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Rome 2 egypt campaign guide

Next Factions - Carthage Characteristic Prev Factions - Egypt Characteristic Fully controlled the following 6 provinces: Aegyptus, Italia, Macedonia, Syria, Persis, BaktriaHold 120 settlementsHold 120 units in totalHold 60 naval unitsFully inspected by the following 6 provinces: Aegyptus, Arabia Felix, Bithynia et Pontus, Magna Graecia, Tarraconensis, ProvinciaHold 90 settlementsCons retain trade relations with 20 factionsConsal at least one each strategic resource At the end of their time , own at least 80,000 talentScience at least 20 civilian technologies Keep 70 units in total Under control of the next 6 provinces : Aegyptus, Parthia, Mesopotamia, Mauretania, Thracia, CisalpinaHold at least one settlement in 45 provinces where Greek culture is dominating Build the following building: Great LibraryConstruct the following building: Ptolemaic Temple ComplexResearch 30 of all technologies From the beginning you need as many as three armies. First, we should march west, towards Cyrenaica, which is fighting you. Both paraitonion and ammonium are easy targets; In the first case, you can even use a fleet station near Alexandria. Finally, you should conquer all of Libya and prepare for a possible invasion of the African province. The second army should move south towards Ethiopia and conquer areas there. Since local groups do not have strong allies, this area is a great place to expand their empire. The Third Army is a temporary militia guarding your borders against the Seleucid raid. You can leave it now in Jerusalem; Added Champion increases the efficiency of the troops, preparing them for upcoming battles. If you manage to form an alliance with Nabataea, you can expand together in the Arabian Peninsula. But if your neighbor refuses, I would recommend removing him, which opens the way to the Arab magna and arab felix provinces. Regardless of the chosen path, sooner or later you will have to build a fleet. Any win option available in Egypt requires long overseas trips. With military domination, you spend most of your time fighting with countries in the Middle East - preparing to face many light cavalry units - your camels are extremely useful. Economic or cultural victory will push you towards a Europe where you clash with barbarian tribes - in this case, your elite will be longer invaluable. Next Factions - Kartaed Characteristic Previous Factions - Egypt Characteristic Page 2 Download Game Guide PDF, ePUB & iBooks Free iOS App Ready to Come To War? Total War: The Rome II Guide is mainly designed for beginners, especially those players who play total war strategic games series for the first time. But more experienced generals will also find interesting information here. Total War: The Rome II Guide is mainly designed for beginners, especially those players who play total war strategic games series for the first time. But more experienced generals also find interesting information here. The guide was written based on the difficulty level: Hard. This is the perfect balance between frantic hack and slash in simple difficulty and complex gameplay, full of careful calculation and risk tricks for the legendary difficulty level. Below you will find, among other things: Basic information about beginner generalsTips to facilitate the completion of PrologueInformation on the expansion of the empire sample provincesAdding the formation and operation of the army, Fleet and AgentsAdd tactical battles with examplesRescripting the groups Recommended first steps in the campaign given by the factions Slawomir Asmodeusz Michniewski (www.gamepressure.com) Translated by: Maciej Erlond Myrcha Next Controls Author: Slawomir Asmodeusz Michniewski gamepressure.com Translator : Maciej Erlond Myrcha last updated : May 5, 2016 Guide includes: 60 pages, 326 images. Use the comments below to provide your updates and improvements in this guide. Total War: Rome II Strategy Guide Videos 16 Files 32 Images 65 Extensions 14 Series DOWNLOAD GUIDE Get an e-book version of this guide: JOIN UPDATES Join the gaming community on Facebook Youtube Guides Twitter You are not allowed to copy any image, text or information from this page. This site is not affiliated with and/or approved by SEGA or Creative Assembly. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps and strategies for top games. October 09, 2014, 03:09 PM #1 09 October 2014, 11:12 #2 How many hours do you spend on that single campaign? All we hear is opinion, not fact. All we see is perspective, not truth. - Marcus Aurelius October 10, 2014, 01:46 AM #3 October 10, 2014, 02:51 AM #4 Dman. I have taken me 4 or 5 months (maybe 5-6 hours a week) to play until the end of the campaign. Next time, I should try to play full economy/diplomatic. All we hear is opinion, not fact. All we see is perspective, not truth. - Marcus Aurelius October 18, 2014, 09:03 #5 This is crazy! How did you make that much money on the 11-time show? Do you write a guide to how you played? October 18, 2014, 09:24 #6's crazy. I'd say well played sir, but it doesn't really cover it lol. October 19, 2014, 07:17 pm #7 Diplomacy Guide Work in the Campaign* Start of the Campaign Go to diplomacy and check your relationship with other groups. Who do you like, who doesn't like other groups, why they like or dislike, and these are temporary or permanent factors. Ex. cultural reluctance is permanent, the gifts given are temporary. 1) Try to find a faction that is generally disliked by several other groups, at some point you can declare that faction and try to get other factions to join against them. 2) The start of the campaign may vary, try a better result For example, Egypt's Ask Himyar, ask for a distribution plan and a trade. If this is moderate, continue the campaign if you do not consider restarting. Which group is the basis for the relaunch? it varies somewhat depending on which faction you are, you just have to experiment a little until you get to know the factions a little better. Generally 1) Ask several times, sometimes they change their minds. I usually ask at least twice, a maximum of 15, if that's what you really want. Usually you need at least a positive relationship or a fear factor can work if you don't have a positive relationship. 2) If they refuse, try to get an agreement with your friend then ask me again. 3) If your paying them/demanding and they give you a counter offer, they'll usually negotiate further, but not always. Depending on where your offer is

compared to the maximum offer they accept. I'm not quite sure there seems to be an area where they make a counter offer then an area where they refuse before it reaches the point where they accept. counter-bid/refusal/acceptance. For example, I offer Athens 500 trade, they counter offer 2000. I'm offering a thousand, and they refuse, I'll offer you 1300 and they'll accept. 4) Most factions are more open to an agreement to turn you the first time you meet them, try to make a deal right away. Waiting can cost you hundreds, if not thousands. Demanding money 1) You can ask any faction for money where your relationships are positive, but the allies seem to be the best, the higher the positive number tends to produce better results. Ask for different amounts, do not use only 500 items, for example, check multiple levels, such as 300 and 800. 2) Hit is what I call a moderate or high answer by demanding money. Start at 2000 level, then check 1500, then 500. Take the highest level of hit and check the next level over that until you find a low answer. In general, they accept about two levels below that. For example, I demand money from Pergamon to get the 2000 financial year. I'll check 2500 that it's low, they'll probably give you 1500. If they don't, try some different amounts of about two hits, 1300 or 1800 perhaps. 3) If you demanded money from the faction and it didn't work, but later you got to agree on a defensive alliance or a full union. Demand money again, a boost in relationships can make them more open to it. Revealing other factions 1) How a trade agreement with one faction exposes other factions along this trade route, provided that the trade route goes close to its territory. 2) Get a defensive alliance with the faction exposing the other factions around them. Note, sometimes the effect is delayed, you may have to get an agreement with another faction before that batch is revealed. Fear Factor 1) When you get a large number of allies, it starts with a snowball effect where other factions start to fear their mega alliance. It may not stay that way forever, for example, Persia wanted to pay me to get my satrap and some later they refused, no matter how much I offered them. Send contracts if you can, they can refuse later. 2) When your union reaches a certain size, I'm not sure the exact size. Some newly revealed groups are paying you for agreements they would not make under normal circumstances. 3) When your union reaches a certain size. Several allies may be ready to become your client's country/satrap. Some you have to pay and some pay you. For the most part, factions are more pleasant aactional attitudes, sometimes others. Not everyone agrees with this, but it could be useful to check if your near victory conditions and you just need that little extra imperium boost to get you there. As their ally, remember that a client state would be downgraded from a full alliance to a defensive alliance. Factional Attitudes It's better that you start your union with more pleasant factions and work your way out of there. 1) Greece has the best diplomacy, easier to play, easier to get through and more giving in general. 2) Barbarians are usually the worst diplomacy, with certain factions that have a negative diplomacy trait or start disliked by their immediate neighbors. 3) Some factions are in between because of their general sense of mind or they start in an area that is more favorable in making a great alliance. Ardiaei probably would suit this category, barbarians, but liked some neighbors, neutral with others and they start with several Greek neighbors, which could make forming a great alliance a little easier. Join The War 1) As mentioned at the beginning of the campaign, find a faction that has disliked most of their neighbors. For example, Catairoi, Budini likes them, but most others do not and they start a war with Bastarnae. At some point, preferably early and preferably after you have some full allies, announce them then try to get others to join the war against them. 2) The group can give you a small amount of money when you join your war. Normally you don't get that much, but remember that it also gives you relationships to enhance that faction and maybe a smaller secondary boost to factions that like them. 3) Related 1), Find now a regional faction, declare them or join someone's war with them. Use this as a group focal point, to become factions that you want to have future allies to join against them. 4) Don't be such cheapskate. Well, be cheapskate but you probably have to pay to get others to join your war. Some join for free if they hate that faction and/or as their direct neighbors. For most, start by offering them 100, if it's a low go to 500, if it's a moderate to rise a few hundred each time until they agree or you decide it's not worth that amount and move on. It's annoying, but I suggest you buy for the factions that join the lowest amount. With each group that joins, it should make it a little easier to get the next join, Effects. Reliability E-rating Try to maintain a steadfast rating as much as possible, as shown by your portrait when diplomacy. Agreements are cheaper and easier to get. Preferably wait 10 times to cancel the contract then another 10 times before you declare war on them. Also 10 times before making an enemy into your client's condition/ satrap. Less than 10 times your rating, how much depends on how fast. Even if you've got allies/client countries/satrap to join your war, you'll suffer a bigger drop if you don't wait 10 times before peace to the enemy. How a faction to join your war is essentially you are willing to stay in the war at least 10 times. Contracts are a little harder/more expensive to get dependable significantly harder/more expensive to get reliable Almost heavy/not worth it, get unreliable or unreliable If you violate an agreement, you might want to expect at the same time your reliability rating to go back to reliable or steadfast before making any further agreements. A lower rating also causes some groups to cancel their contracts with you. Allied Confederation, I don't know exactly how it works, so I'll just say this example. Recently, I made a big alliance with the Marcomann campaign. You could say the Allies don't take the terms of victory, yes, that's true. I had several of the same blood allies, the other barbarian allies, and I was an ally of Octavian. I was able to join my allies in a series of mutual wars. That's when I started the Confederacy. The most confederate, if I gave them 1,500 to 5,000. So it may be some or all of the following 1) the overall strength of the alliance 2) their participation in 2 or more awar 3) good relations that allowed me to merge them.15 turns later october 20, 2014, 10:59 AM #8 Impressive. I did similar things in turn 100 when all the challenge was gone in the game, but victory within sight of turn 1? Wow. The humble horse consul serves the people of Rome. October 20, 2014, 01:37 #9 LOL, it seems you've invested a lot of time in this. That's impressive. Still.

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