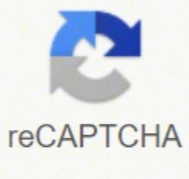




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Warhammer ii empire guide



-Chevrons are your friends. Armies, units and time: The dance that fills the coffers.[] There are many aspects of the game that can help you maximize your army effectiveness, price and output. This makes placing a general strategically for defense much easier. Disband. -ALWAYS prioritize research that gives unit exp. Cheap units with lords giving them melee defense bonuses will always make a better line than expensive units designed to do the damage themselves. Send all 4 on a suicide charge into the enemy flank. Take the 4 decimated units and merge them. Win a battle and sack the settlement. Better units get better results on the battlefield. Disband the estalian regiments and build up your economy and production there, so when you need to launch a campaign from there you can pick up better units quickly. Farm them. Look at what you want the unit to do. Units and battles[] Heroes help: If you can spare one, always drop off an income-boosting hero in your wealthiest provinces (see the upper right tab, sort by income) to add an

edge to your operations. Basic principles[] A faction can earn money through taxes, trade, and certain military activities such as raiding and looting.

Taxation and Income Strategy[] Depending on the races you are playing as, you will find that certain provinces and regions you conquer have significantly higher income levels than others.

-Garrisons are an investment for the future. Money makes the world go round in the Total War series, and Total War: Warhammer is no different. Anyone who returns home is massively leveled up, you gain lots of income from sacking and destroying enemy settlements, hamstringing potential threats and thin out your own upkeep costs all the while gaining credibility with allies and being safe from retaliation (most likely) since they are so far away and you have them on their back foot. Your lands stretch from estalia to sylvania but you only have a war in sylvania? Do you really need alabordas to keep the line when armored lancers do better against dwarfs, which use too far? Sacking exempt heavy or have a weak enemy faction nearby? This reduces the costs of your permanent existence, saves for the future and strongly reduces reconstruction costs. It is likely that this is due to the presence of mines, quarries, ports or other commercial buildings. Now you did not mess up any other economy plans and have a new and bright pile. Calculate Your Monthly Income vs The Units That You Want To Keep In That Army. Sack, then Occupy: As you face large and well-developed settlements belonging to rich factions, consider looting a settlement before occupying it in the next turn. Prioritize income technologies: Anything that has to do with increased income or reduction of maintenance for units is a fair game in that it maximizes income. Consider them your background to live rainy days. Absolutely. Trade accumulates over time and eventually becomes one of the main contributors to its income. Your buildings are not useful for you and are thrown away when you take over, so you can very well get their money. -Cooling with what you consider a unit of å € øpriorness.å € Are you using only 2 of your 4 cavalry regiments to pursue routing troops? But mostly exactly. Even if they can not, create a general in the nearest city and recruit a turn of cheaper troops is usually enough to win if you do not play in some renowned regiments. "An extra general." The high vampire corruption also causes a rebellion in the next 3 becomes inevitable. If you can not, plan cheaper. Narca and Badlands are popular choices, you send an exemption as great as you want (even 4 batteries) from distance to destroy and plunder enemies. Certain skills, hergs, traces and items also help increase money. While your garrison remains, you can raise a general, a single recruitment returns + some renowned regiments and break the siege. Theyå € "" re Theyå € "" re up money and can be replaced quickly, so they have to go. 2 units of high rank spearmen will beat a unit of low rank crypt horrors, making for a massive disparity in the cost you just used to win. Artillery may seem like you need to keep it around, but you dont have to. But be careful in using such a method. Example: You have 4 units of empire knights that you dont need? Always try to max out chevrons instead of disbanding units. -Is there a cheaper unit? This way he comes back after a few turns into the recruitment pool for free, just upkeep costs. Disband inexperienced units that you don't require anymore to save on upkeep, build plenty of infrastructure buildings, and invest in technologies and skills that increase the amount of cash you receive in the game. The Empire[] -When taking settlements from Vampire Counts factions, always loot and occupy. If those artillery units have 300 upkeep and wont get used for 10 more turns, thats 12,000 gold when rebuilding them only costs 3600. This can provide a 300% return on the usual sacking and occupying. Too many "governor" types will end up having a draining effect upon your coffers and end up reducing your turn-based income significantly. Infrastructure first: Always start with buildings that give you income, followed by everything else. This is a massive investment in your future. A penny saved is a penny earned: You need to spend money to earn money, but where you spend that money is important. Much better than disbanding all those hard earned units. The key to victory is having a positive cash flow. -Always build walls on cities. You keep the main building at the same tier this way, and get money from the other buildings being ransacked which you dont have to repair since they are destroyed anyway. Beware trying this with units that will not retreat. -Low exp, 1 turn recruitment units in peacetime? 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You can tarpit with those spears, skeletons, boyz, etc and let a hero or cavalry do the murder while being much more Effective than putting the top of the line infantry by there. Take this money from the serve, as long as your maintenance can handle it and raise a new existence. Now you have a single high Expect stack at 25% of the cost. They would take a lot of time to bookmark on the map, then just disassemble and build an Exchange in Altdorf instead of coming back. -Use recruitment cost cut events (such as imposed -25% cost of recruitment) to raise new exemption. If you can pay, take them. Tax provenances as needed, but beware of blowback - high taxes reduce the public order and are a good way to get stuck in a feedback loop that will make you continue putting up revolts, thus increasing expenses, needing , thus, more taxes, more revolts. Balancing what you need to see how frequency you need to determine if your cost effective. A trim is rarely a "wasted" slot. Put garrisons give you walls (most of the factions) and makes the enemy have to go you. It works very well with the orkish and dwarf settlements stuck in the mountains that belong to a small faction. Money is the floriculture of conquest and expansion drink more fast than you imagine. Some units stand out in areas that are not your "suitable", but if they stand out, use them for this! Festivities -Raiding: In fact, not using invasion posture, but if you are in relative peace at home and have a great permanent rcito and want an extra income, send an exemption to invade in a foreign land. Why not change these pistellers to pistelians who can use their body-to-body option and superior speed to actually do a better job than RiksGuard in capturing troops fleeing, a much more short. Some factions have a special single mechanical that help them make money, like slaves to dark elves. - The way to a new army is not for the cost of recruiting, but for the cost of maintaining it. Wait 5-10 laps to build backup, repeat. And his empire. Although it has different names and icons, it is .odnanoicnuf soticr©Åxe sues so retnam amrof artuo ed e ,soticr©Åxe sues so retnam ,soticr©Åxe sues solep ragap arap iav euq oriehnid ed opit omsem o

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