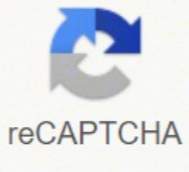




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Travian kingdoms guide



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But as Builder WW Hammer, you need support from your alliance. Your barn can hold only 2 hours of clippings to feed your army, so your account must be visited every two hours until the attack arrives. Unfortunately this trick was discovered by MH when I published it in my newsletter. During these interruptions in crop arrival, use your WW Support Village to send crops. Also, of course, your WW army is an offended army. The bigger it is, the better it is. So while you can use GS/GB to build a WW hammer, but I do not recommend it. A World Wonder Army is a super large army built for one purpose only - in Cata the world marveled village of enemy alliances. If possible, pump the CATA numbers to 8000 or 10,000. It is an army of one shot, which means once sent to attack an enemy village of the WW, it will never come back. The Axeman at over 100,000 is even better. I'm sorry to be a nag, but I want to erase all doubts that there is no such thing as this great. Keep sending troops and deploying them to different villages to reduce the risk of losing a huge piece of your army to a surprise attack. Otherwise you need to build the level 1 of a hero, send your hero there, then demolish the villa of the hero. Storage of the banned account This is a trick or flaw in Travian that you can exploit. When building a WW army, train only offensive troops. With proper planning, it is better to build your hammer ww in your capital. I've used this simple trick for many years. They need to be bigger and as much as possible. Romans and Gauls are not suitable as ram hammers because their ram cost much more and have longer construction times. Through eleven to twelve years, you'll have to use your WW army. To set the record my harvest was negative from 180k per hour for over 60 hours when my ww hammer A was used to attack the enemy village of WW. The capacity of barn was 400k, warehouse 480k. Let them know they should Your troops will come back if they're attacked. Teutons 1 clubswinger = 122 seconds + 708/day 21 240/month 1 axeman = 203 seconds + 425/day 12 750/month 1 TK = 500 seconds + 172/day 5160/month 1 ram = 567 seconds + A A A A A A A A 152/day 4560/month 1 fall = 1216 seconds A77 1/day 2130/month Romans 1 imperial = 324 seconds A&N A55/day 10 650/Month 1 ram = 527 seconds A&27 While your army is en route, use all your villages to push crop to your village WW Hammer. While this narrative is forbidden, the troops in it will not starve. You can ask for the harvest from the players who kept your troops while you were building your WW Army. Be careful if you use this exploit again. Construction times Here are the construction times for a level 20 barracks/stables/workshop. The cost of building a large barracks/stables costs three times more than a normal barracks/stables. Your hero must always be fully updated with the attack bonus. See section on Best Forwards. The size of the WW army is limited only by the construction time. This is great news, because your troops not only eat FREE crop, but can't be attacked in a bandit village by keeping them safe from enemy raiders. Also very important is that you will need a chair during this period. The task of Ram Hammer A A is to lower the walls of the enemy villages of the WW. If information about troop depot leaks to a spy, the location of your WW Hammer village will be revealed. Worse, you don't even ask for the Alliance's harvest because if you do, the spies will signal that you're asking for the harvest, warning them that your WW Army is on the move. You can send it vulgar message to a friendly player, and have them report this second account to MH. Cultivate your supplies and before withdrawing your WW army, make sure their barns are full or almost full. While it is possible to train troops twice as fast, but there are some drawbacks to using a GS/GB. They will continue to eat the crop, but when the crop reaches zero, A they will die A. This is a great way to store a large number of troops, especially the World Wonder hammer. A you will be surprised by the number of players who think the Teuton Knights are good defenders. A good composition for a hammer WW A the following: 60000 axeman 20000 Teuton Knights 1000 rams (optional) 5000 catas Yet, this A only an orientation. Greater A, better A. Spend all experience points on offensive bonuses. A decent WW radius hammer should have the following: 45000 axeman 15000 Teuton Knights 10000 Rams Again, this A only an orientation. You will need some kind of preparation to feed such an army. And be caught doing it A A because it was illegal. As a result, MH A is now aware (as of August 20, 2009) and A has been vigilant about this practice. They understand that as a WW hammer builder, you will need support. You may withdraw them at any time from your meeting point. A common question about a WW A hammer how can you feed an army of 150k or 200k eat harvest? Some players devote almost the entire server to building a World Wonder Army. If the enemy discovers that you are building a WW army in a non-capital, they will certainly try to conquer your village in order to eliminate your army. WW Ram Hammer There are two types of WW armies. WW Hammer A WW Hammer attacks after the Ram Hammers. It very difficult to defend a non-capital village of WW Hammer. As you can imagine, there are many months to build such a large army, so usually the time A limiting factor. Remember the key A you need to send them before the account is prohibited, because once its prohibited, you can A A A A A any troop I A. The key is in the support villages. Make sure it went very far, at least 20 hours away from the speed of Cata, when you have trained a large army, send them to strengthen this second account. Whenever you need to download a large army, rinse and repeat the procedure with another account. The WW army will as much damage as possible, and will die in the process. NPC resources to crop as needed. Keep an eye on your troops every day because sometimes irresponsible players tend to let them starve or are killed in an attack. Build high-level barns, at least 240k capacity in every village. Its role is to deliver real structural damage to the World Wonder Village. So only they'll know you pulled your hammer. If you need more parking, talk to your alliance leader. You will not only be cheaper, but also much safer because your capital city cannot be conquered, has a much higher crop production and you will be much harder to destroy because of the stonemason. When your troops arrive, you've just cleared your way to the end of the server. Then your catas and rams will still reduce to speed normal. Support structure Keep your WW Hammer construction project a secret. The Romans may have more reigns and fewer equis cesaris. If the enemy finds out, you will be targeted. While you can build them since they are stored in other players' villages, designate four to six villages, which are closer to your villages, which are closer to your capital. In addition, a GS/GB cannot be built in your capital. You need to build it early, sometimes when you are building your WW. Therefore, it completely updates it in the blacksmith, including Rams and Catas. As mentioned above, A A is safer to park your troops in the oases. A of ram and hammer ww. Clear the way to succeed the WW breakers so as to cause more damage. All it takes is a constant fake for about a week, before the real attacks come to clean and conquer. So long A contact MHA your account will remain stuck forever. Don't ask for an alliance crop. One of my subscribers took that tip and reported it to MH. Because of limited crop support, there will be plenty of times when the crop does not arrive. If you get caught doing this, they will deliberately unblock the account without warning, so your troops will starve. On my server, our hammer had the following elements: 48909 axeman 21442 Teuton Knights 13014 rams 1767 catas Cats were not needed, and would have to be used to build more A rams. Each alliance needs as many WW hammers as possible. If you do not have enough experience, send it to your WW village to gain experience. While the troops are trained, send them to another players A village for storage. Having a department store also helps because it is possible to cut NPC resources. Use of the Great Barracks and the Great Stables Due to the long construction time, some players resort to Great Barracks and Great Stables to build a WW army. In a drastic move, you will need to move your capital to save your WW hammer. Choose only trusted members, so you can be sure that they do not reveal that you are a WW hammer builder, or the location of your village. To lift the ban, A you must contact MH. This may be a difficult time, but when you see the Great Warehouse of the enemy A reduced by your army A you will feel that A is worth it. You should now have more than 30 villages. Probably the capacity granular A of only 400k, and in less than 2 hours, the granary will be exhausted. A mansion A was A in your capital city will not be required until A your A gA based in your capital. Let them feed your troops while you train more. But when you withdraw them, you 150k negative at over 250k per hour. Usually the goal is the department store because it provides maximum mileage in terms of construction time. Also, ask the members of the reliable alliance to send the cutout. Mine. pohskroW pohskroW taerG sa gnih hous on si eroht. tsrIF. ecnalab doog a eb dluow oitar A 1 A .stnuocca dennab lareves ni meht gnirots yb ruoh rop porc 000,001 revo laets ylnatsnoc I dna .revres emas eht no tuocca dnoces a retsiqeR. 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