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## Age of empires 2 war strategy

In AoE, the tactic refers to maneuvers that individual units or small groups of units use to achieve their goals. Operations refer to maneuvers used by large groups of units or that take place on large parts of the battlefield. The strategy refers to overall considerations. For example, one strategy in a multi-opponent situation would be to focus all your strength against one opponent. The operational plan would be to send shock units first, supported by infantry archers and followed by combat engineers, while the cavalry annoys the back areas. Avoiding enemy archer fire would be a tactical maneuver. There are also other useful procedures that are non-military in nature. Pause (F3)[edit] At the age of 2, Pause has been modified so that you can perform any possible in-game action while the game is paused. Most importantly, it means you can analyze the situation and place orders on all your units, all at a time determined by how long it takes to press F3. The tactics and operations that are possible using this feature are much more complex than in the standard RTS game. Run in this mode, the game acts as a turn-over game, with each turn being approximately one moment of time. As a concrete example of what it allows you to do is check all your villagers to see who is idle, redistribute villagers from one type of resource to another, build a wall (and often, as the gate go where you want, it takes an awful lot of effort, including building guide walls that are removed immediately afterwards), hunting effectively (which is otherwise virtually impossible) , check all your idle military units , check your recent warnings, admire the scenery, check which units are in trouble, assign orders to attack all your units, assign flee orders to all your units (very, very important!), scout with a bunch of units, check all your production buildings, and so on, all at the same time. In AoE, if you micromanage your troops in combat around the clock, your sacrifices will always be huge and unnecessary, because the default for uncontrolled units is to commit suicide, regardless of the combat posture that you assign to the units. This is mainly because manual control is required for the units to avoid adverse situations. Accordingly, your tactics won't be much better than driving your troops into contact and slugging it with the enemy. Some types of units, such as cavalry archers, simply won't be able to function in a realistic way. In addition, many of your units should follow the general rule of avoiding enemy units, and automatic AoE routines do not maintain this at all. Obviously, playing the game in this way is much easier. When you play a game like this, it is generally possible to avoid any casualties, no matter how hairy the tactical situation might be, and how many current engagements occur: you can choose to assign the additional victory condition you need to complete the zero-loss scenario. Playing the game using Pause/F3 is not possible if more than one people are playing. But then, we'll discuss the campaign tutorials here. All tactics described here take over the use of Pause/F3 function, as well as all tutorials. Otherwise, they cannot be fully implemented, even if the general principles always apply. Avoid projectiles [edit] shooting ranges in AoE to travel in straight lines, at least in xy-surface. Without ballistics, he's headed for target position at the time of the shooting. Ballistics is heading to where it's calculated, based on its speed at the time of the shooting. In general, such projectiles can be bypassed by movement. Pre-ballistics, it doesn't help to move on to the projectile, and it doesn't help much to move out. The most effective movement is at right angles to move the projectile. Ballics, any escape that avoids the path of the projectile, will be extra. Stopping a moving target usually works, and it is mechanically the easiest evasive maneuver to perform. The path of the projectile always has a certain width, so successful leaks require the target to move at least a certain distance. Fast units are clearly better. Small units can be better. Avoiding small arms-firearm projectiles may not be possible because they move too fast. However, the target movement may affect the probability of intervention. The ships have another function that takes them some time to turn around. They can only move or shoot directly forward. Viking Longboats seem to emit a spray of arrows; it may be harder to avoid firing them than conventional ships. Artillery weapons have special characteristics. One common feature is that their projectiles move relatively slowly. Another reason is that they have an effective area much larger than any arrow. Trebuchets have a strong throwing attack (and minimal range), so moving towards them can be very effective. The landing pad of the Trebuchet missile is very random at the time of firing, although then deterministic. In addition to or perhaps as part of the evasive maneuvers described above, the target may want to move toward or away from the missile unit. It is important to consider the charging time of the fire unit. Bait, Bait-and-Switch, and Ambush[edit] AI-controlled units in AoE tend to fixate on specific targets. As long as they feel they have a chance to catch a target, they won't change targets. This allows you to set one of your units as bait while your other units can do something different. For example, the correct use of bait tactics will allow two cavalry archers to defeat two infantry units 100% of the time, which is the way it really should be. Sometimes you want the effort to move from one unit to another, ie. This can usually be achieved by enemy unit with the second unit while the first unit escapes. One example of bait and switch tactics is when two monks make alternative attempts to convert to one enemy unit. An enemy unit chases a monk who is currently attempting a conversion, while the other monk escapes to gain some distance. Then he'll change roles. There are certain powerful enemy units, such as monks, that you usually don't want to engage in direct combat. A good way to deal with them is to show them one unit (bait), and while the bait is being chased, maneuver several other units into range and suddenly attack the pursuers with them. A perfect ambush kills a stalker with one volley. That's the standard real-world tactic. These tactics can also be used against human opponents. Raid[edit] It is often more important to damage the hostile economy than to destroy their current military units. The principle of the raid is to have military force operating in the rear areas of the enemy, causing as much damage as possible before the arrival of the guard force is expedite to withdraw. The most common target of the raid is the enemy villagers. As the game goes on, the player, especially AI, often sends his villagers from his base to unprotected areas, and it is important to look for such opportunities. Attacking is of course a real-world operation that can actually work better against human opponents of AoE than the AIs, because AI is guaranteed to respond. Always be prepared to convert the raid into an ambush. If the attack force can defeat the guard forces, with or without the ambush, be prepared to seize and sustain this terrain. Wall Maze Complex[edit] Urban centers are impregnable in the dark ages, provided they contain villagers, of course. Properly located towers are virtually unbeatable at the time of the castle if you deal with enemy battering rams. But in imperial times, properly used long-range artillery dominates the battlefield. Towers become practically useless, and even castles may not be worth building because they are so expensive and so vulnerable. Static defense in the imperial age is, of course, still absolutely necessary, but it must be organized according to different principles than in previous times. Wall maze complex is an arrangement of structures (complex, which is complex), which has the properties of a maze and consists of walls and other defensive buildings. Its main purpose is to allow defenders to engage attacking siege weapons under favorable conditions. One of the key aspects of WMC is that it is possible to walk in from the outside without using the gate. Other than that, everything goes, but in general you want to ensure that the open road is as long and complicated and directed as possible, and that the enemy heavy artillery and battering rams never get to attack expensive buildings. A man attacking the WMC will probably never reveal his artillery, he simply cuts through the wall where he pleases. In this case, the attack will take a long time, and the defender must use this time in different ways, such as adding new layers of walls in the path of the enemy. But attacking AI is prone to simply marching along an open route, and defenders have to take advantage of that. [edit] Without micromanagement, your ships will work very poorly in combat. Their low rate of fire and high damage performance means you should definitely micro-drive them. The most obvious manoeuvre is to move the ship side by side when it is attacked by another ship, although fire ships and demolition ships pose particular problems. This forms the basis of almost all naval tactics. In the meeting with the galleon in the column, you would basically like to continue moving, except for the time of charging the enemy. If you have several galleons that fight several enemy galleons, then most likely the enemy will focus on some of your ships. In this case, your target ships should engage in evasive maneuvers within enemy range while your other ships stand and shoot. Focus your fire at all times. Avoid encountering higher numbers or even the same number of enemy ships. Try to fight within easy reach of one of your castles. Definitely arrange to protect your dots with castles. Sink enemy demolition ships immediately or flee in panic. Sink enemy fireships immediately. Every kitchen targeted by a fireship must escape. It is very important to have villagers available to repair damaged boats. AI will definitely try to use some of these tactics, but it is not able to apply them all or apply them intensively. Cannon Galleons are very effective at attacking the beach, however they require ships such as fireships to protect them in the fight against other naval vessels. You need to monitor your cannon galleons all the time to make sure the enemy is not destroyed or if they have gotten close to shore and are destroyed by ground troops. Amphibious operations[edit] This section discusses all interactions between land and sea forces. It is important to note that Cannon Galleon is one of the deadliest units in AoE2. If you have naval superiority, even locally, your Cannon galleons will destroy everything for some distance inland. AI is particularly weak against Cannon Galleons because it leaves a lot of things standing around the coast to be defeated. Basic, unimproved galleons have better stats than most ground units, with more hit points than a knight, piercing armor at the same level as Huskari and attack and range at the same level as the unimproved Arbalest. Towers receive attack bonuses against them, and the castle's basic stats are enough to stand up to them. Galley line does twice it's basic damage against buildings. Units that pose a danger to warships include monks, bulk Skirmishers, Bombard Guns, Trebuchets, and Onagers. Warships generally in general bridgethead with ease. This does not necessarily mean that you can land there, but at least you should be able to set up a killzone with your warships and keep drawing enemy units into it with attempts to land. Transport ships provide a pretty safe haven for most of your troops. Just don't let the enemy monk approach one of your loaded transporters!!! Counter-battery fire [edit] Be aware that your trebuchets, once detected, will be attacked by almost all enemy units in range. Be prepared to flee with them immediately. Do not - never - engage in artillery duels trebuchet on trebuchet. That's a stupid version of the opposing fire. Definitely hit deployed enemy trebuchets with artillery. Of course, feel free to use other units as well. Small catapults are very effective against siege weapons, just don't expect to actually use them. Anyway, why are you building little catapults? Don't you have better units to fill your roster? When protecting trebuchet use box formations on your units in the lower left corner of the screen. Use range units such as Janissarys, archers, and etc. Villagers can do many things in AoE, far beyond their basic economic activities. For example, they are actually your strongest military units in the dark ages, provided you have Loom, especially considering how much you have. Just stay away from enemy urban centers! Some of the things they can do are rarely employed and definitely worth describing. Hunting [edit] Dead animals in AoE deteriorate with time. Therefore, effective hunting requires that the time of walking of hunters be minimized, and more hunters must work on each animal. Sheep cooperate with the mission, but wild animals do not. A deer is running from people, which they really should. But you want to kill a deer near the warehouse, so you have to start hunting by herding the deer towards the depot with your beaters. It's pretty realistic, actually. In addition, you need to pay attention to the hunter, because once the skeleton is exhausted, you need to start hitting again with another deer. If you don't micromanage hunters properly, you'll end up with a lot of rotting deer muzzles in random places. Due to the large amount of micromanagement needed, hunting is generally not worth the trouble. In some campaign scenarios, you'll have to hunt for food. The first goal is to ensure that the animal is completely processed with the least number of trips to the warehouse. A competitive criterion is that there is a maximum number of hunters who can comfortably work on an animal at the same time. You also want to minimize the required amount of micromanagement. Different animals have different characteristics, and the characteristics of the villagers are not fixed. For example, in sheep that do not technically hunt, the basic villager 20 food in two ways, and the sheep will deteriorate by about 17 units at the time. Therefore, one basic villager would be able to get about 55 food from one sheep. Two basic villagers could get about 71 food from one sheep. Three basic villagers could get about 78 food from one sheep. Four basic villagers can get about 83 food from one sheep. Five basic villagers can get about 85 food from one sheep. In fact, you can reliably get 86 if you do it right. If there is a shortage of villagers working on the sheep, the waste can be considerable, but yields decrease as the number of villagers increases. In general, you want to put as many villagers as possible on one animal until they start seeing each other. Five is probably the optimal number because counting to five is easier than counting by four, and you have to watch what your villagers are doing. Without driving time, the basic hunter collects 35 food from one deer in one load, and the deer deteriorates by about 22 units at that time. Mongolian hunter works 50% faster, so it takes 2/3 as long to collect 35 food, and the deer deteriorates only 15 units at that time. One basic hunter would be able to get about 85 food from one deer if the journey time was very small. Two basic hunters would be able to get about 107 food from one deer if the journey time was very small. Three basic hunters would be able to get about 115 food from one deer if the journey time was very small. Four basic hunters would be able to get about 121 food from one deer, and there would be only one load. Five basic hunters would be able to get about 124 food from one deer. For deer, the travel time is usually quite large. As with sheep, five is probably the optimal number of hunters working on one deer. Wild boar is quite dangerous. Don't hunt them until you have Loom. Be sure to use a minimum of 5-7 hunters. Even so, a villager being hunted by a boar needs a safe place to escape, or the monk stands, otherwise he or she dies. Using Bait-and-Switch tactics is definitely appropriate. Wolves are definitely dangerous. A normal wolf kills a villager before it booms, mainly because the wolf almost always strikes first. Therefore, send your villagers in pairs, if possible. Sometimes you come across two or more wolves at once. Two wolves kill a villager with Loom. If you start the game in a dark age, it's probably worth investing some effort to wipe out the wolves. A pair of archers is adequate. Of course, once real military units roam the map, the wolves will soon become extinct. Slash-and-Burn Forestry [edit] Villagers can remove trees with this technique, but at least 2 units of wood must exist in your stock. When a villager starts harvesting wood, the tree must first be knocked down. Once the tree is felled, which requires 2 or 3 chops, you can create a structure in this place, the cheapest is Wall. The structure can be lifted immediately, but the tree is permanently gone. Grab-and-Dump Forestry [edit] Villagers can eliminate trees with this technique, but at least one other type of resource must be present in the part of the map that you have explored. When a villager carries a full charge of wood, order him to start harvesting another resource. All wood is disposed of immediately. This procedure allows the villager to continuously harvest wood from the tree, without the need to store the wood in the depot. It also works if you don't have wood collection warehouses. In some scenarios, this is the only way to get through blocking trees. Unfortunately, it may work against you. For example, if a villager carrying a full load of precious stone is attacked by a wolf, he or she dumps all the stones and begins trying to harvest the Wolf. Combat engineers[edit] The villagers, properly used, can be very powerful attack units. At the lowest level, they can attack enemy units and buildings directly, but this is not particularly effective after a dark age. In the feudal age or later, villagers can build stone walls, towers and eventually castles. The possibilities for offensive use of stone and even wooden walls are endless, but above all they are based on the principle that walls are hard to destroy without heavy equipment. Not that it was ever reasonably possible, but consider what would happen if you managed to build a wooden wall around a hostile city center in the dark hours. Use your imagination. If you can build a tower in an enemy home area in feudal age (of course behind a stone wall!), you've probably won the game. If you can build a castle in an enemy home area at any time, it is almost certainly completed. Always keep in mind that villagers can repair walls, buildings, boats and siege facilities. In addition, the crew inside some buildings, villagers acquire significant potential for direct attack. Accelerated wall construction [edit] Walls are so hard to destroy without heavy equipment that even a partially built wooden wall has a serious channeling effect. After the villager hammered only twice on the stone wall, for example, it already has several hundred hp, plus all its armor. A partially built wall can have the full relevant effect of a complete wall, but it can be easily placed 10 times faster. So if you need a wall to go up really fast, put the whole thing down, and force your builders to quickly move from part to section even before each partition is fully built. Tower Attack [edit] Towers are deadly early in the game. If you can build a tower in an enemy home area in feudal age (of course behind a stone wall!), you've probably won the game. A perfectly executed early tower attack against AI runs somewhat like this. In times of darkness, look for an enemy base, especially where they collect wood or ore. Advance to feudal age as soon as reasonably possible. Time things up so that Group (5 is a good number) of your villagers arrive at the enemy base as well as you enter the feudal age. Make sure you have Loom. Fiercely attack some of the enemy villagers with their own. Or they'll die. Once the enemy has no sightings in the area where you want to build the tower, build a stone wall around this place. (For some reason, AI doesn't like to see its builders in its city, even if it's not as hostile to other villagers.) Try to incorporate as much blocking terrain into the wall as possible. Leave some space between the wall and the tower. At this point, do not complete more than 10% of any part of the wall. With a wall of fat accompli, AI will generally be ignored. Once the wall is continuous, get all the villagers to work on the Tower. The tower must be built before the sacrifice will produce archers. When the tower is finished, garrison your villagers inside and start machine gunned by enemy villagers as they try to collect resources that you have just denied them. Wait till they surrender. There are many subtle but important variants of this general process. The biggest one is to incorporate the gate into the wall. When the tower and the gate are over, open the gate. Your tower will immediately rush through hordes of enemy units. Of course, you're not going to let them into the tower, are you? The machine gun is as it stands around stupidly (or unfortunately, or hopelessly) outside the walls. Repeat as necessary. AI has no effective defense against a properly executed tower attack. It's hard to tell what a man could do against it, except to do it to you first. Castle Attack[edit] If you can build a castle in an enemy home area at any time, it is almost certainly completed. There are times when you have a clear advantage against an opponent, but he keeps renewing so fast that you just can't finish it. You know the end is near when the enemy doesn't seem to have any more units that require gold to produce. However, you can still face hordes of spear infantry and haraper who, although virtually free, are very effective against primary attack units, heavy cavalry and cavalry. One can resign in this situation, but AI can't. The best way to break the enemy is to raise a lot of villagers and quickly drop the castle near their city center. It is unlikely that you could do this, or even want, sooner, because this is a very risky operation until there are no more enemy heavy units. But once the castle is finished, you can safely raise your heavy artillery, disable their city center, kill all your villagers and continue from there. Artillery vs. Trees[edit] Trebuchets can remove trees, but direct intervention is required. With the trebuchet selected, right-click the target tree. The offensive field isn't working. Siege Onagers can also eliminate trees. Implementation is not uniform. Sometimes you can just on a tree with the selected Siege Onager, but you can always attack territory. In both cases, a large area is affected. Affected.

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