

# Analysis of Mechanics

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**Title:** Mount and Blade II: Bannerlord

**Released:** 2020

**Author:** TaleWorlds Entertainment

**Primary Genre:** Fighting game

**Secondary Genre:** Strategy, role-playing medieval simulator

**Style:** Realistic

## Analysis

### Free-form text

Mount and Blade II: Bannerlord is quite unique thanks to its combination of genres. At its core the game is a pure action game with a bit more complex combat. Combat could be split into two major categories each having its own sub-categories. The major categories are melee and ranged combat.

Melee combat can be split into lance combat, two-handed combat and single handed combat with or without a use of shield. Each weapon type feels somehow unique and has both advantages and disadvantages. Speed plays a role in combat as well. One of the most important rules in Mount and Blade II is that the faster you move when attacking, the bigger impact it deals to the enemy. Ranged combat could be split into bows, crossbows and throwable items but the complexity is limited to just increased damage through head shots.

Next, let's take a brief look at secondary genres because it is because of them that this game has its depth. RPG is quite an important genre and is designed to reward player for doing anything in the game world. There is a classic level system bound by experience points but it has an interesting twist... You get two types of skill points with one increasing specific skill ceiling of a specific ability and the other one increasing skill ceiling for entire category. How does this work? There is another mechanic that works along with this conventional leveling system. Player is getting better by doing specific activity until you reach a certain skill ceiling and along with that player can choose from bonuses you get along with increasing level. Skills are split into categories like strength, endurance etc.

Simulator and strategy blend in together and make this game even more interesting. As you grow in power your party also increases and you must manage its food supplies and morale. Player can visit towns anytime and they are full of life and feel quite believable. The strategy part is important in combat as well because the game allows the player to form specific formations and use a huge variety of troops. Every faction in game has its own specialty and unique soldiers so it is important to adapt while going into every combat. This gives the player another tool which can help a lot when he encounters an army twice his size but thanks to him being on a hill with a lot of archers winning nonetheless.

Style of the game fits the gameplay and genres perfectly. The battlefield gets bloody really quickly and there is actual blood on player, weapons and enemies being hit. Both player and enemies are just people and it is reflected on durability as well. Nobody usually survives more than two direct hits and it is really easy to die because of fall damage. There is an option to play the game with mod which add the possibility to die in battle (normally character is always just injured) and ending the game with no way to go back. The reason for this type of style is quite obvious since the game is trying to portray a medieval world with all its disadvantages.

In general I believe the game is very well designed at its core. There are some technical problems but those can be fixed later and the game is fundamentally very well done.