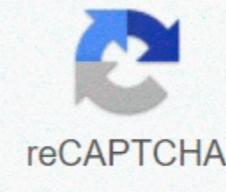




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Rome 2 guide to city building

Do any of you have a recipe you use to build your cities and provinces? How do I build what buildings should be built in my capital cities and what should I build in my smaller cities? Regards, new TW-player Post edited by BrunstigElg in December 2013 0 - 09-18-2013, 13:26 #1 Getting started with Rome II So you have Rome II, you installed it, you have swapped it and you are ready to seek glory in the ancient world! But you are embarrassed - everything is different! What is going on? You haven't played since Rome 1, or Medieval 2. Or maybe you've played a lot of Shogun 2, but changes to the food system don't make sense to you. Then read and feel free to experiment (and contribute) to this mini guide. For the purposes of this guide I assume that: - You know how to play the game (i.e. move on the campaign map, conduct battles, recruit units, conduct diplomacy, etc.) - You played through an introductory campaign, if you are a brand new player I will illustrate what and how to do with the Roman faction (because this is Rome II: Total War, and because we have to bring glory to S.P.Q.R.), but once you hang with it, you can easily transfer your knowledge to another faction with minimal adjustments based on their building and technology trees. I play legendary, so if you're playing on easier difficulty, you can find your faction richer or stable, and thus adjust accordingly. Note: Some of these things may and are likely to be changed with subsequent fixes. The guide is valid from Patch 1 and will be updated if/when I discover discrepancies with the most up-to-date patch. So you start with Rome and a few other cities, a few armies and a nice weak enemy faction north of your borders. I won't tell you how to do things step by step, as I abhor cookie cutter guides. I'll tell you why to do these things and then decide how to play the game. Advantages of the Roman faction (I will go from Junia to OP and agricultural bonus): - Very disciplined and high morale / high defense units. Your guys rarely rout unless you face really bad odds or make a lot of mistakes. Once you get to pretorians you will really have to work hard to get them to rout at you. - Incredibly strong economy: you start in some of the richest provinces (or have early access to them). Italia, Magna Graecia, Africa, Lybia and Aegypt are some of the best provinces. They have 3-4 ports per province, they have a lot of grain, olive oil and wine. - You will have no problems with public order due to the buildings available to your faction. - Your central position means you can expand wherever you want. And will suggest that at the beginning of the game, chose one general from the family. If you do not have a general from the family - hire one using the button to raise the forces (hire him in Rome), they are not there, get General Other Families. Family. For the first 10-15 turns you will realistically support only one large army, and you will get all the victories. You don't want a rival family to receive this glory because you won't have the resources to counteract it, and if your Senate support drops, you may find yourself in a pickled (unlikely but possible). As you recruit units in the warscape engine TW game move your army (stack) to the edge of the border of the settlement you plan to conquer (Velathri to begin with). Then you recruit (in this case: 3 Hastati units). Your army can recruit troops available to this province, regardless of where they sit for as long as it is within the boundaries of a provincial settlement. So if Rome is your main production center, you can raise your Legionnaires in any settlement belonging to the Province of Rome. I suggest you solve all vigiles units in the starting army - there is no need to pay for their livelihood and food, they are useless at this stage (and probably at all other stages as well). If you need more scouts, use better Veites units. When/if you hire a new general to make his unit a triaria unit because they just don't die to early Etruscan/Carthaginian soldiers. The same if you unlocked legionnaires. After recruiting hastati and consolidating forces in one stack, move in and take two settlements from the Etruscan league, thus ending Corsinia and Sardinia as a province. As Romans, at first it makes complete sense to run Bread & Games as an edict. Really, you can't go wrong with public policy and food. Plus you don't have the necessary infrastructure to justify increasing it with an edict. Technology: what to get and why supply reforms are starting at 1 turn. Beeline to the Cohort Organization. > > > This should take you about 10 turns. Reasoning: it gets Pretorians/Legionaries with maximum barracks level at this technical level. These squads are absolutely enough for a good time (and probably for the whole game if you want). Whenever possible, return your main stack and upgrade your Hastati/Principes to your legion unit counterparts. Select the single-unit production center you want to start with. It must be a province that will be primarily dedicated to creating units. It will get negative public order due to high-end military structures, so you will have little room to add other uses for it. It will also end up consuming food if it is less than 3 fine deposits. I highly recommend Roma or Brundisium in this case because they are located centrally and there are 4 settlement settlements Let's say you choose Roma for your legion recruitment center. In Naples get as many barracks and get as high an auxiliary garrison as possible. In Rome itself, get a temple to Mars and upgrade it as high as you can. When you reach the training camp, add two to Rome, because smaller settlements cannot build this line of structures. Bonuses from different training camps stack up, so you can have an armiductor and another to taste. The workshop can also be added to another small settlement as soon as you have the necessary technology, and then to the other (one weapon, one armor concentrated). Other smaller cities should be devoted to ordinary food + trade. As you add more military buildings in Neapolis, add more law enforcement buildings in Rome appropriate to counteract their negative effects. The later goal would be to devote legionnaires' provinces to full-time war production, which means that you will distribute your buildings as follows: Rome: Temple of Tier 4 to Mars, Colosseum, 2 x Level 4 Training Fields 4 Smaller Settlements 1: Level 4 Barracks, Level 3 Temple to Mars Smaller Settlements 2: Level 4, Tier 3 Temple to Mars Mimora, P. 4 Blacksmith Armor, Temple Tier 3 on Mars Temple Bonuses when built in different settlements of the same province. This setup will consume an ungodly amount of food and thus you should aim for it only later in the game when you have huge food surpluses and many cities with grain resources upgraded to level 3/4. The benefits will be 5 levels of experience for legioaires (6 if you count faction bonuses for Rome), maxed out weapons/armor/bonuses and about 50% morale bonus (not counting morale gains from experience). It trm your Legionnaires in supermen. In addition, the unique advantage of Rome is the availability of auxiliary units. For example, the construction of axing barracks in Crete (where there is a smaller fraction of Knossos) would provide Level 4 Cretan archers. Building one in selected provinces in Africa would give you elephants and so on. Learn about in-game options: Once you've made the tech army down, get those in that order: Land Management > Tax Labour > Water Sluicing > > Reason: 3 increases per city for free is great. It's basically free food for cities and it's very easy to get this technology. From this site, research tech as you need it. Improve your buildings. I highly recommend Concrete so you can get Gladiator School because it is a very beneficial building to have for provincial development and is unique to the Romans (others have similar buildings, but none have such a high bonus to the OPI). From 1 place, get the technology to upgrade your small sediments, farms and sewers if needed. Attacking Carthage, adding more legions: You should be able to pair your units are much better, and the smaller AI faction in Africa is actually waning until you get to them. Consolidate African provinces to the best of your ability and trade with as many factions as possible (but there won't be as many at this stage). I advise against collecting Syracuse wit fights as their armies are actually better than what Kartathage or Egypt field. Attack them after you can sacrifice two legions to fight. Provincial Development: As Rome (and even any Mediterranean faction) you get access to the commercial line of buildings. The barbarians don't have that. Therefore, it's foolish not to use the increased trading income of these! Anyone can get fish, but only some can get an extensive maritime trade network. First, I will talk about small settlements, because their development is easier. Go to Level II Farms, Level II Livestock and Level II port trade in all of them. Just upgrade the sediments that produce the resource, prioritize those that produce grains and fish because they add food instead of eating it (mouse over the sediment icon to see what it says. If roman hamlet says (Grain) or (Olives) etc upgrade it. If it says (Market) DO NOT UPGRADE IT. Not at first yes. Later, when you have a strong understanding of the food supply and demand of your empire, you can opt to upgrade your estates of choice to get better income and roads.) Why I advise you to get commercial ports everywhere you can, not fishing ports: at the beginning of growth it is not important and you can not eat all your food, because you can not keep recruiting units and repair conquered settlements with buildings of your own culture. Because your legions have experienced hero combat and training very quickly, and with Level 3 moving and the right technology, you'll outclass your enemies greatly, and you'll be very effective even with two legions at this stage. So extra food only brings growth, but you can't benefit from this increase unless you have the money to get extra buildings. Later, if you start running into food issues, then, you already get a lot of gold on the turn, feel free to turn your trading ports into fishing. How to add additional buildings and where at first it is more beneficial to have more slots in smaller settlements, because they are cheaper. Adding +1 to three settlements is cheaper than adding a fifth place in the capital. And small settlements are what gives you food and money at this stage. Growth works this way: each province has a growth pool. It is supplied by a global surplus of food combined with local factors such as how to modernize settlements. There is no point in expanding your main settlement in the capital province if you have resources producing small settlements that you will still have to upgrade, because they will not only add to your economy, but will also share additional growth points with the whole You start adding additional slots to your provincial capital and getting high tech buildings there once small settlements can support them with food and money. OK here's the difficult part - all small settlements produce food from farms and livestock and money from commercial ports. Those that are making the resources you have upgraded to level 2 or 3 as the technology allows (thus increasing the produced grains, fish, skin, olives, glass and so on. More resources produced = more trade and thus more money.) But what to get in the provincial capital? Well, the city center line is only available in capitals for one, and most temples are not worth building in smaller cities (excluding military provinces and Hellenistic factions that have a temple to Poseidon). The buildings of the training camp can also be built only in the capitals. The first thing to understand is that provincial capitals are good for two things: public policy (happiness) and extra stuff. For gold and food, you have small settlements While technically you can specialize the provincial capital for cash income (industry buildings, downtown income line, income temple, etc.) it really doesn't make sense. You get gold from increasing the total number of settlements you own, not devoting the province's capital to pure gold income, thereby losing out on additional things and eating food for it. Gold will come as you expand, and since armies are limited (and they are the main expense), then the value of gold decreases the larger you become. However, the value of global bonuses, food and good units is universal. To better illustrate how provincial capital and small settlements work together, imagine the scale at which the provincial capital is on the left and with it: how happy people are and what additional bonuses can be obtained (such as global bonuses, research bonuses, or unit recruitment). On the

right side of the scale are small settlements that bring with them food and money, and ultimately - misery, which is a negative public order / happiness. Look at your province as a whole. The way it is development depends on the number of smaller settlements in this province. It makes no sense to pump high-tech buildings in the capital if there are only one or two small estates to pay for them. The scale will tilt to the left, and thus other small settlements elsewhere in your empire will have to help fund them. Thus, the most valuable provinces are the largest (naturally). In smaller, only add buildings that grant global bonuses such as Cloaca Maxima or Circus Maximus and Pantheon and nothing else. I'll get to that later. In large provinces with 3-4 smaller settlements, you can decide what to get in that province. However, you must and should plan according to the specific their faction. Let's look at what Rome has an advantage over the rest. The first thing that is visible is that Rome has a whopping 4 4 5 buildings (other factions have only one, usually a temple). You can't build more than one of these buildings, but their Level 4 variants are also great! Rome has a clear advantage when it comes to building infrastructure and public order. Circus Maximus Requires Wine Improved Bread & Edict Games which is already better once because you are Roman – a great bonus. Global 5% to cavalry morale - an amazing bonus of 160 wealth from culture (not bad) and 30 public order on the railways without food costs!! This is a huge improvement over a Level 4 building that costs 10 food to give lower public order bonuses. Absolutely one of the best buildings in the game. Where to build it: A rich province with 3 smaller settlements and at least two resources. Ideally, I would like to propose Aegyptus, because it has resources in all its smaller settlements and you can take advantage of the public order bonus. The Pantheon requires marble resources for further improved Bread & Edict Games – great +10 for security activities vs agent (good) +14 for Latin culture spread (well later when you can quickly get and stabilize the entire newly conquered province) + 2 global public order (nice) + 20 public order at the expense of 10 food. Thus, this building grants (among other bonuses) a net 22 public order for this province in exchange for 10 food. You see that it can easily counteract some farm/port trade misery issues and is a prime candidate for construction. If stacked with Circus Maximus you can safely develop a rich province to maximum resource/food/trade production and luck to lose. Cloaca Maxima Level 5 pooing man (the image in the library is at level 4 of the building) e is also a unique Roman building advantage and has some very good bonuses: Requires lead resources moderate increases to the tax collections of the edict and the spread of Latin culture (ok-ish) + 12 growth for this province (basically no reason, to ever upgrade provincial capitals, if you only need growth, not garrisons and money, from 12 increase on the railway from this child is more than enough) + 3 global increase on the railway Can be built in a province not dedicated to the production of troops or maritime trade. By the way, Africa is a great province for shipbuilding because it has 4 ports. Consider creating military-level ports there. If not, 4 temples to Poseidon and commercial ports will make it a high-income province. So how to balance it all out. Well, at first you will have Level 2 buildings in smaller cities that produce and cost nothing in return. At some point you'll build a Gladiator School, say Kartathage. It gives 12 public order and drains 4 food. For this 12 order You can upgrade Lepus to a Roman town (Grain) as well as get two farms to ditch irrigation levels. This gives 25 food, and when we count the cost of living of gladiator school, we get a net with 12 food that is then distributed throughout your empire. Commercial ports, after Update 2, now cost food instead of public order, so most of the time you'll keep them level 2. However, they are an excellent source of income. In addition, in provinces such as Africa, where you have 4 ports, and where you will have circus or other such high PO building increase, the port to Neptune will be beneficial because you do not consume food and port provices increases your income. Amphora factory must also be taken into account in such provinces if you have free space. In smaller regions that don't have ports (say capital and 1 small settlement) you'll probably have excess public order and tier 2-3 brickworks will be a good investment. On the other hand, there is no point in adding a Pantheon in a province that will not be able to use the public order it provides, hoping that it will have Circus Maximus. In addition, one slot in smaller settlements (excluding military production centres) should be intended for agricultural holdings. The second slot may be alive, but it can also be a temple that increases maritime trade or industry, depending on how you want to shape the province. You should experiment and find the best balance for your empire and not be sensitive to demolish and change buildings in newly conquered settlements. Let's also consider library-grade buildings that increase research because they cost you a place in the capital for some food, but their level 3 and 4 variants are great for further research, and later they can be converted into income-oriented city center buildings. Once you have captured Karthage, you should be rich enough and strong enough to continue your conquests. Egypt is a great candidate because of the grain resources out there. Greece with its bickering nation states is also a good direction to go to. Remember to always march your legions side by side - the two legions on the campaign map are virtually unbeatable most of the time and you can authorize all but the most important battles so you can improve your power. When it comes to general characteristics and agent - always take bonuses to the range of motion of the campaign first. These are your #1 priority - the further you can go in one turn, the greater the value of the army. I would prefer a 12% movement bonus for 20% damage every day! Use your diplomacy wisely and set up trading partners as all those resources that churn out will make you rich. Also, look at the campaign map and target provinces with resources you can covet. Good luck and Roma Victor! Recently edited by Myth; 12-14-2013 at 11:02. The reason: spelling mistakes The art of war, then, is regulated by five fixed factors that need to be taken into account in your when trying to determine the conditions for obtaining in the field. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, Art War How totalwar.org on Facebook! 09-18-2013, 18:47 #2 Superb, especially in the discussion on the economy and construction lines. I'm at 50 BC-ish, so about 220 turns on, and I see that approaching a lot of this sub-optimally. I'll second comment on barracks & patch levels. As Rome, I see no need to go beyond level III barracks... in fact, maybe even level II barracks. I now have most of the map, about half under my direct power, and another 20-25% of them under the states of customers and allies. So all the hard fighting is behind me, it's just a matter of my 15-stack steamer taking the turns necessary to mop up the remaining factions. Throughout the match, I never needed troops of higher quality than Legionnaires & Veteran Legionnaires. The first cohorts are basically the same as veteran legionnaires, with only some very small differences in abilities and costs. Praetorians are better, but not so better to justify their cost increase. I never even bothered about building Tier IV barracks and didn't even try to recruit troops from it. I think it's a good idea to build auxiliary barracks in a province that produces troops. First, it gives you the opportunity to recruit good spear infantry (which Roman barracks do not provide), useful for flanking and defending siege artillery from the intersecting cavalry. Secondly, the Italian cavalry aux (I think it's called Socii Equites Extraordinari?) is much better than the Roman-recruited Equites during the early & middle parts of the battle in flank attacks and line-breaking. I fully agree with all the comments regarding Circus Maximus and the Pantheon. As for Cloaca Maxima, I agree that its benefits are also very good. By the time someone gets high enough tech to research and build it, however, I'm not sure the growth bonus is all that useful. Is this an old primary province already probably already exhausted for growth, and the empire is large & rich enough that it is not really so important for newly conquered provinces to grow at the fastest possible rate. Such new provinces, moreover, also develop throughout the campaign and probably do not need growth. AI may have built on them stupidly, but slots are usually all available. All this may be different if one believes to Cloaca Maxima just after the military line described and therefore get the building much earlier in the campaign ... but I'm not sure it's really the best technical priorities. 09-18-2013, 19:05 #3 You may be right about Cloaca Maxima, however there is nothing else to build really. If you develop in all directions, you will see provinces that have not grown. In addition, AI has problems with food management, so I speculate that some areas may be poorly I agree about Aullia barracks - players should consider this after post-se post-se post-se. I thought that with barracks, a temple to Mars and a training ground, as well as a workshop nearby, they would be far ahead, so since then they can do whatever they deem appropriate. As Rome, I have to disagree with you in the barracks. First of all, you only need one barracks to start, and thus the modernization is not a big expense. In addition, you can get it after getting into military technology and since then start investing similar amounts of money and food in ports and civic buildings. This way it's not a big amount that you can save from not getting it. However, I find urbans actually better than Legionnaires'. In addition, come patch 3, AI will be much more knowledgeable and thus I suspect that players will need edge urbans to provide. Now level 4 barracks and maximum military techniques are a different matter and probably won't make much difference when they appear. Recently edited by Myth; 09-18-2013 at 19:06. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-18-2013, 19:54 #4 Originally sent by Myth I have to disagree with you at the barracks. First of all, you only need one barracks to start, and thus the modernization is not a big expense. In addition, you can get it after getting into military technology and since then start investing similar amounts of money and food in ports and civic buildings. This way it's not a big amount that you can save from not getting it. However, I find urbans actually better than Legionnaires'. In addition, come patch 3, AI will be much more knowledgeable and thus I suspect that players will need edge urbans to provide. I will meet you inside. While I don't think there's a real need to go beyond Veteran Legionnaires (in the current state of the game), there's also a particularly compelling reason not to max out barracks development either, as it's easily affordable. I will also admit that the future improvement of ai may change my opinion on this. 09-18-2013, 23:54 #5 do not know if my games are eavesdropping, but I do not think it is. I can only build one of the Level 5 buildings. It won't allow me to build circus maximus when it already exists. I built the Colosseum in Rome. I couldn't build circus maximus there because it allowed only one amphitheater building in the city, so I built it in Carthago. When I graduated from Circus, the only upgrade option was Circus Maximus, not the next Coliseum. Since its completion, I have been able to go outside the circus in Alexandria. I very much suspect that the same will apply to any Tier V building. Age betrayal every time they overcome youth and skill. 09-19-2013, 01:57 #6 Only small small You say specifically to build a barracks building in Rome, and this is a mistake. Construction sites in the provincial chapter are golden dust, and barracks (and auxiliary barracks) can be located anywhere in the province and still receive all bonuses. TEMPLE wants to be in the capitol because it can go up to level 5 there, just like gladiator ect schools for these soldiers, but basic barracks buildings, ect workshop-level buildings should always be in smaller settlements to leave you slots free to increase public order and training buildings, they are just capitol. I tried to find help in the ancient military journals of General Tacitus, which is a smart campaign was so successful that he lent his name to a detailed law enforcement fight, and actually found a section titled What to do if one army occupies well fortified and superior land, and the other does not, but from the first sentence read Endeavour to be the one inside I would have lost my heart. 09-19-2013, 03:03 #7 Christmas crap. I started reworking several of my provinces as recommended by Myth. Not yet close, but already shocked at how much my food and income is growing. It became clear to me that: 1. I was over-emphasizing public order, in particular by building too many temples. 2. I waited too long to explore the technology that allows for Tier IV sediments. I didn't realize how high the percentage of income comes from these. 09-19-2013, 03:06 #8 Reading all this, im prompted to rewrite my provinces as well. Im just making ~850 turn, pathetic with what I used to do, what was about ~2k turn. Somehow it plunged, you do not know how though ... 09-19-2013, 03:22 #9 Originally Posted by Hooahguy Reading all this, im prompted to rewrite my provinces as well. Im just making ~850 turn, pathetic with what I used to do, what was about ~2k turn. Somehow it plunged, you do not know how though ... One word: corruption. I made the same mistake at the beginning. I got to the point where i was doing about 8000 on the railroad, and over ~50 years of peace without military expansion that shrank to below 5000 turn. So I went to read and study and then rebuild the province. After some philosophy techniques (some of which reduce corruption, and the benefit of completing each trio of technologies in the layer is to further reduce corruption), that has returned to 8,000 per turn. Then when the buildings kicked in it climbed to ~13000 per turn. Now, in 60 regions owned, I make almost 40,000 per turn, with 12 full stack armies and 7 fleets maintained. Reducing the Empire's bonus corruption has a huge impact, too. Age and betrayal will overcome youth and skill every time. 09-19-2013, 08:19 #10 Originally Posted by Quillan I don't know if my games are eavesdropped on, but I don't think it is. I can only build one level 5 buildings. 5. will not allow me to build circus maximus once it already exists. I built the Colosseum in Rome. I couldn't build circus maximus there because it allowed only one amphitheater building in the city, so I built it in Carthago. When I graduated from Circus, the only upgrade option was Circus Maximus, not the next Coliseum. Since its completion, I have been able to go outside the circus in Alexandria. I very much suspect that the same will apply to any Tier V building. HI and thanks for your feedback. It is possible that Level 5 buildings are limited to 1 in total. I haven't good that far yet because I haven't had time to play beyond 30-40 queues. The guide I did after my initial experience + some planning based on the encyclopedia, where it was not found that level 5 buildings are limited. However, even if so, the principle remains the same. Can anyone else confirm that Level 5 buildings are limited to one total? There is no point in getting technology for those who are. This could also be changed in Update 2 (they mentioned the balancing of high-level buildings) originally published by Sociopsyoactive Only a small point. You say specifically to build a barracks building in Rome, and this is a mistake. Construction sites in the provincial chapter are golden dust, and barracks (and auxiliary barracks) can be located anywhere in the province and still receive all bonuses. TEMPLE wants to be in the capitol because it can go up to level 5 there, just like gladiator ect schools for these soldiers, but basic barracks buildings, ect workshop-level buildings should always be in smaller settlements to leave you slots free to increase public order and training buildings, they are just capitol. Unless you want level 4 barracks, which I assume most people will, even if they don't need it at the moment. Smaller settlements are limited to level 3 buildings means that you should not invest barracks there IMO. This will work for Rome if you decide that level 3 barracks are sufficient, but not for other factions. Recently edited by Myth; 09-19-2013 at 08:21. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-19-2013, 10:56 #11 Level four barracks in neopolis of both types. I tried to find help in the ancient military journals of General Tacitus, which is a smart campaign was so successful that he lent his name to a detailed law enforcement fight, and actually found a section titled What to do if one army occupies well fortified and superior land, and the other does not, but from the first sentence read Endeavour to be one inside rather lost his heart. 09-19-2013, 13:03 #12 Originally Posted by Sociopsyoactive Four barracks in neopolis of both types. Wow you're right. Barracks are actually available in smaller cities. So only the temple should be in the capitol. Can you confirm that Level 5 buildings are limited in number? Circus Maximus / Colosseum / Cloaca Maxima and Pantheon? I think the problem may be because they seem to require/consume resources after further inspection. Circus Maximus wants wine, pantheon wants marble and Cloaca Maxima wants lead. Do you just want to have them or do you consume resource units? Recently edited by Myth; 09-19-2013 at 13:17. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-19-2013, 17:46 #13 Nice guide indeed. I think it's important to visualize 3 key economic pools during the game: 1. Wealth 2. Food 3. Public order The first two are global, and the third is regional and then provincial. Quite often, large trade-offs have to be made between them, especially when adjusting taxes and choosing buildings. It's not a trivial thing and I'm very enjoying the campaign game. Of course, there are also growth, wealth and signs that are interconnected. Regional resources and wonders also play a big role. I like the way regional/provincial growth and income are related to public policy. The higher public order, the greater the growth and the higher the income, while the very unhappy province is full of people avoiding work and evading taxes. This great modifier means that the return on investment for Tier III and IV buildings is often even worse than I first calculated. You have to be careful where you can build, which you don't drain that valuable resource of public policy. BTW patch gives you a trend even after hitting 100, which is great. For example, Macedonia has the OP of 100 (4) without troops stationed, which means that that I can for a little more disorder to fully deviate from this increase AFTER Silent enim leges inter arma - For among the shoulders, the laws fall silent Cicero, Pro Milone 09-20-2013, 01:35 #14 Neapolis Guide has some merit, but Neapolis can not have 3 military buildings. The most you can have is 2, because there is a port there. You can't turn a port into a military building unless there's a mistake I don't know. Last edited by Bad213Boy; 09-20-2013 at 01:38. 09-20-2013, 02:55 #15 No, Neapolis (or other minor settlements) may not have 3 military bldgs, but it does not have to. Workshops can be in another city in the same province. 09-20-2013, 12:28 #16 Mash This was a post-execution edition of the guide based on the and I have overzealous with buidng icons. It will be repaired. Recently edited by Myth; 09-23-2013 at 09:23. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-20-2013, 21:46 #17m interested in thinking about +technological buildings (and character traits, for that matter). Someone out there building a lot of libraries, +research temples, ect? The reworking of my province's IAW Myth slot construction thought increased my income through the roof. It works great. (The factor may be Patch 2 misery/food tweaks. It's possible that I opted for some semi-conscious building rules that made sense before Patch 2, and then I didn't adjust to read this guide.) One constant, however, before/after Patch 2, and before/after reading by the OP here, was that I had not built any library buildings-line at all, and very few research temples. I just always felt that there were more attractive applications for building slots. As a result, 240ish turns into a campaign, my overall research rate is in the 120's. I didn't finish third in any of the six research trees. Each of the other level three technologies requires 16-18 calls for research, and I have enough of them left that it would take something like 150 more revolutions to completely complete the entire tech tree. Is it consistent with the experiences of others deep in the campaign, or is it just completely gooned it somehow? Has anyone been successful in creating a specialized research province or two? 09-20-2013, 22:37 #18 Originally Posted by Bramborough I am interested in thoughts on +technological buildings (and character traits, for that matter). Someone out there building a lot of libraries, +research temples, ect? The reworking of my province's IAW Myth slot construction thought increased my income through the roof. It works great. (The factor may be Patch 2 misery/food tweaks. It's possible that I opted for some semi-conscious building rules that made sense before Patch 2, and then I didn't adjust to read this guide.) One constant, however, before/after Patch 2, and before/after reading by the OP here, was that I had not built any library buildings-line at all, and very few research temples. I just always felt that there were more attractive applications for building slots. As a result, 240ish turns into a campaign, my overall research rate is in the 120's. I didn't finish third in any of the six research trees. Each of the other tier-three techs require 16-18 turns for testing, and I've had enough of them left that will take something like 150 more spins to the entire tech tree. Is it consistent with the experiences of others deep in the campaign, or is it just completely gooned it somehow? Has anyone been successful in creating a specialized research province or two? I wrote a tutorial when I played patch 1 for one afternoon in principle. I'm glad it helps people! As I play more R2 I will write a detailed guide similar to frogbesteegg's guide to Shogun 2. I make a strange library here and there, if I have free space. I think 1 in 4 provinces is a good ratio. I put the suggestion in my constructive opinion thread that we need an agent to investigate, whether it's speeding up or stealing from other factions. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-20-2013, 23:49 #19 Originally posted by Mit, I put a suggestion in my constructive opinion thread that we need an agent to investigate whether it's acceleration or theft from other factions. I think there is a line of dignible features that offers some +research. But just like in construction crevices, I usually had much better options to choose from. I agree that an agent like NTW Gentleman would be useful here. Maybe philosopher. 09-23-2013, 07:07 #20 I think you can only have 1 Pantheon. 09-23-2013, 10:53 #21 Great Guide, we look forward to more. The jewel can not be polished without friction, nor man perfected without attempts 09-24-2013, 20:29 #22 Really good! With. Personally, what I did was put barracks in the capital and an auxiliary camp in one of the settlements. Then the temples go to M.G., CeS's economic output is hit hard, but the province is still so small that it will never be a huge cash cow, no matter how it develops. With the empire's limited army cap and system requiring the general's presence to recruit, keeping military (or navy) buildings confined to just one province makes sense to me, and worked well in both of my Rome campaigns. A viable alternative, however, may be to spread them over multiple provinces in order to approach the assembly line. For example, barracks/training ground in M.G., aux barracks in Italy and workshops in Cisalpin. Form a legion in Brundisium and recruit melee infantry there, then transfer them to Italia for cavalry/spears and finally to Cisalpinia for ballista and equipment bonuses. You get the same standardized & centralized benefits, while the economic effects of red slots are spread across multiple provinces. I can try this at some point in a future campaign (or just redo my slots later in the current one when I have enough money to do so). ----- didn't really break the code either on the value of industrial buildings. Sometimes I'll build one in a nest where I really can't find (or need) anything better. But it's not very common. Brown-slots are certainly not my core construction strategy. I'm sure there is some synergy with them in some cases greatly increase the province... but I haven't really had the inclination to find out yet. I'm not kidding about Ariminum... earthquake in the center. In my first campaign in Rome, I never had an earthquake or a plague; did not even know that they exist in the game. On my second campaign (started yesterday), I had an earthquake and 3 plagues hit in the first 30 turns. WTF? Not in the update information, but patch3 seems to increase the risk of these events (both campaigns on the same difficulty level). 09-25-2013, 01:08 #24 Training camps can only be built in the provincial capital. Provide your bonuses for the entire province (see my ss below, where I will show the Praetorians that I can now recruit a Level 3 armidoctor. At level 4 they will pass more than 100 morale...) As for the temple temple - if the province has 3 or 4 ports, it is better to go to Neptune. The temple does not eat food, but increases maritime trade. Plus in large provinces you will have enough public order due to the circus line of buildings and edict B&M. Free space in the port province 3/4 should also go to the Amphorae factory if you have excess public order. For inland provinces, you can be much more liberal with temple elections. Research is good. Hermes is also good if you plan to win 4, 600 zlotys from industry is something that barbarians can dream of. Anyway, here are some of my provinces. I'm in the process of switching Jupiter to Neptune here and there and haven't maxed them out in terms of optimal OP usability (not all of them anyway), but I'm very happy with the result for now. It's late though, so I'll take some screenshots tomorrow... The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-25-2013, 04:17 #25 My last setup in my first campaign in Rome had Italia as my main recruitment province. I had a training ground in Roma (there are just the provincial capital), plus the Coliseum, pantheon and level 4 library. The barracks were located in Ariminum, auxiliary barracks in Neapolis, and the level 3 armorer was also in the Ariminium. I think the rest were just enough temples to maintain a neutral public order and eating the rest, with a constant bread and game edict going. It was my most valuable province, earning almost 5,000 per turn. Age and betrayal will welcome youth and skill every time. 09-25-2013, 06:25 #26 Ah, I never noticed Trg Field can only go in the capital. ... I think it's because I've never tried to build it anywhere else. 09-25-2013, 13:03 #27 Updated guide. I will probably make a specialized guide to Avernia further (it applies to all the barbarian factions from which Avernia have the most difficult start I think) The art of war, then, is governed by five permanent factors to be taken into account in their deliberations, while seeking to determine the conditions for obtaining in this area. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! 09-26-2013, 14:45 #28 Originally Posted by Myth Updated guide seems. I'll probably have a specialized Avernia guide next door (applies to all the faction barbarians from whom Avernia have the hardest start I think) I'm looking forward to it! I started several Averni campaigns and so far I have had trouble coming up with a solid opening, both expansion objectives as well as the progression of process trees. All I can say so far is the horses are yours but even that may have changed in the past at the start of the game. 10-03-2013, 14:30 #29 10-10-2013, 12:15 #30 In fact, in the long run, Brundisium is better suited to becoming a dedicated military province due to the smaller resources. The more resources in smaller cities, the more of these smaller cities you have to move to Level 4, thereby reducing the available luck in that province to be allocated to military buildings. The best configuration for me (I will confirm when I do this in the game) will be: Brundisium: Temple to Mars + 2 x training field + Circus (or Maxiums), Minors get 2 x barracks, Syracuse is upgraded to level 4. To get the OP you need you probably need to sacrifice slots in tiny settlements to temples. Rome: 2 x Workshop buildings, the rest goes to standard. So recruit in Brudisium and then move north to equip your armies with better weapons and armor and you're good to go. In addition, as sparta, I noticed how better the fields of other factions are. Still, as Greeks you should get one level of farm field and the other should be the Temple of Poseidon, because it is much better o Roman Neptune. It provides both OP and food at no charge. No is literally no reason not to fill out your small settlement slots with at least 1 of them to settle. Smaller provinces (i.e. 1 capital + 1 small settlement) are best equipped for IMO research. They are too poor anyway to increase income, but every piece of research helps. This, of course, is much easier to do, like Rome, because you have no problems with the excellent circus line of buildings. Ironically, playing as Avernia, your biggest problem will be how far you have to climb the tech tree to get a semi-decent way to get a normal level of public policy. So while you can teoratically reach to Oathsworn and Noble Cavalry, it's virtually impossible to do so as you won't be able to keep the hit OP you get without the huge temple spam that in turn will make you hungry for food. No one experienced a real hunger for public order unless they played a less sophisticated faction. The art of war is therefore governed by five permanent factors to be taken into account in its considerations when trying to determine the conditions for obtaining on the ground. These are: (1) Moral law; (2) Heaven; (3) Earth; (4) Commander; (5) Method and discipline. Sun Tzu, The Art of War How totalwar.org on Facebook! Facebook!

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