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## Pocket three kingdoms beginner guide

Governing the kingdom is hard. Creating a kingdom is even harder to govern. Maintain a hard-won kingdom while competing to rule an empire? It's not for the heart to pale. In total warfare: The three kingdoms you have in mind of one of the 12 (15 if you include yellow turban dlc) faction leaders, with one ultimate goal in mind: become emperor, defend your claim as well, and unite China under your singular banner. Whether you achieve this is largely through peaceful diplomacy, sedentary trade, a cunning network of spies, or through military conquest to you, there are many ways to the throne. Whether you're new to total warfare: three kingdoms or new to total war franchises as a whole, this is a guide for you. Check out these 10 beginner tips and you will be min/maxing commanders and scoring decisive victories like you were born with stunning at hand. 1. Credit is the key you can't make a claim for the emperor without climbing the hierarchy, and you can't climb that ladder without earning credit. When you load up your first campaign (we recommend starting with Cao Cao, Sun Jian, or Liu Bei) you have a few missions (such as conquering Han, for example), but the game will quickly stop keeping your hands when you start progressing. That way, it's easy for novice players to lose sight of what you're going to do. Gain ground to gain credibility of the way to win each campaign in total warfare: three kingdoms is to unite and rule over all of China. While there are many types of currency in the game such as gold or food, the only person you give the winning state is credit progress, which allows you to claim higher titles, eventually culminating in a battle for the emperor's title. Prestige is earned by capturing enemy commanders and expanding your territory, and slowly covering the map with your flag and your flag only. Reaching new levels of leadership awards 2 vast rewards. Know your features let's simplify this point even further: the character in your command means everything - your court, your family, your commanders (cities), your army, and your very own state. Each character has a set of features that grow and change, depending on how you format them. These features are color code per character and have every strengths and weaknesses of their own. Features include authority (yellow): Authority refers to leadership in three kingdoms, reflecting a general's ability to lead others both on and off the battlefield. Politically, these characters are good at increasing satisfaction. when they fight, they are great at keeping your units spirits high. Cunning (blue): Blue characters are used for strategy and planning (as well as good spies), but are generally not in a big fight. They are, however, incredibly good when the leading units range, and reign in the three kingdoms of the Archers So don't discount these archetypes from your army! The characters with high cunning are also awarding troops in their more ammunition return and overall military supplies. Instinct (red): Red is the color of blood and courage, and thus determines the force of a character and provokes the battle. These generals excel in the fight against the melee and belong to the front lines, especially when leading a shock cavalry charge. Don't forget that higher instinct levels also mean that initial recruitment costs are lower, so these generals can lead larger, more capable armies. Settlement (green): High determination means high vitality. Raising this feature will keep your units alive longer on the battlefield, and will help them increase the population (more peasant = more money!) in commanders if they are assigned as managers. Green characters are also the best duels, so in battles they use them to duel and kill opposition generals to sew terror into enemy ranks. Specialty (Purple): On the battlefield, the specialty is measuring escape and defense, making the Sentinel-led night very hard to break. They have improved melee defenses and work with shielded infantry and large defense barracks. Expertise also helps run commanders. Characters with high expertise reduce building costs, which means you have more money to spend on additional upgrades or bigger armies. The five colors of yellow, purple, blue, green, and red match five elements (earth, metal, water, wood, and fire, respectively), in which it breeds every other element, and counters the photo. Everything has a counter, everything has a balance of 3. Battlefield vs. boardroom with these features in mind, the next step is to decide where the officer can best serve you. You want them on the field to lead a battle? Or would you rather they run a city or spy on your rivals? Maybe you don't want them at all, and it's best to marry them from your wing for some quick cash and improved relationships. Swan Shao is a smart guy, but he is also relentless and futile where you position your characters not only for you, but also for your own personalities. In the Three Kingdoms, these officers are not just on one soldier chessboard; they have unique attitudes, aspirations and opinions toward other officers. For better or worse, that means they don't always get along with each other. If your court members are in harmony with each other, things don't run as smoothly and satisfaction will drop faster, which can lead to flaws or even civil war. Getting someone off your court and putting them on the battlefield (or at least administering them in a distant commander) may all be happier. God, I'm sorry. Even Liv B doesn't like this guy. Rock Paper Scissors fighting like many RTS games, fighting in three kingdoms is 'rock paper scissors,' which it's a check-and-balance system. We've already said that the Supreme Archers reign and that's still true, but they're totally destroyed by the cavalry, the cavalry are great, too, but the quick end will meet if they finish the point of the enemy's enemy-charged cone. In general, order goes like this: Cavalry & Archers, Melee Infantry, Melee Artillery Infantry & Polearm Archer, Polearm Artillery & Archers Cavalry & Polearms Artillery Range & Unit Structures try and line up their units so they are in the right place at the right time. Upgrading your units and letting them gain XP over time is a good way to strengthen them, but in the end, it's more important where they're located. Where does vanguard need the most? What about your strategist? 5. Know the strengths of your flank while the overall mechanics, gameplay, and goals of each faction remain the same, you're in for a rough ride if you try to play Him Yee and Yuan Shao the same way. Some factions are at home on the battlefield, while others prefer diplomatic manipulation. Leaders such as Liu Bay and Yuan Shao prefer noble sacrifices and favorable coalitions, while such as Yuan Shu or Dong Shu are more demanding and authoritarian. The guy with the feather is Lou Bo, our professional advice is to do as little to him as possible. The factions you play will also receive unique perks, units, structures, or sometimes even a uniquely spendable resource, such as the legitimacy of yuan shu or the credibility of Cao Cao. For a full walk of the abilities of each faction, check out this detailed video. Of course, different factions start in different places as well, so consider the advantages and disadvantages of ground reformers that you start. 6. Gold vs. Rice trade is the life of diplomacy in the three kingdoms, and you will find yourself wheeling and dealing practically every turn. It's not quick to accept deals, though, even if they are in your favor. Instead weigh your options carefully. Another faction may offer you a mass sum of gold for you to join them in a war, but if you are already loaded with cash, you may be better placed to ask for something else - such as food, ancillaries, military access, or even territory. If you're willing to pay top dollars, you can even take new territory through diplomacy you can make your trades too, of course, and value it yourself while measuring the views, politics, and positions of other factions often. This can be particularly useful at the start of the game when you are trying to keep your economy afloat, build your army, manage your population, and keep your commanders defended. Signing numerous trade agreements and quick deals that will give you income allowances at every turn is a great way to generate positive income so it's in building and upgrading commanders that will eventually use you self-sufficient. 7. Match your colors Now more than what each color means, and how that should help dictate where they belong in their growing empire, but the next step is to stack their rewards to the minute/maximum of their character to the best effect. Various upgrades, ancillaries, followers, and even clothes and weapons can enhance the characteristics of a character to great effect. If your hero is going against another hero in a duel, the deciding factor may be that of them is more health and deals more damage. If you spend time stacking authority and cunning upgrades on your hero while the enemy is focused on settlement and instinct, you probably won't win this duel. Look at this guy! Someone's doing mine!max! 8. Consider combining the army when you are building an army, obviously you want to keep that stone paper scissors fighting in mind: make sure your archers are defended by pikemen, that you cavalry are enough to tuck properly, and that you have enough infantry to surround your otherwise trebuchet squishy. On a larger level, though, you also want to consider the color of your generals again. You can have a general per retina, and three retinas per army, so is the best combination of archetypes for what you're trying to accomplish with this force? Are you trying to defend your kingdom? So you'll definitely have a sentinel and a commander if you're trying to encircle a big enemy city, though, you'd be better off with the strategist or Vanguard. Do you need a strong army? Call a Vanguard! 9. Vote and broken do not make mistakes, you will be killing lots of units in the three kingdoms, but if you look at the bigger picture of a battle you will quickly realize that killing is actually that doesn't matter. You are more likely to win a fight by breaking the opponent's morale. The overwhelming number and synchronized flanking maneuvers can quickly cause panic in enemy units, especially if done with cavalry, and this can cause enemy units to earthquake, panic, and eventually escape altogether. It will buy you time to re-position for another charge, engage the recording point, or move up your squishier units so you wrest more control of the battle. Debuff spirit, cavalry charge. Drain, repeat. Some officers leading to Retro himself can debuff enemy forces with morale penalties, which can tactically stack up with cavalry charges well timed to send scattered enemies. Likewise, you can also position your commanders around your weaker units to ensure that they benefit from enhanced morale. This will keep your soldiers on the battlefield even if they get nervous. 10. Two armies can be grouped if you are looking for the power of the entire army to fully deck in one of the enemy capitals and wonder what advantage I have if we are both in full power? Then you don't think outside the box. There are many ways to weaken the enemy's forces before. The siege (or defense) even begins. You can manage your stance to plan an ambush, starve of a town while building siege equipment, demand your surrender, or even attack during winter for seasonal debuff that works both ways. A reliable strategy to increase your numbers to attack with two armies at once. You see all those units down there? That's what athletics looks like. To attack with two armies at once, all you have to do is put your second attack force in the vicinity of the commander you're attacking. When the battle starts you will only have access to the army that begins the battle during the deployment stage. When the battle officially starts, however, your reinforcements arrive to join the fight. This means that if you plan to use two armies during the nomination, you have a total of six nights at your disposal, each with your own (designated color) officer. If you wanted, you could have all your second army consisting of cavalry and vanguards who can storm and break the enemy line when you engage them with Army 1. Hey, he worked for Gandalf. yes. It feels exactly glamorous. Study out, and not be afraid to practice in custom battle mode before starting a campaign to get a better feeling for ebb and fight streams. Check out this useful Wade for even more beginner tips. Tips.

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