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v.1.0: The basis of the campaign, the three political dilemmas One of the coolest features of the Last Roman DLC is the Roman expedition faction, which is essentially the Roman Horde. Led by Belisarius, this expeditionary force begins in Africa in the southern parts of the Kingdom of Vandal. The start is simple enough; Vandals will fight with Sardinians in the north, and sometimes with Berbers in the west. With a Roman expedition to the south, it could potentially become a three-front war for the vandals, which ended with the faction destroyed before the end of Chapter 1 in my legendary hardship campaign. In 535 AD, around June or July, the Moors will appear. They generate a few stacks, but if you were aggressive early on in gaining ground for the Byzantine Empire, you'll have some support for armies to help destroy them. The Moors died in about 6 turns, with the help of berbers. After that, the goals will encourage you to fight the Kingdom's Ostrog. Landing in Sicily is an obvious choice, but you can also try to pass through Illyria and hit them from the east. General tips: Move as normal as possible and always forget the camp at the end of the turn. The ability to camp regardless of the remaining points of movement is a big advantage; this allows you to move through the normal range, allowing the player to access the benefits of growth and income from the camp at every turn. Civic Tree offers little if you're a loyalist campaign. There are only a few research options that open up hordes of regime buildings, the rest is really only to the benefit of separatist campaigns (navy buildings, industry, etc.) so if you are a loyalist, you will focus primarily on military research. You get an army from Justinian every chapter (if you're a loyalist) that will be content free for a while. In if you are able to build it with food, market stalls, and officer tents. Avoid building recruitment and workshops until adequate infrastructure is first in place. As a personal preference, I work together with two armies in different theaters of war. One is a field battle of the army and the other is the siege of the army. The penalty rivalry is not terrible (-10 food and -10% wealth) between the two armies. As you get more armies, you want to keep them further apart. Political dilemmas: Antonina, your wife, presents you with the first dilemma. She's going to want you to adopt someone. If you accept, you get a general/statesman. Belisarius will also gain a well-watered line that prevents him commanding an army from taking desert exhaustion. Penalty 10 turns -7 integrity. If you do not accept, you get a positive integrity effect, but the army of Beliarus suffers from dysentery, which lasts about 4 turns. The best choice here is to take. Well watered the trait well, given the given start in North Africa, where there are many desert areas of depletion, and there are many battles that will be had early on to reduce/nullify the integrity of the penalty. In addition, dysentery will kill a lot of your people who will be on the side of the Beliarus army in the critical early stages of the campaign. The princess will be imprisoned by acutes. Justinian will challenge you to save her, which will include moving the army to the territory of the Kingdom of Ostroget. Empress Theodore will prepare you not to take on Justinian's mission. If you give up the mission, you will receive a bonus of 5% of the income for buildings at 50 turns, as well as 2,000 pounds denarii. If you accept the mission, you will get -5% of the penalty income for buildings at 50 turns. Once the mission is completed, you will be rewarded with a Justinian army with a temporary without content positive effect. You will also get a big boost for diplomatic relations with Ostrogoths. The choice here is for you as there are pros and cons to each one, but my personal preference is to give up the mission. Why? You must send one of your armies to Italy from North Africa. It takes a lot of turns. You have to attack the province of Ostroget to complete the mission. Ostrogoth diplomatic bonus is not a bonus per se; it simply compensates for the diplomatic damage caused by the invasion and raiding for the mission. The extra army is good, but early on you don't have the income to create a third army. Add to that the Penalty Theodora, and you will be hurt. You get an army each end of the chapter, so you won't gimping yourself by taking one less army. Antonina Gems Your wife Antonina will want you to raid Caesarea (which is controlled by the Berbers) in order to get her some gems. If you hire them, you'll get an army from Antonina If you don't, you'll get a political fine from Antonina, but the 10 pound diplomacy has a positive effect with the Berbers. This one is up to you as well. I personally decided not to attack the Berbers. Why? The Berbers are strong; they are usually in the top 5 factions. They can help you against vandals, and maybe even Ostrogoths. More importantly, you need their help if you want to destroy the Moors quickly. You probably need to take Berber territory sooner or later, but 10 pounds of diplomacy positive on 50 turns can help delay military action if you decide to take Italy first, otherwise you are looking at the long war in North Africa. You may or may not want an extra army. At this point in the campaign, you may have enough money to build another army, but it's up to you to decide if your income and current coffers can handle it. June 24, 2017, 11:38 #1 full disclosure: Not playing Grand Hasn't played R2TW, S2TW for some time. I would like, if possible, someone to give me some advice and perhaps a quick guide on how to work with the Imperial Expedition as a loyal imperial imperial I played a turn and I was amazed by the new material. There are a bunch of things I can build, but I'm rusty. So instead of going to the encyclopedia and reading all about agents, food production of new and old buildings, units of abilities, etc ... I wondered if anyone could direct me to a quick written guide. No video, please English is not my native language. DIE: Diversity, Inclusivity, Equality (Pun on SJWs, I'm not far-right) Submod Causa Belli developer for DARTHMOD, led by Hammeredalways and a ton of other people. Developer LTC: Random maps submod for land to conquer (which brings a lot of random maps and other features). July 09, 2017, 08:46 AM #2 Kinda late, but that's all that came to mind, but it deals with the most basic stuff: vandals can be dealt with with your starting army setup, but Ostrogoths are too strong, you need a lot of cavalry to deal with them. I learned that my unguarded was useless against them. I also had to create a couple of hordes of money-making machines and kept them in Africa. When Justinian and his wife have a conflict in some kind of mission, it is better to take the side of your wife, since you get a fine for income that hurts pretty bad. July 09, 2017, 01:04 PM #3 originally published by Gronndar Kinda late, but that's all that came to mind, but it deals with the most basic things: vandals can be dealt with with your starting army setup, but Ostrogoths are too strong, you need a lot of cavalry to deal with them. I learned that my unguarded was useless against them. I also had to create a couple of hordes of money-making machines and kept them in Africa. When Justinian and his wife have a conflict in some kind of mission, it is better to take the side of your wife, since you get a fine for income that hurts pretty bad. Well, an hour in the game taught me the basic things. I kept all my hordes as money making machines, except for the 2, which were more than enough to deal with Ostrogoths. The mission you're talking about is almost impossible to take your wife's side! I saw the penalty, I almost crushed me. I downloaded it. However could not go with it and made the exact same option. I just destroyed most of my powers. My problem is that after winning the expedition, giving Justinian Italy ... I went to attack the Visigoth and declared independence. It really hurts financially. I mean, I have 4 armies and 4 provinces, and I need to fire 1-2 provinces for my turn to stay afloat because I'm terrified nobody wants to trade with me. My income of 200K just evaporated. Now I have to deal with religion, and trade, and food and sanitation and governors, etc. I have a damn good army, and I don't want to Their... It is almost impossible to make them again with their good weapons and armor. DIE: Diversity, Inclusivity, Equality (Pun on SJWs, I'm not far-right) Submod Causa Belli developer for DARTHMOD, led by Hammeredalways and a ton of other people. Developer LTC: Random maps submod for land to conquer (which brings a lot of random maps and other features). July 11, 2017 05:35 #4 originally published by alhoon Well, an hour in the game taught me the basics. I kept all my hordes as money making machines, except for the 2, which were more than enough to deal with Ostrogoths. The mission you're talking about is almost impossible to take your wife's side! I saw the penalty, I almost crushed me. I downloaded it. However could not go with it and made the exact same option. I just destroyed most of my powers. My problem is that after winning the expedition, giving Justinian Italy ... I went to attack the Visigoth and declared independence. It really hurts financially. I mean, I have 4 armies and 4 provinces, and I need to fire 1-2 provinces for my turn to stay afloat because I'm terrified nobody wants to trade with me. My income of 200K just evaporated. Now I have to deal with religion, and trade, and food and sanitation and governors, etc... I have a damn good army and I don't want to dissolve them... It is almost impossible to make them again with their good weapons and armor. Yes, so in vanilla. If you postpone too much relocation, it becomes too much pain, even if you have the money to build and save your elite army. I just usually decide at the beginning of the Roman expedition, which I choose, a separatist loyal route. The last separatist I had just gone to the capital of Vandala after I beat them on the field. Although I think I reclaimed the e-village for ERE and kept raids and layoffs to keep the barbarians happy, lol. Imo's most fun campaign, as in challenging were the Franks. July 12, 2017, 11:53 p.m. #5 I think the game prepares you for an attack on the Byzantine Empire. Same religion, same culture. FAR large armies though. And the Greek fire. Why did the Byzantine fleet have a Greek fire in the 540s? It's like giving Napoleonic France WW2 era tanks. DIE: Diversity, Inclusivity, Equality (Pun on SJWs, I'm not far-right) Submod Causa Belli developer for DARTHMOD, led by Hammeredalways and a ton of other people. Developer LTC: Random maps submod for land to conquer (which brings a lot of random maps and other features). July 20, 2017, 12:16 p.m. #6 in Danco, ERE, too hard for early play. Their city is a garrison with full stacks. Its much better to just walk away from Justinian, build your own kingdom, deal with hostile barbarians, then go attack on Justinian. Yes, this Greek fire is an even bigger problem in a great campaign where every faction, even the barbarians, like the ancestors of the Vikings, get it. I could understand that perhaps the vandals get a Greek fire ship, but that every faction gets it, its just ridiculous. That's funny.

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