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## World conqueror 2 medals glitch

This article/section is based on opinions and is only a suggestion. Use the advice given at your discretion. Hello everyone! Here I have some tips and tricks you use with your units on the battlefield! Good luck! Infantry: An effective and inexpensive type of unit. They are able to surround the enemy with great speed and can ignore terrain induced sanctions. However, be careful which infantry you use. Motorized infantry are the best because they are the fastest and deal with the most damage to armored units. Although more expensive, the Commando deal additional damage against all types of units, making them especially effective against naval units. Note that armored cars, heavy tanks and Super Tanks can easily handle infantry. As with other units, the Infantry units must also be upgraded in headquarters. Artillery: Artillery have the highest damage output in the game, albeit the lowest health and mobility. The Battalion Artillery is excellent at fighting head to head, however, if you move an armored force up, get some Field Artillery they will pave a way for your armors as they can fire two spaces away. Beware, DO NOT use the Rocket Artillery for head to head attacks, because while enemy units will never retaliate, the Rocket Artillery will not retaliate in defense either. In addition, the Rocket Artillery deals collateral 3 hexes around the target and can damage your own units, if not gently. Armors: Armored Cars are equipped with machine guns, and therefore excellent against infantry. They also have the highest health/cost ratio of all units in the game. Tanks have the attack skill, which allows them to fire more than once if they defeat an enemy. The Heavy Tank has both assault skill and machine guns. Place your Tank Commanders on this unless you have access to Super Tanks. The Super Tank (the most powerful unit in the game) has the range of a Field Artillery, in addition to having the highest health of all land units. Putting commanders, even a weak one, can easily boost your armored forces. Note that artillery will still cause heavy damage to all armored units. Try to attack artillery from cities, if possible, to reduce the damage done by the unit itself. Naval units: Naval units in commanders are of lesser importance in World Conqueror 3 due to their limited use and reduced damage to land units. A wolf pack of submarines will cause massive damage to main ships (avoid using them against Destroyers and sized land units). Destroyer are the weakest unit in the Navy, but are cheaper and faster than battleships and are useful for sub-hunting and escorting. Battleships have the highest navy HP in the game and have the ability attack from 2 spaces, such as a Field Artillery. Carriers are best for taking out land units, submarines and destroyers. However, Carriers require escorts because of their vulnerability. A damaged Carrier's bombing will also be reduced, making low-HP Carriers less effective. Fortifications: Your defense against invasions. Invasions. Bunker houses machine guns and is relatively cheap. The Land Fort is great for bombing armors and artillery. The Coastal Artillery are effective against naval units, but not land units. Landmines are excellent defenses. The enemy can't destroy landmines except detonate them. Place several in strategic locations to block the enemy or force them to take heavy damage. Moreover, paratroopers cannot land on landmines. Note that Assault Infantry and Commandos suffer less damage when landmines explode. Air Units: Although there are no dogfights, air units are very effective. Fighters can tear infantry units into open ground very easily and are very cheap. Bombers are effective against Armors and Ships. Strategic Bombers are the best Air Units against cities and forts, but are also the most expensive. Paratroopers are very effective because they can quickly conquer cities and oil fields. Upgrade Paratroopers at headquarters to land several units, but stop at Motorized Infantry - Commando paratroopers have much less mobility. Commanders: There are many ways to buy and upgrade commanders. The most common path is this: save your medals to get Badoglio (Italy, 1210 medals) and Ozawa (Japan, 550 medals). If you want a tank commander, use Meyer (Germany, 300 medals). Once you have these commanders, do not buy others - save your medals from campaigns and conquests to get Guderian (Germany, 3350 medals). Guderian is the best tank commander in the game. From here, buy Govorov (USSR, 1870 medals) and sell Badoglio. Then buy Goring (Germany) and Patton (USA). Vasilevsky (USSR), Vatutin (USSR), Yamamoto (Japan), Rommel (Germany), Donitz (Germany), Nagano (Japan) and Konev (USSR) are all good choices later-game. Note that while you sell commanders, you receive only 80% of your original medals. Therefore, rarely sell your commanders. That's all! Thanks for reading, and I hope it helps you! User:Herr Stefan (talk) 09:21, September 3, 2017 (UTC) Only for those who like me who like to immediately start conquests and ignore the campaigns: If you are a newbie and want to start the 1939 conquest, go through the tutorials first and get the medals to recruit Greim. He is a very cheap commander and perfect for those who like a challenge to start with a 1 or 2 star country. Smaller countries get less land and good commander, if you put him on a Field Artillery or a Rocket Artillery, he's perfect for a cheap defense line that might as well save your life in the first 10 rounds of the game. Greim has level 2 artillery and level 4 air, so in a city he can launch planes and fire shells and heal himself and the city with good value (he has lv 1 offer and LV 1 fortifications as well). More importantly, he only costs a little which means you have him immediately after completing the doctrine itself, so you don't have to wait for Badoglio. Example: 'In 1939 or 1943, China was a powerful two-star country with access to Asia. However, there is a lack of powerful air commanders. By putting Greim on an artillery in Nanking, Shanghai or Beijing, you can easily air-attack Japanese Infantry commanders who would otherwise deal with large amounts of damage to your forces. This way you have a defensive line in Asia, while sending different units and commanders to Europe at the beginning of the game without fear of losing many cities. 3 star powers are the most powerful nations and have a great chance to suppress or destroy multiple nations before they become weak. Деячч яунккы ы Word не вddобращаться в Google Документач. Якю ви внесете змэни, налачтування зич зункый буде скинуто.Докладнчче This app is only available in the App Store for iPhone and iPad. World Conqueror 4 is the latest game from EASYTECH in 2017.We will continue to develop and create the best war strategy game. [Scenario] \*\*\* Over 100 great campaigns based on history \*\*\* Experience historical moments, such as the Battle of Dunkirk, the Battle of Stalingrad, the North African Campaign and the Battle of Midway Islands \*\*\* Command your army to achieve strategic objectives within a limited time according to scenario[Conquest] \*\*\* Experience [WWII. 1939] [WWII. 1943] [Cold War 1950] [Modern War 1980] \*\*\* , adapt diplomatic tactics, aid allies, and declare war to other countries \*\*\* Strategic objectives adapt to the battlefield, build cities, develop science and technology, and produce military units \*\*\* Score high marks by occupying most areas in the least amount of time, and brands will be ranked at the Game Center with other players[Legion] \*\*\* Build your army in headquarters \*\*\* Put your army on the field whether it's an exercise or a legion fight\*\*\* Proper arrangement of troops and use of generals is the key to victory \*\*\* 40 challenge operations to cross the test of your impressive skill [Domination] \*\*\* Choose excellent generals to fight side by side, promote their ranks and choose the appropriate skills for them \*\*\* Wear your generals with medals you have earned to improve their skills \*\*\* Complete specific tasks in the city and trade resources with traders \*\*\* Build wonders of the world and unlock all kinds of landmarks \*\*\* Study new technologies and improve the combat effectiveness of all units[Features] \*\*\* 50 countries, 230 famous generals, 216 military units, 42 skills and 16 medals \*\*\* Over 100 campaigns, 120 legion battles, 40 challenge battles and so on \*\*\* 175 technologies including army, navy, air force, rocket, nuclear bomb and space weapon \*\*\* 30 wonders of architecture and 16 sights \*\*\* 50 achievements await your challenge \*\*\* Battles on and AI will command your army \*\*\* Seamless world map and available to zoom in/out \*\*\* Conquest mode supports ranking on the game Center : March 17, 2020 Version 1.2.5 I played this for about a year now and I decided it was time to leave a review. I wish I could leave a 6 star review because I would. There are three things I have to say about this game. Two good things and a potential addition. The first is the fact that it is fully compatible with offline networking which means you can play this game without wifi. Now of course that doesn't apply to most people because they have mobile data that allows you to play the game regularly, regardless of whether you have wifi or not. For the people who don't have mobile data, don't worry, because this game can be played very smoothly offline. The second good thing is that I har no problem unlocking different generals and other periods because the game is so easy to beat if you have the time to grind it 24/7. I love this game from Earth to the moon and don't think I'll ever stop playing. The criticism I have is that I would love to see multiplayer come into this game because I've seen many other games by you guys and they have almost all multiplayer. So I would be stoked if that was added. A bonus idea would be to add another period, such as sometime in the 2000s or 2010 to improve the grind of this game. For anyone who needs to have fun sometimes, this is the game for you, as there are endless possibilities for World Conqueror 4.Thank you for your time! Good luck, Sean Donlon I love this game. It's addictively great idea, but I feel like the Conquest game mode is better than the scenarios as it puts you in a sandbox feeling rather free, while the scenarios will give you a sense of failure and closed in. The Axis are also very hard. The only thing I don't like in general about the game is when you're about to take a city, but they stay committed, and deploy troops down and it eventually wears out your own troops. I think in the Conquest you should be given an option to switch to Axis, Allies or Neutral. I also wish you could play like any country, despite being neutral or not. And the African continent can use more countries instead of being taken by France, Britain, Italy and ETC. I also feel that the generals need a more powerful feeling so that you really keep them. Eh just my opinion after all, prob not the best, but oh well. I just hate how you don't play like Liberia, Saudi Arabia, Iraq, Turkey, Sweden, Mexico, Cuba, Portugal, Colombia, Venezuela, Peru and Brazil. It makes the game feel limited option. Oh, but don't worry they have Mongolia and Bulgaria. Okay just my opinion I just talked about the bad, but let that you down this game is still fun and addictive. I know this will be lost in with other reviews, but I've played since WC2 and a few EW games and enjoyed it. EW3 stood in front of me Its multiplayer mode, giving you control over multiple countries and letting you do whatever you want with them. Have a quiet period then break out into a major war. So I've been thinking, what if you select a game where you select country and you still build up its military and build things in cities like in WC4, but you declare war on who you ever want and form factions like Allies or Axis or even the Comintern. So you could play as what is described as 1930's Germany and build up a small army and then declare war on Poland, which could be united with the UK. Or maybe the USSR will put them to war. I've always thought about how fun this would be, because then you wouldn't have to worry about constant attacks while your country starts with 3 motorized infantry that have to defend your great nation. The same section conquering style as WC4, but have settled the states where you could do things, such as restoring the first German empire borders in Poland and in France and then the end of the war if the opponents allow it. That's just one idea that will be lost in this review section, but I hope the developers see and take into account The developer, EASY Inc., has no details about privacy practices and handling data to Apple. For more information, see the developer's privacy policy. The developer must provide privacy information when submitting the next app update. App Support Privacy Policy

