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July 10, 2015, 04:55 PM #1 Short Saying Every damn faction around me declares war on me after all, it's a pain to find trading partners and the city itself is constantly in the red with happiness, probably because of the starting buildings. July 10, 2015 5:05 pm #2 Odd Most of my buddy's campaigns were like massilia, and more than half of our co-operative campaigns were Rome/Massilia. First, build a posiden temple that will give you food and cultural influence. Send the ship to Greece and Anatolia, as well as to the Black Sea. Most Greek states will give you a trade agreement very easily. Get a non-aggression pact and an ally with Rome early on, which will help you against the cisalpine, and Alpine tribes like Rome are also quick to go to war with them. It helps if you remove your non-aggression pact with Liguria to get better with Rome at first turn. Your high walls and the Greek garrison make the loss of massaging almost impossible if you somehow find yourself under siege. Take Volcae as soon as possible to get the city to build a farm in, and trade well to help get more trade/revenue from bidding. From there you can decide to go north to Gaul, or southwest to Iberia. It's not hard at all. July 10, 2015, 08:26 #3 Get The Island, be a seaman. Invade Egypt? After all, Saba. July 10, 2015, 08:47 #4 It really depends which direction you want to go. My strategy is to ignore Gaul, and go to Iberus. I use my dosh to befriend Arvenii and get non-aggression pacts with someone who's northeast of you - it tends to change as Northern Italy is a bit unstable, and kick celts out of the starting province. Then just create, declare war on the nearest Iberian tribe, lure them into their lands, and attack/ambush, and then click into Iberia. Heck, half the time you should be able to get Arvenii to help you. And don't take care of the Cisaplum tribes - if they declare war on you, they physically can't get to you unless their ally pushes into the Alps. Army squad - Hoplites, pettas and slings, with Celtic cavalry. Use Hoplites to pin the enemy, peltasts as a replacement for the cavalry (enemy flank and shoot) and use your cav to kill their skirmishers (At the moment they are relatively light and you will take too many sacrifices. Always put hops in phalanx mode - I can't stress it enough, it makes them awesome at pinning - and never using Macharophoroi - they lack the punch and stamina one would expect from them. If you have a toehold in Iberia, just go and take down the tribes, leaving Carthage for the last. By this point you must have archers, citizen and pikes, so you can go full alexander on them. I've seen someone go in the opposite direction, and in this case it will be necessary to unite - not-aggression, ally - with Rome, as well as not the aggression of the Iberian tribes. Expect a lot of fighting. Alternatively do as Yollo said - attack Carthage as soon as they get to war with Rome, take their islands, remove them from Iberia, take their coast, and then declare war on Egypt. Click to Egypt, take Crete and Rhodes, then click in Ethioia. Build a fleet, cross the Red Sea to Arabia and take Saba. July 10, 2015 10:02 p.m. #5 Also, switch the port to the shipyard (I don't remember if it starts as one, I don't think so). This immediately gives you access to The Greek Sea Archers, who are on par with the best archers in the game. At level 3 you get massaging Marines who are extremely good sword melee units, albeit expensive. Peltasts surpass most melee units in the game, always turn the shootout mode for them if anything gets into a melee with them after a hail of spears, peltasts will almost always win in close combat. Use massile hoplites. They are cheaper than regular hoplites as well as having excellent stats to normal hoplites. Your main army for early, and mid-game should look like something like this. Massilina Royal Guard, 4x Massilia Hoplites, 4 x Peltasts, x4 Massilian Marines, 4 Marine Archers. The Marines can be replaced with even more massile hops. You can fill the last 5 slots with anything really, these 5 units will beat almost any army you come across comfortably. July 10, 2015, 11:28 p.m. #6 I never lasted the last 25 turns like Massalia, except once when I conquered Corsica and Sardinia ... July 11, 2015, 12:04 am #7 originally published by Irishmafia2020 I never lasted the last 25 turns as Massalia, except once when I conquered Corsica and Sardinia ... I find it strange to hear. It is almost impossible to lose the wall of the city by playing as a Greek faction. Especially massilia given the poor quality of early Celtic troops compared to the Greek troops. You mean you just gave up before that? July 11, 2015, 12:37 #8 Yes almost - every faction nearby declared war, and my field army was reduced to nothing through a series of incursions before they (whatever Celtic faction reached me) besieged my city, so yes at that moment I surrendered.... the same scenario happened 3 times in a year or so, although for the 4th time I just decided to invade Corsica and then Sardinia instead, but I didn't play this game either as I was distracted by a simultaneous game like Athens... I agree that Celtic troops are weak, but they land me down through the exhaustion and besieged Massalia... Maybe I could keep my army in town, but I didn't, and I lost attempts in this campaign ... The latest edited by Irishmafia2020; July 11, 2015- 12:42 p.m. July 11, 2015, 01:57 #9 Thank you bros, but a few things I could add. I didn't have a problem protecting the city, fighting with my army, I actually have a very similar tactic as @Ivan described, it's just that eventually every Gaelic and Iberian tribe declared war on me even when we had a green relationship. EDIT: I started a new campaign and again the first turn of Arveni to declare war, it's INSANE! General... The latter is edited by The Dull Mind; July 11, 2015- 2:08 a.m. July 11, 2015 02:45 #10 It's very strange. What are all the sub mods you work with, if any? Something that changes the ai campaign? Also, if you want a cheap way to protect yourself from Gaul as you go to Iberia, or defend yourself against Iberia as you go to Gaul. Do the following. Make an army that has a general that consists of the massile of the royal guard. Two message hops and four sea archers were built. Stick to the army in a defensive position on your border. If you are attacked, put one hoplite at each entrance of the fort, and position the archers so the two can shoot at one entrance each (ay never attacks all three entrances, so adjust accordingly as soon as you know which two entrances are being targeted). You can beat most Celtic and Iberian 20 stacks this way. Prioritize shooting any enemy archers first though, slings too, if you can reach them. Then just make sure you shoot from the corner at the troops attacking your hoplites. It's kind of a cheesy thing to do, but it's cheap and efficient if you find yourself having problems. It's probably the least expensive, and virtually guaranteed way to guard your borders though. The latter, edited by Ivan\_Moscavich; July 11, 2015 - 2:46 a.m. The reason: 3am Misusing the word extravaganza on July 11, 2015, 04:16am #11 No South Mods. All this makes me believe that single cities should have some bonuses for diplomacy and trade agreements, they need to have extremely defensive armies so they can hardly win, but it's hard to nut to crack, which will cause AI to ignore them mostly, except when they assemble a large army. But to be attacked by every tribe at the beginning is that it is really dumb and immersive breaking. July 11, 2015, 04:20 #12 Well Greek troops really are the best in the game in defense already. And they are also good at attacking as well, though not as good as the Roman units. Try to get non-aggression pacts with some tribes, or declare war on tribes that other tribes are at war with and get on the good side of some tribes. July 11, 2015, 04:29 #13 I'm returning to Rome 2 after being burned a few months ago and wanted to try Massilia on the Great Campaign. I wonder what is the best way to kick start a good economy, and what should I do with the seemingly random 5 twists the world game wants you to get with Volcae? I am that building a navy is a good idea, but I rarely use them and don't know how to make one cost effective early on with only one or two cities. Any feedback A post edited by PapaGriz for July 2015 0 Note: This is only to be used to post spam, advertising and problematic (harassment, wrestling, or rude) messages. I've been playing Rome II for a long time, but I've always played on easily. I'm not the best strategist, but I decided to try and play on normal difficulty settings like Massilia. During 25 turns all my neighbors declared war on me, my economy was in ruins and Carthage marched through Italy. What can I do next time to prevent such a tragedy? Page 2 17 Comments Your new post is loaded... Your new post is loaded... Scooped by Ikhvvau Scoop.it! 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