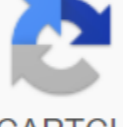


Total war attila ancient empires

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I checked yesterday that people write about it and most of the comments are that the mod is not really balanced, bugged and not polished. Also, most of the comments was that the Del mod in Rome II is much better because it is more stable, balanced and completely finished. Although most of these comments have been from 2018, only a few of 2019 and I saw that the mod has been updated all this year. I tried the latest version of the Ancient Empires yesterday, won easily on VHVH's first battle in the Roman Great campaign against Hannibal and found some strange things: I can't kill an enemy general (???) even when his unit was destroyed - javelins didn't work, and my cavalry couldn't put it. Even in Total War: Warhammer, the characters aren't so unkillable. Enemy units also behaved very strangely (AI charged my army only elephants and allowed them to die, the rest of the army just marched on half the field, and then stayed - not even approaching to allow their slingers to shoot). I think what mod looks great and really amazing in terms of complex changes, but still isn't finished in detail. Am I right? WE are proud to represent an ancient empire for Attila. This campaign was established in 202 B.C., shortly before the climax of the Second Punic War in the city of zam-a.A. After more than a decade of intense fighting in Iberia and Italy, the great commander Hannibal was forced to retreat back to Africa. Despite numerous victories over his rival, Rome, Carthage is severely weakened, his daring adventure in Italy turned to dust. Massiniss, the first king of Numidi, united his lands in powerful formations, further undermining carthage's power in Africa. Rome considers itself the dominant power in the Western Mediterranean, but has not yet tested itself against Alexander's successors. Despite its strong position, peace in the Republic may still be far away; Decided to settle his account with Macedon for their recent violations and the support provided to Hannibal, Rome must first deal with the threat closer to home, in the form of the rebellious Gauls of Cisalpine, who have been in revolt since 218 BC With new territory in Hispania, more wealth fills its coffers than ever, but caution is paramount as celtiberians become restless. Eastern satrapies have been put in place and are now compatible client states, while Armenia is divided into two parts. The Ptolemy kingdom prides itself on the south, challenging the rule of Seleucid in the area. In the north, the Scythian hordes encroach on their territory sarmatians. Growing pressure must come to a conclusion, and the loser will have to find a new home. Macedon, a shadow of his former glory, must rally to reaffirm his dominance Greece. The stakes are enormous, for the survival of many ancient kingdoms now lies on the edge of the knife; who will rule for the next thousand years? Featuring over 148 factions and 27 planned playable factions, the Ancient Empire campaign will offer the most in-depth experience possible on the TW engine. It will include a plethora of new peoples never before seen in any TW or mod makeover to date. The goal is to create the most exciting and dynamic campaign experience ever seen in the TW game, while at the same time focusing on historical accuracy and strategic choices. Please visit here (www.twcenter.net) - Note to the community: We are proud to present our first release of The Ancient Empires. Please note that we consider this to be a beta. There are still so many features that we plan to add to the game. Also, because of the size of the team, it is a very time consuming yoga task. We believe that we have ironed out most of the most important issues. However, we expect errors. Some are completely in our control and some are outside it with hard coding. Please, this understanding. We reach out to you to professionally work with us to improve this. Completely playable and rewarded, with some elements not fully smoothed out. But please enjoy as much depth as you can and we promise to be as fast as possible to resolve any issues that may arise. (edited) INSTRUCTIONS: Below you'll find instructions on how to install the first release of the Ancient Empires. This is our first version of fashion, so we consider it public BETA. There will be errors, so please be patient and contribute to the error of reporting in a professional manner. Please follow the steps below with a simple list of steps: Sign up for Part 1 on Steam - Master Pack Subscribe to Part 2 on Steam - Models Pack After subscription, you can't see them in the data folder, but open the mod manager and make sure you turn them on there these packages should be named when downloading the game: @e_001_ancient_empires_master_Pack1; @e_002_ancient_empires_models_Pack1.Troubleshooting Maud will not work on the illegal or cracked version of Attila if the name units and descriptions are not displayed, change your playing language to English if the mod falls on the custom battle screen ... javascript:ValidateForm(Go to the AppData folder (search %appdata% from Windows). The mine is located at C: Users\User\AppData\Roaming\Creative Assembly\Attila. Delete the battle_preferences folder. Don't run any other fashions along with this. Please make sure this mod works properly before you work against other mods. This mod is so huge, there is no guarantee that it will be compatible with most a large number of people helped make this mod possible. First of all I want to thank for the key members of our team - Petellius, Philip, Joysong, Will, Causeless, Niklas, ABH2 and Prometheus. As a group, they invested in the years of working on this project. But the fashion of the Ancient Empires frankly would not exist without the work done by other modders and beta testers, who are not officially members of our team. A large number of people pitched and kindly allowed us to use their work: Spariel: a new member of the team, brought many ideas and improvements in patches in the future. BenjinBenjin kindly allowed us to use his AAA dynamic mod generals for Rome 2! Legionnaire of the army Maud - Attila / Little Legionnaire of the Army ModLEONARDO - IMPERIAL LEGIONS from ROMEA Thank you very much LEONARDO for giving us the opportunity to use his Roman assets. They have a tremendous job that adds a level of detail to the Roman registries that is unsurpassed. Please see his mods for Rome 2 here: Divide et Impera Mod TeamThese guys put out what is, the best mod for Rome II. Our entire mod team greatly admires their work and we wouldn't even be modding if they hadn't saved Rome II for me after its release. They have given us access to a lot of their resources for this fashion. Models, textures and whole units have been ported in many cases. Access to their units is the main reason this fashion was ever completed, to be honest. Dresden, Ritter-Floh, Cam, Litiirion, Augusting (check out his Attila mod, Europe Perdita, here at TWC) and the rest of their great team gave us open access and have been a constant source of support and assistance throughout our development. I really can't say enough about these guys. They are the epitome of what the modding community should be. The Ancient Empire is an overhaul project for Rome 2 and Attila, which will provide the player with a historically authentic and strategically challenging experience from the First Punic War to 100CE with a series of mini-campaigns, as well as a rebalanced Great Campaign. All times GMT -5. Time now 03:36 PM. Forums powered by vBulletin® Version 4.2.5 - Copyright ©2000 - 2020, Jelsoft Enterprises Ltd. We suggest you try a list of articles without a filter applied to view all available. Post an article and help us achieve our mission of showcasing the best content from all developers. Join now to share your own content, we welcome creators and consumers alike and look forward to your comments. The highest ranking (2 agree) 10/10 Can't wait to play the campaign. 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