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I just got a bespoke grandmaster quest, found where the fortress is, and now the task begins because my troops are made from basically the highest level possible by the simple troops, 70% infantry and 30% archer. 1- What do I actually need to do to be able to take a fortress? read a lot of things about this site and Google, but I don't think they can be useful at all, because even if I hire a mercenary company and get my vassals to come along with me, I don't think it will be enough to take 1000 troops the first time using this forum, so if I do something wrong just say it (also for English). CHAT day 900 lv 29 on pendor mod, I have 1400 notoriety and I can have 170 troops in my party, im play in normal mode and 130 combat size. I made kingdom pendor, I have 1 castle and 2 vassals, they have 250-260 troops together and I can actually hire a mercenary company. 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(LOL gg) I hope you can quit without saving, because if you don't, well it's up to you to do or not to do. (Note this stratagies mine probably won't work very well if the siege on the Siege Tower) #1, first, I'll pump my infantry and Calvary (mostly troops who can take damage and shield) in THE AGGRO enemy archery or crossbows, staying in front of the fortress #2, then I my archers to stay in position 10 step behind from the infantry position when they tank the arrows, while you at it told them to keep their fires so they can go for their their Faster. #3, after the archers almost kill all the enemies on the wall, I told my infantry and Calvary (mostly any troops, who focus more on melee rather than archery or crossbow, which goes to your companion, which has no bow or crossbow in their equipment) #4, after counting let's just say 10 to 20 deaths, no matter if the death is mostly enemies or your people and allies, call them back from the walls and tell them to stay in this post in front of the stairs or 10 steps before the archers or the cross- #5, Repeat step 1 to step 4. With this strategy, enemy troops will chase your infantry and Calvary from the walls they go out, going down the stairs, and you archers and crossbow should be able to kill them while your infantry and Calvary will stop them from going down the stairs to the ground (this means that enemies will be stuck on the stairs if your infantry and Calvary are dead...) Here's a tip if you're focused on a crossbow or bow proficiency, shoot them until they're dead, since you should be able to hit them, and if you're out of arrows or bolts, kill archers or crossbowmen who hold their shells arms (onion or crossbow) and make sure they have arrows or bolts in your bag, so you don't pointlessly kill them and they don't drop one ammunition... If they've already had some fallen archers or crossbows on the battlefield... so keep an eye on the ground and the victims (when you click backspaces... I have no idea what the name is) Tell me if this strategy works for you, so I knew I wasn't typing hundreds of words for anything..... First time using this forum, so if they do something wrong just say (also sorry for the English because it's not my main language). CHAT day 900 lv 29 on pendor mod, I have 1400 notoriety and I can have 170 troops in my party, im play in normal mode and 130 combat size. I made kingdom pendor, I have 1 castle and 2 vassals, they have 250-260 troops together and I can actually hire a mercenary company. I just got a bespoke grandmaster quest, found where the fortress is, and now the task begins because my troops are made from basically the highest level possible by the simple troops, 70% infantry and 30% archer. 1- What do I really need to do to be able to take a fortress? read a lot of things about it on this site and Google, but I don't think they can be helpful at all, because even if I hire mercenary companies and get my vassals to come along with me I don't think it will be enough to take 1000 troops ask me anything if you have a question or confuse my mine strategies and gllf in pendor and make sure to tell me if the strategy works or isn't your size party too low to take it. For day 900 it's very low. The most effective tactic is to lure them out castle to be killed by the RR and EAC. You will need a small amount of infantry to fall in the initial collision with they think the charge is a good idea. Otherwise it is a very favorable position for their DD troops to chop something to pieces. First time using this forum, so if they do something wrong just say (also sorry for the English because it's not my main language). CHAT day 900 lv 29 on pendor mod, I have 1400 notoriety and I can have 170 troops in my party, im play in normal mode and 130 combat size. I made kingdom pendor, I have 1 castle and 2 vassals, they have 250-260 troops together and I can actually hire a mercenary company. 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If possible, try to get in with the initial push and kill all possible archers with one hand, but watch their priestesses and anacondas. If you agri some of them will be willing to run away, since you risk agribusiness more and they are pretty tough so solo groups of 5 are hard. I usually try to put my archers as high on the steps as possible, so they shoot the infantry behind the entrance and some guys on the wall, but they usually try to cover the left wall themselves, pick up the bolts from their body and use a crossbow. Their fort is designed well, its hard to find many weak points, but I didn't try to take them without at least 5 lords, while they commanded 200 top tier units and knights. Your level, fame and day show that you didn't fight much, you traded a lot? If you have a lot of gold saved (2m) try to hire company mercenaries, make them follow you into battle, reset all your consumables after winning and hire more. You can feed your company mercenaries endlessly, but you have to pay them a higher salary, so either make their bleed units a lot in the next battles, or if you can afford it, keep them for later conquests. In the most important case, terminate the contract after receiving the fortress. Actually quite easy to take on the fortress, I attacked with 200 Kyrgios plus the help of the king of my faction and so we won. The real problem with the fortress is the first waves of enemies, anacondas and Snake Priestess can destroy your elite units quite easily. If you are the king of your faction (as you said), initiate a military campaign and Fortress, the initial waves you will lose a lot of units, but when Anacondas and the priestess has been shot down, then it will turn quite easy to kill others. There are hills behind the fortress to put archers in two different groups and position them behind the enemy so that they can shoot at the back of the troops by holding the gate and then order them to shoot. The key to this fight is the number: you will need a lot of troops with you to confront their numbers and give yourself an equal footing. Then, it is believed that their strong units (Snake cult priestesses, knights and warriors) often do not carry shields. This means that the range of units will give you an edge in this fight (especially crossbows), so bring a lot of them. As others have said, baiting them out to keep is the easiest way to win. In this battle, for the first time, I advanced my troops to the outer walls, which put them out of reach of enemy crossbows. I then proceeded to shoot as much as I could with my bow (I brought a lot of arrows). After they shot down several dozen people, they fell down en masse. The second stage of the struggle began. As they sallied, I fell back and ordered my men to take a position through the stretch right in front of the outer walls in a tight formation. I then positioned my crossbow and archer units behind and on the sides where they were able to shoot through the gates to advance snake cult troops. From there, it was only a matter of waiting for seemingly endless waves. I actually waited 100 days to prepare huscarls, got lv 32 so I could train them and with 200 units I did it, used the strategy mentioned earlier, and my companion noldor (now Lord) helped me with some troops. And I won't lower the difficulty level of it by 97% even thinking I'd just lost my feuds again. Actually quite easy to take on the fortress, I attacked with 200 Kyrgios plus the help of the king of my faction and so we won. The only real problem with the fortress is the first waves of enemies, anacondas and Snake Priestess can destroy your elite units quite easily. If you are the king of your faction (as you said), initiate a military campaign and attack the fortress, the initial waves you will lose many units, but when Anacondas and the priestess has been shot down, then it will turn quite easy to kill others. Yes, I thought it would be hard because they are 1000 units, but after 200 or so everything became easy. Actually quite easy to take on the fortress, I attacked with 200 Kyrgios plus the help of the king of my faction and so we won. The only real problem with the fortress is the first waves of enemies, anacondas and Snake Priestess can destroy your elite units quite easily. If you are the king of your faction (as you said), initiate a military campaign and attack the fortress, the initial waves you will lose many units, but when The Anacondas and priestesses were shot down, then it will turn quite easy to kill Yes, I thought it would be hard because they are 1000 units, but after 200 or so everything became easy. 92% difficulty rating? Ha, so to ez, do it 93% and see who will be killed yes I thought it would be difficult because they are 1000 units, but after 200 or so everything became easy. Glad you've mastered it! It's a good taste for the game. However, keep in mind what Cher has already told you. For a day of 900 the maximum party size of 200 is extremely low. You should be able to field about 350-400 troops by then, mostly from the famous bonus to the size of the party. Once you can field 300 units you really start rolling and there are these huge armies as your soldiers can inflict so much damage becoming totally ridiculous. It's fun to roll with 2000 troops and just watch the amazing melee unfold. Unfold.

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