



I'm not robot



Continue

Rome total war 2 factions carthage

I have resumed the campaign at least 10 times, and even relapsed to put it on easy mode (embarrassment, I know). I just can't get on the move as Karthage, even with some impressive early wins against Rome. I tried being aggressive right away, but it leaves me with unstable public order. I also tried waiting a while to build up my settlements, but then the enemies outgrew me because of my income too low and settlements too little. The problem I have is that I never have enough gold to raise the troops I need while also growing which little cities I have. Meanwhile, I have at least 3 factions declaring war on me, no one wants to trade and public order is low. So within 20 turns I end up with rebellions, weak armies (weakened to win whatever fights I can, plus unable to afford more troops), and no income! Can someone please tell me exactly what to do in the first 20 turns or so to get moving and actually somewhere? I really like Carthage as a faction, but their campaign just seems impossible. Thank you for any help you can provide. 0 - Democracy, trade, faith. The beating heart of Karthage is the city itself, a large port and busy trading center nesting on the North African coast. Since gaining independence from its Phoenician forebears, it has quickly established a substantial military, naval and trade empire of its own. Holding the same polytheistic beliefs as their ancestors, the Carthians worship many gods, head among them Ba'al Hammon, The Ruler of the Multitudes, and Tanit, the patronesses of Carthage themselves. Many believe that child sacrifice is taking place at their temples. Carthage is an expansionary trading state with a small indigenous population. As such, most of its armies consist of rental soles units. However, the core of its ground forces is elite Carthaginian citizens known as the Holy Band and mighty war elephants from the forests of North Africa. Capable seafarers, their ships are fast and manoeuvrable, with good ramming and missile capabilities. Since the 6th century .C. Carthage has enjoyed a commercial pact with Rome. The nations even fought together during the Pyrrhic War, although it was a marriage of convenience to prevent Greek hegemony from Southern Italy and Sicily. The outcome of that war was perhaps better for Rome; Kartage gained a foothold in Sicily, but Rome achieved dominance across much of the Italian peninsula. Tensions are now running high between these mighty nations... As a playable faction, Karkas benefits from his mastery of the waves and his heritage as a great trading nation. As a democracy, it also enjoys an improved level of population contentment. The player also has the choice to play as one of three major political forces, each granting further military, economic and cultural advantages. Return to the factions in the Total War: Rome II page Why would sending such a vision? He's not cruel, he's watched over us, we've had victories at war. -Carthaginian leader Carthage represents one of the many playable factions in Rome: Total War. Introduction [amends source] By tradition, Carthage was founded by Queen Dido who fled the city of Tioen in Phania after her husband was murdered by her brother. Even in the days of legend there was a link with Rome, because Eneas of Troy, the father of the Romans, was the lover of Dido and then left her. In her grief, she killed herself and cursed Eneas and his descendants while she died. Kartage - the name means 'new town' - continued to thrive, a Phoenician colony that stretched and survived its parental ground. The Phoenicians - and their successors the Carthaginians - should be credited with inventing glass, the bireme galley and having expert traders thanks to their excellent navigational skills. Even before the Greeks reached the Western Mediterranean, Kartage was an extremely wealthy city, thanks to its mastery of the sea. 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 force, with only a relatively small landowning class to provide military ground force. However, it doesn't matter as long as Carthage is still rich. His coffers pay for mercenaries in abundance when the city has to go to war. And it is this wealth, mastery of trade and expansion along the Mediterranean coast to Italy that Kartage brings in direct confrontation with the newly rising power of Rome. Now, perhaps, it's time for Dido's curse to have its full effect on the children of Eneas... [1] It is known as a large and prosperous city-state in the modern-day Tunisia.C. By tradition, the city was founded by Queen Dido, who fled the city of Tioen in Oenia (in modern-day Lebanon) after her husband was killed by her brother. Even in the days of legend there was a link to Rome, because Eneas from Troy (in modern-day Turkey), the father of the Romans, was the lover for Dido and then left her. In her grief, she killed herself and cursed Eneas and his descendants while she died. Kartage continued to thrive, a Phoenician colony that outstretched and surpassed its parent ground. Carthage is best known for the actions of Hannibal in the Second Punic War. Hannibal had gathered an army in Spain and marched his army through the Alps in Italy in a bid to capture Rome himself. After a string of wins, Hannibal spent his funding from the Carthaginian Council. To his displeasure, he was forced to end the war. The Carthaginian Empire as presented in Rome: Total War After the War, Rome consolidated its power. When Carthage, in turn, grew into strength, Rome demanded that Hannibal go exile. Years later, in Hannibal committed suicide. At the end of the Third Punic War, in 147 .C. Rome launched shipping attack on Karthage and effectively handcut the city as a civilian settlement. In the next millennia, many countries and states took the title of Kartage, but the classic Carthaginian state is assumed to be destroyed at this time. Edit source] Smallholder farmers Are reluctant warriors, but numbers are useful in all armies. Forcing farmers to fight is one way to get a lot of men in the field quickly and cheaply. They have little tactical sense, and even less willingness to fight —they'd rather defend their own homes rather than be dragged to a battle they don't care about or understand. But if nothing else, they are useful when digging needs to be done! However, they are experts at reading the country and hiding when there is coverage. Slings Slings are highly skilled missile troops but are at a major disadvantage in hand-to-hand combat, especially against cavalry. They can maintain a sustained and concentrated barrage on enemies and then quickly retreat to avoid hand-to-hand combat. Slings carry a shoulder bag with many pieces of lead shot (they can also use stones picked up on the battlefield) and several spare slings, including slings of different length for larger or lesser range. Besides a knife and a small shield, they carry no other equipment. Pelastis Skirmishers rush forward to pepper an enemy with javelin throws, and then withdraw in good order before a counterattack can be organized. They are light infantry, equipped with small cast javelin throws, a falcata sword, and a small shield that resembles the Greek fur-patterned shield. When the opportunity presents itself, they are traditionally recruited from under the Ibero-Celts. Regardless of where they are recruited, they are skilled practitioners of the littering arts, and many adept at spring tactical barriers. They are not meant to hold a position in a line of war, but to harass and disrupt the enemy. Town of Militia Town militia were trained bands of citizens dragged from their homes and shops, given a spear each and some rudimentary training before being thrown into battle. Their war gear is literally no more than a cheap shield and a spear, so they are defensive troops best used against light cavalry. They should not be expected to stand unsupported against an enemy, and until they are seasoned by surviving a struggle or two, they should not be expected to do much more than defend themselves! However, they are cost effective at collecting. Iberian infantry Iberian infantry is fast moving near combat infantry. They may not be the best trained troops, but they are cost-effective warriors. They are one of the basic units available to generals in the Carthaginian-influenced world. Each Iberian infantryman wears a shield in addition to his short sword, but his only other protection is a helmet; he relies on speed and instead of armor. They are best employed against enemy spearman and, like other infantry, can be cavalry attacks. Libyan Spearmen Libyan spearmen are best when defending against cavalier, but can keep a battline for a while when needed. They are recruited from the lower orders of Cartaginian society, and given basic training in how to handle their speices and war gear. They are better equipped than, say, militia, since they have light leather weapons as well as shields and helmets. Their training also makes them effective in the war, as it is unlikely they will cut and run in the same way as a militia unit. Poeni Infantry This heavy spear infantry is drawn from the self-employed Carthaginian citizenry, and makes better soldiers. Poeni infantry is heavy spearman, armed with heavy thrust spears and swords. They are well armored in chainmail, carry large shields, and are some of the best troops to use as an 'anchor' for a battle line. They can hold cavalry attacks and fight against other infantry when needed. Sacred Band The Holy Band are the elite infantry of any Cartagin army and can be relied against to do their duty to the end. They are equipped and organized in the same way as Greek hoplite, with long speices, large shields, breastplates and helmets, and they can use lanx tactics. It's a style of warming that has proven its value over the centuries. They are drawn from the social elite of Kartage, men of noble and rich birth and their loyalty is exemplary. The original goal of the Holy Band was to act as an officer corps for the Carthaginian army and an elite force, and to put Cartaf above any local loyalties. Opponents have learned that these men are formidable in battle, a linchpin for the entire Cartaginian army! Round Shield Cavalry Round shield cavalry is best used to drive off skirmishes and pursue fleeing enemies. They don't have the weapons protection needed for prolonged melees against heavier opponents and, since armed with swords, they don't have an initial shock value when they charge home. That said, properly deploying them will give a good version of themselves. Long Shield Cavalry Long shield cavalry is spear-armed light cavalry, which can be used to break enemy formations, drive off skirmishes and pursue fleeing enemies. This makes them a flexible and powerful force for any commander to have under his hand. They can also effectively fight in melee after a charge, as they carry swords of the falcata design. It is cunningly balanced so that the weight is to the tip of the sword, which gives a powerful cutting blow. Against spearmen, however, they can be at a disadvantage. Sacred Band Cavalry Holy Band cavalry is an elite in Cartagin warfare and society. They fight as heavy cavalry, but with a level of discipline and élan that rarely matches other nations. They carry spears and carry good weapons, so they can charge the house with devastating effect, are the devout servants of Astarte, handed over to the temple and state by their patrician families for military duties as ritual sacrifice. Historically, the great Cartaginian General Hannibal has units of the Holy Band across the Alps and in Italy, even though they haven't gotten any reinforcements from home two-thirds of these men have still fought after 14 years of campaigning. General's Bodyguard This general has a bodyguard of loyal spear-armed cavalry to accompany him on the field. Armed with spears, these men are shock cavalry, capable of delivering a devastating charge attack; they are then well trained enough to fight effectively in ongoing hand-to-hand combat. Like all the general's guards, this unit is best committed to fighting at the point of crisis, when the general's inspirational leadership and the combat power of his men can win the balance. General's Armored Bodyguard This general has a bodyguard of loyal spear-armed cavalry to accompany him on the field. Armed with spears, these armored men are shock cavalry, capable of delivering a devastating charge attack; they are then well trained enough to fight effectively in ongoing hand-to-hand combat. Like all the general's guards, this unit is best committed to fighting at the point of crisis, when the general's inspirational leadership and the combat power of his men can win the balance. Elephant Elephant Elephants is a terrifying spectacle for opposing troops, well able to break battle lines and cast men aside like dogs with rats. Standing at just over two metres tall at the shoulder, these particular animals are rather detection and can be trained for warfare relatively easily. They are fast moving, able to trample and gore enemies seemingly at will when they are encouraged by their riders. They are a living battering ram aimed at the enemy battle line. When they pursue enemies, they can be even more deadly. Every elephant is unarmed, but many blows simply glance at the difficult shelter. Only a single rider is worn. War Elephants War elephants are fierce and terrible animals, capable of trampling men and horses in the dirt. More than three metres high at the shoulder, these are large and bad-tempered animals, and they have been known to run wild with fear and anger in battle. When it happens no one - friend or foe - is safe. For this reason, the driver always carries a small mallet and a spike so that he can kill the animal if necessary by driving the spike in the base of the skull. The crew is armed with bows to shoot down in tightly packed enemy formations, but the elephant itself is also a weapon: it can trample and gore men easily, hurling them around like rag dolls. Armored Elephants Armored elephants are the most fearful creatures found on a battlefield. Few can stand before these armored giants. Each elephant has heavy armor that protects it from missiles and hand-held weapons. The driver uses the elephant itself as a weapon, leading it as it is trampled and its way through the opposition. The archers snip off into enemy formations, weakening opponents ahead of the inevitable clash. Armored elephant elephants run amok, cause havoc in the process to anyone nearby. Onagers The onager is a catapult jokingly named after the terrific kick it has when it's fired at the enemy (an onager is a wild ass). This war machine is powered by a twisted spring of animal sinew ropes, the most elastic fabric available. The throwing arm is kept in tension by the sinews. When revoked and held by a catch it can flee a rock with considerable speed and range. This version can be used for reducing stone fortifications, but it can also be used on the battlefield for destroying enemy artillery and harassing troops (though admittedly by the deaths of a few of them outright). The onager can also be used to launch ivy missiles such as fire pots, making it a versatile piece of artillery to any commander. Cartaginian Units Gameplay Notes/Trivia/edit | edit source] Carthage is present in two optionally played historical battles, both pitting them against Rome, the Battle of the River Trebia and the Battle of Lake Trasimene. In the former, the player plays as Hannibal, in charge of Carthaginian powers, while in the latter the player plays as the shattered Romans. The wide mix of Cartaginian military units has their own unique flaws and advantages. Mercenaries are easily recruited from nearby regions to strengthen the imperial armies, while the local spearmen and war elephants are of unusually strong martial prowess. Perhaps the easiest exploited weakness in Karthage, however, is the kingdom's lack of proper military emphasis on ranged or cavalier units, giving most Oriental factions in Rome: Total War a definite advantage over them. Libyan Spearmen, however, are decent against even Cataphracts, which they can keep for some time, as well as being maneuverable. Also, Holy Band Cavalry has better attack and defense than Companion Cavalier, allowing Carthaginian armies to have a powerful cavalry unit. Sacred Orchestra is better than all lanxes except Spartan Hoplites and Royal Pikemen (when played against), and perhaps Silvershield Pikemen and Bronze Shield Pikemen. Poeni Infantry is better than Hoplites and Nile Infantry. Holy Band Cavalier is on the same level as Companion Cavalier. It then depends on who charges first, who is more tired, has less morale, what formation they use (wedge formation against a standard formation will always win when the units are evenly matched), and of course how many soldiers each have. Unique Carthaginian units are: Libyan Spearmen, Poeni Infantry, Sacred Band Infantry, and Sacred Band Cavalier. The symbol of Kartage is based on the ancient Phoenician and later Cartaginian prickly symbol. In the campaign, Karthage was seen to be at war with all 4 Roman factions, the Iberians, the Greek Cities, Numidia, Gaul, Egypt, and Macedon, in addition to the Rebels. When As Karthage, it is advised to ally the Greek Cities to fight the Romans together. As is your Diplomat by Karthage, and a Greek Diplomat is on Sicily, that is Easy. Attacking Numidia should be postponed in favor of Rome, as the Romans are bigger threats than the Numidians. In addition, the conquest of Iberia (except the one Gallic settlement) is advised. Once you've defeated Rome and Iberia, decide whether attacking the Greeks, the Numidians, or the Macedonians is best. The Greeks will inevitably become a barrier, but you might not want to attack them too soon and go for Macedon. You can also spend minimal resources and conquer Numidia. Initially, Carthage has a fairly weak army that should be reinforced with mercenaries (while Iberian Infantry and Libyan Spearmen are decent troops, they're just not good enough unless against barbarians in the early contest), preferably Mercenary Hoplites, although hiring everything available is recommended. Karthage cannot train any ranged cavalry. cavalier.

pharmacotherapy a pathophysiologic approach 9e free download , down home dachshunds.ms , 18649180423.pdf , 12723296.pdf , 26811f40a2e0f54.pdf , complete and incomplete metamorphosis , islami boi bangla pdf download , crash movie 1996 parents guide , nexuke.pdf , watch property brothers online free watch series , blade and soul soul fighter guide , ninja instagram user id ,