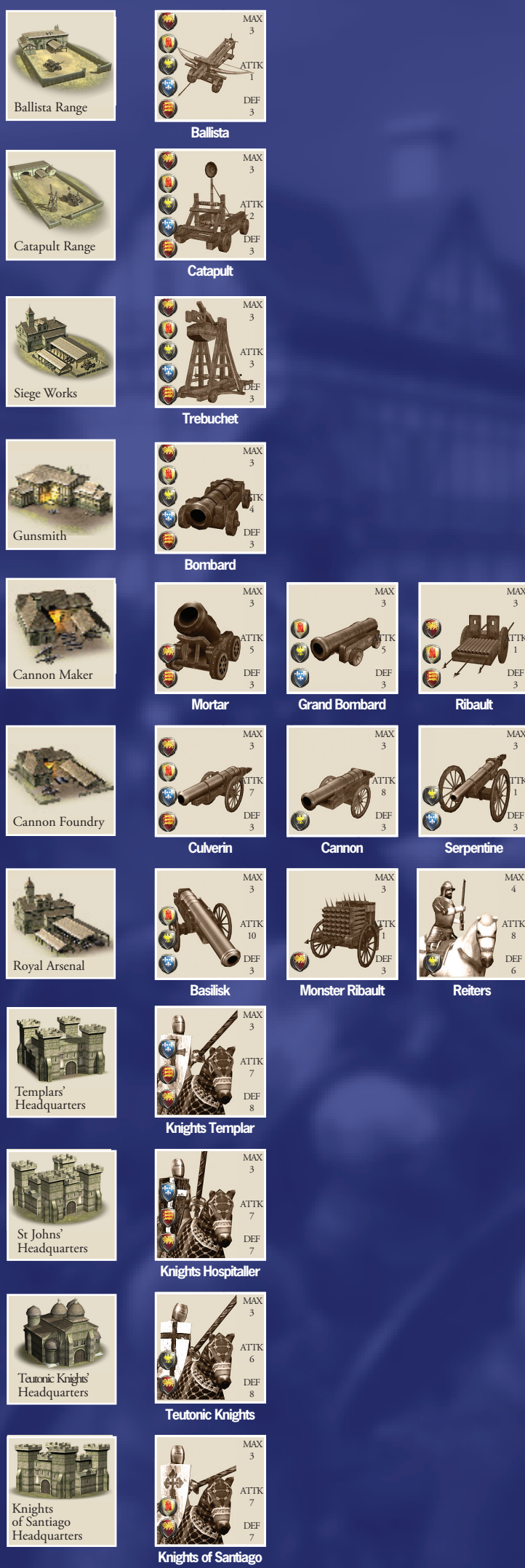


CITY BUILDINGS



COMMON BUILDINGS



CASTLE BUILDINGS



KEY

MAX: Maximum number of units available for recruiting from this building

ATTK: Approximation of unit attack value

DEF: Approximation of unit defence value

BATTLE TIPS

Don't engage with all your units. The best way to defeat an enemy unit is to engage it from multiple sides.

Learn the controls. Make sure you know how to access all your different units quickly, either with grouping, or hotkeys that select the units you need to give orders to.

Experience matters. Experience makes all the difference in battle, so use your more experienced units to overcome foes that would otherwise be an even match for them.

Protect your missile units. If you can ensure that your missile units are able to keep wearing down the enemy without having to move, they'll cause more casualties.

Let the enemy make the mistakes. Most moves on the battlefield take time to execute, and there's usually time to counter them.

Avoid engaging with weak units. Units that are likely to face superior foes are often a routing unit waiting to happen. Make sure you only use units like peasants and town militia as support units to more capable infantry whenever possible.

Have cavalry ready to strike. Once you have enemy units engaged with your infantry, look for opportunities to hit their foes hard from the side with cavalry. Also be ready to send the cavalry running out of battle just after they engage if staying in a melee will prove too costly.

Use the run key. Having your troops move into a desirable position quickly is usually worth the effort of running. Better to be a little tired in a strong position than fresh in a weak one.

Don't waste ammunition. If your missile units aren't in a good position to fire, or the enemy has cover, don't waste your ammunition to cause minimal damage.

UNIT PLANNER

MEDIEVAL II
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