplay style, but also offers several leaders that introduce additional changes. In this section you will find a list of all the leaders available in the game, as well as their characteristics. Cao Cao - Strategic Mastermind Choice field Cao Cao Cao Cao is first in line, the faction's commander Cao Cao, a class commander, is also a military commander recommended at the beginning of the game, as it will make the first hours easier. Trust is a characteristic of Cao Cao. It is a unique resource that mainly reflects the respect of other factions of the coalition led by Cao Cao. During the game, you can use it to manipulate and influence the actions of others in diplomacy. It can be used, for example, to provoke a military conflict between two factions (proxy war). This mechanic can be used in the diplomatic window. After a while, this resource is limited and updated. The recommended style of play of this warlord - diplomatic manipulations for which trust can be used. Unique troops for Cao Cao two branches of the shock cavalry, tigers and leopards cavalry, and tigers and leopards heavy heavy heavy otherwise there are 3 to 6 levels of commander's experience. These units give a huge advantage in the first rounds and perfectly agree with Cao Cao, who has bonuses that reduce the cost of maintaining the cavalry and increase the amount of military resources. Most of his abilities allow to further strengthen the cavalry. Playing as Cao Cao, the player will have access to two unique structures: Agriculture Garrison and Tuntian Conscription.Liu Bei - the virtuous idealist Liu Bei choice of the box. Liu Wei is the second of six class commanders available to the Coalition. His special pleasure is Unity, a unique resource for this character. Raising the level of unity will allow the player to quickly gain prestige, it will be possible to occupy more positions of administrators, and at a high enough level the faction will receive a powerful bonus to income from all sources. In addition, thanks to Unity, Liu Wei is able to take control of the territory of the Han Empire without military conquest. When used appropriately, Unity gives a huge advantage. Unique to Liu Wei units are both Archers and I Marksman, otherwise units available at level 3 and 6 of the commander's experience. Both of these units are excellent in long-range combat; Since they are also effective in close combat with enemy infantry, they do not come with the usual lack of range units. During the game, the player will have access to the unique, Shu Han Tax Collection building, increasing the income from the peasantry and being able to join the confederation with other factions from the beginning of the game. Liu Wei himself, like Cao Cao, is excellent as a commander on the battlefield, supporting his troops, and at the beginning of the campaign he gives his faction a bonus of 4 points for public order and -50% for the cost of maintaining infantry militias. Sun Jian - Tiger Jiandong Sun Jian choice window. Sun Jian, another military chief of the Sentinel faction, Sun Jian. His special feat is heroism, a unique resource that gives bonuses to the public order and reduces the cost of hiring units and their content. Heroism grows when a player loses fewer soldiers during battle than an opponent, and when faction leaders win battles. The high level of heroism allows the player, using Sun Jian, to support a large army and achieve rapid military expansion. Unique units for Sun Jiana are mercenaries archers, infantry mercenaries and mercenary cavalry, so the player has access to a very diverse army from the beginning of the game. Playing Sun Jian, the player will be able to build a unique building, a mercenary outpost that increases the profits from the trade and accelerates the replenishment of wounded soldiers. Sun Jian himself, given his guard class, works well in defense and blocking enemy generals - he does not do much damage but is very steady - also provides an increased range of motion on the campaign map and a moral boost when treatments - Ironfist General Gongsun bain nn window selection. Gongsun-bain is a Vanguard-class warlord. This is a classic warlord with military roots, who, however, does not have its own unique resource for use on the military map, but compensates for other qualities. Playing as this leader, the player will not have access to typical administrative positions that have been replaced by military positions that can be accepted by other generals, giving different bonuses. The unique units of Gongsun zina are the White Horse Raiders and the White Horse Fellows, powerful units of horse archers, which give an advantage on the battlefield in the early stages of the campaign. The building, unique to Gonsun zina, is a military government that increases revenues from all sources and gives a bonus to public order. On the battlefield, he breaks through enemy units, but less effective against the generals. The unique campaign map includes strengthening the armor for the strike cavalry and increasing by 50% the range of the army gain - that is, the distance from which one army controlled by the player can help the other. This is one of the best bonuses throughout the game, perfect for defense. Yuan Shao - Dragon yuan Yuan Shao box of choice. Fifth in line, commander-class commander of the Yuan Shao faction. Its feature is Pedigree, a unique resource that reduces the cost of hiring a captain's suite and increases the rate of replenishment of losses in the army. As a result, the yuan of Shao can use unique options for occupying the settlement after the siege, which allows for an increase in the pace of replenishment and supply of the army. The unique units of Yuan Shao are Ye Warriors and Hebei Defenders, the infantry that owns the spear, which is great for attacking enemy units without taking additional damage from spearmen, as in the case of the cavalry. In addition, Yuan Shao can hire captains instead of heroes. They will lead units consisting of different units specializing in certain functions (infantry, cavalry, arrows). During the game, the player will be able to build an office of the yuan administration, which increases income, public order and the growth of pedigree. This leader, like Cao Cao and Liu Wei, is a commander and works well as a support. However, he lags behind other generals specializing in combat. Yuan Shao's global bonuses are a morale bonus and -50% of the cost of hiring and maintaining these units of captains, significantly reducing the costs associated with the expansion of the army. Yuan Shu - Ambitious Powermonger Yuan Shu window selection. The last, sixth-class commander-in-chief of the coalition. A distinctive feature of this character is legitimacy, a unique resource, the high level of which significantly increases prestige, public order and income from any source, but has a negative impact on diplomatic relations with other factions, can be used to recruit new characters, perform tasks, or build some buildings. Unique units for Shue are a fast infantry tiger and warriors of the left - both units shock infantry, with good stats, the biggest advantage of which is a high, heavy-up morale break. Yuan Shu will give the player access to the unique building of the Administration of Jun, increasing the income from all sources, however, negatively affecting the resource legitimacy, as well as the unique task of the Enterprise, which allows to receive income from trade. In combat, Yuan Shu works perfectly as the support of allied troops, makes worse in the fight against other generals. The global bonuses of this warlord give increase the income from trade and industry and increase the price of actions of opponents of spies. Kong Rong - Master Scientist Kong Rong choice box. One of the three leaders of the class of strategists. A characteristic feature of this warlord is the trade monopoly, a unique resource that allows the player to significantly increase the income from trading. The trade monopoly can be increased with a unique diplomatic option of the same name. Playing as this leader, the player will not be able to declare himself emperor, the only option would be to capture the capital of the existing emperor. Unique units for Kong Rong are Fury Beihai and Thunder Jian An. These are both crossbow units, ideal for fighting armored troops. Playing as this leader, the player will be able to create a unique Academy of Culture, giving a bonus to the growth of the population, income and public order. You will also have access to a unique educational challenge program that will increase your trade revenue. Kong Rong, given his class of strategists, is good for strengthening troops on the battlefield, however, has poor defense from other generals, and better keep him in the back. The global bonuses of this warlord give an increase in population growth and income from trade. Liu Biao - Gentleman window choice Han Liu Biao. Liu Biao is another commander of the class managers commander. Like Gongsun zhang, this warlord does not have his unique resource. Instead, he has access to new administrative positions related to training, offering additional bonuses, within the limits of ability, harmony and knowledge. As with The Congo Of Rong, Liu Biao cannot declare himself emperor. Unique units for Liu BIAO are Jing Infantry and Imperial Defenders. Both of these groups are heavy, well-armored infantry with wooden weapons, characterized by high strength and high morale. These units are a nightmare of hostile cavalry. Playing as this leader, the player will be able to build a unique housing structure that increases the character's experience and income from trading. Liu Biao is a military commander-in-chief, excellently supported by allied units, worse in relation to other generals. Global leadership bonuses are a bonus to happiness and public order. Ma Teng - Defender of the West Ma Teng choice window. The third and final leader. This time the Vanguard class. As Liu Biao described above, he he Don't have its own unique resource, instead, it gets bonuses to loot, allows the army to collect food during camping, and also gives a bonus to military resources. Like the previous two leaders, he cannot declare himself emperor. The unique units for Ma Teng are the Tsiang Hunters, the Tsiang Marauders, and the Tsiang Raiders. These are horse archers, percussion cavalry and melee cavalry, and each of these units is characterized by high endurance, which is great during long battles. Thanks to Ma Teng's presence, the player will be able to build a supply line for Xiliang, giving a bonus to food received from the collection, and military supplies for the Allied armies, and at the same time, punishing the enemy's military supplies. In battle, this warlord breaks through enemy units, but is less effective in fighting enemy generals. The global bonuses of this military commander are bonuses to the damage caused by the strike cavalry, to the income from silk and spices, as well as to reduce the cost of maintaining the units of Jiang. Chang Yan - King of the Black Mountain Chang Yan window selection. Chang Yan is one of two leaders of bandits in the class of champions. It does not have its own unique resource, but in exchange he is the only warlord in the game capable of improving relations with the Yellow Turbans by making the Alliance with them - other leaders have very limited opportunities to diplomacy with this faction. Chang Yan can also attack from an ambush, greatly increasing the likelihood of a successful battle. Unique units for Chang Yang are Black Mountain Raiders, Black Mountain Bandits and Black Mountain Hunters. Each of these infantry units causes fear in enemy troops, reducing their morale, and can use ambushes at the beginning of the battle, being able to deploy outside the regular deployment zone. Its unique building is Black Mountain Hideout, which gives access to various branches that offer different bonuses. In combat, Chang Yang copes well with other generals, but the tariffs are worse against conventional units. His global bonuses are increasing the amount of prey, ignoring the penalties for speed in the forest. Note - this is probably the most difficult start in the game, so you should first get acquainted with the game, playing a campaign with another warlord. Cheng Jiang - Bandit queen of jiang choice of windows. Cheng Jiang is the second leader of the bandits. She is also a class character champion. Its characteristic feature is Shame, a unique resource that offers a high level of bonuses for prestige, satisfaction or homage to diplomacy, but negatively affects relations with other factions. The victorious battles and occupation of settlements increase its disgrace. The unique units of jiang are the Hidden Axes and Fists of the Bandits, two assault infantry units that work perfectly in charge at enemy positions. During the game, the player will be able to raise the Bandit Lair, which increases the speed of replenishment, but gives to the income of your kingdom. Like Chang Yan, Jiang is great for fighting enemy generals, but it is less effective in fighting against regular units. The global bonuses of this leader are reducing the number of turns needed to mobilize, and increasing influence by receiving diplomatic tributes. Note - this is one of the toughest starts in the game, do not choose Cheng Jiang during your first pass. He's Yi - The leader of the people he yi choice up. One of the three leaders of the yellow turban rebellion. His class is healer. It does not have its own unique resource, but as the population grows, it receives bonuses that increase the level of replenishment and reduce the cost of hiring new troops. He Yi has access to Youxia, a heavy assault infantry characterized by powerful armor and having access to guerrilla deployment ability - at the beginning of the battle, you can place them outside the standard accommodation area. During the game He And, the player will be able to build a unique structure called Village Healer and will have access to an additional option for the occupation of the conquered settlement called Help to the Wounded, which increases population growth and gives additional gold from trade. Because of his class, He is and is ideal for supporting soldiers from afar, but he has a poor performance in melee. Global bonuses for this leader are reduced service to different units and a bonus to morale. Gong Doo - Master of the Earth Gong Doo choice window. The second most in order is the leader of the yellow Turban uprising. Gong Doo is a class of veterans. Like its predecessor, Gong Doo does not have its own unique resource, but instead it receives a bonus to the range of motion on the campaign map and the amount of loot gained in battles. Gong Doo has access to the Guardians of the Earth, a heavy armored assault infantry that works perfectly in close combat against any type of enemy. During the game, the player will be able to build a unique structure, Guerrilla Camp, which will increase the amount of loot received after the battle, and the amount of military resources. This building also allows you to take advantage of a unique mode of movement called Liberation Position, which steals food and resources from the local region. Gong Doo, as a veteran, is good against numerous enemies, but its effectiveness will fall when enemies use weapons that can penetrate armor. Global bonuses for this leader allow him to increase military resources in enemy territory. He also receives a bonus to armored infantry units with spears. Huang Shao - Owner of the Heavenly Way Huang Shao window selection. Huang Shao is the third-largest leader of the Yellow Turban Rebellion. He represents a class of fellows. Like the two leaders described above, it does not have access to its unique resource. Instead, he receives bonuses that increase the character's experience and increase the speed of developing new Juan Shao has access to archery masters, one of the best archery units in the game, deadly at a great distance. During the game, the player will be able to build gardens that offer a premium to satisfaction, and increase the speed of unlocking new reforms. The player will also be able to use a unique quest that will allow you to find unique characters. Juan Shao fights perfectly with enemy generals, but he will have problems with defeating enemies who have numerical superiority. Global bonuses for this leader give him population growth and dodge bonus for melee infantry units fighting at close range. 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