
Total.War.ROME.II.Emperor.Edition-
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There are three game mechanics that are improved by these DLCs. First of all, you actually have to defend a city before you can build wonder-buildings. This isn't as bad as it used to be, but it's still annoying for sure. Secondly, you also have different disables. While these are rarely a problem in a turn based game, they're still a nuisance. I am most annoyed by the fact that the Roman empire is not able to build any siege equipment. This means that the only army that can lay siege in ROME II is a very boring one with very few units. Thirdly, there's the fact that the faction-specific bonuses now work a bit more like in the original ROME. While they're still not as good as the bonuses from the vanilla game, I found them to be more balanced. The main reason for the faction pack, besides the very pretty artwork, is that they let players immediately experiment with the most underused faction units. However, you can pretty much make any faction work as long as you have the right buffs and learn from your mistakes. Furthermore, there are some game mechanics that are much more fun with these new nations that further improve on the vanilla game. You can almost always make a turn based battle with these armies go your way. The biggest reasons for playing the DLCs are the new Culture Packs, the new factions, and the new units. But if you ask me, it's the latter that are the real draw here. The Culture Packs are mildly entertaining, and they make Rome II a bit more varied. But they aren't really all that necessary, as the vanilla game is already great. The factions, on the other hand, are really great. While some of the factions are a bit too whacky (the Hebrews or the Vietnamese), they make a big difference in a relatively small package. The new units, though, are the real draw. There are vastly more cavalry units than the vanilla game, and the archer unit is an absolute beast.

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