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Rise of kingdoms best commander talent guide

Below is the full list of the best Rise of Kingdoms talent tree guides for all commanders available in the game right now. Shared by Abuse Panda You will have a whole empire to rule, and you can grow it as much as you want. Since you would be the ruler or the caregiver, you would have to take care of all the assets of the city, such as the military and other technologies. Before you start the actual game, you will have to choose a civilization you want to govern. There are many options given to you, such as Korean, Japanese, German, British, French, etc. Once you've chosen your civilization, you can start working for its growth, taking care of the military, the commanders and their best talent trees, managing the resources and taking care of the defense. You also need to start upgrading the technology so that more resources can be generated for you to compete with other major civilizations. How does rise of kingdoms talent work trees? Rise of Kingdoms uses many strategies, such as building different talent, and planning that helps your empire rise and get better. For that to happen, the ruler of the city, which is you, needs to understand how the game works. Talent Builds for all commanders Of course, the assets of town would be the resources you have and would use in developing the place. Food, wood, jewels and stones are what your town will need for proper functioning. All parts of your town will require one or more resources from this. Food, wood and stones will be consumed for construction, work, etc. and the jewels will be used as the currency you can use to speed up other processes. You'll be provided 300 gems in the beginning, and you fall short of it, you can buy them using real money in the game. These resources can be produced in your farm using mines, mills, etc. and collect them when needed. You will upgrade them from time to time so that more resources can be generated. Establishing the town For construction to take place, all you need is time and a builder. You will have to deliver more time to more important buildings. Speaking of important buildings, the town hall is the heart of town. Upgrade it to increase the level of your empire, but make sure you upgrade the rest of the buildings before jumping to the next level. Talent Trees for YSG, Sun Tzu, Cleopatra kampf, Julius Caesar For a Battle to Take Place, you need to choose a city you want to attack. The town should give you an attractive amount of resources and should not be below or above your level. Once you've selected the target, all you need to do it deploys your troops and they'll do the rest. The attack is simple but interesting. Once the fight ends, you'll be given points and the resources you've been able to collect. The online mode In the initial phase you become tutorial that teaches you to play and perform other activities. Once terminated, you can enter online mode where you can compete against other towns and clans that help your town grow. However, before you choose to attack, you need to make sure all your buildings are updated and so is the military. Since the game allows you to attack, it can also have an attack on your town in every 8 hours. In these 8 hours your village will have a shield under which you can work in town. The stronger your defence, the less damage will be caused to the town and resources. To make the game fun, even more, you can ally with other players, who will help win battles and provide resources, troops, etc. You get to call them when you're in danger, and you can go and help them when they're in danger. Positive points of focusing on attacking talent pad Getting a noble game, Rise of the Kingdoms provides you with good graphics and animation that make the game more fun. You can experience the satisfaction of collecting resources and power by planning the city's growth. The game allows you to pay attention to all resources equally and give time for each process, which can be used productively. The makers have made the fight different from the rest of the mainstream fights that make it more fun because of its simplicity. By watching your troops attack, you get a good idea of the improvements and limitations. Because of competition and strong opponents, you get alliances with stronger rulers and rate you off quickly and learn a lot along the way. Room for improvement The game takes a very simplistic turn that comes as underwhelming for many hard-core gamers. Many complex procedures such as updating, resource collection and construction have been made too simple. Not only that, the graphics of the game can be too easy for some people that they just lose the essence of it. More work on details could have been done. Coming to fights, the attacks are fun to watch, but the players can be given more power by letting them instruct their troops. You fall short of gems as you progress and wait for large buildings to complete with update can seem overwhelming for some. Best Talent Builds for Rise of Kingdoms Rise of the Kingdoms is a source of absolute fun and enjoyment like a great game should be. The game is simple with which nongamers can also easily play it. Although graphics and lack of details come as an underpass, many other things make this game a good choice to play. A fantastic stress buster, you can play it anytime and satisfy yourself with power while watching your own rich grow and beat the other civilizations in no time. Hopefully you've found all the best talent trees for your commanders in this guide. Commander Talent Trees is one of the most important aspects of the Rise of Kingdoms game. Different commanders tend to perform with different talent builds in different game situations. For activity you are about to do (e.g. farming barbarians, fighting on the field, rallying), there is always a suitable talent tree build waiting for your commander. First and foremost, any commander with a proper talent tree build will always win. I've seen it many times, in my personal gameplay experience. A level 5 player lost games against a Tier 4 player just because they were using the wrong talent tree build. To help you avoid the same mistake, we've collected the best talent tree available online. All of these have been heavily tested in the game among myself and other kingdom members. It's also important to emphasize that we tend to keep all talent tree builds updated as we discover different ways of winning for different commanders. With that said, if you build questions or concerns about any of our talent tree, please share them in the comments section. Before we dive into details for each commanding lead, here's just a quick overview of how talent tree builds work in Rise of Kingdoms Maximum commanding level is 60 Maximum number of talent points is 74 Net your primary commander use talents, the secondary commander doesn't. The most important thing to do is to equate your primary commander to 60 After that you can equate your secondary commander to 30 so you can unlock all their skills. IMPORTANT: Do not level more than one commander simultaneously. Use our official talent tree build to make the most out of your talent points. That's it people. You have to be good to continue. All you need to do now is click on the name of the commander you want to watch and then click the talent tree build picture to expand it. Feel free to download and share it with your alliance members. Shout out to RoK Talents builder for us enables to use their tool to visualize talent tree builds. Hello guys, I'm Shinchi42, a YouTuber, who falls in love with the incredibly awesome video game called Rise of Kingdoms. I love writing guides and doing guide videos for the game. You can watch my Youtube channel for more content! If you are lost which commander you should equate and take to the route to max out in Rise of Kingdoms I hope this guide here will help you, including my recommendations in what order you should fill their shallow trees and which commanders they work best with as secondary commander. Updated with version 1.0.39 (October 2020) The best commanders and what talents to see level not any advanced and only a few elite commanders here? The reason is that we talk about the best commanders in Rise of Kingdoms and, of course, the epic and legendary ones are strongest. However, I always tried to include one of the easier rarities, as well as it can take a long time to unlock a legendary commander. If you remember the old version of this list here, you may remember that I grouped through their main purpose, such as tank, nuking, meeting etc. I felt it was more useful to rank them more by how strongly they are in general and give you some tips which role they serve best - it should help you decide which commander you should put in an effort to level up and which ones don't work that great. I also linked you the best pairs (which I did in their own guide because otherwise it would simply be too much here) and also build the best talent for each of those commanders © S = Better (The Best Available) | A = Very strong | B = Good | C = Well Commanding Total Level Det Barbs Open Field Rally Suns. Caryn, Yi-Seong Gye S+ S+ S+ S+ Yi-Seong Gye is the best commander for me right now. He's really overwhelmed commander in Rise of Kingdoms and that's because you can use him very well either on defending your city or also for rallies with a full archer army. His Ace is crazy and prevented from being really swarmed effectively and you can't be wrong using him.???? Best pair →???? Talent builds → Attila S B+B- S+A+ Attila is actually an animal when it comes to rallying anything alongside Takeda. That's where he really shines, especially with the conquest of Wu Zetian who defends a lot in the current meta. Please note that the force for rallying applies only when paired with Takeda as a secondary commander.???? Best pair →???? Talent Builds → Takeda S B+S+S- Takeda isn't as strong when he looks at him in general, but he's used great to counter Wu Zetian and that makes Takeda one very useful commander in the current meta, mainly for rallying. Please note that the force for rallying applies only when paired with Attila as the primary commander.???? Best pair →???? Talent Builds → Alexander S C B S+S- Alexander is for me one of the strongest commanders in Rise of Kingdoms right now with his shield and actually all his talents in the talent tree translate directly onto the battlefield very well, especially his skill that will increase attack when there is no skill active but gives bonus defenses when there is.???? Best pair →???? Talent Builds → William S- C B S- S- William makes a massive difference on the battlefield with his defense and anger boost and if you get his buff job on all marches you really get it rolling. So, taking him to rallies, in the open field and also Sunset Canyon makes absolute sense. Not so effective for hitting cities and rather for swarming things off.???? Best pair →???? Talent Build → Charles Martel S- S- B+S- S Look at Charles Martel you can say he's actually a great defensive commander with also good shield absorption plus a very strong counterattack. Also really viable in the open field.???? Best pair →???? Talent Build → Chandragupta S- C B S- S- Really effective in hitting cities and strongholds with its buff and a solid choice here with versatile use when you want to hit a city or fortress. Still, Attila/Takeda combination is stronger for that, no doubt.???? Best pair →???? Talent builds → S- S- C- S- A S Contantine is an evergreen commander on the and his harm reduction buff is simply super useful in Canyon and also the open field that he'll always be higher on the list and a solid long-term investment in Rise of Kingdoms. Also a solid choice for city defense.???? Best pair →???? Talent Build → Ramses S- C S- S- S What makes Ramses so strong is that he can simply kill the healing of everything you're hitting with him and it's really strong in many situations, though it might sound less powerful on paper. He will be great in almost every part of rise of kingdoms except to defend.???? Best pair →???? Talent Build → Guan Yu S- C B S- S Guan Yu is a relatively new commander we have and already really versatile, especially when it comes to rallying things. His great advantage of silencing other heroes who already have full anger makes him really powerful and can also work well in defending goals.???? Best pair →???? Talent Builds → Sadin S- B+B+S- S- Saladin is extremely helpful when you see someone defending with Richard (which happens a lot). Well, not only the fact that Saladin can counter the healing of Richard makes him so strong on his own, but it's a big factor in the current meta and one of the only options to overcome these entire Richard defensive setups right now.???? Best pair →???? Talent Builds → Richard S- A+A S A S A S Richard has fared very well in the past, but with the current meta he drops a few spots here in the tier list, which still makes him an excellent choice to use. It's crazy how well you can use him for city defenses or also the defense of flag or fort, but also on the open field.???? Best pair →???? Talent Builds → Edward S- B S- S- A+ Despite the fact that Edward van Woodstock has quite a high rage requirement that he works insanely well to counter infantry units, as well as skill damage bonus you can use alongside many other commanders to clear up a very viable combination for rallies or open field actions as well as defending???? Best pair →???? Talent Build → Leonidas S- B S- A+ S Leonidas is actually a very strong one as well with great Ace and anger speed. Although Leonidas is in the lower range of the S-Tier, rallying goals and open field is something you'll enjoy with him???? Best pair →???? Talent Build → Khan S- D B+S- A S- Genghis Khan has the lowest anger requirement among 1,000 and a massive damage factor plus the odds of 30% that skill again makes him stand out a lot. It makes him a top choice for open field or also rallies and you won't regret have him. I can promise you that.???? Best pair →???? Talent Build → Artemisia S- B+A+S- She can do fine-working Attila/Takeda, but the downside is you need all archer troops to really get her rolling big. Theodora is more effective for that.???? Best pair →???? Talent Builds → Aethelflaed A+C S- A+B Aethelflaed trade damage and can be the support tree that makes her a great option to do almost anything except defense and rally things and cities.???? Best pair →???? Talent Builds → Tomiris A+B A+A+A+ If you manage to stack Tomiris' venomous skill, she'll maternely. I recommend pairing her with Edward so both of them will work perfectly on it and give you such a high output from DPS that she should be here in the S-Tier section for sure.???? Best pair →???? Talent Builds → El Cid A+B+A+A El Cid is a very good commander in Rise of Kingdoms, but the reason I don't have him higher in the list is how his skills are arranged. His 2nd skill is really strong but only has a 10% chance of being activated and his Out of Control is really far away when you first start using him. I like his strength but it may be squishy in many situations to really get the procs needed and it could end in a failure if it's a close fight.???? Best pair →???? Talent Build → Minamoto A+B+A+A-Minamoto is a full blood nuker with crazy damage output and useful for many situations like open-field combat or hunting down barbarians. He is, and I don't think that one player here will differ, also unlock the easiest and cheapest legendary commander in Rise of Kingdoms and also to maximize out and a good choice to use.???? Best pair →???? Talent Builds → Mehmed A+C B- A+S+S- Mehmed is a solid commander if you want to conquer cities, but other than that there isn't much use for him since there are better commanders in the above section. Nothing special, but not bad either, is the best way to describe him.???? Best pair →???? Talent Builds → Julius Caesar A C B- A+ A+ Julius Caesar has his advantages in the early stages of the game and that's the reason I wanted to call him here, but the more you come to the later stages of the game the less bang he has, unfortunately.???? Best pair →???? Talent Build → Sun Tzu A+B+A+Sun Tzu's area damage is simply huge and very useful in Sunset Canyon, but also useful when defending your city or doing anything else. Away from that you can pair him with almost any other commanding lead for almost anything so to have him is a good choice in the long run.???? Best pair →???? Talent Builds → Hannibal Barca A C A- A+ A Hannibal Barca's leading and conquering skill he's great to work with mixed armies for open field or rallies. Especially in situations in KvK where you'll be running low on troops at some point, it's the leadership commander who will put you back on track. In cases like that, you have to have him available and that's the reason he's on the A-Tier division. If his healing skill were to work in all situations he would be ranked higher, but it only works for attacking cities, that's the reason I got him in this place here.???? Best pair →???? Talent Builds → Frederick A C B- A+A The special thing about Frederick is that he's a commander with a skill tree and that means he's your best choice to have a mixed army for one match, also because of his fresh recruiting skill. You can also pair him with different commanders who use leadership, but also with a commander who is nukes like Minamoto. Great option and a strong composition on the open field or dirty rallies.???? Best pair →???? Talent Build → Cao Cao A B S- B A Cao Cao is a great commander if you're hunting players or Barbarians because his Mobility tree works well for that, but he's not exactly the best primary commander for anything else. Still, if you're using a cavalier army and need a good secondary commander, he's a good choice.???? Best pair →???? Talent Builds → Joan of Arc B+ B- B- A+C S- Joan of Arc is actually a very nice commander when she fully rocks her support tree and she'll boost the entire army and when you pair her with a commanding lead that could benefit from it, she'll rock the party.???? Best pair →???? Talent Build → Keira B C+A+B- A- What makes Keira strong is her 4th skill that really took skill damage and makes her pretty much one of the strongest epic commanding commands in Rise of Kingdoms.???? Best pair →???? Talent Build → Kusunoki B A B C A- Kusunoki deals nice damage and is not only a nice commander for city defense, he's also a nice addition to many other commanders as a secondary commander and a nice option in the early game.???? Best pair →???? Talent Builds → Yi Sun-Sin B S+C C C C Amazing city defense commander with an incredible troop buff that works on all your troops. Other than that not really useful and for that reason that low at the level lists???? Best pair →???? Talent Build → Theodora B C C C Theodora is, when it comes to city defenses, a replacement for Yi Seong Gye, but not really helpful in any other part of rise of kingdoms. Also really effective in defending against Attila/Takeda attacks with her counter.???? Best pair →???? Talent Builds → Wu Zetian B S C B+B+C Wu Zetian is a very good garrison defender commander and also her skills are on point — but the reason she's no higher on this list is the reason her support talent tree isn't exactly on point and it feels like you need to waste several points there. Still, working really big as a secondary commander and is no waste to use.???? Best pair →???? Talent Builds → Charlemagne B C B S- A Charlemagne is more like a niche role, but he can shine in rallying so he deserves this spot here in the shallow list. He could also be a great secondary commander for the stronger rally commanders so keep him on your list, but don't make him your priority right now.???? Best pair →???? Talent Builds → Pelagius B- A- B C+B- Pelagius is a nice defensive commander who can also help you in Sunset Canyon and is viable in the earlier stages of the game.???? Best pair →???? Talent Builds → Eulji Mundeok A- B- C+B+ Eulji Mundeok is a very decent addition for defending your city, viable to use against barbarians and in the Sunset Canyon (missing Ace here) but still useful to have.???? Best pair →???? Talent Builds → Balbars C+D- C+B+C- B Balbars is great with cavalier and effective in open field hunting other armies effectively with its speed and its buffs/debuffs effectively. You can also use him with his 3rd skill to swarm cities.???? Best pair →???? Talent Builds → Boudica C+C- A C C+ Boudica is an extremely effective commander who breaks barbarians and that makes her a very solid choice for newer players except that she's not that strong.???? Best pair →???? Talent Builds → Osman C D C- B+ B+ Osman really does deal with solid damage so using him for rally, attacking cities or also Sunset Canyon. If you're F2P, it's interesting, but overall the legendary commanders above are stronger.???? Best pair →???? Talent Build → Herman C B+C B D C+ In the beginning of the game you can use him to defend your city or also in the open field, later he will become less important.???? Best pair →???? Talent Builds → Belisarius C D B D+B Belisarius can be built to be really quick that gives him advantages in the open field and also with his debuff you can use him well against Barbarians. Sunset Canyon could also be a good option for him.???? Best pair →???? Talent Builds → Scipio C D+C- B+ Somewhat in order to use in the open field, Sunset Canyon or rally, but more if you have F2P or in the early stages of rise of kingdoms???? Best pair →???? Talent Build → Lohar D D D His extra experience makes him useful in the beginning to level your other commanders and hunt Barbarians, but other than that he's simply useless.???? Best pair →???? Talent builds → and the other commanders? Well, to be honest, the other commanders aren't as big so use them as secondary commanders, but don't spend too much effort in leveling them up or thinking about maximizing them out. The people above will give you the best bang and have to be the ones you focus on. I update this list here regularly, so make sure you come here and see updated versions and also new commanders when they're introduced to rise of kingdoms. Also feel free to leave a comment below if you disagree with a position here or if you have any question related to the commanders © report this ad back to Top Top

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