[Mount And Blade Warband Cattle](#)

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It consists of delivering 5 to 10 heads of cattle to the village Completing this quest will increase village prosperity by 4 points.. It has a time limit of 30 days and takes 20 days to appear again This quest is similar to the move cattle herd quest given by Guild Masters and bring cattle from the Marshall.. It also depends what you want to There are a lot of obscure mechanics in Warband that a very large fraction of the playerbase is unaware of.

1. [mount blade warband cattle](#)
2. [mount and blade warband cattle herding](#)
3. [mount and blade warband sell cattle](#)

Sep 17, 2019 There are better resources than this forum to answer your question, google the mount and blade wiki or the taleworlds forums and you'll find a wealth of information.. It appears that the idea is that you are supposed to drive the cattle to the nearest city where fresh.. Campaign AI mainly determines how fast an AI Lord can recruit troops In code, this is technically done by determining the cost of recruitment.. Campaign AI also determines a Lord's wealth (I think? Or it might just be a side effect of drastically lower recruitment costs) and their army's XP rate -- both of these primarily determine their army's troop quality.

mount blade warband cattle

mount blade warband cattle, mount blade warband cattle heads, mount and blade warband cattle herding, mount and blade warband how to get cattle heads, mount and blade warband sell cattle, mount and blade warband what to do with cattle, how to move cattle in mount and blade warband, mount and blade warband how to drive cattle, mount and blade warband move cattle herd, mount and blade warband cattle disappear, mount and blade warband cattle won't follow, mount and blade warband cattle mission, mount and blade warband cattle buy, mount and blade warband cattle sell, mount and blade warband cattle fix, mount and blade warband cattle reddit [show hidden files for mac download](#)

Whereas on poor campaign AI, you can easily get away with never taking a single lord prisoner throughout your entire game, on good campaign AI, I would recommend that you take enemy lords prisoner -- even upstanding and good-natured ones -- to prevent a constant stream of enemies.. The Mount & Blade cattle behaves like real cattle and runs away You get it the best if you move in 'S' direction after it, as it than will go relatively straight.. For a few cents, instead, here is what you're in for: Rhodoks: Cavalry-less Strong and steady crossbowmen who aren't half-bad in melee, very sturdy spearmen infantry. [Just Myshop Atok 2016 For Mac](#)

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 This is one of the best games I have ever played I like it a lot more than Dynasty Warriors.. Is that a good thing? If you asked me, probably not There are so many obscure mechanics -- some of which are extremely important, mind you -- that the game doesn't explain clearly, and so a huge portion of the playerbase may not even know about most of these things.. Because of this, I figured I should write a guide that explains them Difficulty Settings - Campaign AI and Combat AIAll of the difficulty settings are pretty self-explanatory, save for the AI settings.. On Good Campaign AI, a lord will be able to completely recover from defeat after just a week or so. [Renesas Usb 3.0 Driver Download And](#)

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Even veterans of this game do not necessarily know how everything works This guide attempts to bring some of these obscure mechanics to light.. Campaign AI affects many things:In format:Poor / Average / Good (i e the values on respective difficulties would be 6/4/2)Economy:Player tax inefficiency becomes more severe as campaign AI difficulty increases.. I haven't proofread anything yet, but hopefully you can learn something IntroductionEven after 1000 hours, I am still learning new things about this game.. Each 'non-core' fief increases tax inefficiency by 3%/4%/5% Lord Armies:Overall, on good campaign AI, and to some extent average, enemy kingdoms will be significantly more powerful and it becomes essential to take lords prisoner.. The player can hold 6/4/2 'core' fiefs, i e fiefs that do not suffer from tax inefficiency.. This is a quest given by the Village Elder in villages that have less than 50 heads of cattle. 34bbb28f04 [Does Microsoft Office For Mac 2011 Work With Yosemite](#)

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