

Chapter 1 : Diplomacy a bit "fickle"? :: Total War: WARHAMMER General Discussions

Diplomacy happens between factions in the campaign mode. Diplomatic actions include declarations of war and peace, trade agreements, alliances and more. Diplomatic actions are received or can be proposed on the diplomacy screen.

I played every single Total War game since Shogun, and I loved it all, but I think that these games have some of the worst diplomacy systems among strategy games. Diplomacy in its current state is basically useless, a waste of interface space. Why is it not improving over all these years? Some typical "total war diplomacy things" compared to the real world: This one really bugs me. Through history even the traditional enemies were trading with each other unless they were at war. Hitler imported steel and coal from Stalin, Muscovy sold furs to Poles and Swedes, even though they went to war every winter for years. Trade is beneficial for both parties and the only reason not to trade except war is a trade war - which seems to be a permanent state in Total War series. AI not accepting peace or capitulation offers even if completely defeated, with their last city sieged. There are very few examples in history of something like this to happen looking at you, Poland , and are mostly related to rebellions in which the defenders would be executed anyway. The problem here is that in Total War, AI is not interested in its own survival. Any decision that is made by AI that controls a rational race, should prioritize survival. AI being not interested in any sort of alliance even though they are battered by a common enemy. Vast majority of alliances in history were defensive alliances. It is natural to ally with a country that borders your enemy from the other side - and it happened regularly everywhere in the world. Not to mention short, tactical alliances. If you read history of wars in ancient greece, or the Diadochi Wars, or even Rome wars against barbarians - it was common to form quick alliances, switch sides, doing everything possible to benefit from current strategic situation. In general, AI will reject almost anything you propose - then why bother? How to solve it? Make AI focus on its own benefits and survival. Anything that helps AI survive - cash, allies, more enemies for their enemies - should be much easier to negotiate. Give each faction some strategic goals - territories that are important for them and will be attacked or defended by them. Make it so conflicts make sense - AI should attack other AI only if it can benefit from it, as in - conquering a rich city. I see some poor elector faction with 1 stack declaring war on Dwarves and never actually attacking them - only to be eliminated by Dwarven doom horde counter attack. I think its a shame that such an amazing game series like Total War is lacking in such crucial department.

Chapter 2 : The Best And Worst Total War Games | Rock Paper Shotgun

Diplomacy - Total War: Rome 2: The diplomacy system has been revamped with a better artificial intelligence, so players can also plan their way to power diplomatically. Creative As.

Like all Total War games, it is also a complex beast, and it can be hard to get your head around at first. We have specific guides for playing each of its four races, but we also accrued many more miscellaneous tips that will help you seize the Vortex no matter your allegiance. For our reasoning, check our Total War: In campaign

Git good y huts Hire a new Lord, put them to sea, and hunt down every Skull Reef you can. Do this on your first turn. Skull Reefs each give 10, gold plus a magic item, which is obviously a hugeboost, especially early in the game. Protecting your characters Lords and Heroes can now attain level 40, but we have noticed they tend to get killed rather than wounded a lot more often. First thing to note if you want to protect them is the new Immortality skill at the top of the character sheet, which will ensure that a bit of wounding is the worst that ever happens to them. They will then be available to recruit again after a few turns. Stop marching Related to the above, March stance is much more precarious now in that it no longer allows you to retreat when attacked. Use it recklessly and you risk finding yourself in unwinnable battles and losing that promising Lord. It is now for rushing around your heartlands to squash that last Chaos invader, not for advancing into enemy territory. Warhammer II can conjure a lot of horrible threats out of nowhere. In this context, garrisons are the new settlement configuration meta which is definitely a thing. You will also note that the ritual currency building chains in appropriate settlements will add yet more forces to the garrison. Your empire is far more vulnerable from many more angles in Total War: Winning What with all the hype around the Vortex campaign, it is easy to forget that you can technically win Total War: Warhammer II the old-fashioned way. For the Domination victory, you need to eliminate all Legendary Lords not of your own race, and to control 50 provinces through either direct ownership, vassalisation, or military alliances. Compared to the Vortex victory, this is hard. And in pursuing it, you will probably get most of the way to the Vortex victory anyway – you will capture a number of settlements rich in ritual currency while dominating everyone else, and even ordinary settlements each produce a tiny trickle of the stuff, so all of this conquest will probably put you ahead in the race for the Vortex whether you want to be or not. All you have to do is attempt the rituals. To win by Domination, you would have to actively choose not to win the Vortex victory, and stop everyone else from doing it first. How rituals work When you are attempting a Vortex ritual, you are guaranteed some unwelcome visits by the ruinous powers. In addition to whatever intervention armies your rivals may choose to send your way, rituals will spawn a mix of Chaos and, later, Skaven stacks in your territory, along with Marauder warbands out at sea. The third is a big escalation, spawning three stacks of both Chaos and Skaven, along with two Marauder warbands, all full. The fourth spawns five full Chaos and Skaven stacks. The fifth and final ritual, which lasts 20 turns rather than ten, does this again, but twice – once when you start the ritual, and once again halfway through. Self-defence Preparing for these invaders is key to surviving them. We reloaded autosaves and played around with our army placements to see if we could anticipate their arrival, only to find that their turned up somewhere else, which is bloody annoying. Our current theory is that they avoid your armies as a first priority, and spawn near your ritual cities as a second, without a bias for any one of them unlike Interventions, which generally spawn close to one unlucky settlement. This can lead to some very weird spawns – as High Elves, one of our ritual cities was Tor Elasor, while the others were all on Ulthuan. This resulted in Chaos stacks appearing halfway between the two in Araby, miles away from any of our settlements, which suited us fine. Trying to engineer a helpful spawn as the Lizardmen, however, we managed to get all five stacks to drop on the western half of Lustria when all of our ritual cities were across the mountains to the east, near our most vulnerable cities. All observations suggest that they only ever move toward a ritual city, but they have no qualms about razing vulnerable settlements on their way. Given all of this, we have some tips for surviving late-game rituals. At the very least, you will want a high-tier garrison building and a fully stacked army in each of your ritual cities. Invading stacks rarely combine forces, so this should guarantee that they will besiege you rather than risk a direct attack. You can then break the siege yourself if you are strong

enough, or send reinforcements. If you are chasing the Vortex victory, you will accrue escalating diplomatic penalties with all rival races for each ritual successfully completed. The Domination victory also requires you to eliminate them all. To win, you have to fight the other Vortex chasers, so plan with that in mind. Who does everyone hate? Diplomacy in Total War can sometimes feel like swimming upstream. You finally have enough spare gold to send someone a gift, to try and land that lucrative trade agreement, but they are still not biting. After a while they forget about your present, but that great power modifier is souring relations just as it ever it did. It is tough being such a big deal. A good question to ask is: Check the diplomacy overlays to isolate the faction with the most current wars. Then go join the pile-on. If you are trying to befriend one faction in particular, the same advice applies – just pick on their enemies specifically. It is a fairly elementary trick, but you would be amazed how far it can go. In my Tyrion campaign, I was able to make three or four highly profitable new trade deals when it finally came time to take out Clan Pestilens – I even got to neutral standing with a Dark Elf faction. Had I noticed that everyone else hated the Skaven as much as I do, I would have attacked them much sooner. Obviously you will have to expand in order to win, and you have only two options to do so: The latter option is bloodless and efficient, but only other factions of your race are eligible. Before they will accede, you will need to be quite a bit more powerful than them in military terms, and to share close relations – a defensive alliance is generally a minimal requirement. Your trustworthiness rating is also crucial, so terminate non-aggression pacts well in advance of declarations of war, if at all possible. This is a good tip for successful diplomacy more generally, and High Elf fans – who can make a truckload of money from trade agreements if determined – should take particular note. There are hazards in confederation; mainly, that it incurs a lengthy diplomatic penalty with all other factions of your race. If you have any tips of your own, share them in the comments.

Chapter 3 : Diplomacy :: Total War: WARHAMMER General Discussions

Diplomacy is a gameplay mechanic in Empire: Total blog.quintoapp.com allows the player faction to interact with other factions, allowing them to trade money, technologies, military access, become allies, etc.

Diplomacy Explained by readercolin Following on from my explanation of trade and taxes, I thought I could also help out by explaining diplomacy. No longer do you have the AI randomly declaring war, blockading a port, then getting slaughtered when you decide to attack for the insult. So to start with, the Diplomacy Screen. The negotiations button being self explanatory thank god for not needing diplomats anymore , that leaves only the first two needing explanation. The list of factions has a few uses. The first, and possibly most important function is by clicking on another faction, you can then open negotiations with that faction. The second though, is that it brings up the campaign maps on the right from the point of view of that faction. Now to the campaign map on the right. This map shows every province, and it shades it white if the faction selected owns it, gray if the faction that controls that province is indifferent to the selected faction, red if it dislikes selected faction and green if it likes the selected faction. If you hover over a province, it tells you what the owner of that province feels about the faction that is selected on the left, and why they feel that way. There are a number of modifiers for like or dislike. Some modifiers are constant and do not change, while others change on a turn by turn basis. Here are some of the constant ones. War, which gives between a and a modifier to diplomacy. This can be either a negative modifier, or a positive modifier Like between Great Britain and Poland-Lithuania. And lastly, National Leaders Command Respect. Depending upon what government type you have, this can sometimes vary, but this is affected by your leader monarch or president , and by the head of your cabinet. For modifiers that change on a turn by turn basis, the one that everyone immediately stumbles upon as soon as they make their imperial ambitions know is territorial expansion. If for example you declare war as Prussia and proceed to rampage across the continent, you will gain a modifier per territory you take over. Taking a territory from another faction bumps that modifier up to a If you want to test quickly, start up a game as the Maratha Confederacy, and go take over one of the Mughal Cities. Taking a territory in Europe generally pisses of most of the European factions the Ottoman Empire is an exception However, every turn that passes, you lose one point from that modifier. So after taking one territory, you get a modifier. The next turn, that is a The next after that, a All the mobile modifiers change on a turn by turn basis like this as well. A failed assassination attempt gives a -5 modifier or a 35 to the party being assassinated. Note, the gold state gift gives the exact same bonus as the 10, gold state gift - this may be changed in a future patch however. Lastly, trade agreements give a base bonus of somewhere between 20 and 40 on the turn they are created. So, what does this all mean? Is it possible to win a domination victory of taking 40 territories and still be happy with most everyone? However, it does require that you either take over an entire region, or spread your conquests out over the world. Taking over all of India gives you up to 16 regions, and pisses off no one in Europe with the possible exception of the United Provinces, and then only if you kick them out. Taking over the Americas could give you up to 40 regions, but aside from the tribes , could end up pissing off France, Spain, the United Provinces, and Great Britain. The graphical images and content enclosed with this document are viewable for private use only. All other rightsâ€”including, but not limited to, distribution, duplication, and publish by any means â€”are retained by Heavengames LLC. Federal law provides criminal and civil penalties for those found to be in violation. In addition, please read our Disclaimer and Privacy Statement.

Chapter 4 : Diplomacy - Total War: WARHAMMER Wiki

Diplomacy in the game might not be as important as in other games from this genre, but it still is a quite an important aspect of the gameplay. Thanks to that you will be able to trade with other factions, maintain friendly relations (or sign military treaties), or even assimilate other factions.

Share Copy In this Total War: Warhammer 2 Diplomacy Guide, we will guide you on how to form alliances with other players in Total War: Warhammer 2 is a real-time strategy game based in the fantasy world of Warhammer. During your game, you will come across many players and sometimes you will need to form alliances with them for which you must have the knowledge about the Diplomacy feature of Total War: Therefore, we have curated this Total War: Warhammer 2 Diplomacy Guide so that you know everything about forming alliances with other players using Diplomacy. For more help on Total War: Warhammer 2 Diplomacy Guide Total War: Warhammer 2 Diplomacy Guide details everything you need to know about Diplomacy and forming alliances in Total War: Warhammer 2 Diplomacy How to Form Alliances To form alliances with other players, you need to use Diplomacy in the game. During the strategic menu view, you will find the Diplomacy button located on the bottom right side of the screen. Click on the button and a menu will pop up. On this menu, you will see all the factions you have encountered so far during your game. All important information about each faction is present on this screen. It will increase if you maintain good relations with other factions and it will decrease if you treat other factions poorly. You will also see all your current allies on the left side of this menu, which will be categorized in four sections, Military Allies, Defense Allies, Trade Allies, and Enemies. For the trade partners, you can also see how much income they are generating and also items that are being traded. Middle section is your main screen for diplomacy as it shows all the factions and important information about them such as how many treaties they have and with which factions, your status with them and how much open they are to trade with other factions. Most importantly, it will show your current relationship with them. Look at the color and you will easily know what the status of the current relationship with them is. Green will mean you are on good terms, orange will mean some demands are not meant for a healthy relationship while red will represent an unhealthy relationship. Improving relationships will mean you are nearing to gaining an ally while decreasing relationships will mean you are gaining an enemy. Make sure you keep a good relationship with the faction you want to form an alliance with. To start the diplomacy process, left click the name of the faction and the map will show you the location of that faction. Double-click the name to show the diplomacy menu. Here you can add offers and demands to the selected faction for a specific type of alliance. There are different types of alliances, which you can form with the faction. Simply select the type of alliance that you want to select on the next screen and click the tick icon below. The results will be based on your relationship with them. You might need to add some benefits such as money to strengthen the deal with them. This is how you form alliances in Total War: Types of Alliances There are different types of Alliances that you can form with the factions you encounter: Non-Aggression Pact The most basic type of alliance. With this alliance, you both agree not to attack each other. The faction who breaks it will get a negative penalty on reputation and other factions will not trust them easily in the future. Trade Alliance With this alliance, both factions trade their extra goods with each other for some extra income. Defensive Alliance With this alliance, both factions can defend each other when the enemy attacks. Requires high level of friendship between both factions. Military Alliance This alliance is a stronger version of the Defensive Alliance. With this alliance, both factions will not only defend each other but will also attack enemies together to crush them. It requires an even higher level of diplomatic requirements. Join Confederation This is the ultimate form of alliance, this assimilates the faction into your own, and you inherit all their armies, economy and people. This concludes our Total War: Warhammer 2 Diplomacy Guide. If you want to add anything to this guide, feel free to use the comments section below!

Chapter 5 : Diplomacy and trade - Total War: Warhammer Game Guide | blog.quintoapp.com

Welcome. Please register for Total War Access to use the forums. If you're an existing user, your forum details will be merged with Total War Access if you register with the same email or username.

How to use diplomacy You can check relations with a specific faction by hovering the mouse over its portrait. Diplomacy window can be summoned by pressing the button located in the bottom right corner of the screen, or with the "5" key. If you, however, click on any faction, you will be able to see its relations with other factions yours included in the game. This is presented with different colors: The green color indicates that a faction is friendly towards you or towards the selected faction. The brown color indicates that the relations are neutral. The red color indicates that the relations are hostile. Additionally, by clicking on a faction you will be able to see various information, such as all the treaties between your factions, or trade goods that are available to that faction. By hovering your mouse over a faction you will be able to see the list of things that have positive and negative impact on your relations. Information on that screen is divided into: Things that the faction approves - all the things that they "like". Those can be treaties with that faction or a faction that is friendly towards this one, gifts, or hostile actions against their enemies. Even trivial things such as difference in power have influence on that. If your faction is stronger than the other one, you will receive a point penalty to relations with it. Total attitude value - your relations with a specific faction. Races of factions also have a huge impact on the relations. If you are playing, for instance, as The Empire you will be given a penalty of points with Greenskins this is marked as Aversion. Benefits of friendly relations Military alliances are important during war time. This problem can be solved by signing a "military access" treaty - afterwards you will be able to move without any problems. Another and equally aspect of close, friendly relations with a faction is the possibility to call them during war time. This way you will receive help if a hostile faction declares war on you, and your armies are located on the other side of the map. It works in two ways - if you refrain from helping an ally when he needs help, you will receive a huge penalty to relations with that faction. Joining confederacy and vassals Aside from standard diplomatic options, the game gives you the opportunity to assimilate other factions force them to join confederacy, or for a faction to become your vassal. The first option joining confederacy allows you to take over all of the terrains and units the faction had under its command, and the faction ceases to exist. Also, remember that you can "inherit" a really bad economy situation from the faction that you assimilate - if that faction had income per turn, your income will also decrease by that value. Nominating a faction your vassal works somewhat different. Additionally, diplomatic options of that faction are severely limited, as you will now be responsible for that. In both cases you will need very friendly relations with the faction that you want to assimilate, or turn into your vassal. Additionally, the stronger your kingdom becomes more armies, provinces, higher income, the harder it will be to perform such an action. The value of each resource is different you can check it in the lower left corner of the diplomacy screen. Additionally, the amount of gold you will earn by trading it depends on the amount of the resource you can produce the higher the level of the building that can manufacture it, the more gold you will be able to earn from it. It works in quite a weird way. By signing a trade agreement you send all of your resources to the faction you trade with aside from those that the faction already has and vice versa. A simple example will allow you to understand it better: Your faction has wood, iron, marble and wine to export, while the faction you want to trade with has only pottery for trade. You will export all of those resources to them, and import pottery. In this cast you will earn many times less gold from this trade than your trade partner will. In a situation in which both factions have wood, iron and stone, yours have wine, and the other one marble, you will only be sending wine and the other faction marble, as all of the remaining resources are available to both sides. Each resource you export will increase the income of your faction, whereas each imported one will increase the income of your trade partner. In late game it causes situations in which you can earn gold from trade, while the other faction or more.

Chapter 6 : There is no diplomacy in Total War games : totalwar

In this Total War: Warhammer 2 Diplomacy Guide, we will guide you on how to form alliances with other players in Total War: Warhammer 2. Total War: Warhammer 2 is a real-time strategy game based.

Your empire rises from nothing, surrounded by enemies who are poised to trample it into the dust. Each time you take to the battlefield is another do-or-die moment, a possible Hastings or Austerlitz that can open the road to conquest or plunge you into a desperate fight for survival. But the Total War series has also been defined by massive, abrupt swings in quality. While the series has been on a linear trajectory in terms of graphics, the quality of the games underlying those vivid battlefield vistas has varied wildly. Total War at its best is interactive Kurosawa and Kubrick. Shogun 2 Claim to Fame: Secretly conservative and unambitious If you could only play one Total War, if you could only have one for your desert island exile, it should be this one. And with its Fall of the Samurai expansion, Shogun 2 also turned into the best gunpowder-era Total War. All Total War games have had impressive graphics for their time, but Shogun 2 remains beautiful even today. Once the battle is joined and the last reserves have been committed, Shogun 2 is a game where you can just zoom to ground-level and watch individual sword duels play out amidst all the lovely carnage. The factions are all roughly balanced because they are from the same civilization and share the same level of development. The narrow and mountainous geography of Japan also gives the perennially hapless campaign AI a chance to succeed. No other Total War game does a better job combining the fantasy, the history, and the game design. This is the series at its very best, its arrival at a goal it started chasing with Shogun and Rome. Attila Claim to Fame: Shogun 2 succeeded because it took a couple good ideas from Napoleon Total War and ignored just about everything else the series had tried since Rome. Was the future of Total War just going to be repackaged hits? Attila takes a look at that trend and veers off in a new direction. It changes the basic rules of the Total War series in order to do justice to the death of the Roman world. Cities burn, regions are devastated, and an endless onslaught of nomadic tribes attempt to burrow their way into the Roman empire and carve out a place in the sun. Meanwhile, Roman generals turn against successive emperors, and the Huns hit like a tsunami. Attila might be the most inventive and exciting design Total War has ever had, particularly at the strategic level. It lends a real sense of gravity to those battles. Lose a battle in earlier Total War games, and you suffered a setback. In Attila, a lost battle likely means that a city and its inhabitants are about to disappear. Total War Claim to Fame: Perfects the early Total War design Hidden Weakness: The Risk-style map is easy for the AI to manage, and the different starting positions of each kingdom and empire allows for some true AI superpowers to form and challenge players late in the game. To this day, I have an almost Pavlovian distaste for all things Byzantine because of an especially painful game in which they slowly, inexorably rolled my English empire back from Poland and Egypt all the way to the Channel. Yet those bitter memories are tempered by all the apocalyptic battles we fought along the way as my increasingly beleaguered armies fought a doomed holding action across Europe against the tide of imperial-purple death. The other thing Medieval did brilliantly was portray a world completely torn to pieces by religious strife. Jihads and Crusades marched back and forth across the Mediterranean, each a terrible force in the right hands but driven by a ceaseless need for conquest that almost invariably led them to disaster. So huge armies of zealots march to their death repeatedly over the course of this game, throwing the game into chaos. The role of the Pope in Medieval: Total War also deserves special mention as one of the most enjoyably infuriating villains of any strategy game. Just when things are starting to go well for a Catholic ruler, the Pope can always be trusted to screw things up for the next ten years, which makes Medieval a pretty good argument for the Peace of Westphalia. Medieval is a triumph of simplicity, and it took a decade for Total War to come close to matching it. The greatest hits of the horse-and-musket era Hidden Weakness: Has very little to do with actual Napoleonic warfare. On the heels of the disappointing Empire, Napoleon did two things to right the listing Total War ship. First, it got specific about its era. Rather than being a vague pastiche of 18th century warfare, it focused on the armies of the Napoleonic wars and the career of the man who gave the era its name. That makes for a better and more manageable strategy game than Empire but, it also means something far more important: When the campaign

begins, none of the foremost powers of Europe have figured out that you can have two and even three ranks of soldiers firing simultaneously if the guys in front take a knee. It takes years of research for someone to have this idea, apparently. Grenadiers also throw grenades at close range, which is Total War at its most endearingly literal. The lighting is more dramatic than in Empire, giving all the action the look of the great oil-paintings that memorialize many of the pivotal moments of the Napoleonic Wars. Smoke billows and hangs over lines of blue-coated French soldiers, soldiers march into battle to the sound of fife and drum, and waves of cavalry dash themselves against dense squares of infantry. After the unfocused Empire, Napoleon gave people what they wanted: With its Peninsular War DLC, Napoleon also helped establish a trend of odd, experimental expansion campaigns that would eventually help the series to break new ground with games like Attila. Continue reading about the best Total War games on page two. Laid the groundwork for everything to come Hidden Weakness: What Shogun did was almost unimaginable at the time it came out. It let you control an entire strategic campaign, from any side, but also take command of epic real-time battles? It was a dream made real. Shogun is also a beautiful, elegant game in a way that few of its descendants have managed to replicate. On the battlefield, where each province has its own unique map, armies wage war over a mythic topography of Japan, where armies fired arrows from sheer mountain slopes and cavalry rolled like thunder down through deep valleys. It has its flaws and strange touches like little movies showing ninjas dying tragicomic deaths while on missions, or geisha murdering your rivals with the same delicate fastidiousness with which a cat attends its litterbox. The strategic layer itself is very thin, and the near-identical factions were interchangeable. But those issues are nothing compared to how new and amazing this inaugural Total War was. That Shogun rates so low on this list is a testament to the ways in which the Total War series grew beyond its origins. How much time do you have? Wait, what the hell is Rome: Total War doing down here? Rome is the snake in the Total War garden. It was seductive and promising, but it also introduced a raft of new ideas and complications that were either poorly-conceived or poorly executed. New Total War games came and went, but the rot behind the edifice remained. Yet there was undeniable greatness here. The sprite-based armies of the first two games were replaced by unbelievably detailed and lifelike armies of individual 3D models that brought history to life as never before. Watching legionaries go leaping over the ramparts of a Greek citadel and into hand-to-hand combat with dense rows of archers, or seeing lines of infantry and cavalry marching across a European plane towards the last army of a barbarian king gave me chills. The Roman endgame, with its sudden plunge into civil war between the Roman faction, may also be the best finale that any Total War campaign has ever managed. But Rome is also the game where the series developed AI problems that it would consequently prove unable to solve despite repeated efforts. While the gorgeous 3D battle maps were a revelation, the 3D strategic map proved to be a millstone around the neck almost every subsequent Total War game. The strategy half of the Total War equation was practically lost. Rome was impressive for its time, but it left a legacy of mediocrity. Medieval again but like Rome this time Hidden Weakness: Medieval again but like Rome this time This is a tough game to rank because it shares almost all of its flaws with Rome: Total War but without the novelty and freshness that Rome could boast. On the other hand, it does work ever so slightly better than Rome. Rome tells its story from a position of Roman supremacy. The Romans can keep upgrading cities and units until nobody can stop them. The barbarian factions, on the other hand, are operating with a huge series of handicaps, so a lot of the wars are lopsided. Medieval assumes rough parity between the various medieval kingdoms and their armies, and so at least the fighting tends to be good. Toss in some early pike-and-shot warfare in the late stages of the game, and Medieval features a pretty good tactical game by the end. Rome is a tragic hero, fatally flawed and hugely ambitious. Medieval 2 is Rosencrantz and Guildenstern. Total War attempts grand strategy Hidden Weakness: It fails This may be the strangest Total War ever made. The action takes place across the Americas, India, Europe, and the sea lanes in between. There is technological progress as the Enlightenment paves the way for Industrial Revolution. No, the campaign AI never really got a grasp on the game or the multi-region world map, rendering a lot of this new complexity dead-on-arrival, but Empire gets credit for trying something new. On the other hand, there may not be another Total War that gives less of a damn about the era it depicts. Empire has never heard of them, but instead imagines 17th century warfare to be something conducted by a

bunch of guys wearing identical wool coats dyed different colors. A community theater Gilbert and Sullivan revival shows more care and concern for historical detail than Empire. The jury is still out on which is more fun, however. And finallyâ€” Claim to Fame: Remember how much you liked Rome?! Credit where it is due: Rome 2 may no longer be the worst Total War game ever made.

Chapter 7 : Diplomacy - Total War: Rome 2 Wiki Guide - IGN

So to start with, the Diplomacy Screen. The Diplomacy Screen has three important parts - on the left is the list of all the factions, on the right is a picture of Europe, India, and the America's, and finally, at the bottom is the open negotiations button.

Prev Court and state authority Empire Just as in other installments of the series, in Attila diplomacy is more like an addition that important element of the game. Diplomatic options offered by game are very limited and focus on two things - resources for waging war, like money from trade or allies, and war itself. And that is how you should treat it - as a set of additional ways for preparing yourself to war. Diplomatic relations start automatically between two countries that can see each other. Another country must be your neighbor, you must see it through an allied country, get to it with your military or in any other way discover its existence. Because of that, a horde that through whole game remains in the western part of Western Roman Empire can have diplomatic relations with Byzantine Empire, although both countries lies on different parts of the continent. Relations Though defined with digits, they have three states - good, shown with green icon, neutral, marked with yellow icon and bad, with red icon. It is a clear information about your diplomatic possibilities. If relations between you and another country are green, then you will be able to negotiate most treaties. If they are yellow, your possibilities are limited. When they drop to red, probably the only thing that you will be able to negotiate with your enemy, is war. Many factors have impact on relations. Other, like hostile religion, are possible, but hard to change. Because of that, the more further in the game, the harder it is to make an enemy country your ally. Too many different, gathered through whole game factors will make it harder for you. In order to improve relations between countries, you should start with money and trading. Money are spent on gifts, and for trading you will need land or sea road and a signed treat. Money allow for quick, and trade for regular improve of relations. Next are diplomatic marriages, military treaties, and at the very end - military alliance. Proposition of becoming a puppet or tributary state depends on faction is usually considered as negative by most countries. You must be a trusted ally and trading partner for many years for such proposition to be accepted. Character of leader Under the image of country leader you will see a list of traits of that leader. Thanks to them you will know if you can allow yourself to break a treat with him, is he easy to forgive betrayal and if he is in some way prejudiced towards you because of your culture. Those characteristics might be important, but it depends on situation. Situation when a nation is powerful and it is wise to have an alliance with it is exception. But in that case, be ready to stay with that country for long time, without resigning in case of trouble. In similar manner you should judge other traits of a leader. If and how can they be of use for you or how can they become inconvenient. It is better to limit contacts with leaders that have lots of negative traits that at some point might get in your way. An aggressive ally might be useful to start wars instead of you and taking enemy counterattacks on himself, while you will be calmly gathering forces and preparing for campaign. Empire You should quickly discover that high empire level allows you to create more armies and fleets. Partly for protecting large amount of provinces, partly for conquering new ones. The greater empire level, the more other countries will see you as a conqueror that sooner or later will want to attack them. As you expand your borders and increase your military strength, the more negatively will they address you. Empire is the most important mechanic of diplomacy. Large empires receive great penalties to relations with other countries, huge enough to transform friends into enemies in a manner of few turns. It is one of reasons why all alliances and treats should be signed as early in the game as possible, otherwise you might end up surrounded only by enemies. You can try to make alliances when playing as large empire, but you will quickly see costs and futility of such move. It is one of reasons why large empires are allowed to create so massive armies. Diplomacy is closed for them, so they must use force. For example, Western Roman Empire receive penalty from to in diplomatic relations for being a great power. Even Eastern Roman Empire receive penalties, as it is not a small country. Exception are factions with indifferent with empires trait. In short - the larger the country, and thus empire level, the more rare it will be for you to use diplomacy, even if you would want differently. Balance of power Red-yellow balance of power bar on the country list shows the difference in military

strength between you and other countries. Yellow shows your strength, red power of other country. It is a very important indicator, but you must learn how to read it, as it shows all of power, no matter where a specific army is stationed and what it is. In other words, you can have more strength than your neighbor, but eight of ten your armies are on other side of the continent. Or you can have two armies and eight fleets dispersed over the sea. Strength rank is not always a good argument in diplomatic talks. It might happen, that you will be higher than an enemy in rank, but he will decline to sign peace for other reasons, like too high empire level. Additionally, rank informs about military strength, but not the abilities to use it well. An enemy with smaller army can still beat you if he uses better tactics or attacks you from most unexpected side. Additionally, the rank includes all countries in the game, which makes it harder to read it. Difference between place 1 and 10 is large, but between 3 and 4 might be of a single formation. With a large amount of countries it is hard to pinpoint based only on number if place 20 is little or exactly what you need. Because of that, it is better to predict threat from other country based on balance of power, not the strength rank, and both indicators consider as suggestion, not the base of creating external politics. Treaties You must well learn the difference between defensive and military alliance. The first means that sides can summon each other for help in case of enemy attack. The second allows to call for help of another country even if sides that sign it are aggressors. In other words, defensive alliance is used for protecting a territory, and military alliance can be used for attacking other countries. It improves relations, but nothing more. As for other treaties, trade agreement is important, as it allows for resource trading between counties, military access that allows an army to march through another country territories without penalty to relations and create puppet state. Puppet states not only pay a tribute to their master, but give him full access to their territories and are considered as military allies as well. It means they can be called to battle, both defensive and aggressive. Additionally, every army can recruit units while being on the territory of puppet state.

Chapter 8 : Diplomacy tips??? - Total War: Shogun 2 Message Board for PC - GameFAQs

Total War: Warhammer II is out and it's a blast. Like all Total War games, it is also a complex beast, and it can be hard to get your head around at first. We have specific guides for playing.

Chapter 9 : Total War: WARHAMMER Wiki

But for warhammer total war I think the diplomacy seems good for the setting and does go ok with the lore. If you as the empire could conquer Kislev and give it to a dwarvern allies to rule it would be weird and wouldnt feel authentic to the setting.