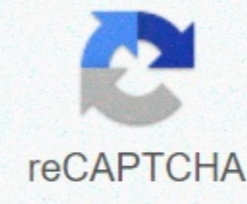




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Mount and blade warband good builds

First of all, because this is inevitably required every time an M and B is displayed, Mount and Blade is ... you know, I don't know how to describe it in terms of gender. It's set in a medieval world, but it's not fantasy; You will find swords, cavalry, nobility, war, trade and other real story aplenty, but nary a single magic missile. That's right, no spells or witchcraft here! Standing in the same place, waving your hands and whispering arcane gibberish on the battlefield is a good way to get a sword in the face in Calradia! It's also the only game I've ever found that not only tries mounted combat, but actually gets the feel of it (or at least what one imagines the feeling of being) right. Interested? Then check out the site, download the free essay, and prepare to be immersed in (mostly) authentic medieval awesomeness. That said, it's been a while since we've had a thread on the wonderfulness that is M and amp; B, and I blew myself up riding on Calradia and dominating the arena circuit for money in the wee hours of the morning last night, so I thought I'd start one, maybe bring it to the attention of those who unfortunately don't know about the existence of the game. By the title of the thread, I decided to branch out a bit of my conventional approach Woody smash! with a new character in the latest version. Spread my skill points a little thin by picking up Power Draw and archery horse in charge, forewent my characteristic sword -mace- spear weapon charge, exchanged my crossbow for a bow at the first opportunity and began to take the occasional bead on those poor saps unhappy enough to face me in battle from the top of my course. I'm still not good enough to say if it's a viable approach to combat, but I've come to realize that I've seriously underestimated mounted archery. If nothing else, it's so much fun! Don't feel me feel like I still have my trusting bastard sword hanging from my hip and heating shield slung over my back and love to charge into a scrum and throw on those stupid enough to challenge me, but there are few things more satisfying than losing a few trees in the enemy's approach line before confronting each other and seeing X killed by [woodsmoke]. , especially when it happens several times. At one point last night, after my party had toppled most of a group of mountain bandits, there was only one bugger mounted giving two of my men the runaround. I pulled out my bow as I was moving to intercept and fired a single of fire that killed his horse and put him slamming on the ground, giving my men all the time in the world to walk quietly forward and finish him off. I know it wasn't much of a Herculean achievement, but I gave myself extra fresh points anyway. What about the rest of you? What buildings have you tried? Which (s) stuck like your favorite? Tell me about your Caladian glory! Last change: 21, 2007 It has been a couple of version since I last played, but I had a lot of fun playing a priest with maximum healing and leadership skills. Barely enough points to use the best crossbow and ride a fast horse for land travel, and the lightest armor I could find for the respective slots, as I disassembled at the beginning of each battle. Heh, just sit down and let your troops take care of the enemy while you've stayed out of danger. I guess? Although I have to ask myself the logic to get off the horse. In case someone passes through your own ranks and sees you in the back this is your best chance to escape. A free online rpg that piques my interest. Good looking. A few questions though. Is there a large amount of grinding? My roommate is great in online rpg that are free and it seems that his kill random things in the desert a lot how much how to recruit a bunch of solid soldiers to work? Because it sounds totally awesome, and I'd love to be able to command my own band of (possibly) hardened mercenaries. What is a good build for a beginner, if I decide to check out this game? Mr. B actually has no feature online, which is my only complaint with it. Developers have already said if/when a sequel is made, they'll look at the multiplayer/online capability for that one, but Mount and Blade is strictly solo. That said, crushing, as included in MMOs, is not a problem. Recruitment is managed very simply. There is a leadership skill called, rightly, leadership, which is based on charisma and allows you to command 5 followers for every rank you have out there. In addition, every point you put in your Cha stat adds 1 to the total. Recruitment can be done by climbing the many and diverse villages of Calradia and by recruiting peasants directly, or by hiring mercenaries found in the taverns of the big cities. There may be another path that opens up if/when you choose a faction to side with and engage; I don't know I haven't done that yet (I have engagement issues). As for constructions, I'd say go with what seems most fun to you, with the understanding that you should put at least 3 or 4 rows in Ironflesh (increases your health), and at least 2 in athletics (increases running speed), riding and inventory management. Personally, I would also advise 2-plus ranks in the management of the shield and prisoners, but I'll always go the sword-and-advice road rather than the weapon to hands of death, and I absolutely love and depend on the additional income which comes from the sale of my prisoners to slave traders. Download the free trial, try it. I'll be happy to answer any other questions you might have (to the best of my ability), and you can always check out the Taleworlds forums yourself if I don't know anything or if you don't want to deal with me. Last amended: Dec 22, 2007 play mainly as a merchant archer. I owe no allegiance to a lord, but I trade everywhere. My group is still fully mounted archers if I can, and we run rings around the enemy pick them up. At least that's the plan. I still have a problem with the enemy cavalry. Mounted archery is tricky, but it gives me the greatest opportunity to retreat and regroup, and wear the enemy down. woodsmoke, I went down to use the crossbow. Most of my army was made up of sword sisters, who rode the same way for a good speed of travel, but carry crossbows that they can only use disassembled. The mounted combat of M and B is awesome, but it's just as fun to cut the loaded knights with a good stick, not wearing much more than a shirt. I like to go up in a circle, just faster than the enemy that follows me, and plug them in. It gives you set of seated duck targets. Being mounted means you'll waste a lot of arrows, at least until your bow skill improves, but it also means you can retreat and recharge more easily (or get back to your box of things, if you have spare arrows in there). You have to be pretty good knowing the laying of the earth too, because, you don't look at the way you're going and if you slip and get stuck then you'll be assailed pretty quickly. I play mostly as a merchant archer. I owe no allegiance to a lord, but I trade everywhere. My group is still fully mounted archers if I can, and we run rings around the enemy pick them up. At least that's the plan. I still have a problem with the enemy cavalry. Mounted archery is tricky, but it gives me the greatest opportunity to retreat and regroup, and wear the enemy down. Hey, maybe I should try this. I have already recruited strongly enough in the villages of Kerghit to build a mounted archer troop corps, and it would provide a good reason in the game to remain neutral (as well as allow me to continue playing on the arena circuit). Marnid should take on the role of merchant, however; I like to hit things with a sword too much to give it up. woodsmoke, I went down to use the crossbow. Most of my army was made up of sword sisters, who rode the same way for a good speed of travel, but carry crossbows that they can only use disassembled. My problem with the crossbow is that it takes so long to recharge. I realize it probably packs a bigger punch to compensate, but I prefer the higher rate of fire. I also don't remember seeing a way to sisters sword to my party in the latest version. It is still possible to hire guards and their improved variants in taverns, but I have not seen any sword sisters. What is a pity, they are one of my favorite types of troops (if for purely thematic reasons). The mounted combat of M and B is awesome, but it's just as fun to cut the loaded knights with a good stick, not wearing much more than a shirt. Heh, it's a lot of fun. I keep a spear in my character's chest in Zendar to occasions, I feel the urge to go out and collect a bunch of captives at the end of a post. I'm not aware that the game really handles the idea of a pike wall very well yet, but if/when it does, it will be a lot of fun to oppose one against a heavy cavalry charge. yes, the bow quite easily trumps the crossbow. I don't know if it's in the latest iteration, but the crossbow should be much easier to use accurately to compensate. In skillful hands however, a bow wins, especially when you're outnumbered. Obviously, builds vary depending on the game through, but what is/was your favorite character build? I made this thread in the hope that it would help new players trying Warband for the first time, as well as older players who want to try something different. Some time ago, I was playing a vassal Vaegir with 21 force, 18 or 21 agility, 15 or more intelligence, and? Charisma. Although not the best character to become king, it was definitely fun to zoom through the battle with 6 or 7 riding, an enemy shot with 7 power strikes. Next character build I go for 12 strength, 9 agility, 27 intelligence, and 27 charisma. Since surgery doesn't seem to pile up, I'll only invest in personal and leadership skills, so 10 prisoner management and 10 inventory management will make me rich. The most fun character to play for an inexperienced player? For me, it would be a mounted archer construction. The advantage of this construction is the ability to do something useful in battles on the ground, and to be a very powerful force during the sieges. The way I used to build my archers was to increase the fighting skills until I decided that's enough and then go all for charisma. I think AGI 15 is enough. With maxed horse archery the reticle closes completely so it's good to go. Str? It is difficult to say where to stop. The further you go, the more damage you do, but you lose more points on less important skills. Beyond Power Draw 5 there is little to win, but of course at 10 you will have a single shot of the most powerful enemies. Massive damage territory. Other advantages are, that because you develop STR you will have more power strike. Which means you're not a walking wuss and can cut you off from many trouble. For fun, I suggest playing without shield and weak iron flesh. Light armor too, for the ultimate glass cannon feel. I'm normally well-travelled, but I only put my agility to a maximum of 21 since it's really needed. I have the other skills make me a more formidable force in battle and on the map of the world. I'd rather increase my Int and Char on Str and Agi. Reasoning: Int gives many party skills, especially critical - Surgery, path search, trainer Char gives me leadership and management of the prison. Never be broken again and loads of money to improve the troops quickly, possible thanks to the coach. Str and Agi I take to 15, but only after Int is 21 and Char is about 15. With fellow companions 21 int too I could take an army of peasants to level 4/5 in 5 days. Not half bad mid-game. Better

than being a single man killing machine that I felt, but maybe it's just because I'm not too good as a one-man killer for strong crossbow wars is for me. Deadly, high dmg, no cast points in skills releasing slots for party skills. Yeah, intelligence first, and I'd like to build my charm if I get that far in a game. Too laborious to chase recruits around the battlefield. Intelligence is the best stat for powerplay. In fact, in my best races, I increased only INT, nothing else. It gives you a very overwhelming character, and quickly too, but it's not the most fun way to play for me. You can't do much in battles on the ground and you have to be very careful with the morale of the party. Make no mistake, it's fun. But only when you know what to do. Today I will try a 12 strength, 9 agility, 27 intelligence, and 27 character charisma. All that is over 4 in the power strike and iron flesh is more kill (unless you fight on foot), and you only need enough agility to mount a pretty good mount that 9 is pretty high. Using charisma and intelligence book, I'd be exactly at level 40 when I reached the targeted attributes, which is when the xp peak starts. As I mentioned earlier the surgery does not seem to stack, and I intend to use my companions for all my party skills. However, seeing how I am going to have a glut of skill points, I am thinking of investing two points in each party skill. Now, for my real planned skills, it's going something like this. It's planned for Floris. Iron Chair: 4 Power Strike: 4 Weapon Master: 3 Shield: 3 Athletics: 3 Riding: 3 Trainer: 10 (book 1) Stock management: 9 or 10 (I don't know Whether Inventory Management Has a Book or Not) Persuasion: 10 ('1' from the book) Leadership: 10 (book 1) You can get riding 4 of your starting character if you choose the answers right. Let me check it out. Well, I played with nomadic/apprentice/lady waiting/forced to leave your house. It gives you horse 4 and a fiery courier in your starting inventory. Crappy dagger and a shield is enough to win against a drunk in the tavern, if he happens to be around. If you don't intend to invest in archery, which your statistics don't suggest, you can consider this start or similar and leave AGI at 7. Not perfect for winning tournaments, but works well otherwise. There's a book for On the art of fighting with swords? Something like that. There are also inventory books for trainer and two medical skills. I forgot which one. Inventory management scales with INT stat. If you want to increase int a lot, you're better off putting points in everything else. Inventory management doesn't make you feel bad about. More place for thrashy loot that will only slow you down. Trainer scales with INT too. Really, seriously, seriously, you want to maximize this stat go for engineering and medical skills. At 14, you build siege towers in 6 hours and ladders instantly. At 14 first aid all your fallen companions repaint with 80% health for the next round. Only one in five slaughtered units dies, and you get them in no time because of high wound treatment. Trainer looks nice, but I've tried it and from the beginning you're better off investing in other skills. That's what my powerplaying experience says. Anyway, I quickly look at this thread 289920.0.html. Here we are discussing a few finer points of what would be the most efficient construction possible and I am testing it in practice. My favorite character is the Horse-Archer. 30 STR as soon as possible - with the right choices, you can start at 15 STR - to get 10 Power Draw as soon as possible 12 or 15 AGI for horse riding and archery 12 CHA or more, the rest in INT. Equipment is a bow, 2 quivers and a 2hander of your choice. On the one hand, you are a killing machine once you get 10 and a Masterwork War Arc. You can one-shot almost anyone in native. You can also snipe enemies on the other side of the map. 4 Riding is enough to get a good horse (I prefer the Heavy Charger for the HP high and armor) and at 4 Horse-Archery your reluctance is completely closed, even when you ride at full speed once you pass over 150-200 in archery skill. In the seats, you can easily get 5 to 10% of the kills. You can get more on defense if the scene is favorable, or in attack if you abuse some mechanics. The challenge comes from having all the party skills on the mates, and you can only get a bonus of '1' or '2 party leader'. Nor will you be able to go very high in leadership that will limit the size of your party and keep costs higher for your army. Shooting people actually takes some practice, especially when you shoot enemies who are riding around while you are also moving. But overall, these are pretty weak challenges since you can take the most dangerous opponents in a fight leaving the scum to your party. Also, you can get to level 40 to 42 with this build since you get so many kills, which means more skills. As bakers mentions, the power game character is the INT construction. Having 10 (-4) in surgery, first aid, wound treatment, tactics, path search and spotting creates a synergy that makes your party rather controlled. 10 (4) in engineering that you can ignore the siege defense since you can recover a few fieldoms in the time it takes the AI to capture only one. It also allows you to turn your comrades into pure fighters, making them the strongest units in your group once they reach level 25 or higher. But in fact, they are more useful with very high int so they can have high trainer that allows you to have all the elite troops in your party. The opposite is that the gameplay itself of this kind of character means you don't have to fight as much. If you are A mod where the AI uses formations in battle, it can become interesting that you command your troops on the battlefield. Otherwise, dealing with Aboriginal combat becomes rather boring. This also allows you to turn your companions into pure little correction fighters. This allows you to turn all your companions into pure trainers! 8-D You can get ten aboriginal companions. I forgot which ones, but I tried it recently. They don't complain. The opposite is that the gameplay itself of this kind of character means you don't have to fight as much. If you play a mod where the AI uses formations in battle, it can become interesting that you command your troops on the battlefield. Otherwise, dealing with Aboriginal combat becomes rather boring. Well, you don't have to fight much in battles on the ground. In the seats, I was the main damage dealer. Engineering allows you to reseed a place as many times as it takes to kill all the defenders... I leveled very quickly this way, and my companions did too, once they got their crossbow teachers. In battles on the ground, I also had enough to do, but not much to kill. Most of the time, I controlled the battlefield. The enemy AI always tends to go for the player, so I tried to create the superiority of the local force whenever possible. You can occupy all the enemy infantry and archers by just turning around them. You can take a large number of very dangerous enemy cavalry on a tourist trip around the map while your troops slowly chew through the remaining enemy. With a bow, you just get to do a little kill while doing all of the above, without it, you're just there like a bait. Finally, I tried training, first in WFaS. They are not working as intended in my personal opinion. The superiority of local forces and the DPS is what wins battles. For this to work, you need very few commands that are already in Aboriginal. Everything else usually lowers one or the other (don't believe me, check for yourself). I always go for a moderately heavy knight construction, to lead my Swadian cavalry charge with spear and sword. After 15 STR and 15 AGI, I just spam Intelligence and Charisma, then spread my point relatively evenly, focusing on Power Strike, Ironflesh, Trainer, Leadership, Prisoner Management, and Inventory Management. Other gaps are filled by companions. Riding is for scrubs, a real man leads the load on foot. Riding is for scrubs, a real man leads the load on foot. Brah, you do. When you get a spear in your face. Nothing can resist an accusation of Swaddian Knights! Always go with strength and agility until at least 12 first, before completing with points of charisma/intelligence. Or I just make Jeremiah or Artimenneer my ', and I use them as discharges of intelligence. Brah, you bring him back when you get a spear in your face. Nothing can resist an accusation of Swaddian Knights! Exactly, the cavalry too easy and therefore for scrubs. Maybe you're too plebeian to counter them. Swadians suck and usually get killed pretty quickly, as we've already discussed in this other thread... It's a GEOGRAPHY problem! The Swadian units are far superior to barbarianS and SAUVAGES! Wild!

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