

Hero Talent Points Guide

There is no one right way to assign Talent Points. The decisions are based to some extent on what stage you are at in your game development, as well as your style of play. No matter what you start out with, you will almost certainly have to reset Talent Points at some point. The goal is to try to maximize your game play and limit the number of changes you will have to make, as resetting can be costly if you need to do it too often. The information provided here is flexible, but I will “suggest” what to prioritize to gain the greatest advantage from the beginning.

The costs for these tiles are different from all other bonuses you can obtain through research at the Academy. Cost never goes up while value does. This means that whenever you unlock the next row of talent tiles, you should grab the ones from the bottom first. Guardsmen’s Strength I gives a 20% strength bonus for 20 talent points, while Guardsmen’s Strength III gives 84% for the same 20 talent points. You have to select some from the top to activate the lower ones, the same as research at the Academy, but the value is in the lower levels. Don’t fill all Talent levels before going to the next level down, start your hunt from the bottom.

The four categories to choose from are:

1. Battle Tactics
2. Expert Battle Tactics
3. Economy
4. Archaeology.

Expert Battle Tactics is a later priority as it helps unit types (melee, ranged, mounted or flying) while Battle Tactics provides bonuses for the four broad categories of troops you can build (Guardsmen, Specialists, Monsters, Engineering) while excluding Mercenaries completely. Early on mercenaries, specialists and monsters are harder to provide in quantity and quality, so first push and lean on Battle Tactics and Guardsmen while you race to get specialists, mercenaries and monsters into the fight. Once you have more mercenaries and monsters, Expert Battle Tactics will be more valuable.

Level up Guardsmen’s Strength and Guardsmen’s Health from Battle Tactics, ignoring specialists and monsters until later in the game.

Economy research to focus on:

1. Construction Speed
2. Resource Gathering Speed
3. Food Production.

Archaeology should focus on Crypt Exploration Efficiency, Crypt Exploration Cost, and Tar Production for common crypts. Don’t use Rare and Epic Crypting until you have Carter at a higher

level and your Academy Archaeology research developed further. Skipping these for now is best. Any tile that costs 1/1 you should buy (i.e. Crypt Exploration Cost, Chance to Explore a Crypt Twice).

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GUIDE TO ALLOCATE TALENTS

Priority areas within the 4 categories. You will need to allocate 1 talents to some low priority areas to get access to the high priority areas. I recommend to prioritize Archeology and Economy highest for you to reduce cost/improve your income.

1. Archeology Priorities
 1. Chance to explore a Crypt twice
 2. Crypt exploration efficiency: Common, Rare and Epic
 3. Crypt exploration costs: Common, Rare and Epic
 4. Bonus experience in Crypts
2. Economy High Priority
 1. Silver production in the city (if you only have a Main Account or in your Alt./Cartoon)
 2. Food production in the city (if you have a Main Account and an Alt/Cartoon)
 3. Tile bonus
 4. Caravan capacity (if you need to transfer resources between your Main account and your Alt. Account)
3. Expert Battle Tactics Priority
 1. Melee, Ranged, Mounted, Flying and Siege engines strength
 2. March speed against other players
 3. Melee, Ranged, Mounted, Flying and Siege engines health
 4. Strength and health of fortifications
 5. Melee, Ranged, Mounted, Flying and Siege engines carrying capacity (to be able to carry more captured resources)
4. Battle tactics Priorities
 1. Guardsmen, Monsters, Specialists, Engineers strength
 2. Chance to deal double damage for Guardsmen, Monsters, Specialists, Engineers
 3. Guardsmen, Monsters, Specialists, Engineers health
 4. Army carrying cap

Level 65-105 Talents

At level 65, talents must be reset

MUST (first and foremost)

1. Combat Tactics
 1. Guard Strength 150%
 2. Guard Health 150%

3. Double Chance 6%
 4. Guard March Speed 3 50%
 5. Siege Power 80%
 6. Siege Health 80%
 7. Siege March Speed 50%.
2. Archaeology
 1. 50% research efficiency for all crypts
 2. 5% march cost
 3. 9% double chance
 4. 10% normal research efficiency
 5. 2% normal march cost.

OPTIONAL (then):

1. Archaeology
 1. Tar production rate
 2. Tar Capacity
 2. Combat Tactics
 1. Monster Health
 2. Monster Strength
 3. March Speed (guardsmen, specialists, monsters and engineer corps evenly)
 4. Expert Combat Tactics: Strengthen the type of troops you need
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