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In Mount & Blade with Fire & Sword our goal is to become the most powerful of all warlords by fighting for land and power in 17th century Eastern Europe. But before we can do anything, we need to create our character and assign him or her skills points. This will help decide how effective they'll be in combat situations later on down the line.

Choosing a difficulty level

On the main menu, click on New Game and from the drop down menu choose a difficulty. This choice will have a large impact on how difficult the game is to play. Naturally, when you first play, I recommend that you start with "Normal," but in your next playthrough feel free to try out a harder difficulty if you're feeling particularly brave!

The higher the difficulty setting, the more often attacks from other factions will occur and higher-ranking soldiers within enemy armies will be able to purchase rare weapons and armors. In addition, if you choose an easy setting your character will start with 100% accuracy in battle while archers have 25% greater chance of hitting their targets.

In addition, you can also pick a difficulty setting for each of the three campaigns that the game offers. In each campaign you'll have a similar difficulty level for all troops under your direct command, but when in battle against enemy soldiers their skill levels will be directly related to their assigned difficulty. So if your army is made up entirely of professional soldiers and you engage an enemy with a bunch of peasant conscripts, they will almost certainly lose.

This is a great feature because it allows veterans to make the game harder but when they're in battle it's not unfair. If you're having trouble on normal there's also an "ironman" option which is unlocked after completing a campaign on any difficulty. JamesSeph wrote: It's funny how everyone has a different definition of balance and difficulty like: "I like this game because it's hard but i can beat it easier than normal" or "this game is easy, there's no sense in playing other difficulty levels". I've tried all other difficulty levels and they're all different, easy doesn't mean the same as easy as dorkus (and like dorkus said, you can't make a dorkus hard).

So i think the best way to find out what your group prefers is to take a poll. I think it's good to know what the difficulty levels do and what the contents of each difficulty level are, this way people can better understand why they like a certain difficulty and if they would like to try other difficulties.

So seeing that "hard" doesn't mean the same thing for me as it does for someone else I think we should make a poll for this feature. I wonder what you guys' opinions are. So let's say we pick hard, easy, normal and ironman (why not only hard and ironman?). So everyone who wants to participate can vote with either "hard", "easy", "normal", or "ironman" option.

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