

DEVELOPERS' TIPS

Thanks to the minds behind Medieval II Total War: Kingdoms, here are some exclusive battle tips and strategy for each of the four campaigns, as well as some general campaign advice, all straight from the development team at Creative Assembly!

AMERICAS CAMPAIGN TIPS

PRESTIGE

- THERE ARE FIVE RANKS OF PRESTIGE THAT REQUIRE A CERTAIN NUMBER OF POINTS TO ACHIEVE.
- WHEN A NEW PRESTIGE RANK IS ACHIEVED:
 - AN IMMEDIATE CASH REWARD IS GIVEN.
 - SPAIN IS GIVEN ACCESS TO NEW BUILDINGS AND UNITS.
- THE PRESTIGE RANK IS PASSED DOWN TO THE HEIR WHEN THE FACTION LEADER DIES.

RANK	POINTS	REWARD	BUILDINGS
Lord	25	5000	Some Level 1 Buildings
Baron	50	10000	Some Level 2 Buildings
Viscount	100	15000	Some Level 3 Buildings, Port
Count	150	20000	Large Stone Wall, Some Level 4 Buildings
Marquis	200	25000	Huge Stone Wall, Some Level 5 Buildings

- POINTS TOWARD PRESTIGE RANKS ARE GAINED BY COMPLETING MISSIONS, MAKING CONQUESTS, AND OTHER ACCOMPLISHMENTS.
- PRESTIGE POINTS ARE LOST BY LOSING SETTLEMENTS AND OTHER NEGATIVE ACTIONS.

ACTION/EVENT	POINTS
Complete Easy Mission	2
Complete Moderate Mission	5
Complete Hard Mission	10
Victory (Odds >= 1)	1
Victory (Odds 0.5-1)	2
Victory (Odds < 0.5)	3
Defeat (Odds < 0.5)	-1
Defeat (Odds 0.5-1)	-2
Defeat (Odds >= 1)	-3
Capture Settlement	3
Lose Settlement	-3
Capture Capital	5

EPIDEMICS

- EPIDEMICS HAVE A DEVASTATING EFFECT ON NATIVE POPULATIONS.
- WHEN KEY SETTLEMENTS ARE CAPTURED BY THE SPANISH, EPIDEMICS BREAK OUT IN THE SURROUNDING SETTLEMENTS.

CAPTURE	SETTLEMENTS
Tenochtitlan	Tenochtitlan, Huaxtepec, Tula, Toluca, Cholua, Tlaxcala, Tixtla, Vera Cruz
Canpech	Canpech, Uxmal, Chichen Itza, Chetumal, Althun Ha, Tikal, Xicalango, Yaxchilan
Apatzignan	Apatzignan, Zacapu, Ocotlan, Tecoman
Zacatecas	Zacatecas, Colotan

EXPEDITIONS

Expeditions led by famous explorers arrive in the New World to reinforce Spain.

TURN	EXPLORER	UNITS	FLEETS	LOCATION
10-20	Francisco de Montejo	12	2	Chetumal
20-40	Francisco Coronado	12	2	Vera Cruz
30-60	Pedro Menendez	12	2	Calusa

Spain AI Expeditions

- WHEN SPAIN IS CONTROLLED BY THE AI, ADDITIONAL EXPEDITIONS ARRIVE TO GIVE SPAIN GREATER STRENGTH AND PROVIDE MORE OPPOSITION TO NORTHERN FACTIONS.
- EXPEDITIONS ARRIVE NEAR VERA CRUZ TO REINFORCE SPAIN'S MAIN POSITION.
- EXPEDITIONS ARRIVE NEAR THE APACHEANS AND THE CHICHIMECA TO PROVIDE A CHANCE FOR THEM TO CAPTURE TECHNOLOGY AND CREATE MORE ACTION IN THE NORTH.

TURN	LOCATION	UNITS	CASH	KING'S PURSE
1	Vera Cruz	20	0	0
1	Coatzacoalcos	20	0	0
6	Aguapalam Lands	11	5000	500
11	Potochan	11	10000	500
16	Aguapalam Lands	10	10000	1000
21	Cuahtemoc	10	10000	1000
26	Coahulia	10	10000	500
31	Aguapalam Lands	10	10000	500
36	Caddo Lands	10	10000	500
41	Cuahtemoc	11	10000	500
51	Coahulia	11	10000	500
61	Cuahtemoc	11	10000	500

EUROPEANS

Armies from England and France turn up late in the game to capture their piece of the new world:

- ENGLAND ARRIVES IN CENTRAL AMERICA.
- FRANCE ARRIVES IN NORTH AMERICA.

TURN	CHARACTER	FACTION	UNITS	AGENTS	FLEETS	LOCATION
25-35	Jean Ribault	France	34	3	2	Calusa
55-85	Robert de La Salle	France	34	3	2	Choctaw
40-60	Robert Rich	England	34	3	2	Trujillo
60-90	Peter Wallace	England	34	3	2	Althun Ha

FINANCIAL CHANGES

Bleeding the peasants will not fund the war, but the New World is rich with resources, cities, and items just waiting to be plundered.

- POPULATIONS WILL NOT PAY HIGH TAXES TO FUND THE WARS OF THEIR SUPPRESSORS! MONEY GAINED FROM TAX WILL BE LOW, BUT THERE ARE RICHES TO BE TAKEN FROM CAPTURED CITIES.
- THE LAND ABOUND WITH RICHES TO BE PLUNDERED AND TRADED: GOLD, SILVER, CACAO, SALT, SEA SHELLS, JADE, AND OBSIDIAN. EUROPEANS HAVE TRADERS THAT SPECIALIZE IN SENDING EXOTIC RESOURCES BACK TO THE MOTHERLAND FOR A SMALL FORTUNE.
- ANCIENT, PRECIOUS ITEMS LAY SCATTERED AROUND THE NEW WORLD—THERE ARE EVEN RUMORS OF ENTIRE CITIES MADE OUT OF GOLD!

SETTLEMENTS

- MONEY GAINED FROM TAX IS REDUCED.
- MONEY GAINED FROM SACKING A SETTLEMENT IS INCREASED.

TRADE

- MONEY GAINED FROM TRADE IN SETTLEMENTS IS INCREASED.
- MONEY GAINED FROM MERCHANTS ON RESOURCES IS INCREASED.
- A LARGE NUMBER OF HIGH VALUE RESOURCES POPULATE THE MAP.

RESOURCE	NUMBER	BASE VALUE
Tobacco	18	15
Gold	19	20
Silver	20	12
Fish	10	5
Chocolate	11	15
Dyes	9	8
Sugar	3	10
Cotton	5	8
Textiles	4	8
Grain	10	5
Spices	3	12
Timber	15	6

RELICS

New pagan relics are available to all factions

RELIC	FACTION	TRIGGER	CHANCE	EFFECTS
Gold Medallion	Spain	Post Battle, won battle, fought Aztecs, General killed > 15	5%	-2 Hit points, +15 Looting
Badianus Manuscript	Spain	Capture Settlement, General Command > 3	10%	+10 Battle Surgery, +5 Health
Crystal Skull	Mayans	Governor constructed Temple of the Sun	25%	+4 Hit Points, +2 Authority, +2 Combat vs. pagans
Codex	Aztecs, Tarascans, Tlaxcalans, Mayans	Governor constructed Managed Fallows	15%	+4 Farming
Human Skull	Aztecs, Tarascans, Tlaxcalans, Mayans	Post Battle, Crushing victory, General killed > 10, General Dread > 1	10%	+1 Command, +2 Dread
Tlapitzalli	Aztecs, Tlaxcalans	Ended in settlement with an Acropolis, General Command = 0	5%	+1 Fertility, +2 Unrest, -2 Authority
Obsidian Dagger	Aztecs, Tarascans, Tlaxcalans	Post Battle, Won battle, General killed > 30, General HP lost < 50%	15%	+2 Command, +2 Hit Points
Copper Axe	Aztecs, Tlaxcalans	Post Battle, won battle, fought Tarascans, General killed > 10, General Command > 3	10%	+1 Command
Ceremonial Tomahawk	Apacheans, Chichimec	Captured Settlement, General Authority > 5, General Command > 4	15%	+2 Command
Peace Pipe	Apacheans	Ended in settlement with a Sweat Lodge	10%	+1 Troop Morale, +2 Local Popularity
Dream Catcher	Apacheans	Ended in settlement with a Medicine Man's Tipi, General Command > 2	5%	-1 Public Security, -2 Personal Security, +2 Health
Captive Poison Dart Frog	Aztecs, Tarascans, Tlaxcalans, Mayans	Ended in one of Mesoamerican starting regions, General Command > 4, General Authority < 5	10%	-2 Fertility, -1 Personal Security, -1 Authority
Metal Widget	Native	Ended in one of Spain's regions, General Authority < 4	10%	-2 Authority
Hand Gun	Native	Post Battle, won battle, Fought Spain, General Dread > 3	10%	+2 Dread, +1 Local Popularity, +2 Combat vs. Catholic

NATIVE AMERICAN TECH TREE

- NATIVE AMERICANS GAIN ACCESS TO NEW BUILDINGS AND UNITS BY DEFEATING NEW ENEMIES ON THE BATTLEFIELD.
- EACH BUILDING IS A NEW TYPE OF TENT THAT CAN BE CONSTRUCTED (E.G., HUNTER'S TITI).

BUILDING	REQUIREMENT
Hunter's Wigwam	Recruit 20 missile units Capture 5 settlements
Hunter's Longhouse	Recruit 50 missile units Capture 10 settlements
Raiders' Wigwam	Recruit 20 infantry units Win 10 battles
Raiders' Longhouse	Recruit 50 infantry units Win 15 battles
Horse Trainer's Tipi	Defeat an army with cavalry two times
Horse Trainer's Wigwam	Defeat an army with cavalry three times
Horse Trainers' Longhouse	Defeat an army with cavalry four times
Gun Trader's Tipi	Defeat an army with gunpowder two times
Gun Trader's Wigwam	Defeat an army with gunpowder three times

EVENTS LIST

TURN	FACTION	EVENT	TRIGGER
6-12	All	Epidemic Breaks Out!	
	Spain	Title Granted - Lord!	Reach Prestige Lord rank
	Spain	Title Granted - Baron!	Reach Prestige Baron rank
	Spain	Title Granted - Viscount!	Reach Prestige Viscount rank
	Spain	Title Granted - Count!	Reach Prestige Count rank
	Spain	Title Granted - Marquis!	Reach Prestige Marquis rank
	All	Epidemic Breaks Out!	Spain captures Tenochtitlan
	All	Epidemic Breaks Out!	Spain captures Canpech
	All	Epidemic Breaks Out!	Spain captures Apatzignan
	All	Epidemic Breaks Out!	Spain captures Zacatecas
10-20	Spain	A Great Expedition	
20-40	Spain	A Great Expedition	
30-60	Spain	A Great Expedition	
25-35	All	Foreign Fleet Sighted!	
55-85	All	Foreign Fleet Sighted!	
40-60	All	Foreign Fleet Sighted!	
60-90	All	Foreign Fleet Sighted!	

AMERICAS BATTLE TIPS

MESO-AMERICANS: AZTECS, MAYANS, TARASCANS, TLAXCALANS

- MESO-AMERICAN UNITS TEND TO BE CHEAPER THAN OTHERS. YOU SHOULD ALWAYS ATTEMPT TO FIELD MASSIVE ARMIES.
- MESO-AMERICAN UNITS TYPICALLY HAVE A LARGER UNIT SIZES WHEN COMPARED TO THEIR ENEMIES. SO WHILE THEY MAY NOT BE AS STRONG, THERE ARE FAR MORE OF THEM.
- ELITE MESO-AMERICAN UNITS SUCH AS CUAHQIUEH, JAGUAR WARRIORS, AND EAGLE WARRIORS MAKE GREAT ANVILS FOR ENEMY UNITS TO CRASH ON AS THEY HAVE VERY HIGH MORALE.
- SURROUNDING AND FLANKING IS IMPERATIVE.
- UPPER ECHELON MESO-AMERICAN INFANTRY RUN FASTER THAN MOST OTHER INFANTRY. USE THIS TO YOUR ADVANTAGE TO QUICKLY ASSAULT ENEMY MISSILE TROOPS OR TO STRATEGICALLY PLACE YOUR UNITS AROUND ENEMY FLANKS AND OR REARS.
- MESO-AMERICAN SPEAR UNITS HAVE BEEN STRENGTHENED SINCE MED II. USE THEM TO TIE UP CAVALRY, THEN ATTACK WITH JAVELIN UNITS FROM BEHIND YOUR MEN AND FLANK ATTACK WITH YOUR ELITE UNITS.
- WHEN FIGHTING THE SPANISH, YOU WILL USUALLY NEED TO NEARLY ENVELOPE THEIR SMALLER UNITS TO ACHIEVE VICTORY. REMEMBER TO LEAVE A SMALL CORRIDOR FOR THEM TO FLEE THROUGH, THUS ALLOWING YOUR FASTER INFANTRY TO RUN THEM DOWN AND CATCH THEM FROM BEHIND.
- USE YOU SHAMANS! ALL MESO-AMERICAN ARMIES CAN HAVE MORALE ENHANCING SHAMANS.
- A GOOD ARMY BALANCE FOR MESO-AMERICAN ARMIES USUALLY INCLUDES 10-12 ELITE INFANTRY, 2-4 JAVELIN UNITS, 2-4 ARCHERS, AND THE REST LESSER QUALITY TROOPS.

NATIVE AMERICAN: APACHEAN TRIBES AND THE CHICHIMECA

- THE NATIVE AMERICANS HAVE SOME FAST MOVING SHOCK TROOPS WITH DECENT MORALE, SUCH AS THE KOITSENKO, APACHEAN BRAVES, GUACHICHIL WARRIORS, AND ZACATECOS RAIDERS. THESE TYPES OF UNITS ARE GREAT FOR CATCHING ENEMY UNITS IN THE FLANKS OR RUNNING DOWN MISSILE TROOPS.
- THE APACHEAN TRIBES HAVE LARGE AMOUNTS OF MISSILE TROOPS AVAILABLE, BUT BEWARE WHEN FIGHTING MESO-AMERICAN AND CHICHIMECA TROOPS AS THEY HAVE MANY FAST MOVING INFANTRY WHO MAY SURPRISE YOU.
- WHEN ENCOUNTERING EUROPEANS ON THE CAMPAIGN MAP, IT IS IMPERATIVE FOR YOU TO ENGAGE AND BEAT THEM AS SOON AS POSSIBLE. THIS WILL LEAD TO UNLOCKING SOME OF YOUR BEST UNITS, INCLUDING CAVALRY ARCHERS FOR THE APACHEAN TRIBES AND LIGHT SPEAR CAVALRY FOR THE CHICHIMECA.
- WHEN YOU UNLOCK GUNPOWDER TROOPS, YOU GAIN AN EXTRA EDGE AS GUNPOWDER CAUSES FEAR IN THOSE BEING SHOT! THE APACHEAN TRIBES NOT ONLY GAIN GUNPOWDER INFANTRY LIKE THE CHICHIMECA, BUT ALSO GAIN MOUNTED THUNDER BRAVES ONCE HORSES ARE ALSO AVAILABLE. THIS UNIT IS LIGHTNING FAST AND IS IDEALLY SUITED FOR RIDING AROUND YOUR ENEMIES AND SHOOTING THEM IN THE BACK. IF THE ENEMY ATTEMPTS TO EVADE, THEN FLEE OUT OF HARM'S WAY WITH YOUR SUPER-FAST CAVALRY.