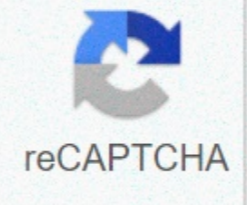




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Rome 2 total war guide pdf

From EnemyofJupiter This is an opening moves article for Rome to VH mode. It will detail the first 5 turns, and provide instructions up around to rotate 10. Some things start to differ in your game through the identity of the Epirus conqueror for one, or where the Etrusion Army will disperse that after you take your settlements—but these opening turns should follow the same rough track. If you want to start attacking Carthage before heading to Cisalpine, then the guide should apply for the first 5 turns, as well as various building and technology instructions later. This guide has been written and tested for very difficult difficulties and under patch 3 conditions, but will be updated to the patch report. Comments? Questions? Visit the thread in the thread in the forum guides and articles. I also apologize for the small pictures at the moment—when we get the gallery to work it will be fixed. In the meantime, all images are HTML thumbs-click to enlarge. Before starting the goal is to get the rest of the province of Italia during the first 5 turns or so, followed by work on Cisalpine Gaul in the medium term. For the purposes of this guide, I will refer to the two armies present at the beginning of the game according to their originally given legion numbers. Legio II starts near Roma, and will be used to attack Velathri. Legio I will (force) march north to Italia in order to recruit some Hastati and do for Ariminum how they will be used to clean up all the pesky Etruscans still in the area. Epirus will be too tied up in the war against Sparta (and 9/10 times Athens too) to use the relatively light forces guarding Magna Graecia. 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 the Rouge Etruscan Army striking the lightly defended cities in Italia—the fight against this Legio III will eventually be created near Rome. This should be led by a triarii general—much better for getting into combat than more supporting a mounted general. The technology-wise-based lower hastati difficulties are currently very strong, at least compared to what you will face in the first 20 turns, so military technologies are not really needed at the moment. On a very difficult basis, you will find that they are closer to the match, but ultimately triumph against the Italian Spearmen, your main opponents in the first 5 turns. It's much better to go to economic early technicians so you can get some extra income. I also played around with the tax slider, but decided to move it was probably the best. Trade routes are quite difficult to get without some serious cash, but Ilya tribes like Ardiaei sign non-aggression pacts fairly quickly, which can then develop into trade relations. If you are not looking at an extension of the adriatic sea, then maybe it should be the way to go. Nice side note-live updates on expected profit for the next turn is back! Yay! Go to finance scroll and summer - profits section there takes into account your building and recruitment. Use this to prevent you from destroying your coffers. I also didn't get any comment about dealing with the internal faction of politics. That's a longstanding concern, and that's more to do with the first 10 turns—if you've managed to provoke a civil war before that you're on to something special. Turn 1 Military Legio I towards the northern border with Ariminum on a forced march stance. Dissolve the Levees. Legio II - Dissolve the Levees, move to rome's northern border with Velathri, and recruit 2x Hastati. Fleet I - move west towards Corsica and Alalia. Make sure you have just over half of your movement points left, and change your attitude to patrol. This will combat piracy and increase the income of Neapolitans. Spy-North, find the Etrusion Army, and then sabotage the building in the Etrusion settlement. It has a feature that makes it very good at burning things, so take advantage of it to get an easy experience. Pacts on diplomacy and technology without aggression with Ardiaei and Athens. If nations don't accept the diplomatic agreement during the transformation I first mentioned, they could take another turn. Keep trying! Research land management for the reasons why I went to higher. Building Expand Rome to forum. We will use this construction chain to keep Italia happy as we expand our industry in this area. Turn 2 Military Before moving Legio I, change your attitude to neutral. This move you want to move as close as possible to the front line, but also recruit some other men because it's only 1 hastati and 1 velites. Recruitment 3x hastati. Move the spy to Ariminum and engage in sabotage there too. It should perhaps hit or be close to rank 2 now. Legio II - It's time for your first battle in the campaign. Attack Velathri, where the Etruscans most likely retreated-Hastati should carry you through the battle, but run a unit of Velites around another side street to draw some spear from the main meatgrinder and cause damage. Congratulations- Rome wasn't built in a day, but that's because we didn't organize the work. During the end turn, watch out for the Etrusive turn-may have a one or two-unit army that can escape from Ariminum before Legio I appears. Keep an eye on them - you have to recruit a general to deal with them later. Diplomacy and Technology Building In one of magna graecia - Expand and build a forum. This chain will develop along several economic lines. Don't worry about the impact of public policy from taking Velathri—despite what tool tip he does out, he won't have a riot in 3 turns (it only takes into account at the current pace that he is biased) Turn 3 Military spy can either poison wells or sabotage in Ariminum. By Legio, I should have enough men to attack the lightly defended Ariminum. Go for a to-access from the more open South, and close the gap quickly so the rockets don't carry you. Legio II should now look at sailing west- the final Etruscan city in Corsica is your goal. Arrange them for the beach west of Velathria and get on the boats. Diplomacy and land management technology are now complete. Go to tax work. Ardiaei should now accept this trade agreement of about 1000. Building Ariminum may have a spare building slot, as you might have invaded during the turn around the Etruscans were building something. Build a villa this move before it fills the slums. Build a villa in Cosentia, too. Put the food in. Now you have your first province! Congratulations. Now you can issue an edict: Bread and circuses will help for a long slow process to restore public order. This is crucial because happy people will give you more money. Your Imperium has also increased, allowing you to keep more armies and agents-useful when hunting down small armies that would otherwise pull legio I and II away from the front line. Finally, securing the Tribune position if possible for your general-reduces the maintenance of his army by 5%. Turn 4 Military Legio II should be at sea heading to Alalia in Corsica—should be able to disembark north of the city—that's good enough! Dishork your fleet from the patrol service and cough up the Etruscans. Then assault. Use your invaded ships to pelt the enemy with javalins from the safety of the sea while your ground forces hug the coast line for support. When the battle is joined, beach your attack legionnaires boat and leave them aside by the Italians. The city should fall easily. In the fall of their ancient civilization, the Etruscans could have some forces scattered around the navy from arminium is quite common, and can blockade Brundisum, but the Etruscan army or two may also be on the hunt in Italy itself. If you see one of these armies escaping Legia I and II, employ Legio III in Rome/Naples (which is closer) and have your general Triaria unit. This general will hunt the last remnants of etruscans before later entering Corsica. Recruiting units hastati you should need, but now Triarii and city crews should be enough to fend off any nagging attack on your city. I won't specify exactly where to move Legio III during its mop to service—it seems to vary between campaigns. However, clever use of javalins in urban crews are the way to go. Legio I should have already replenished my losses. If there are no Etruscans that require attention, march toward Genua and recruit other Hastati. They will strike in Liguria before they have a chance to build. In front of them, the spy should move towards Genu so that Legio I'm not marching Diplomacy and technology The pact on non-attack with Delmatae can be obtained. They will also do business rights for ~400 if pushed. Building build a Roman village in Neopolis. Turn 5 Military Legio III should continue its mop up traffic. If no threats are around, move them to Naples-make sure you now have or are recruiting that Hastati unit into the army. Legio II will again embark on its transport ships bound for the velathri border with Genoa and Ligurians. Legio, I will continue to march towards Genoa. Don't declare war yet. Diplomacy and technology tax work is now complete. Now it's time to go for supply reforms—we want those Triarii! Building Build herd land in Cosentia. (Ignore the position legio III, they should be in Neopolis) Build the Temple of Mercury in Naples. This will again help your public policy problems (which will help you later build squalor-inducing buildings elsewhere) and increase the amount of money you get from all the buildings in the province. Congratulations. In the space of 5 turns you have secured Italia, wiped out the last Etruscan city and are building a healthy economy. But where next? Well, Alalia's not happy, and Cisalpine's attracted. March! Turns 6 and 7 Military Legio III will embark on ships and move to Alalia-will police settlements and wean any rebellion with the help of the local navy and crew. Legio I and II will march to Gen. There is a chance that the Insurbres will be sieging off-see how they are next on your shopping list, if the siege persists, you should consider attacking the Insurbres and defeat them to allow you to overwhelm small crews with two legions. Make sure you have all the firefighters you need before then—these barbarians will put more fight than the Etruscans, especially their slingers-close or use buildings as cover in attacks. Diplomacy and technology As has been said before, if any of the Lyrian tribes have been holding against you, continue to try to gain trade rights from them. Athens are a very sticky customer, but if you have a desperate need to do business with them, they will do so for payment in over 1000. It's not quite worth it yet in my opinion if they go on to take over the whole of Greece. Building a port in Ariminum. Again, this will increase your income, and allow you to employ some better ships, too. Note that using patrol attitude in the Navy reduces piracy in sea-control identified by settlements to make the most of the sea trade and recruiting the Navy to patrol the 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 revolt from Alalia. Place it before it accumulates strength, rinse, repeat. Insurbres will have the remains of their army hanging around Genua. Ignore it, and head straight to your capital, Medhlan with legion, leaving the other box in the barbarians so they can't mitigate or attack Genua (just as he's wary of rebellion). This city is more impressive than anything you've faced so far, and you'll be tempted to make ladders. However, decimating the Army of Insurbres in Cisalpine and having their only city under siege can provoke them to seek confederation with some of their northern neighbors, ending the siege, just as that final ladder is being built. Avoid this going-attack immediately by burning the gates with infant. When it comes to a particularly buggy battle, auto-resolving usually yields a satisfactory result. Be aware of the barbaric tribes from the north that attack in later turns. Diplomacy and Technological Research Manipular Organization-you need these soldiers to rest Cisalpine. Massalia desperately needs help. It will now easily agree to non-attack pacts, trade and, after a few turns, potentially an agreement on the status of the client. Do what you think is appropriate. Non-attack pacts and other diplomatic overtures should be sent across the water to the winners of the inevitable Epirus-Sparta-Athens conflict to avert a naval invasion. Building Genua will be very unfortunate to be taken over, and will rebel within a few turns. You should look at converting some buildings to being Roman, but prioritizing demolishing one slot and building a Sacred Land instead—it allows you to start converting the province into Latin and regain control. Patrician will also help in this area. Legio I will fight the rebels in the next few turns—it is tempting to leave them alone when they multiply, however, as the province gets a +20 public policy bonus that is bigger than squashing them with your army. Be aware, however, that some of cisalpine's other tribes may be guilty and squash their rebels for you instead. In Alalia build a sanctuary of some kind to help in public order-I am benefiting Minerva to accelerate technology. Build a manipular barracks in Rome as soon as technology allows. You're finally going to get a heavier infantry, and you're going to need it against Veneti, who usually have considerable power. An amphitheatre built in the forum will also increase public order when you start reaching squalor-inducing buildings. Further south in Brundisum the Mars field should be built to allow you to (finally) recruit firefighters there and defend the province from attack. It took me until turn ten to achieve the population growth needed-below screenshot comes from turn 9. And for... If you are not unhappy with the Confederacy make up, you should have two thirds of Cisalpine within your reach, along with some hardened men on your back. Rebellion will happen often until you manage to make Dominant culture-do best with it, build happiness-inducing buildings and soldier through. If you were unlucky and if the Celtic Confederation were to appear, I would suggest that immediately the conduct of war and instead prepare for a long-conflict confederation is able to replenish its forces quite quickly, and will call in several tribal allies. At some stage, you'll want to move your legion back to Italia in order to recruit some Princeps and Triaria, perhaps before confronting celtic confederation, or attacking Veneti. He's going to have a lot of military - don't underestimate. Finish them to get a second province. Now it's up to you to get out of here - march to Gaul? Greece? Carthage? Historical goals encourage you to declare war on the other, but it is up to you-leave them for a more appropriate conflict, or nip them in the bud, so they may not be solved later. The choice is yours. Comments? Questions? Visit the thread in the thread in the forum guides and articles. Forum.

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