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Total war shogun 2 hattori guide. Shogun 2 best clan for beginners. Shogun 2 strategies.

Basically after watching all the people complain about how the Hattori starting position is horrible I could only think three things: 1. I agree with you absolutely 2.hard, but not impossible 3.It's probably for balancing Here is a run-through of all the things of all the things you can do. if it says choose a) attack the Asai or attack the TSui Tsui then for the next step go to 2a) to see how to attack the Asai and so on. Turn 1 The first thing you want to do is go into the diplomacy panel and make peace with the shogun. If you don't he can be a big problem early on and an even bigger problem if you destroy him. Next you have two choices: algo kill the Asai (easier option, less rewarding as well as you may hit a roadblock later on.) b)Ally with Asai and attack Tsui Tsui (Hakatayama will almost surely ally with them in the attack, this option is harder but gives you an edge if you succeed compared to the other option.) move your army to the border accordingly (if you see a forest beside the border I would recommend using that to keep the enemy from placing their armies into defense mode, I did this and took the Tsui Tsui city fighting only their retainers because they weren't prepared.) Turn 2 2a. The Asai shouldn't be too powerful. Combine both your armies, leave your daiymo back at your castle and start chopping some purple heads, if you didn't declare war and destroy them this turn your doing it wrong. Don't even try to starve them as their allies might come (they may not be strong but they make up for it in sheer number of allies as opposed to their strength.) Wipe out any Asai rebel armies ONLY IF YOU ARE SURE THEY ARE WITHIN A DISTANCE THAT YOU CAN MARCH TO IN THIS DAY. End turn 2b.Combine armies, leave daiymo at the castle and charge right at their castle (whether or not it has troops.) Speed is of the essence for this plan to work. You should be able to take their castle and produce ashigaru units back at your home province of Iga. Set your new province to repair and spend anything you have left over on your economy. End turn. Turn 3 3a. From this point onward you should be pretty good you can turn around and go towards the Hakatayama and Tsui Tsui or keep expanding north to the coast and then going either east, west or both along the coastline. Just remember you should be actively producing troops and strengthening your economy as in the early game the upkeep will hit you hard (especially being Hattori.) This is why at this stage in the game you want to keep expanding and conquering while building up an economy so that maybe by turn 10 or 15 you will have lots of territory and an economy that can support your army. At this stage you can keep expanding or decide to settle down for a while and strengthen your economy before moving on. 3b.From here speed is of the essence. Your towns should be producing at full capacity (a building a few larger castle chains would be great for this.) Any captured town should be made so that it can produce the turn after its capture. Do not give the Hakatayama a chance to regroup as their armies are dispersed through their territories but given 10 turns they could easily rig out 5-10 full stacks, on normal, if you manage to take them down build up your economy and conquer the blue guys. From there just keep conquering taking small breaks to build up your economy so that your army can get a larger upkeep. After your conquering of the Hakatamaya you should be the strongest in the game, now all you have to do is keep that up, watch out for the realm divide, make sure your empire stretches coast to coast so that you don't have to fight in 4 directions, just 2. easily defensible locations such as Shikoku and Kyushu are highly recommended. The less front your fight on, the better. You may even want to consider dropping naval warfare if your budget is stretched too tight and focus on land combat for now. Make sure to always keep an army close to the shogun just in case realm divide starts you should take him out quickly as his army can take over your first provinces which will most likely be your best ones and will seriously reduce your troops production making you very vulnerable to outside attacks. Make sure the army you keep beside him can take out his army and take Kyoto if it should be required. Why I'm Stopping Here The answer is simply because there are too many variables by this point. The AI is smart, but unpredictable so any specific advice on what to do from here on in would be useless as the chances you will find yourself in that exact situation by turn lets say 5 or 10 onward is very slim. from here I can just give you tips: -camp around the shogun to make sure he doesn't destroy your best provinces at realm divide -get allies and start research the very first turn -keep good relations with the shogun until realm divide (usually around 17 provinces but be careful 14 and onwards) -build your economy and stop conquering when you know you are on the brink of realm divide -do not always deploy via Hattori special deployment, if you deploy a little further away you can start with your units hidden until they get closer or start to attack, and sometimes that's a better advantage then being closer to your enemy -when using Hattori deployment don't leave your cavalry to fend for itself just because it can't deploy in a special way. leave some troops hidden nearby or tell your cavalry to run and catch up as soon as the battle starts -Hattori economy is one of its weakest points so make sure to always keep a stable eye on it -don't just think of the recruitment costs, calculate the upkeep and if you are going to be able to live with that upkeep -allies are important no matter what way of conquest you pick, make sure to always have some clans (or one very strong clan) you can rely on -watch your honor, successful ninja missions can give you the breaking treaties -50 on every single on of your negotiations, and trust me it hurts you can send your daiymo into battle when you have a sizable force in order to get traits that will increase his honor and the poet trait that gives you faster bushido research -don't let your conquest fill you with too much of a sense of safety, rebels and armies of factions you defeated may still be wandering your territory so always leave a "policing army" to take care of these problems before they take one of your territories and become a real problem keep these tips in mind as well as those that you receive from other helpful gamers. Remember this is a clan specific guide so I have missed a lot of general things that are also important to learn (battlefield tactics, managing your economy, ect) so read other guides and ask around the forums to get help on these topics. Thank you for reading Post edited by Face-sploder on April 2011 0 · March 15, 2011, 02:57 PM #1 Reserved, post yours here. If we stay silent today, we'll be gone tomorrow! March 15, 2011, 03:05 PM #2 Strategy - Hattori Version 2.3 "The Hattori are the leading family in Iga, a mountainous province, and the home of the independent Iga sokoko Ikki, a kind of proto-republic which denied the power of the kamakura shogunate's feudal lords. The people of Iga developed a school of martial arts, the iga-ryu ninjutsu. Which combined martial arts, assassination techniques and unconventional warfare tactics. They used their ninjutsu to keep their independence and then to make themselves wealthy as swords-for-hire. The tradition of independence, however, has remained strong in Iga and among the Hattori. Ninjutsu remains a dark art, passed down through families and jealously guarded from outsiders's eyes. It is not surprising, then, that the Hattori can recruit ninja warriors more cheaply than any other clan, and their ninja also have more expertise, both on and off the battlefield. Under the leadership of Hattori Yasunaga, the clan remains dangerous. As he looks beyond the borders of Iga, who knows where ambition may take his clan: perhaps to the shogun's palace? The Hattori are largely at peace with their neighbours, although such arrangements have a tendency to fall apart. To the North, the Asai in Omi represent a tempting target, as there is a school of ninja there. To the south, the Kitabatake and Tsutsui defend holy sites that might be better under Hattori stewardship, while the Ashikaga of Yamato represent all that is wrong with the old tired system of government, as they control what passes for a shogunate at the moment." - by S2 Encyclopedia What you should know about "Hattori" before you start? 1. Clan Traits +2% to the success chance of ninja actions (Hattori ninjas are much stronger and cheaper than other clans have) Specialist Hattori units can hide effectively in battle Specialist Hattori units possess kisho training (more explains in "ADVANTAGE IN BATTLEFIELD") 2. Army Hattori army have expensive units and army upkeep is more high than other clans How to get start? The Hattori Clan spotting in the middle of the mainland, Iga town (really nearby Kyoto) and your town is surrounded by Kyoto and many other clans, the Asai in north, the Kitabatake in south and Tsutsui in west. It is important keep good relationship will all these clans, specially with Kyoto. Their army is huge (truelly they won't harm you, because they only move in kyoto province), if you go to war with them. If you want keep good relationship with them. Try ask trade with them. I playing on Normal-stage. People has told for me that Hattori is reallyly hard to play. I must say: - This is not even hard for me. Almost middle of mainland is conquered. IMPORTANT: Before you press "turn"-button, make sure you improve all your food and income, trade contracts with all neighbours (remember you have 3000 coins to use). Choice this tree, what improve your income from technology art and continue reearching to next one, who decrease army upkeep/hire on -5-10% (after this reearch warrior-arts). Also you have 4-5 unit army beside Iga. Take your Leader from Iga to army and march to war with the Asai in Omi-town or Tsutsui in the west. Siege them and Conquer it. Now you should get it or you will have problem with Asai's allies. If you will go to West and try take Tsutsui out from campaign. Their allies will come to fight you. When Omi-castle is conquered. Fix it and move your clan leader back to Iga. Now you can press "Turn"-button. After Omi/Yamato conquer and new turn. You can keep improve your army and try get katana warriors (because mostly enemy have many spearman, these katana are strong against them). Also you can make new trades with new neighbours. Ikki okki and many other in North and North-West and some in east. Make sure your ninja will not die. Train him and scout conquer areas. Also keep your eyes to your neighbours, what they are doing in North, East, South or West. While watching build the army and attack to that clan, who is the most weakness and haven't any allies with any clan (probably they have 1 or 2 allies, but better choose that who have 1 ally to avoid problems). Example me, I saw some action in North and in south-east so I have 2 choice to charge. I decided go to North this time and wait my time to strike. I saw Wakasa had large army after rebel strike, so I decided attack to Ikko Ikki and take their fortress (They have no allies)! After that you control 3 provinces now. Income coming as well, just keep your eyes to neighbour and strike to them when you see a chance. After the battle with Ikko Ikki, Hattori has declass the war with them. Each battle, they became more weak so after I decided push them out from the game. I finished them and now have 4 province in control now (Black area in the middle of map). Same time I've improved my relationship with Takeda-klan (red-area beside me) and now we are preparing to next war against Tsutui-klan. They are reallyly growed from west to south and east. Now I must researching more arts and gathering more units to 2 Army. Army in Iga town must keep their main army on their capital, while my 2nd army is regrouping to east with Takeda-Clan. East and south area are my main targets now. ADVANTAGE IN BATTLEFIELD: I will show example: Normally All clans in the battlefield can deploy and move units inside of yellow area. But Hattori is another story , Their special ability that they can deploying everywhere in the battlefield (ONLY samurais, archers, spearmans and battlefield-ninjas). Only the white area keep your units keep your units away from the enemy. This tactic give good advances to surprise your enemy and archers are ready open their arrow-storm, when you start the battle: THE KISHO NINJA - WHO THEY ARE? The Kisho ninjas are special units from "Criminal Syndicate" building. All clans can recruit them, but Hattori one are more better and cheaper than by other clans. 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Their fighting ability will be lower too, if they get hit by grenade. Also when you use ninjas in battle, remember they are not like katana samurai. They have weak army and are weak against cavalry, so use them wisely. I hope this guide can get you to start, the rest will be only about you. If anything come up to mind about Hattori, tell it here. I can update it here. March 15, 2011, 03:07 PM #3 March 15, 2011, 03:17 PM #4 Originally Posted by dutch81 I like your map! Well i must thanks you with those explains in the corner. The middle of island controlling look more possible goal. March 15, 2011, 03:29 PM #5 Yeah you picked a hard faction to start with in my opinion. March 15, 2011, 03:33 PM #6 Originally Posted by dutch81 Yeah you picked a hard faction to start with in my opinion. hehe... I hope they'll be not, but i will see it tomorrow (hopefully) incase if it's truelly hard, I move to Takeda But I will focus to find easy way on Hattori. 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