

1: Steam Community :: Guide :: Beginner's Guide to Total War Rome 2

I wrote up this strategy guide because there was a definite lack of basic Rome: Total War strategies anywhere else. Even the 'official' strategy guide is just page after page of pictures of the units.

The first two are best used in defense, and the third in attack. This amazing new strategy allows Barbarians to finally get the upper hand on Romans and Greeks. For it to succeed, you will need the following: One Brain A barbarian nation with good foot archers and heavy infantry and a fairly good cavalry. An enemy of AI VH difficulty. We all talk about it, but has anyone really examined these two oft-scorned units to look at them in depth? Awesome Easgle has, and you can read his report here. Operational Strategies and Tactics Defending against hordes by Hussarknight One of the most influential new features of Barbarian Invasion is the hordes. They have very large armies, so they are dangerous foes. This guide will teach you the basics of defending your empire against the Huns, Vandals and other hordes. First, we will examine the historical legions. A standard legion had ten Cohorts with varying numbers of auxiliary missile and support troops, and two Alae of cavalry on each flank of the legion. The ten legions were organized into two rows. The first Cohort would be placed in the position of honor at the front right of the legion. Celtic Tactical Overview by Ace Cataphract BI While you do get many old-fashioned barbarian units, the Celts can field deadly line-ups, but with the Celts in particular, your faction is going to be as good as your game. Dacian Unit Guide by Gallowglass The barbarian faction Dacia has one of the most balanced unit rosters in the game. Archers, heavy infantry, shock infantry, light and medium cavalry with onagers, ballistas, all play a part in their armies, and the fact that they have no unique units is sadly used to judge this faction, often overlooked, as a whole. One of my more interesting, innovative campaigns was with Dacia. Here I will give you a detailed guide to the uses and faults of their key units. They may not be unique, but the way they work together truly is. Blitzing with the Gauls by Edorix I find the Gauls are often underrated. In campaign, they tend to be squashed early on between the Britons, Julii, Germans and Spain, the only unit they have which is not shared with some other faction is the Forester Warband

2: Steam Community :: Guide :: Guide & Walkthrough Total War: Rome II Emperor Edition

In Rome: Total War there's a very smooth transition between high level strategy and battle tactics, with both level affecting each other. Your strategic choices will have major impact on your battles, and your battles will have major strategic implications.

Share Copy You want to play war eh? Rome is the largest faction in the game in-terms of Unit types and resources, making it a great side to select. **Key Rome Units** The Roman army gets its charm from a powerful set of melee infantry units and threatening cavalry units, making them superior in overall balance and land warfare. **Artillery Ships** Yeah, there were no Howitzers to bombard a region to bits at that time, but what the Romans did have were Artillery Ships. So when should you have Artillery Ships? Well, whenever you can of course! Note that the catapults carried are actually different kinds of artilleries that are also found on ground. Romans have two Artillery Ships they can utilize, which are: Also, you might want to keep at least one infantry unit for every artillery ship for protection purposes. Do this only for the first few periods of a battle, and when you have pushed forward and closed down all potential flanking methods, you can leave the ships be. It consists of the following: They have fantastic defense and the Legatus are very good melee damage dealers, but you want to make sure you keep this unit right in between the fore-front infantry and whatever is protecting your flank. The General can raise the morale of your entire army with Encourage, which is a great boost to some of the unit types in the game, and in general very good to prevent scared Roman soldiers running away. Apart from that, there really is no strategic important of the Command unit. **Elephant Unit** Elephants are a force to be reckoned with because of their high penetrative rampages. Moreover, the Elephant units have fantastic defense against standard attacks, and not even a swarm of soldiers in Testudo form can prevent being stomped and trampled by them. Here are the two Elephant units available to the Roman faction: **Auxiliary African Elephants** **Auxiliary Indian War Elephants** Strangely enough, the Indian elephants are much stronger than the African ones, but also cost a ton literally. They are an expensive war investment, and should be used against heavy enemy threats and defenses. What makes elephants so good is their mobility and durability. So how do you exactly counter an intimidating elephant unit, you ask? Simple, you just put in a unit of pike-carrying badasses, and have the men from behind them throw spears. **Field Artillery** So you want some artillery on your field eh? Field Artilleries differ from Fixed Artillery because they are moveable. Yeah, you can move around these beasts to get the best out of their range. Moving Field Artilleries is slow as hell and should only be done when you are absolutely sure there is zero chances of an enemy unit popping up anywhere close to your current and target position. Yeah, it kind of is, which is why you have to be ultra-careful while you move these things around. Have a look at them:

3: Total War: Rome 2 Wiki Guide - IGN

Rome: Total War is the third Total War game from developer Creative Assembly and, like its acclaimed predecessors, the game combines turn-based empire-building with real-time strategic warfare.

Due to its enduring popularity Creative Assembly are still supporting the community with new DLCs, even five years later. Blood effects added when units take damage. Decapitation and dismemberment effects on selected death animations. Blood decals appear on terrain, and squishy sound effects play when people get stabbed. Is it worth it? The effects are not that noticeable nor add a lot to the game, and their minor cosmetic role is not worth the asking price. Either way, not even worth it on sale. Adds three new playable factions: New culture-specific roster, building chain, and tech trees. While the new factions might sound interesting to people who like the idea of nomadic cultures, this DLC was badly executed. Factions are not really that different from the ones already available in the vanilla game and unit rosters are mainly composed of cavalry, which makes field battles somewhat easy but turns sieges into an exercise in frustration. If you want a good Nomadic experience, go play Total War: Athens, Sparta, and Epirus. Unique cultural victories, traits, and military traditions. The Greek States Pack was released a day after Rome II first launched, which explains why many quite rightly feel like this content should have been part of the main game -- and why the community is still pissed off at it being sold separately. Athens gets boosts to cultural income, Sparta has a higher unit experience for infantry recruits, and Epirus goes all crazy on public order and minor settlement wealth. New campaign map focused on the Western Mediterranean. Campaign is quicker than the Grand Campaign, making it ideal for multiplayer. New units, new playable factions including on the Grand Campaign, and a sweet new diplomacy-focused tech tree that functions around client states and alliances. All about Rome vs Carthage. The hated Carthaginian that everybody loves. The dude crossed the Alps with elephants just to stab Rome in the heart, and nearly brought the whole Empire crashing to its knees when it was merely a young republic. The guy was good. Expanded map of Central Europe and Britain where each year lasts 24 turns. New units and playable factions including on the Grand Campaign. Great focus on characters, including Julius Caesar and Mark Anthony. Similar to Hannibal at the Gates, this campaign pack offers a more focused experience in an expanded section of Europe, allowing a quicker play-through both online or off. Caesar in Gaul shockingly takes place in modern day France and the south portion of Britain, where Julius Caesar finally completed the conquest of the Gaelic people. The campaign only has four factions -- three of which are Gallic -- but it has another 44 cultures, a greater focus on characters, and some generally interesting battles with noted historical characters, making it a treat to any Roman or Gaelic fan out there. New culture-specific roster, building chain, and tech trees, alongside a new religion. Like the Nomadic Tribes DLC, this culture pack features half-baked factions that lack both gameplay development and historical flavour. Seven new units, each one recruitable by specific factions. Dogs, elephants, and armoured camels alongside artillery that fires bees, snakes, and even scorpions -- all of which are actually historically real. Three new infantry units dressed in animal stuff, such as wolf hides, crocodile scales, and the very middle-aged woman-y leopard skin. Kinda -- yes for unit diversity, no for usefulness. Seven new infantry choices composed of female-only troops. Powerful units that can be recruited normally by the main factions, or by anyone as mercenaries. Cimmeria, Pergamon and Colchis New culture-specific roster, building chain, and tech trees Is it worth it? As former citizens of the Greek states, Cimmeria, Pergamon and Colchis all share the same cultural bonuses to research rate and cultural conversion, making them quite good at conquering rival regions with advanced troops and keeping public order in check. New map of the Greek world, featuring 22 provinces, 78 regions, and 12 turns per year. New unit rosters, tech trees, and events in the form of the Panhellenic Games and Greek Festivals. Is it really worth it? If you want a chance to play as the Greek States without getting utterly trounced by Rome or Carthage or Parthia, yes. However, the campaign as a whole does suffer from a lack of balance, with everything taking way too long to get interesting. Due to the way most factions have nearly identical rosters, battles often devolve into a pitched battle of equal forces, and the DLC has a tendency to spring rebellions and betrayals at the worst moments to completely ruin your experience. Grand-scale campaign, bigger than Caesar

in Gaul or Wrath of Sparta. Huge focus on characters, similar to Napoleon: Total War and the Total Warhammer franchise. New units, buildings, and techs alongside new period-specific events, dilemmas, and missions, including new campaign features in the form of Plagues, Cults and Banditry. This expansion was the first DLC released since and came about because Creative Assembly realised Rome II had more players in a day than every other historical Total War combined. The campaign seems to take lessons from Warhammer and makes main characters like Aurelian and Queen Palmyra incapable of being killed, wounding them for several turns instead of removing them from the game permanently. Check out our full review for more. Adds four new playable factions: Challenging starting positions ally to very distinct faction bonuses and trade resources to create a novel Rome II experience. If you like the factions, yes. Each of the four factions have clearly cut out strengths and weaknesses both on the campaign and in battle, and while their varied rosters contain most unit types in the game, they clearly excel in different fields. The best thing, however, is how they can often go toe to toe against Rome if played properly, especially when defending -- which both feels good from a gameplay perspective, as well as strikes that ever elusive historical accuracy sweet spot. And it has armoured camels. Includes nine playable factions: New units, buildings, and tech trees. New political events keep the campaign slightly unpredictable. War-focused campaign provides a less diplomatic experience. Aside from featuring a completely different geopolitical climate, the expansion clearly chronicles the period between the Early and Late Republic by steadily unlocking units, from hoplites and slingers to Triarii and Velites. It also includes new political events such as elections and uprisings that serve to keep the game dynamic, but it should be noted the DLCs only artillery is the Greek Ballista, and that is unlocked very far into the game by non-Syracuseans.

4: Rome: Total War FAQs, Walkthroughs, and Guides for PC - GameFAQs

Rome: Total War (often abbreviated to RTW or Rome) is a critically acclaimed strategy game where players fight historical and fictitious battles during the era of the Roman Republic and the reign of Augustus, from BC (the final defeat of the last of Rome's Italian rivals) to 14 AD (the death of Augustus).

Running a City 6. Corrected a big mistake in spelling, added user strategy. Initial version of guide - everything is done! Total War is one of those revolutionary games. Not only does it have a campaign mode, but you also get to fight all of your battles in the beautiful 3D worlds. It is almost like playing a war scene in the movie "Troy"! I daresay that it will be quite a few generations before we experience the quality of Rome: Total War in other games. It has been truly a "fun" time writing and compiling this guide. When I first played Rome: Total War, I was lost. I built farms everywhere and basically built my way into debt. Escape Toggle settlement labels: Home Stop character walking: Backspace AI speed up: Space Quick save game: F1 Select all units: P Toggle unit run: R Stop current orders: Backspace Toggle special unit ability: F Toggle guard mode: S Toggle fire at will: Space Group select units: G Ungroup select units: G Select all units: Enter Select all artillery units: T Zoom to general: Home Show help window: These heroic times demanded harsh, decisive action, and this is a tradition that the often- conservative Romans have maintained to this day. The Romans, including the Julii family, are people for whom politics and war are all or nothing affairs. The Fates have not always been kind to the Julii. They are a patrician family but one whose star has not always been in the ascendant. The Julii have had to adjust to the realities of politics and power, and have cultivated their popularity with the common people. The rule of Rome may lie with the Senate for now, but the Julii know that the people also have a say in government. The Senate and the patrician classes need the plebeians to at least go along with their actions. This populist attitude to the common people puts the Julii at odds with the other great families. Which approach will lead to great power within Rome has still to be decided. The Julii have a commanding position in northern Italy that means they will be in vanguard of any struggle against barbarians. Success there can be translated into political power in Rome itself, as the mob always loves winners Legend has it, for example, that the Romans can trace their ancestry back to Aeneas, the hero who escaped from the sack of Troy. The founding of Rome also involves violence and murder. Viewed in a certain light, much of subsequent Roman history can be seen as a continuation of these aggressive ways. Since this time, the Romans have kept fine traditions of warfare and high-stakes or even murderous politics. The Brutii know all about Roman politics. Lucius Junius Brutus pretended to be an idiot for years to avoid being killed by Lucius Tarquinius Superbus Tarquin , the last king of Rome, and then managed to lead his people in expelling the hated king after the rape of Lucrece. Casting aside his idiot persona, he became one of the first praetors, a ruling office of the patrician class established before the consulship. Lucius Junius Brutus even had his own sons executed for plotting to restore the Tarquins to power Membership of the patrician class is what sets the Brutii apart from the other Roman factions. They are counted among the old families of Rome, those related by blood, marriage or adoption to the founders. These are people who have always been important within the social hierarchy, people who would expect to have authority as a matter of course. This is why they now have control of southern Italy. The Brutii would not have expectations of power, however, if they had not been able to deliver the political and military skills that Rome requires. But now, perhaps, with Rome surrounded by enemies within and without, there is a chance to secure ultimate power, to become the new Imperators of a Roman Republic that extends throughout the known world Romulus murdered Remus for jumping over the walls of the city, and then named himself King and renamed the city in his own honour. The patrician families of Rome claim descent from the adventurers, exiles and warriors Romulus recruited to help establish his city. The Scipii should be numbered among these ancient bloodlines. They are not, perhaps, of quite the first rank, although this in itself means that they are keen to prove themselves the equal of any other Romans, but they are certainly among the optimates, the aristocracy of the city, and have been for many generations. They have also produced able politicians and generals - the two go hand-in-hand in Rome, as political success rarely comes without success on the battlefield. They are, however, unusual in a couple of respects for a Roman

family of the old ways. Firstly, they are extravagantly wealthy. Wealth is one thing, and this always brings power with it, but their use of wealth has sometimes surprised more conservative Romans and Romans are nothing if not conservative. The Scipii also have a taste for Greek learning and culture, again something that surprises and concerns the conservative elements. Nevertheless, despite these un-Roman ways, the Scipii have the political skills and military competence to make their family greatest in Rome, and possibly the rulers of the known world. They may only directly control a couple of provinces in Italy and Sicily, but their ambitions are boundless. His empire was the largest ever seen, and the generals struggled against each other for the ultimate prize of being the new Alexander. Something that none of them was quite strong enough to attain. Macedonia was the original home of Alexander, now ruled by the descendants of general Antigonus Cyclops or Antigonus the One-Eyed. Macedonia itself, with parts of Greece as dependencies, has the potential to be a strong power once more. Although the empire may have slipped away from the Macedonians, they are still deadly warriors and fierce opponents. The Antigonid dynasty commands the respect of their people and has a strong military tradition. This military might could equally be turned against other powers for domination of the eastern Mediterranean, Asia Minor and then, perhaps, the whole of the known world. A new Greek empire could arise and equal the achievements of Alexander. His empire was the largest ever seen, and the generals struggled against each other for the ultimate prize that none of them was quite strong enough to gain. The Ptolemaic dynasty adjusted rapidly to Egyptian ways and adopted the royal ways of the Pharaohs - including divine status and marriage between the Pharaoh and his sister in each generation. All the succeeding Pharaohs have been called Ptolemy, and their sisters more often than not Cleopatra in the Egyptian fashion. Egypt, therefore, is a rich land under the new Pharaohs and a centre of learning for the Greek world. The Ptolemaic Pharaohs hold together a formidable kingdom and must be seen as a major power in the Eastern Mediterranean. It may have been the largest empire the world had ever seen, but it proved fragile once the man himself was gone. His generals fought for control of what remained, but none of these Diadochi, or successors, was strong enough to be a new Alexander. Seleucus I came close to seizing the throne of Macedonia too, but was murdered before he could achieve this ambition. There have been tensions with Macedonia and Egypt ever since despite occasional marriages between the ruling houses of these states. As an historical aside, the later Seleucid capital city of Ctesiphon is now under a suburb of Baghdad in Iraq; the earlier capital, Seleucia, was on the other river bank. This region also sits on the trade routes to the mysterious east, something that generates large revenues for the Seleucid kingdom. This, combined with the manpower and military expertise that are available, could make the Seleucids into masters of much of the known world. A Greek-Persian empire, combining the best of both systems as Seleucus tried to do, could be formidable indeed, and perhaps unstoppable. Even in the days of legend there was a link with Rome, because Aeneas of Troy, the father to the Romans, was the lover of Dido and then abandoned her. In her grief she killed herself, cursing Aeneas and his descendants as she died. The Phoenicians - and their successors the Carthaginians - must be credited with the invention of glass, the bireme galley and with being expert traders thanks to their superb navigational skills. Even before the Greeks reached the Western Mediterranean, Carthage was a superbly wealthy city, thanks to its mastery of the seas. Carthaginian colonies - colonies of the original Phoenician colony - now ring the sea. Modern Barcelona is named after the famous Barca family. Carthage is a maritime power, with only a relatively small landowning class to provide military land power. This, however, does not matter as long as Carthage continues to be wealthy. Its coffers pay for mercenaries in abundance when the city needs to go to war. And it is this wealth, mastery of trade and expansion along the Mediterranean coast towards Italy that brings Carthage into direct confrontation with the newly rising power of Rome. Since that time the Parthians, under their Arsacid rulers named after King Arsaces I, have fiercely maintained their independence. The Seleucids have, from time to time, claimed to be the overlords of Parthia and, from time to time, have actually been strong enough to try and enforce their claim. This is not something that endears the Seleucid Empire to the Parthian kings. The Parthians have the potential to be a great power - perhaps a great Empire - as they sit close to or astride the main trade routes from the east to the Mediterranean. The wealth of the world flows through these lands:

5: Total War: Rome II DLC Guide | Strategy Gamer

Rome: Total War boasts literally a ton of modes, including Imperial Campaign, Historical Battles, Custom Battle, and Quick Battle. It's almost like four games for the price of one! I daresay that it will be quite a few generations before we experience the quality of Rome: Total War in other games.

Some things will start to differ in your play through- the identity of the conqueror of Epirus for one, or where Etruscan armies will scatter to after you take their settlements- but these opening turns should follow the same rough track. Should you wish to get started on attacking Carthage before heading to Cisalpine, then the guide should hold true for the first 5 turns, as well as various building and technology instructions later on. This guide has been written and tested on Very Hard difficulty and under Patch 3 conditions, but will be updated upon patch releases. Visit the thread in the thread in the Guides and Articles Forum. Also, apologies for the small images at present- when we get a gallery working this shall be fixed. In the mean time, all images are HTML thumbs- click to enlarge. Before starting The objective is to gain the rest of the province Italia within the first 5 turns or so, followed by working on Cisalpine Gaul in the medium term. For the purposes of this guide, I shall refer to the two armies present at the start of the game by their originally-given Legion numbers. Legio II starts near Roma, and will be used to attack Vetathri. Legio I will force march north into Italia in order to recruit some Hastati and make for Ariminum, before being used to tidy up any pesky Etruscans still in the area. Likewise, keeping Syracuse sweet with trade will prevent it from expanding in your direction, and Carthage will not be able to get its act together in time to seriously threaten the boot of Italy. Your main threat will be rouge Etruscan armies striking at lightly defended cities in Italia- to combat this a Legio III will eventually be formed near Rome. It should be lead by a Triarii general- far better for getting into combat than the more supportive mounted General. I also played around with the tax slider but decided not moving it was probably best. Trade routes are quite hard to get without some serious cash, but the Illyrian tribes such as the Ardiaei will sign non-aggression pacts fairly quickly that can then develop into trading relationships. A nice side note- the live update on expected profit for next turn is back! Go to the finance scroll and on to "summery"- the profits section there takes into account your building and recruitment. Use this to not wreck your treasury. Fleet I - move west towards Corsica and Alalia. Make sure you have just over half your movement points left, and change stance to patrol. Spy- North, find Etruscan army, then sabotage a building in the Etruscan settlement. She has a trait that makes her very good at burning things, so take advantage of this to gain easy experience. Research Land Management for reasons I went into above. Building Expand Rome, make a forum. Turn 2 Military Before you move the Legio I, change its stance to neutral. Move the spy to Ariminum and engage in sabotage there, too. She should hopefully hit or be near rank 2 by now. Attack Velathri, where the Etruscans have most likely retreated to- the Hastati should carry you through the battle, but run a unit of Velites around another side street to draw off some spearmen from the main meatgrinder and inflict damage. During end turn, watch for the Etruscan turn- they may have one or two-unit armies that may escape from Ariminum before the Legio I appears. Keep an eye on them- you will have to recruit a general to deal with them later. This chain will be developed along more economic lines. By now the Legio I should have enough men to assault the lightly defended Ariminum. Legio II should now look to sail west- the final Etruscan town on Corsica is your target. Get them to the beach West of Velathria and get on the boats. Diplomacy and Technology Land Management is now complete. Go for Tax Labour. The Ardiaei should now accept that trade agreement for about Building Ariminum may have a spare construction slot, as you might have assaulted during a turn the Etruscans were building something. Build a villa this turn before it fills with slums. Build a villa in Cosentia, too. Get that food rolling in. You now have your very first province! You can now issue an edict- Bread and Circuses will help on the long slow process to restoring public order. This is crucial, as a happy populace will give you more money. Your Imperium has also increased, enabling you to maintain more armies and agents- useful in hunting down small armies that would otherwise pull your Legio I and II away from the front line. Take your fleet off patrol duty, and blockade the Etruscans. Use your raiding ships to pelt the enemy with javalins from the safety of the sea whilst your land forces hug the coast for

support. When battle is joined, beach your assault legionaries ship and have them flank the Italians. The city should fall easily. In the collapse of their ancient civilisation, the Etruscans could have some forces scattered about- a navy from Arminium is quite common, and may blockade Brundisum, but an Etruscan army or two may also be on the prowl in Italy itself. This general will hunt down the last remnants of the Etruscans before later embarking for Corsica. Recruit a unit of hastati should you need it, but for now the Triarii and city garrisons should be enough to repel any pesky assault on your city. I will not specify where exactly to move the Legio III during its mop up operations- it seems to differ between campaigns. However, clever use of javalins in town garrisons are the way to go. Legio I should by now have replenished its losses. If there are not any Etruscans that require attention, march towards Genua and recruit another Hastati. They are going to strike at the Liguria before they have a chance to build up. Ahead of them, the spy should move towards Genua so that the Legio I are not marching blind. Diplomacy and Technology A non-aggression pact with Delmatae can be gained. Building Build a Roman Village in Neopolis. Unless any threats are around, move them to Neapolis- make sure you now have or are recruiting that hastati unit into the army. The Legio I will keep marching towards Genua. Do not declare war yet. Diplomacy and Technology Tax labour is now complete. It is now time to go for Supply reforms- we want those Triarii! Building Build a herding ground in Cosentia. This will again help your public order problems enabling you later to build squalor-inducing buildings elsewhere and increase the amount of money you get from all buildings within the province. In the space of 5 turns you have secured Italia, wiped out the last Etruscan town, and are building up a healthy economy. Turns 6 and 7 Military The Legio III will embark on ships and move to Alalia- they will be policing the settlement and putting down any rebellion with the help of the local navy and garrison. Legio I and II will march to Genua. Make sure you have all the hastati you need before doing so- these barbarians will put up more a fight than the Etruscans, especially their slingers- close them down or use buildings as cover in assaults. Diplomacy and Technology As said before, if any of the Illyrian tribes have been holding out against you, continue to try and gain trade rights from them. Athens is a very sticky customer, but if you have a desperate need to trade with them, they will do so for a payment in the excess of Building Build a harbour in Ariminum. Again, this will increase your income, and enable you to recruit some better ships, too. On that note, using the "Patrol" stance in navies reduces piracy in a sea control zone- identify which settlements make the most out of sea trade and recruit a navy to patrol in that area. Turns 8, 9 and 10 Military It is harder to divine what happens from here, but one thing that is certain is that you will face a rebellion from Alalia. Put it down before it gathers strength, rinse, repeat. The Insurbres will have the remains of their army hanging around near Genua. Ignore it, and head straight for their capital, Medhlan with a legion, leaving the other to box in the barbarians so they cannot relieve it or attack Genua as well as being on the lookout for rebellion. However, decimating the Insurbres army in Cisalpine and having their only city under siege may trigger them to seek a confederation with some of their northern neighbors, ending your siege just as that final ladder is built. Avoid this happening- assault immediately by burning down the gates with your infantry. If it is a particularly buggy battle, autoresolving usually yields a satisfactory result. Be aware of barbarian tribes from the north attacking in later turns. Massalia desperately needs help. It will by now readily agree to non-aggression pacts, trade, and after a few turns potentially a Client State agreement. Do as you see fit with this. Across the water, non-aggression pacts and other diplomatic overtures should be sent off to the victors of the inevitable Epirus-Sparta-Athens conflict in order to stave off a seaborne invasion. Building Genua will be very unhappy at being taken over, and will rebel within a couple of turns. You should look to convert some buildings over to being Roman, but prioritise demolishing one slot and building Hallowed Ground instead- this will enable you to start the conversion of the province to Latin and regain control. A Patrician will also help in this area. Be aware, however, that some of the other Cisalpine tribes may trespass and squash your rebels for you instead. In Alalia build a shrine of some kind to aid in public order- I favour Minerva to speed up technology. Build a Manipular Barracks in Rome as soon as technology allows. An amphitheatre built in the forum will also increase public order- useful when you start reaching squalor-inducing buildings. Further south in Brundisium a Field of Mars should be built to enable you to finally recruit hastati there and defend the province from attack. It took me until turn ten to achieve the population growth needed- the below screenshot comes from

turn 9. Unless you are unfortunate with a confederation forming, you should have two thirds of Cisalpine in your grasp, along with some hardened men at your back. Rebellion will happen frequently until you manage to make Latin the dominant culture- do your best with it, build happiness-inducing buildings and soldier through.

6: Rome: Total War/Factions â€™ StrategyWiki, the video game walkthrough and strategy guide wiki

The Importance of Your Navy I was thrilled to see that naval strategy was more important in Rome: Total War than it had been in previous Total War games, because naval and economic warfare were always a key part of history (and fun whenever they're done well in a strategy game.).

All else are version 1. Carthage and Seleucids 6C. Parthians and Armenia 6J. I have no experience playing in multiplayer. It is not a comprehensive guide detailing everything you need to know but rather elaborating more on strategies, rather than game bugs, info, cheats. Therefore, some mastery of basic commands are recommended. All this strategies here are exactly from my own play. I also assume that the readers would be familiar with the geography and terms of the game. This strategy guide will be structured according to factions following the general structure here. Please read through the general non-faction specific part before going to the faction specific guide. Updated 17 June I fought against my hatred of using chariots and tried out the Egyptians and mastered Parthians. Updated 28 June Also added diagrams of Roman and Parthian formations. Updated 04 October Took some time off the game and got a girlfriend. Now back with version 1. There are obvious changes in version 1. Updated 11 August Replayed Carthage and Seleucids with version 1. I had so much cash but was so damn bored. Updated 02 December Completed Seleucid province capture. Winning primary objective with Britons. The Light Chariots rule! Most spelling errors corrected. Correction for Briton Strategy 04 March Updated 12 September Replayed Parthia in version 1. Phalanxes are great for holding a line. Light infantry is easier to maneuver. Archers kill from afar and are a must for all factions especially if you meet up against elephants. Chariots great for breaking lines and kill infantry. Elephants just run through lines. You must also get a good feel of the combination of units that you will be comfortable with. I find that I have to use different combinations for different factions. This will help make commands appear smoother. It gives you no advantage in single player mode as you can click pause any time. But make sure you familiarise with all the commands. Manually giving specific order to units individually is the best. You get less of a lag in response but takes time to master. The preset formation orders are terrible and slow to organise. Using group commands make them slow to react as well. If you place archers in the rear on a lower ground, they will shoot into the backs of your front lines. Bridges and river crossings are good to defend if the enemy only come from one side. I find forests the hardest for me to control as the trees obstruct the view and placement of troops. Try and place your units in the extremes of the open map during offensive and defensive battles to avoid getting outflanked. You need to look at the building browser at the start of the game and plan what you are going to aim for early on. Always aim to get the economy running first by raising all taxes to very high if you are able. Happiness is not a big problem early on, but once you are like holding about 30 cities, it will start to creep up on you. At the start of the game, play all battles yourself with the target to minimise losses as unit training at the start is costly. For example, when I played Julii, my main aim is the other 2 Roman faction as like it or not they will turn against me when you grow strong. So my strategy was to obstruct their growth by securing their growth targets and surrounding them. Read on later for faction specific strategies. Sieges are very fun when you are the defender. Even with a small army you can beat considerable odds. Use archers and units with quite ok defences. Another tactic is to use wall defences to kill for you. Sally out during sieges and get the enemy to come closer to your walls for your towers to kill them. This only works when they outnumber you. Attacking in sieges are a good way to expand very fast and make plenty of cash by massacre-ing. Attacking during a siege is best done using siege towers for stone walled cities. Use crack infantry to get up the walls, and then capture all the surrounding towers, using their arrow towers to then start shooting against them. This also opens the gate for the rest of your troops. With onagers, see the Julii strategy. The strategy I love most about sieges is when I siege a city and they attack my army with another army leading to a battle in open grounds with the city defenders coming out as reinforcements. If you kill off all the city defenders and win, you gain the city without going through a siege battle. Always remember that defenders have the advantage in sieges. No defender unit will rout in the town centre. Defenders also get better morale so even basic peasants will fight better. My preferred strategy when defending sieges is to let the enemy have the wall and concentrate my

defences around the city center. I always place my units to hit from at least 2 directions at choke points. For example, place your units at 3 sides of a crossroads and let the enemy engage you. Nevertheless, I still sally forth and win. The key here is to have at least 3 cavalry, 3 archers and some dependable infantry. I place all but 1 archer on the wall. As soon as the battle start, I observe for enemy movements. If they move to one side, I rush my cavalry out and charge at stragglers. Sometimes I win the sally forth all from the first charge. If the enemy is not broken, I pull the cavalry back and line up the infantry outside. I then place the other archers as close on the side of the wall facing the enemy. I get the archer not on the wall to come out and skirmish the enemy to draw them near. Everytime they send one unit to chase the archers, I charge with the cavalry. Even when the enemy charge all out and overwhelm the infantry, the archers on the wall will make short work of them. In fact it will charge at the projectile unit. Heck, this makes it even easier. I place infantries at the front and archers behind. After the up to 2 arrow barrages, I order a ceasefire and let the enemy charge into my infantry while cavalry charge from behind. This will make the unit rout and lessen your losses. Sometimes I use a few towers to kill units only and only climb the walls when they are very weak. The simplest one is to stop all your archers firing when the enemy units are very close to your front lines to avoid shooting at your own men. You also need to experience the perfect timing to move your cavalry out from your flanks to outflank the enemy troops. Formation is vital to any battlefield success. Place your units too tightly in a group and it becomes easier for the enemy to outflank you. A formation must preferable give a strong front, cover for your projectiles, flank protection and space to deal with any changes you need to make. Each faction has their own ideal formations based on units and also terrain. My cavalry are all in my rear until my army gets into position, then they move out to the flanks in the rear, a charging distance from the front lines to charge at anyone who attack my flanks. Make as many trade right deals as possible to make money. Just offer your map information and ask for regular tributes and one time payments.

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8: Rome: Total War Heaven

Total War: Rome II is such a great game, it still pulls in many thousands of players every day during peak times, which makes it one of the the most played Total War games after Warhammer II.

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