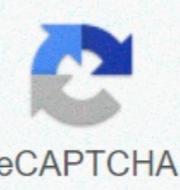


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Empire total war politics guides

Impact and gravitational effect explanation effect is one of the most important elements to note in the political system. It is shown as a percentage on the Politics tab of summary and faction observation. It's basically how much support your political party is among the populist, the number of these representations represented by court nobles, tribal chiefs, the Senate, etc. and also the number that you support is shown. In the old system, it was necessary to maintain a balance between the two parties so that the other parties do not trigger the civil war. In the latest patch, it doesn't matter anymore. Those new elements will be discussed a little later, but basically there are no real penalties for maxing up the effects for your political party. As you influence increases you will gain faction-wide boosts in research rates, public order, tax rates and unit morale. These groups are detailed on the Summary tab of the overview. Gravitas Explanations Are The Main Way to Control the Influence of Your Political Party. Basically, this means how popular your characters are among the factions. It rises mainly through propaganda and fighting. The greater the gravity of your generals, admirals and politicians, the greater the impact of your political party. Ambition, which is given on the Character tab for each character is essentially a multiplier for the effect of gravity on the influence of parties. Thus, the higher the impact of their gravity on a character's ambition effect. Instinctively, you might want to focus on developing gravity to ambitious characters. How to improve gravity as mentioned, the main method of increasing gravity is through battle and victory provinces. I believe that the amount of gravity earned is also influenced by what kind of victory you achieve (heroic, fireic, etc.). It's not a good idea to put all your eggs in one basket, as if the character dies you'll take a huge hit on the impact of your parties. Hence the change which general action would be and try and get some generals some action. (You can change an army general by going to general details - > replacing if you didn't know). As long as we are on the subject of general recruitment, you will see politicians and candidates when you are on the General Selection tab. Candidates are not integrated into the political system unless you recruit them, and if you do, you will lose little influence and money, but it can still be favorable compared to using other party characters. If possible you don't want to make other party characters gravity. Also look age, if you are playing GC without turn mode per year, then general will die very quickly. For example 60, which makes no sense, start to build gravity on a normal. As your character receives more XP (levels) and they get older, they will be eligible for promotion. Safe promotion gives them higher rank in the post. As the rank increases it's the amount of passive gravity is what the character receives as well as Perks such as - maintenance costs for their military (if they have one). The mouse can hover over the secure promotional button and it will expand the associated perks and requirements. The only negative-loyalty to gain publicity for your characters is what we'll discuss later. His characters will develop traits as he progresses, these can be both good and bad. I have never really paid any attention to them, in my opinion they are not important enough to control. Domestic symptoms are better, make sure you keep them up to date, they can give a good boost to armies and public order, among other things. Wives are basically just another domestic feature, if they have terrible traits you can divorce and remarry. If you propose marriage to another political party, it has the effect of growing influence, thus I never use marriage/divorce options. Divorce also has a big negative impact on your parties. There are also missions, covered more in ill depth later but successful missions give + gravitas to your politician. How to improve the effect, as mentioned, is the main way to increase the gravitational effect, but there are many other ways. Adoption is basically the same thing. You can recruit other political party members. If an opposing party member has good traits and high ambitions you might want him in your party instead (you might also just need more members in your party). This will have an immediate negative impact on your impact, but the idea is that it will have a long-term benefit. The opposing party also try and adopt its members from time to time, I would always say no and suggest paying them (it's annoying to lose my entire income on this BS I know). Killing is possible to assassinate its characters, if an anti-general has high gravitas then you could try and assassinate him. The results have been successful, injured and failed. You will lose influence, but like an investment like adoption. Short term devaluation, long term gain. You can murder your own Members, but other than achieving the achievement I am not sure why you will have it. Spread rumors this is a good way to reduce opposing party members. There is no political cost to do so, just the monetary aspect. Not sure how math works, but as an example I just did it once on the opposing leader and it went from 219-153, so very good. Drone funding doesn't seem worth it. I think you can use it if you go bankrupt. It takes 1 turn to complete and costs the effect. Political Events/Intrigue Im sure there are guides who list the results of every intrigue and every reaction, but honestly I don't pay these too much attention. Sometimes they give effect, sometimes effects and sometimes other advantages/disadvantages. I honestly find them a little ridiculous and most of the time don't pay attention to them. Net it an effective but of enhancing the effect Form the way expensive. Politics found on the tab. This gives you a 4% impact instantly on the price of loyalty from other factors. I will suggest a bit of a trick related to this at the end of the guide. Author: Sprater (originally posted March 12, 2009) The Empire has a multitude of game mechanics, features and aspects: total warfare that is explained very poorly in the manual (if of course) in the manual, the road to freedom or by in-game consultants. As I have been ignoring personal hygiene in favour of the latest creation of my social life and creative assembly as well as perusing these forums, I think I figured it out the most, and I thought that making some of the things I've found in various other threads on this forum and a compilation of others can be helpful. I will try to lay out most of the more obscure aspects of many of the mechanics of the grand campaign. Towns, ports and resource buildings most people have probably noticed that there are now an area to build slots outside the main city (if not, I fear for you). These are divided into categories of towns, ports, mines, farms, plantations, logging camps and fur trading posts. You can see what category the building slot is hovering over it by hovering your mouse over it. (Please note that some buildings as well as agents that they spawn have different names for certain factions/religions.) They share the same function though. Towns are the main category towns. In towns you can build one of four different buildings: School, Church School, Craft Workshop and Coaching Inn. Once you decide which of these 4 is to build in your city, you can't build one of the other three building types in the same city. However, you can destroy the existing building if you want to build another type instead of it. Each one of these four buildings can be upgraded three times, except church school with only two upgrades. You can see that when a city can be built or upgraded, there will be a rotating gold hammer on top of it. These only show when you can afford to build something or upgrade existing buildings. Schools enable you to do research into the technology tree. This is their main task. They also reduce public order in their region by provoking a clamour for reform. The higher you upgrade your schools, the faster it researches technology and the more public turmoil it will cause. Some of the technology in the social tree requires you to upgrade school to a specific level, and others will allow you to upgrade your schools to these essential levels. Even in schools, agents produce gentlemen. Gentlemen have three uses: They can be placed in their schools to promote research, they can be placed in another country's schools to try to steal their technology, or they can be used to duel other country gentlemen, a form of murder. The main objective of church schools is to transform the population of the area into their religion. In addition, they offer a pleasure bonus for part of less in this area that the church belongs to the same religion as the school, which means that as it converts more people, more people will receive this happiness bonus. Church school also agent missionary eggs. The missionary is almost what a pastor is in M2: TW, just park him in an area to convert him populated for his religion. Note, though church schools of a different religion than their own won't give happiness bonuses. For example, if you are a Catholic faction and you occupy a Muslim territory with a Muslim church in it, that church will not give happiness to the Muslim population. The Coaching Inn is just buildings that provide happiness for the area's population. First it only gives the lower classes a happiness bonus, but as you upgrade it, this bonus will also be applied to the nobility/middle class. The Coaching Inn also spawns agent rakes. Rakes are essentially spies and killers of old total warfare games combined into the same agent. They can provide you information about them to infiltrate armies and cities, or kill other agents on the campaign map. Craft workshops come in three different variations, weavers, potters and smiths. Smiths are only available for construction if there is also a mine providing metal in the same area, but weavers can be built in any city. Potters are found in the Middle East region as well as Afghanistan and northern India. The purpose of craft workshops is simply to provide area funding, they are their money makers (in addition to business and taxes). As you upgrade, they also give you the ability to research more advanced industrial technology. The difference between Smith and weavers is that they give you access to different technology as you upgrade them. Smith also earn a little more money. Potters are more or less precise replicas of weavers, but they do not enable research of any technologies and do not have a technology tree dedicated to them like the textile/meta industries. Ports come in three different forms: Trade ports, shippers and fishing ports. Trade ports increases the area's assets, allows you to export resources from the area, increases your maximum number of trade lanes by sea, and enables you to build merchant shipping as well as very small war ships. Trade ports will be covered more thoroughly in the trade section. Fishing ports area provides the area with a little bit of funding as well as food, which increases population growth. Native American factions cannot build trade ports or shippers, so they will always build fishing ports. When you take over a Native American territory, I recommend that you destroy these ports and build trade ports in their place, so that you can export resources that possess almost all Native American regions. Shippers are where you recruit your navy, they There are places where you will be able to build more War ships. At the fourth upgrade level, you can choose between upgrading to Naval Hospital or Steam Dredock. Steam dredlock is able to build some other ships such as the line's incredibly powerful first-rate ships as well as steam ships. The Naval Hospital can't build first rates, but can build everything up to the second rate and including it, and they give these ships a small experience bonus. Naval hospitals require a much lower technology level to be built, and so long ago steam drydocks which will require steam engine research will be available. They are therefore far from useless, even if they cannot build any ship that can't steam Drydock. Farms, mines, plantations, logging camps and fur positions these buildings are built on their own specific resources, and these buildings can be built in slots. On the resources they are created will vary in their yield, the IE will produce some farms/plantations/fur trappers processing it in greater quantities than others. If you hover your mouse over the resource you can see its yield. Different yields are modest - > low > average > high > abundant. The farms sector gives a small increase in wealth and increases population growth through food production. Note, however, there are three varieties of fields: Regular farms, sheep farms and rice paddies. Only when regular farms are built will be able to research more advanced agricultural technologies. Mine bus area provide funding. Plantations are found almost exclusively in the US and India. There are many variations, cotton, tea, coffee, sugar, tobacco and spices. They supply their specific resource, which is used for trading. Sometimes the same plantation slot can give you the option of two or more different types of resources to grow. In this case, check which resource it gives, visiting the Trading tab in your official window is the highest price on the world market. As always, you have to choose which one you want to make, because you can do only one plantation in each slot. The more you upgrade your plantation, the more they will produce the resource. Logging camps give area money. They have no other purpose, and there is no business resource in the timber game. For trapping post provides you with fur, a resource that is used for business. With gardens, the more you upgrade a fur trapping post, the more fur will provide. Regional capitals are the main cities of each region. They are the ones you have to conquer to control an area from the enemy. They come in two sizes, most cities have only one building slot that is used for a government building and another in which you can build fortifications to improve the defense of your city. In these small cities, when you've advanced the government building one step, you get to choose between building a military governor's encampment Continuous upgrading of government building. The military cantonment will enable you to recruit more advanced soldiers. Instead of a government building, your tax income from that area will increase, as well as promote a public order. Large cities, almost exclusively (but not quite) are used for building five different building slots and security in the capitals of different factions. The different buildings you can build in these slots enable you to research different technology (for example, more advanced ammunition for your artillery from cannon foundry buildings) and recruit different military units. There's a slot for each of these military and government buildings, so the only option you have that you'll spend money to upgrade first. You don't have to choose what types of buildings to build with towns. There is also a slot for the construction of a cultural building or academic. Cultural will provide a pleasure to promote a population, and will provide its rate of academic research (global impact) and egg to promote gentlemen. After the first building in this slot, you have to choose which expertise to upgrade it. The fortifications you can build in all the regional capitals are not real walls, they are a ring of fort around your cities. Thus, if you have the first level of security and are attacked, the battlefield will look like a siege battle of any other fortress. If you have another level, it will be star fort instead of normal. If you double click on the capital of an area it will give you a significant breakdown of that area. It will show you public order, area wealth and income, population growth and religious statistics. Public order is influenced by buildings, tax levels in the public order sector, if you have recently conquered the region if your religion differs from the majority of the population, garrison soldiers and people in your government. It is also affected by the clamor for reform, which grows with research of technology in the construction of schools and in the social tree. Town Watch is something that automatically kicks in to help you control your area if public order is too low, but it's too expensive, so make sure you try to keep your people happy. An easy way to keep an area happy is to exempt it from taxes, especially for newly conquered people. Some army types, such as dragoon, have an additional impact on public order than ordinary soldiers when they are garrisons in a city. If the joy of one of the classes reaches -1, it will go on strike first turn (writing letters of complaint for the sissy middle class and nobility), riot the second turn (damaging buildings) and if nothing has changed in the third turn, they will revolt. If it happens in one area that you've won from another faction, the rebellion could be related to that faction. If it's destroyed, it can re-emerge. The regions can also revolt and thus create their own independent nations. This is one of the ways in which the United States can emerge. (I've also seen Norway, Colombia, Mexico, Quebec, Scotland and Finland.) Area funding sector funds is basically the amount of funding that buildings in this area produce (think of it as a kind of GDP for your region). Thereafter, you are taxed to provide income. Thus, a mine (for example) will not generate net income, it will generate a taxable amount of money. If the mine +100 gives money, and you've got a 40% tax rate, that mine will generate 400 gold at every turn. The money of your area will increase or decrease over time. The rate of increase in buildings and social technology will increase, but higher taxes for nobility/middle classes will cause a reduction in funding, meaning you'll earn less money every turn. If you hover your mouse over the tax percentage value, it will show you the breakdown of different modifiers for your tax income that is in effect, such as ministers, administration costs and taxation levels. Population growth is decided by food production and tax level. More food and less tax will increase population growth. The growth rate of our population determines when the villages in your region will grow, which will grow into full towns that you can create. You can see when the next village will grow under population growth breakdown. The Dharma class just shows you how large part of the population of the region belongs to which religion. To increase your share that belongs to your own, build church schools or send a missionary to the region. Another unique task of the armed civilian regional capital is that it will spawn some free units when attacked. These European factors are said to be armed civilians and rush to some of the others. They are not very good, but big cities can get a good number of these, so collectively they could tip the scale in favor of the rescue force. You can see how many units of the city will spawn by counting gray blips in the army strength meter to the left of the city banner. The higher the public order, the more armed civilians will be born. Spawning civilians though the garrison will not be made larger than the full stack (20 units), so if five units of armed civilians can be born when the city is attacked, but you already have 17 units of garrison, it will only lay three eggs. Agent Gentlemen has three uses: They can be placed in their schools to promote research, they can be placed in another country's schools to try to steal their technology, or they can be used to duel other country gentlemen, a form of murder. They spawn randomly from schools (and it's upgrading) from observatories built in their field capitals as well. Each of these buildings increases the maximum number of gentlemen you can have from one. After spending a while A specific technique-tree technique, they can get symptoms that increase the rate at which they can research the technology of that specific tree. So you have a note on a scholar with special schools that you can only use a specific tree research, such as one with a gentleman that is really good at researching military technology, one that takes care of industrial research etc. (version of gentleman for Ottoman Empire/Persian/Mughal Empire/Maratha); They can't duel. They can perform all other tasks of a gentleman though. Rake Rakes are essentially spies and killers of old total warfare games combined into the same agent. They can provide you information about them to infiltrate armies and cities, or kill other agents on the campaign map. They can also sabotage buildings in cities and on campaign maps (towns, etc.). Eggs randomly from the Rake coaching house (and it's upgrading). You will ruin your diplomatic relations with other factions when you act with your rake. Your relationship with the target faction will suffer the most, with all other factions peddling fiefs. The missionary missionary is almost what a pastor is in M2: TW, just park him in an area to convert him populated for his religion. No matter where you place him inside the area. The missionary has to spawn randomly from church schools and upgrade it. These buildings have different names for every religion. Government, government types and revolutions Your nation is governed by a head of state and some ministers forming a cabinet. They can all get various traits and helpers that give bonuses to everything from public order to research rate and economic growth. The number of stars that ministers have represented is how efficient they are in doing their respective tasks. For example, a very good army minister will give you substantial discounts on unit training costs and maintenance. Some traits makes ministers better or worse in holding certain positions, so you should check every minister's traits to make sure everyone has the position she's suited for the most. You can drag ministers from one place to another so that they can change space with each other. You can see the minister and his influence in the Ministers tab of the official window. At the bottom of the screen, the opposition you see are ministers who can take their place in an election. You can turn fire each one of your ministers, they will replace a new, randomly born minister. In the absolute monarchy, the opposition at the grassroots level is replaced with candidates. You can drag one of these candidates to replace any minister. You can also fire more than one minister at a time. Any fired ministers will be replaced by one of the candidates. The Policies window shows you that any region is unhappy, which areas you have exempted from taxes, and it allows you to determine taxes Right click on an area on the map to open the window of that area, or left click on the area to place the camera center on it. Note that you set the tax level individually for each theater by flipping between them using arrows under the map. If you have more taxes in your home theater than others, people will start to settle in your colonies from your home area. There are three different types of government types in the government type empire: total warfare, constitutional monarchy and republic. The absolute monarchy promotes happiness to the nobility, the punishment of public order to the lower class and a high level of repression. Repression is just what it sounds like, public order is in force. Being an absolute monarchy reduces your research slightly and reduces your economic growth. In the absolute monarchy, the opposition at the grassroots level is replaced with candidates. You can drag one of these candidates to replace any minister. You can also fire more than one Minister at every turn. When one of your ministers dies, his son will be taken to his place. When they are fired, they are replaced by one of the candidates. Your head of state is your king or queen and sits for life. The influence of its kings/queens traits and helpers is doubled into an absolute monarchy. The constitutional monarchy gives a small pleasure bonus to the nobility and the lower class as well as a moderate amount of repression. Your cabinet also has to suffer elections, one turns 10 each (or when you call for one). If you have a low official popularity (visible at the top of the official tab, and influenced by the tax level among other things) your entire cabinet could be replaced. The opposition you are seeing at the bottom will replace your ministers if they lose the election. The maximum number is not allowed for your ministers, however, your ministers will sit until they lose the election. Your king or queen sits for life. The constitutional monarchy does not affect the research rate, but it promotes economic growth a little. The clamor for reform is not as strong in the constitutional monarchy. Moreover, the constitutional monarchy does not suffer industrialisation penalties for public order. The Republic gives your lower classes a great pleasure and replaces the nobility with the middle classes. It provides a low level of repression though. Your Head of State is elected with the cabinet in every 8 rounds. If you have a low official popularity (visible at the top of the official tab, and influenced by the tax level among other things) your entire cabinet could be replaced. The opposition you are seeing at the bottom will replace your ministers if they lose the election. The maximum number is not allowed for your ministers, however, your ministers will sit until they lose the election. Your king or queen sits for life. The constitutional monarchy does not affect the research rate, but it promotes economic growth a little. The clamor for reform is not as strong in the constitutional monarchy. The absolute number is as follows: Absolute Monarchy: Repression: 5 Nobility Class Happiness: +2 Low Class Happiness: -2 Research Rate: -10% Recruitment Cost for Land Units: -5% Minister Development in Home Theatre: -3 Nobility Class Happiness: +1 Low Class Happiness: +1 Effect of Clamour for Reform: -25% Minister Development in Home Theatre: +3 City Wealth Growth: +5 Republic: Repression: 2 Middle Class Happiness: +1 Low Class Happiness: +3 Research Rate: +5% Effect of Clamour for Reform: -20% Minister Development in Home Theatre: +10 Town Wealth Growth: +12 Happiness and Repression Happiness and Repression is the same thing when it comes to public order in its cities, +5 Suppression and +2 happiness will give you the same public order as +1 suppression and +2 happiness. When it comes to the popularity of your government, they are very different. If you're relying on repression to keep your cities in check your government will fall in popularity. Getting more happiness increases popularity. In other words, the difference between repression and happiness can only be seen when it comes to elections, as they are dictated by your popularity. Revolutions To change the type of your government, you have to provoke a revolution (also come along whether you want it or not). When a population of one or both sections in an area gets annoyed (-1 or lower public order), they will go on strike/write the complaint letter first turn, riot second (damaging a random building in the area) and the third uprising if still nothing has been done. If this insurgency takes place in the home sector of your country, it will become a revolution. When these happen, you will be given the option to join the revolutionaries or remain loyal to your current government and maintain your current form of government. If lower classes are about to start a revolution, the result will be a republic. If it is the middle class, the result would be a constitutional monarchy. If it is nobility, the result will be an absolute monarchy. Thus, if you want to go from an absolute monarchy to a constitutional one, you will first anger the lower classes and become a republic, then the middle classes become a constitutional monarchy for anger. If you are an absolute monarchy and you anger the nobility, you'll still be an absolute monarchy, but you'll find a new king or queen. Note that, as mentioned above, revolutions can only happen in your home region. If the population in another area gets annoyed, it will not start a revolution but will only be a rebellion that you have to squash before it spreads. Tips concerning revolutions take any troops out of their home area before they If you want to join the revolutionaries, or to move them to the capital if you want to join the current government. Soldiers in the capital will be loyal to your current government. If you want to join the revolutionaries, it might also be a good idea to have destroyed any wall you built in your capital. To make a revolution more easily, you can crank up taxes for the class you want to start the revolution to the maximum, while exemplifying all other troublesome areas from taxes compared to their capital, so that they don't revolt while they're occupied with their revolution. While the country is in this state of revolution, the rest of your country will be completely grey until the revolution is over, and nothing will happen in your other areas. So make sure you end each revolution as soon as possible. At the moment, if you have a successful revolution will become a republic, you will find a massive relationship penalty with every faction except other republics. Diplomacy on the diplomacy screen is some very useful tools on your nature. Perhaps the most useful one is to see what other countries think about you, and why they feel as they do. To do this, just select your country in the list and then hover over an area on the map that is owned by the area that interests you. It will show you a breakdown of how and why that nation feels toward you. You can do this for other nations as well, just choose them instead of your own. Note that bonuses from state gifts can never exceed +100, no matter how much money you pay. Some people have had difficulties in obtaining trade agreements with other

major powers. To do this, it helps if you give them technology or military access. You can also simply offer money in return. It is almost always worth it, because they rarely want more than a few thousand, an amount easily turned back into some twist of the business. If you desperately want a peace treaty from an enemy, try them back to an area that you have occupied from them, or offer money. Most small nations also want only a few thousand to become protectorates, and it's also almost always worth it because they earn you that amount in a few turns, like with trade agreements. Protected can also act as very valuable buffers between you and an enemy, and they are generally very difficult to win because they prefer to keep one or two full stack armies around their capitals. The trading system can actually be one of the most difficult ones to understand, as it is somewhat un-intuitive. Let's start with the Business tab in your official window. This tab gives you a breakdown of world prices of different resources (useful for deciding on different plantations, if not much) as well as how much you produce, that how reach your destination, which nation you export to and each trade agreement you need. Gives income. You can also see if you have navy routes for your trading partners Or blockade. Business goods that are being pirated will flash in the red, while goods that cannot reach their destination due to a blockade will be browned out. If it says in this window that one of its routes is being pirates, but you can't find a Navy anywhere interfering in your business, you've either missed a pirating Navy (they like to hang out in business theatres), but most likely because a nation's port you're doing business with is damaged, occupied or blockaded, in which case you can't fall short of going into very little war. Note that you only produce a limited amount of each type of resources, so just because you have a lot of trade agreements doesn't mean you'll make buckets of money if you don't produce enough resources to export them all. World market value is the rule of supply and demand in the rules of trade commodities. If there is a glut of fur in the market, for example, the price will go down as supply increases. The demand for goods is governed by the city wealth of the world. High city wealth, high prices. This means that trading goods will quickly net a large income late in the game. Trading with nations with wealthy towns will also earn you more money than trade with poor nations, as they can pay a higher price. Trade port trade ports have a variety of effects on your trade. The more trading ports you're connected to your country's home sector, the more trading partners you can have. You also need to build a trading port to export resources from the regions. If you are a European nation and you have a colony in the New World, that colony will not trade until you build a trade port. It will build trade ports in an area without trade resources, but it is adjacent to a landlocked area that produces one of the resources, enabling the trade port to export landlocked area goods. Otherwise, if an area does not produce a tradable resource, this trading port will not generate trade routes and thus will not generate trade income (it still provides standard bonuses to the field funds, so it will still make you money). People have been asking about the clique that their home areas don't have any port slots (such as Russia) and how sea trade works for them. Trade ports will operate as long as there is no land route from your to your capital region. For Russia, this means that if you take some regions in Crimea or the Baltic, trade ports will add to their trade slots there and will receive trade theatres/imports from their colonies, as well as exporting their goods to their trade partners. Note that trade lanes will take the shortest route. If we use Russia again as an example, Crimea is the closest to trade in the Mediterranean region and South America and India Will. This means that no Russian port in the Balics will import/export anything from colonies/trade partners in the region. Every trade port that is connected to its capital by road, is. Add the maximum number of trade routes you have allowed. When you take over a Native American territory, I recommend that you destroy your ports and build trade ports in their place, so that you can export resources that possess almost all Native American regions. Native Americans can only build fishing ports. You can pirate enemy trade routes by attacking your trade routes that you see on the campaign map with your navies. It will steal part of your business income yourself. The more ships in the Pirating Navy, the more money will be stolen. The amount that will be pirated is 5% of the value of the trade route, for every ship raiding it. The most effective way to starve an enemy financially, however, is to blockade trade ports in your home territory, although it will not give you any money it will completely close almost all of your business. All can of course do the same thing for you. Trade theaters are four trade theaters, the Brazilian coast, Ivory Coast, Madagascar's strait and east Indies. You can switch your view to them by clicking on the minimap in the bottom-left corner (they are represented by small golden buttons). These theaters have many yellow circles with anchors called trade spots. To use these, recruit merchant ships at your trading ports and park them on top of these circles. You can see which units are merchant ships because their unit card has No. 1 in the yellow oval (like the one on the flag in the picture below). For Europeans, merchant ships are called Indianam, for the Ottoman Empire and marathas, are called Dibay. Only one nation can occupy one trade port at a time, so hurry up and send your ships out before they are all taken by AI. These trade ports will supply you with various resources (e.g. Ivory from Ivory Coast) that you can export to your trading partners. The more Indianam you have at the trade port, the more resources you will produce. It's the same one-on-two at two different ports from one Indianam each, though better, plus you're denied a trade port from your enemies. Remember to defend your trade ships with the war fleet. Enemies and pirates will attack them. The research tree is divided into three main categories; Military, industry and social. The military category is further divided into infantry/cavalry, ordnance (artillery) and navy. These three trees consist of technologies that enables you to use new army types, new structures and firing exercises, as well as lower maintenance costs and the like. The industrial tree is divided into agriculture, metal industry and textile industry. These technologies allow you to build more advanced factories and farms that make you more money, and to increase the effectiveness of these buildings. Of Social Tree Technologies that increases your business income, your research rate and turns your population into revolving merchandise. Is held out of schools. The more you upgrade your schools and fill them with gentlemen, the faster the research will go. If you own multiple schools (by creating them or winning areas with pre-built schools), you can research multiple technologies at the same time. You choose which school should research what's at the top of the research screen. Note that many schools can't team up on the same technology, they can only do different research. Building observatories in your regional capitals (which can build them) will give you a global boost to your research rate. Their effects will be piled up with each other, so the more observatories you have, the bigger the bonus. The way research works is that every technique costs a certain number of research points. The school will provide a certain number of research points at every turn, giving more points to their level. Gentlemen also offer a certain amount of points each turn. For example, if a technology costs 100 points, the research offers 16 points per bend and a gentle 4 points at school technology that specifically turns 5 for research with the school will take. The armies and navies have a bar on the left of the flag of both armies and navies on the expedition map. This bar will fill with ticks to represent how large the army is, a tick for each unit in the army (colored gold for tick armies and blue for navies). The Army/Navy flag will show what position the Army/Navy is in, if it sustains casualties, the flag will tear down and become tattered. The more the flag is cracked, the more casualties the army has. While advancing your army on the campaign map, you can hold the right mouse button, instead of clicking it, to see what path the army will take and change that path. One of the more important things about armies and navies on the campaign map is their interception area. It appears from the dark green area within the area that tells you how far your army/navy can take (see photos below). This intercept area is a kind of area of control of your forces and navies. Any enemy that goes into this zone gives you the option to stop it. If you play this battle on the battlefield, the stopped army will be able to deploy as they wish. Instead it will deploy in a marching column. Thus, it works a bit like the ambush of previous total war games. Note that if you stop an enemy's army with your own, your army won't move if you win, it will still remain in the same place, so you'll note that the army went away by winning the interception. If it loses though, it will be sent on a run in the other direction, just like any losing army (if there's anything left in your army that's able to run away). The hostile fleet also blocks its access to land bridges if said to be within the land bridge fleet interception zone. This applies if the fleet is in a port (yours or the enemy). Some examples of this are that when a pirate fleet occupies its port in the Windward Islands, you cannot send a unit of troops from the region's capital to remove the enemy fleet, because they are blocking land bridges from your port. It can be used cheaply to protect your areas from land attacks. Just an Indianam or a slup plant near a land bridge denies using enemy armies to do it. The areas that come to mind are Morocco and Newfoundland (save from inlets). Another very important aspect of the interception areas is that you can deny your enemy some important route. For example, you can plant a force in the Strait of Gibraltar to deny movement in your enemy and outside the Mediterranean, or you can place armies in mountain passes, bridges or other throttle points. The enemy must then attack your force to pass. Garrison forts will also have an area of control that acts exactly like one of the armies and navies. This makes forts ideal for protecting certain routes, such as the route from the Baltic to Finland, or passing through the Alps. Note that, as always, everything available to you is also available for AI. If you take them within your control area, it will stop your forces. In empire: Total Warfare you can directly recruit units on your generals/admirals, if they are relatively close to one or more barracks/barracks. The unit represents the total number of cards it will take before the unit in question will be in the General/Admiral/Fleet, including the time it takes to train and travel to the Army/Navy. Another thing you can notice is that your forces can get a sharp wager ring around it on the campaign map. This means the army can dig in and build defensive fortifications if attacked. In order to dig into your armies, just make them stand still for a whole turn. If dug up, your infantry on the battlefield will be able to deploy trenches and anti-mounted hedges. Your artillery will be able to build a fortification around them to help protect them from attack, and your light infantry will be able to deploy the Phragate. All these are deployed during the deployment phase before the battle begins. Some units move faster on the campaign map than others. Artillery will slow down the army it's in, and can travel further than the cavalry can turn per se. Some units also get special movement bonuses, for example some guerrilla units and Native American units will move faster through forests on the campaign map than other units. These units can also hide on the campaign map, and will thus be able to ambush the spring (much of the last total war is in). The entire army must keep together with units with these capabilities to benefit from them. You can change your name and ships on the expedition map. Just right click on the unit card of the unit, and you'll see it named at the very top (such as the 47th Regiment of The Foot). Just click in this bar to be able to edit it. Many units have a limit to the number of regiments you can train from them. Most elite or unique regiments you can only have one of the same times (e.g. Black Watch, Roger Rangers, HMS Conquest). Some you can only train a certain number, for example you can only have a regiment guard or a couple of Hessian line infantry at the same time. As your units fight in battle, they will gain experience. This is shown by the gold chevron on a read background on the unit card of the unit. For every Chevron unit advantage, it will +2 for both accuracy and reloading skills, +1 for both melee attack and defense, as well as morale +0.5. Note that these bonuses for unit statistics will not appear on the campaign map. If you right click on the unit during a fight, however, you will see the actual figures of the unit. This is definitely a bug. The threshold of different levels of experiences are as follows: First Chevron: 70 Second Chevron Kills: 300 Third Chevron Kills: 600 Fourth Chevron Kills: 1000 Fifth Chevron Kills: 1500 Sixth Chevron Kills: 2100 Kills soldiers from a navy on the coast of an area will make the army unable to move to the rest of the force once it turns on the ground. However, if you land your army in a port (you or an occupied enemy) it can run at the same juncture. In the Battle of the Navy, it helps a lot to group your ships. I would normally group my ships together in a line formation and toggle fire at will. I then only use the group movement commands to follow the ship leading its ships. It's still sometimes bugs, but it's the easiest way to work in my experience. A sound strategy is to cross your line of the enemy line. The broadside of your ships should be stiff or facing in front of enemy ships. If you have experienced your ships sinking without obvious reason, there is a completely logical explanation for this. Sometimes the enemy will hit your ship slightly above or below the waterline and open a hole in the hull, meaning your ship will take in the water if it turns sharply into the hole, dip it underwater. This is shown by the warning taking in the water on the ship's tooltip which is incredibly difficult to see and notice. The best way to save your ship when this happens is just to run down the anchor and keep the ship stable. When your ships catch fire, the fire will be deactivated on will. It will fire out gun crews to free the men. There is a lot to do at the moment to climb other ships, especially climbing a small ship with a large ship. You will see suicide sailors jumping up to the deck of the small one from the rigging of the large ship, only to die from the fall. Standard general attack orders issued with right click will treat your ships A strange way to attack back and forth in order to attack the targeted ship. If you use ALT+ right click to issue attack orders instead, ships will have priority that their firing on the ship limits to more than one. This is extremely useful when having grouped vessels. When starting a new campaign, Random Tips can be used to start the head and enable explosive economic and technological development. For example, you can destroy any unnecessary dredges and fishing ports so that trade ports can be built in their place, so you can earn more cash. It is also recommended that you find one or two cities with buildings that you don't really need (such as church schools in areas that already make up about 100% of your religion) and build schools in their place, so you can research two or three technologies directly from the start. This will give you a big technical advantage over your enemies. If you conquer all areas of a European bloc in Europe, that bloc will be destroyed and all the bloc's colonies in the US or India will emerge as independent nations (or become pirates/rebels). The same goes for the Marathas, drove them out of India and they will perish and treat their colonies as Europeans (highly unlikely that they have acquired colonies outside India). In the campaign, if you meet the victory objective before the limits of the turn, you'll still need to hold on to these and play to the end (short for long campaigns or 1750 for 1799) to actually win and be rewarded with cinematic and cheesy speech. If you're having trouble with stuttering cinematic, turn off the SSAO option in graphics options, this will make your cinematic almost lag free. When achieving trade agreements with smaller factions, preferring older ones such as Persia, Savoy and Venice. Landing troops from a navy to the coast of an area will make the army unable to move for the rest of that turn it's on the ground. However, if you land your army in a port (you or an occupied enemy) it can run at the same juncture. If you occupy an area from one of the Native American tribes, you should destroy their buildings (both in and out of the area capital). This allows you to build your own in their place, which are more productive and can further upgraded. For example, Native American farms can only be upgraded once, but your own farms have more upgrades and are more effective. Moreover, your government building will offer more repression and higher tax income than theirs. When you replenish your armies with the + button, it will be completed in two turns. When your army is still standing in one place for a whole turn, when attacked, your troops can build defensive fortifications. Infantry anti-cavalry can deploy hedges and trenches, artillery can build security around itself. Light infantry can place it is being said to be dug in and represented by sharp stakes around its army on the campaign map. Play the United States in the campaign, play the road to freedom. Chapter 4 of RCI is on a full campaign map with all factions and regions and takes place between 1783 and 1810 (you can continue to play after this point if you wish, such as in a grand campaign). As it begins in 1783, a lot of technology is already researched and some buildings are already upgraded to very high levels. While advancing your army on the campaign map, you can hold the right mouse button, instead of clicking it, to see what path the army will take and change that path. You can merge two different regiments of the same unit type by simply dragging one of your unit cards on top of the other. You can do this when you have an army selection on the campaign map. It can be used to merge a regiment of 57 men with one of 54 men, for example, but the regiment you want to merge must be of the exact same unit type (you can't merge the militia with line infantry for example). You can never exceed the maximum number of men in that unit, for example there can never be more than 120 men on large unit settings in a general regiment of line infantry (except Austria, they have 150 men). This can be useful when you don't have time to replenish your armies in the usual way, and don't want to fight with multiple units that are at half the strength (or even weak). When you merge regiments with different experience levels, the merged regiment will have the same experience as the majority of its soldiers (if you merge 40 men with a chevron with 80 men with zero experience, the resulting regiment will have no experience bonus). On the battlefield, shift + right-click to set waypoints for the selected unit(s) (if you want them to move around the enemy's flank for example). If you're hiding somewhere behind a wall (not in the fortress), you can press the button to widen your row so they can take cover behind a very wide area of the wall, also giving your troops a much wider firing range. You should already be hiding behind the wall to do this job. It can be difficult to find your saved games. Here's the easiest way: Start-> Run-> Enter %appdata% and press Enter-> Creative Assembly-> Empire-> Save Games. You can set 4 approach bookmarks on the campaign map. These are associated with F9-F12 keys. Just press and <shift>, an F12 function key from the main map center on a view you know you will often need to return to. Then later when you press the same function key without that change you return to that approach. Saves a lot of scrolling around. Community Properties External Link PDF -Version of Guide by SomeDane SomeDane </shift>

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