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For more information, please see our Cookie Notice and our Privacy Policy. Total War: WARHAMMER III > General Discussions > Topic Details Any tips to press a faction to confederate an other ? I like to play with vassals and i would like in this case that the faction i want to vassalize (for exemple zhao ming one) confederate his sister and his bro, so when then i can vassalize him with him having a total of 3 legendary lords.How to do so ? Declaring war on all of them and bullying miao and yuan bo with leaving them one settlement alone ?Should i give settlement to zhao to increase his power so he can easily confed his siblings ? Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Reddit and its partners use cookies and similar technologies to provide you with a better experience. 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Aside from the fact that only factions of the same race can participate in a Confederacy, what else should players consider when pursuing this method of uniting their factions? What Is Confederation? In most 4X games, a player can “control” another portion of land through total domination, usually in combat. This isn’t always the case in Total War: Warhammer 3 gameplay, as all races and factions have the potential to coexist due to various Diplomatic Options peacefully. Should players aim to “assimilate” a territory belonging to another faction, this can be done through a process called Confederation. At its core, Confederation in this Warhammer game allows a faction to “absorb” another faction into its wing, provided they are of the same race. If successful, the absorbed party ceases to exist while settlements, units, items, and ancillaries become the belonging of the player. One of the more important considerations before deciding on Confederation as a hardline approach to Diplomacy is comparing this option with other methods out there. Like other 4K games, Total War: Warhammer 3 has gameplay options that expand on Diplomatic Options depending on the player’s goals. Given the definition of Confederation in mind, players may want to compare it with the other options available: Non-Aggression Pact: A promise of not attacking either party but does not prevent raiding. Gift: Give money to the other party with nothing in return Trade Pact: A deal geared towards income generation for both parties Military Alliance: A promise to help each other in future wars Defensive Alliance: A promise to defend each other when attacked Vassals: One party subjugates the other as a vassal Declare War: Begin open hostilities against another party Peace Treaty: End a conflict based on various terms Although Confederation seems like a more “confusing” way of simply conquering another territory, this does serve as a nifty way to absorb another territory without declaring open warfare. Confederacy in this fantasy take on the WH40K experience is also a unique mechanic that allows inter-country conflict to be resolved more seamlessly - for instance, should two (2) states seek to outperform the other, the state to achieve certain points get to absorb the other. Of course, players need to understand certain stipulations and mechanics to perform Confederations smoothly: What Are The Conditions? Should players aspire to assimilate another country under a Confederacy, they need to remember that it’s not simply a matter of the event happening outright. Players will most likely have to fulfill certain conditions to Confederate the other party successfully or risk hostility from them. Here are things players need to remember: Racial similarity: The faction players who want to be Confederate must belong to the same race. Good relationship: Players must have a good relationship with the faction or state they plan on Confederating. Similar to other games, this process involves doing activities for the “benefit” of said party, such as giving them gifts (Diplomatic Option - Gift), or even attacking their enemies (Diplomatic Option - Military Alliance). Overwhelming military: Players who plan on Confederating another nation must have a much larger army to force the other country to give in to the proposal. What Are The Setbacks? Despite how attractive the notion of a Confederacy could be for players eyeing the unification of their race’s factions, there are setbacks players need to consider that may affect their long-term ambitions - similar to WH40K games like Dawn of War. Before directly setting their eyes on another country, here are potential negative downsides of the process: Money is not involved: Confederating another nation does not involve the money and resources they currently own. A significant uptick in costs: Considering how the other nation won’t bring their resources into the Confederacy, players need to consider the potential increase in costs that the Confederacy can bring into the fold with the new arrival. One of the best ways to ensure a successful “conversion” or “assimilation” of another country or faction is to slowly “prepare” for the Confederation process. This process includes following some guidelines as the assimilating nation and ensuring the other party is primed to accept the terms of the former. Here are strategies to consider: The positional advantage of potential Confederacy matters especially in long-term benefits. When choosing a nation to prepare for Confederacy, players should consider the location of the country to begin with. This allows players to determine the potential long-term repercussions of confederating certain nearby factions. For instance, it’s best to Confederate nations along the border of one’s overall realm or between rival factions. That way, players of this fantasy take on WH40K have a “buffer zone” or another territory to defend them. Another consideration could be choosing Confederate nations friendly with rival factions, so players can cut off a defensive line of the enemy’s. Maintain Diplomatic Ties Another interesting thing players could do to prepare for proper Confederation is to maintain proper diplomatic ties with their target nations. This makes target countries much easier to absorb considering the players are already part of a benevolent network. Aside from Diplomacy: Gifts, players can forge Trade Pacts and various Alliances to flesh out their relationships with other nations. It helps players to avoid extensive terms with nations they plan on pursuing in the short term to avoid wasting resources for the long haul. It also helps players to maintain a large army to “convince” the other nation to join their cause. Anticipate Counter-Hostilities One important consideration players of Total War: Warhammer 3 may want to consider during Confederation is that other factions can commit to the same process. Players close to the borders of another race or faction may want to consider whether other nations of other factions are close to being Confederated as well. In these situations, players must consider if it’s worth attacking these nations to avoid their acquisition by a rival Warhammer faction. After all, the player’s systematic advantages with Confederacy can easily be rendered useless if a similarly-powerful rival gets to Confederate another territory. Given how Total War: Warhammer 3 emphasizes the importance of different cultures and perspectives among factions, it makes sense for internal mechanics such as Confederacy to be affected by these things as well. Certain races or factions have specific extra conditions for Confederacy, which players may want to consider for their advantage. Here are some things to take note of: Certain Warhammer factions and races also have Confederation habits that players must consider when starting a diplomatically-leaning campaign. While the above tips are general guidelines, certain factions may prefer to ally themselves with nations that follow certain habits or pre-requisites. Here are certain things to consider: Beastmen: More likely to Confederate if the absorbing faction is much stronger, regardless of the relationship. They may also use Dread to force other Beastmen Legendary Lords to use Confederation. Bretonnia: Players in this faction may research up to six (6) technologies that can unlock a dilemma, which, when solved, will unlock the option to start Confederating. Dark Elf, Dwarf, High Elf, Humans (some): Most likely leaning to Confederate with factions within their race when the Confederating party is much stronger and is in good relations with them. Greenskins, Norsca: Certain dilemmas are unlocked after defeating the leader of a rival faction, and only after finishing them will enable them to Confederate said nation. Lizardmen: They need a strong positive diplomatic modifier to accept Confederation requests. The Empire: The faction can force Confederations to happen with certain Fealty mechanics. Wood Elves: Once they upgrade their Oak of Ages to Tiers 2 and 3, this faction can have up to six (6) special quests and dilemmas that allow Confederations. Absorb Other Nations During Events Players who want other options for Confederacy may consider looking into events and missions. Certain races and factions have missions specifically geared towards Confederating a rival nation as a reward. For example, the Kislev Campaign features “The Motherland” Quest wherein a losing faction gets absorbed by the winning faction in a series of events. Players can look into these incoming events or missions and plan ahead as to which nations they want to get involved in, especially if the said nation is a target for Confederacy. Total War: Warhammer 3 is available for PC, Linux, and macOS. More: Games To Play If You Like Age Of Empires Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Zhao Ming is a son of the Celestial Dragon Emperor and a younger sibling to Grand Cathay’s other Legendary Lord, Miao Ying. Zhao starts near the desert city, Shang-Yang. Shang-Yang is considered a gateway to the West, but in Total War: Warhammer III, he watches over the deserts that surround Cathay and the Great Maw. Zhao Ming has a handful of unique faction and battle mechanics. Here are his unique traits. Maximum cargo capacity +20% for caravansHero recruit rank: +5 for AlchemistsUpkeep: -25% for Ogre mercenary units.Armour: +15 for melee units Magic item drop chance: +100%Upkeep: -25% for melee units (Lord’s army)Harmony: +3 Yang Zhao shares the same units as Maio, with unique bonus stats for Alchemy heroes. His skill and research tree also focus less on spells and more on powerful unit buffs. Zhao’s most powerful ability is similar to his sister, the power to shapeshift. Zhao can turn into a dragon and revert to his human form at will. Each form allows for unique abilities and spells, but not all spells can be used in his dragon form. Here are his base stats and full skill tree. Screenshot by Gamepur Screenshot by Gamepur Zhao Ming has weak spells but more than makes up for it with robust melee attack and defense. Zhao starts in the desert, just to the North of the Ogre kingdom. This open starting area is under constant siege from surrounding enemies. Moving out and clearing out neighboring factions is key to Xhao’s early game. Zhao is a strong melee hero and benefits from dedicating additional points to his base stats. His dragon form is much more powerful in close combat than his sister. Diving into an enemy’s most powerful melee unit or rival hero can help minimize damages to his core military. Zhao’s best army composition should be melee and cavalry-focused. His alchemy lords are powerful at boosting a unit’s base attack. They can also imbue weapons with poison, a powerful debuff to inflict on opposing forces. Building his army with heavy front-line fighters benefits his skill set. Zhao Ming is a strong but familiar Lord in Total War: Warhammer III. His dragon form is powerful and should be used often during battle. But, like his sister, knowing when to use each form is key to a Grand Cathay victory. Gamepur is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy wh3_main_cth_cha_iron_dragon_0 The Western Provinces Cost (MP):1000 (1700) Turns:0 Upkeep:500 Weight:Medium Size:Small entity Cost (MP):1000 (1700) Turns:0 Upkeep:500 Weight:Medium Size:Large entity Health:8424 (8424 per model) Leadership:90 Speed:46 Melee Attack:55 Melee Defence:60 Charge Bonus:35 Health:8424 (8424 per model) Leadership:90 Speed:80 Melee Attack:50 Melee Defence:50 Charge Bonus:35 Weapon Strength:430 Base Damage:290 Armour-Piercing Damage:140 Melee Interval:4 s Melee Reach:3 Bonus vs. Buildings:+1% Magical Attacks:Yes Weapon Strength:580 Base Damage:145 Armour-Piercing Damage:435 Melee Interval:4 s Melee Reach:20 Bonus vs. Buildings:+1.25% Magical Attacks:Yes Armor: 70Armor: 100 Spell Mastery: 100%: How adept this unit is at casting spells. Encourage: This unit provides a leadership bonus to nearby allies. Units within range of both the Lord's aura and an encouraging unit will receive the larger of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Mastery of Elemental Winds: When two or more units in the same army shares this attribute, intensity increases the power of spell cast. Spell Mastery: 100%: How adept this unit is at casting spells. Causes Fear: This unit frightens all enemy units, reducing their leadership when nearby. It is also immune to fear. Fear penalties do not stack. Causes Terror: This unit can cause terror, making its melee target rout for a short time. Units that cause terror are immune to terror and fear themselves. Encourage: This unit provides a leadership bonus to nearby allies. Units within range of both the Lord's aura and an encouraging unit will receive the larger of the two bonuses. Can Fly: This unit can fly. Mastery of Elemental Winds: When two or more units in the same army shares this attribute, intensity increases the power of spell cast. Missile Resistance: 15%. Damage of missile attacks is reduced by this amount. Spell Resistance: 25%. Damage of spells and magical abilities is reduced by this amount. Siege Attacker: This unit can attack gates or walls, allowing you to instantly launch a siege battle without having to wait for siege towers or battering rams to be built. Resilience: This unit is immune to the following types of attrition: Dragon Emperor's Wrath. “ Though the Iron Dragon possesses untold authority, decades of Warpstone experimentation have taken a toll upon his mind. „ “ Incomparable elemental wisdom paired with the raw Celestial power of a Dragon. „ Zhao Ming, the Iron Dragon is a Grand Cathay Legendary Lord unit introduced in Total War: Warhammer III. In campaign, he leads The Western Provinces. Description[] A hardened frontier warrior, the Iron Dragon maintains the western edge of the empire and keeps the desert clans in order. A skilled alchemist, he uses the strange minerals of the Warpstone Desert to create unique weapons for his armies. Cabals of Metal and Fire Wizards are welcomed within his realm, much to the irritation of the Jade Dragon who sees the encouragement of sorcerous organisations outside of the Celestial Court as dangerous to the empire. These Sorcerers help the Iron Dragon in his experiments, and many magical weapons and armours are therefore forged in the Dragon’s cities. The other Dragons have in the past questioned the sanity of their brother, fearing that his proximity to the Great Maw might have somehow poisoned his mind. While there is no solid evidence of this, the Iron Dragon is prone to strange moods and unpredictability – though nothing to date has ever threatened the empire. Certainly, the Celestial Dragon has never questioned the devotion of his son or his right to rule the western part of the empire. Zhao Ming may appear in either as a man or in Dragon-form depending on his desire, and may even transform during the course of a battle. Campaign Description[] Realm of Chaos[] "Grand Cathay is the land of the Celestial Dragon Emperor. In the distant past the Dragon Emperor founded his domain amongst the human tribes who dwelt in the east. To aid his rule, he took a mate, the Moon Dragon, and they had nine children who became noble rulers of Cathay's many provinces. Of the nine, four have been lost to time and enmity. Zhao Ming, the Iron Dragon, is closer to his mother and perceived with suspicion by his siblings. He rules Western Cathay yet the Skaven that lurk in the Warpstone Desert have been emboldened of late. The power of a god may aid in pacifying his regions, increasing his standing amongst his kin. Will such a prize lure him into the Chaos Realms? I travel east to gain an audience." Attributes[] Wizard ▲ Spellcaster: This unit can cast spells. ▲ Armoured: Armoured units can block damage from any source apart from Armour-Piercing damage. ▲ Harmony Amplifier: +100%: This unit increases Harmony bonuses for nearby units by +100%. Only the strongest amplifier bonus is applied. ▲ Melee Expert: Melee Experts might have a very strong melee attack or melee defence, or high values in both. Some also have melee-focused skills like Charge Defence. Use them to counter other strong melee units. When facing them, it is best to take them out before they can enter melee. Wizard ▲ Spellcaster: This unit can cast spells. ▲ Armoured: Armoured units can block damage from any source apart from Armour-Piercing damage. ▲ Armour-Piercing: The damage of armour-piercing weapons mostly ignores the armour of the target, making them the ideal choice against heavily-armoured enemies. They are often heavier and attack at a slower rate though, making them less efficient against poorly-armoured targets. Spells[] Character Abilities[] Unique Items[] Horns of Shang-Yang The Burning Vambraces Campaign starting units[] The Realm of Chaos[] Immortal Empires[] Lord Effects[] Maximum number of active Caravans: +1 Magic item drop chance: +100% Upkeep: -25% for melee units (Lord's army) Character Traits[] Personal Trait[] Lord of the Jade-Sworn: "Alchemy holds the true power!" Maximum number of active Caravans: +1 Magic item drop chance: +100% Upkeep: -25% for melee units (Lord's army) Defeat Trait[] Merciless to Ming: Even the Warp-weapons and Wizards at his disposal weren't able to prevent the defeat of the Iron Dragon by a superior general. Magic Items drop chance: +10% Armour: +5 (Lord's army) Talent Tree[] Skill Tree on TotalWarhammerPlanner Strategy[] With good base stats, an absolutely packed skill tree and the ability to switch form at will, Zhao Ming is amongst the most powerful legendary lords in the game, able to perform basically any role on the battlefield as well as coming with some great strategic buffs. He is amongst the reasons the Western Provinces are a highly recommended campaign for beginners, since he can carry most battles on his own, but the balanced nature of Cathay's roster should still impart important lessons about unit roles. In dragon form, he moves faster and does far more damage, at the cost of losing all but one of his spells and becoming more vulnerable to damage himself. Dragon's Breath mostly has utility in the early game, since it will do almost nothing to armoured targets, but is pretty effective against unarmoured infantry hordes such as Skaven. Later on, dragon form actually has more utility for simply conveying Ming to where you want him to be: in human form he's still a formidable fighter, and since it's guaranteed to clump up enemy formations around him it provides the opportunity to inflict massive damage with Constellation of the Dragon. Gallery[] Total War: WARHAMMER III > General Discussions > Topic Details How do i build my army as zhao ming? Hes supposed to be focused on melee but cathay doesnt really have any damage dealing meleeinfantry, its all very durable but nothing to really kill stuff Last edited by Gustav; 1 Jan, 2023 @ 7:36am in the current version of the game Cathay does not really have melee killers, their melee is there to hold the line while their ranged units do the killing, they are a bit like the Dawi in that regard.with cathay you always want a mixture of units to keep the harmony buffs.in order to trigger harmony you need yin (ranged) and yang (melee) units near each other.so, while both lords give different bonuses towards different units this does not mean that you should favor those units heavily, instead you make a mixed army.with bonuses for melee it just means that your front line will hold for longer so that your ranged units have more time to kill the enemy.when Cathay's harmony bonuses are triggered you receive extra melee attack (+4), melee defense (+6) and leadership bonuses (+6) for melee units and extra speed (+6%), reload skill (+12) and leadership (+6) for ranged units.those bonuses increase if you have hero's/war compass/ sky lantern/sky junks (+25% bonus) lords (+50%) or legendary lords (+100%) nearby.how many melee units you bring depends on how many you need to keep the enemy in position but no more than you need, if you need cavalry to counter enemy archers, artillery or cavalry than you bring those, same with sentinels in case they bring monsters. the rest you fill with ranged units and artillery, taking as many as you can, like i said, those do the killing. with cavalry units you want to either use hammer and anvil tactics or use a sky junk/sky lantern as support.with the hammer and anvil method you wait until their front lines have crashed on your front lines, than you attack them in the rear, this means that their harmony bonus gets triggered by your archers, which should be relatively close to the front line.if you use cavalry away from the front lines you have to make sure that you position your sky junk/sky lantern in such a way that they can provide the harmony trigger for your cavalry.sky lanterns are a bit faster, so they are a bit easier to place into position, but their use is a bit more specialized.they are a real support unit, their attacks are not great but they have a shieldbreaker attack which gives a debuff to enemies so that they take more dmg from ranged weapons. so if you have high profile armored targets than these can help soften them up so the rest of your ranged units can kill it.like i said they are also a bit easier to place into position than sky junks because of their higher speed.sky lanterns are a bit more specialized troops, while sky lanterns can still make themselves useful in certain battles there are plenty of battles where they are next to useless.sky junks on the other hand have a decent artillery attack, this means that it is easier to use them in the majority of battles. 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Building Name Required Settlement Level Benefits Building Type Hamlet Level 1 Income from all buildings +5% (local province)Tradable resources produced +6% (faction-wide)Diplomatic Relations +5 with all factions Province Capital Village Level 2 Income from all buildings +10% (local province)Tradable resources produced +8% (faction-wide)Diplomatic Relations +5 with all factions Province Capital Town Level 3 Income from all buildings +15% (local province)Tradable resources produced +10% (faction-wide)Diplomatic Relations +10 with all factions Province Capital City Level 4 Income from all buildings +20% (local province)Tradable resources produced +12% (faction-wide)Diplomatic Relations +15 with all factions Province Capital Province Capital Level 5 Income from all buildings +25% (local province)Tradable resources produced +15% (faction-wide)Diplomatic Relations +20 with all factions Province Capital Dock Level 1 Campaign movement range +5% (all navies) Port River Port Level 3 Campaign movement range +10% (all navies) Port Sea Port Level 5 Campaign movement range +15% (all navies) Port Labour Conscription Bureau Level 1 Construction cost: -3% (factionwide) Civic (Yang) Bamboo Scaffold Depot Level 2 Construction cost: -4% (factionwide) Civic (Yang) Lumber Mill Level 3 Construction cost: -5% (factionwide) Civic (Yang) Tea Parlour Level 1 Hero recruit rank +1 (all provinces) Civic (Yin) Contemplation Gardens Level 2 Hero recruit rank +2 (all provinces) Civic (Yin) Administration Centre Level 3 Hero recruit rank +3 (all provinces) Civic (Yin) Wares Market Level 1 Income from tariff +15% Industry (Yang) Merchant Caravans Level 2 Income from tariff +20% Industry (Yang) Trade Exchange Level 3 Income from tariff +25% Industry (Yang) Spice Market Level 1 Sale value of cargo +10% (all characters) Industry (Yin) Gem Factors Level 2 Sale value of cargo +20% (all characters) Industry (Yin) Goods Emporium Level 3 Sale value of cargo +30% (all characters) Industry (Yin) Conscription Office Level 1 Casualty replenishment rate +1% (all Yang armies) Conscription (Yang) Temple of Yang Level 2 Casualty replenishment rate +2% (all Yang armies) Conscription (Yang) Yang Sanctuary Level 3 Casualty replenishment rate +3% (all Yang armies) Conscription (Yang) Conscription Field Level 1 Casualty replenishment rate +1% (all Yin armies) Conscription (Yin) Shrine of Yin Level 2 Casualty replenishment rate +2% (all Yin armies) Conscription (Yin) Yin Lodge Level 3 Casualty replenishment rate +3% (all Yinarmies) Conscription (Yin) Sawyer Level 1 Construction cost -5% for wall and garrison buildings (faction-wide) Marble Quarry Marble Quarry Level 2 Construction cost -7% for wall and garrison buildings (faction-wide) Marble Quarry Stone Mason's Workshop Level 3 Construction cost -10% for wall and garrison buildings (faction-wide) Marble Quarry Spice Market Level 1 Maximum cargo capacity +5% (all characters) Spice Trading Spice Trading Post Level 2 Maximum cargo capacity +7% (all characters) Spice Trading Eastern Bazaar Level 3 Maximum cargo capacity +10% (all characters) Spice Trading Exotic Animal Tamer Level 1 Charge bonus +5% for cavalry units (all armies) Exotic Animals Exotic Animal Pen Level 2 Charge bonus +7% for cavalry units (all armies) Exotic Animals Exotic Animal Market Level 3 Charge bonus +10% for cavalry units (all armies) Exotic Animals Clay Pit Level 1 Defensive supply +50 (faction-wide) Pottery Production Pottery Maker Level 2 Defensive supply +100 (faction-wide) Pottery Production Kilns Level 3 Defensive supply +200 (faction-wide) Pottery Production Herb Gatherer's Camp Level 1 Vigour loss reduction -2% (all armies) Medicine Production Exotic Hotshop Level 2 Vigour loss reduction -4% (all armies) Medicine Production Alchemy Workshop Level 3 Vigour loss reduction -5% (all armies) Medicine Production Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.