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About This Content

Total War™: ATTILA – Celts Culture Pack

About the DLC:

The Celts Culture Pack brings three new playable factions to Total War™: ATTILA. The Picts, the Caledonians and the Ebdanians may be used in Single or Multiplayer Campaign modes and Custom and Multiplayer battles.

As the grasp of Western Rome weakens on the Britannic isles, these fierce tribes stand ready to proclaim their independence and reclaim their ancestral lands. But even as the empire recedes, others are setting their sights on The Tin Islands. The warlords of Germania and the Nordic regions look to the northwest and see a prize worth fighting for...

- Celtic forces specialise in ambush tactics and 'Guerrilla Deployment'.
 - New Celtic roster with unique new units for each faction.
 - New Prestige Buildings, requiring great feats to unlock.
- New unique raiding building chain and Celtic-themed technologies.
 - Bespoke Celtic generals' skill trees.
- Unique narrative event chain: Cycle of the Ollam Ri, and new Celtic missions for each faction.



Cultural traits (Celts)

Specialising in ambush tactics, all units in the Celtic faction rosters have the Guerrilla Deployment trait. This enables them to deploy every unit in their army almost anywhere on the battlefield – even behind enemy lines. As specialists, Celtic nations should not be expected to perform as all-rounders; an experienced commander will play to their strengths with deadly effect.

Befitting their skilful application of these traits, sacking, looting and raiding are key sources of income for the Celts and this is reflected in many aspects of their gameplay style and the additional bonuses they receive.



Ebdanians

Alongside the common Celtic traits for raiding, the Ebdanians also have a talent for sacking and looting that combined gives them a unique playstyle and unrivalled potential for profiting bloodily at their enemies' expense.

Picts

As 'Children of the Night', the Picts rightfully earn their reputation as skilled nocturnal combatants at land and sea, and may always choose to attack at night. With bonuses to morale in the dark, and a reliance on heavy assault and berserker units, an ambushing Pict army is the literal stuff of nightmares.

Caledonians

Silver-tongued, wily and deadly in the arts of sabotage and assassination, the Caledonians breed individuals of incredible charm, menace and murderous skill. All Agents from this faction are eager to step forward for duty, more efficient in their assigned tasks and far more likely to succeed.

Unique narrative event-chain: Cycle of The Ollam Ri

Playing as these factions will present you with a new series of linked narrative events. The Cycle of The Ollam Ri draws much

inspiration from Celtic mythology, and sees you direct the actions of a fabled hero through a series of branching narrative choices. As the tale draws to its conclusion, Ollam Ri himself becomes available as a general for your armies, imbued with traits that mirror the choices you made.

Celtic Units

All three factions share a Celtic unit roster consisting of a range of troop types across three tiers. Such as the Sighthound Spears heavy wardogs, Mormaer heavy cavalry and the elite light infantry, Scatha's Teachers.



In addition to this standard roster, each faction has its own unique units:

Ebdanians

- Gallowglass: Tier 2 very heavy sword infantry
- King's Warband: Tier 3 very heavy sword infantry
- Ebdani Raiders: Tier 2 light javelin skirmishers
 - Kerns: Tier 2 light javelin skirmishers
 - Righdamhna: Tier 3 light javelin skirmishers
- Ebdani Cavalry Raiders: Tier 2 light skirmisher cavalry
 - Chosen Raiders: Tier 3 light skirmisher cavalry
- King's Fianna (General): Tier 3 very heavy melee cavalry

Caledonians

- Cateran Brigade: Tier 2 very heavy spear infantry
- Horse Whisperers: Tier 3 very heavy spear infantry
- Caledonian Axemen: Tier 2 very heavy axe infantry
 - Highland Archers: Tier 2 light bow infantry
 - Elite Highland Archers: Tier 3 light bow infantry
- Noble Archers (General): Tier 2 medium bow infantry
- Royal Archers (General): Tier 3 medium bow infantry

Picts

- Pictish Axemen: Tier 2 light axe infantry
- Pictish Swordsmen: Tier 2 medium sword infantry
 - Black Blades: Tier 3 light sword infantry
- Pictish Berserkers: Tier 2 light axe berserkers infantry
- Followers Of Morigan (General): Tier 3 very heavy axe infantry

Unique buildings

The resourceful Celts benefit from a unique farming chain that is not reliant on fertility. Enclosures can be upgraded to Cattle Pounds and then a Booley, mobilising self-sufficient herds of livestock.

Characterful of their playstyle, a new raiding chain is also unique to Celtic factions. 'Raiders' Assembly Point' can be enhanced

to a 'Raiders' Gathering Place', then a 'Raiders' Base' and finally a Raiders' Hall'. This quick-to-build chain, each tier of which takes a single turn to build, confers significant bonuses to raiding adjacent regions and offers public order and garrison bonuses, making it excellent for newly conquered regions.



New Mechanic: Prestige Buildings

The Celts Culture Pack introduces three new Tier 5 buildings, unlocked through a new game mechanic. The Bards' Hall, the Temple of Belenus and the Central Market confer significant bonuses, and alongside the necessary technological requirements, these buildings require the player to meet specific gameplay conditions in the form of great feats in the fields of religion, trade and warfare.



Faction History

Ebdanians

The Ebdanians hold the seat of power at a tumultuous but opportune moment. Occupying the island called 'Hibernia' by the Greeks and Romans, they were first recorded in the Greco-Egyptian writer Ptolemy's 2nd century AD treatise on 'Geography'. Making their home on the eastern shores, the tribe settled between two river estuaries - the Buvinda and Oboca, approximately where the city of Dublin now lies.

Relationships between clans is what drove barbarian culture and society, as clans intermarried, traded and warred with one another. Tribal life in Gaelic Ireland revolved around the clan, an extended family built on kinship, loyalty and, generally, a common ancestry. Hibernian clans were supposed to have been descended from one man, the authority to rule passing down the male bloodline. This means that most clansmen were of the same blood, although fostering and adoption were as common as in other parts of the world. Clans were led by their chieftain, who sat at the top of a strict hierarchical social structure.

Much like the Picts of Caledonia, the tribes of Hibernia have never been conquered by the Roman Empire, though they have traded with it - as evidenced by the discovery of Roman coins across the island. From their well-positioned, defensible capital

the Ebdanians control their own destiny; they could rise to rule over the Celtic world, and none on these fair isles - or beyond - will be able to deny them!

Caledonians

The Caledonians are northern Britannia's first line of defence against Imperial Rome, and bar the way north for any would-be invaders. Although their true heritage has been much debated, they are believed to be an amalgamation of Pictish tribes and those fleeing the Roman advance into Britannia, surviving mostly in a series of hillforts and farms stretching across the highlands of Scotland.

Unfortunately, most historical sources on the Caledonians are of Roman origin, with the usual Roman bias in the reporting; for instance, Tacitus refuses to use terms such as 'king' to describe the Caledonian leader Calgacus, although this may be because he was unsure of their internal hierarchy. They are first mentioned by Tacitus as fighting at the Battle of Mons Graupius, which they lost once the Legions forced them from the hills into an open field battle, as opposed to the guerrilla-style tactics naturally favoured by the rocky terrain. In mentioning the Caledonians, Tacitus also describes them as the stereotypical definition of red haired, long-limbed "northmen" - furious and barbaric to a man.

In the centuries following Mons Graupius, the Caledonians have remained a belligerent thorn in the Empire's side, constantly crossing into Britannia to raid - and often successfully. Despite dogged Imperial efforts, they steadfastly refuse to be cowed, and stand now against a darkening world, poised to take back what is rightfully theirs!

Picts

The Picts are resolute defenders of their homeland, which lies at the far north of the Britannic Isles. The Romans tried for many years to bring them under control - the Emperors Hadrian and Antoninus even resorting to building walls across the country in order to control the passage of, and trade between, Imperial subjects and the savage, tenacious "northmen". The general focus on defence during Hadrian's tenure has led some to the notion that his wall was more than a mere trade gateway - it was intended to keep the Picts and other Caledonian peoples out.

Broadly, the Picts remain an enigmatic people who left no written records behind. However, we know they fought hard and against the invaders because the Roman historian Tacitus made specific references to their defiance in his 'Histories'. It is also likely that 'Picti' (in Latin) was simply a general term used by the Romans for any number of northern tribes whom they considered "painted ones", in reference to the common Celtic tribal custom of tattooing and painting the body before battle.

The Picts were part of the ill-fated Great Conspiracy of AD367-368, when barbarian raids were co-ordinated with the desertion of the Roman garrison along Hadrian's Wall, and almost succeeded in wresting power from the Empire in Britannia and northern Gaul. Now, on the cusp of the 5th century AD, the Picts must rekindle old alliances if they wish to take their country back. Britannia, and indeed the Empire at-large, awaits the outcome - could this be the beginning of a unified Celtic empire in the north, one that will sweep away Roman oppression once and for all?

Title: Total War: ATTILA - Celts Culture Pack

Genre: Strategy

Developer:

CREATIVE ASSEMBLY

Publisher:

SEGA

Franchise:

Total War

Release Date: 25 Mar, 2015

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Minimum:

OS: Windows Vista*

Processor: Intel Core 2 Duo 3 GHz

Memory: 3 GB RAM

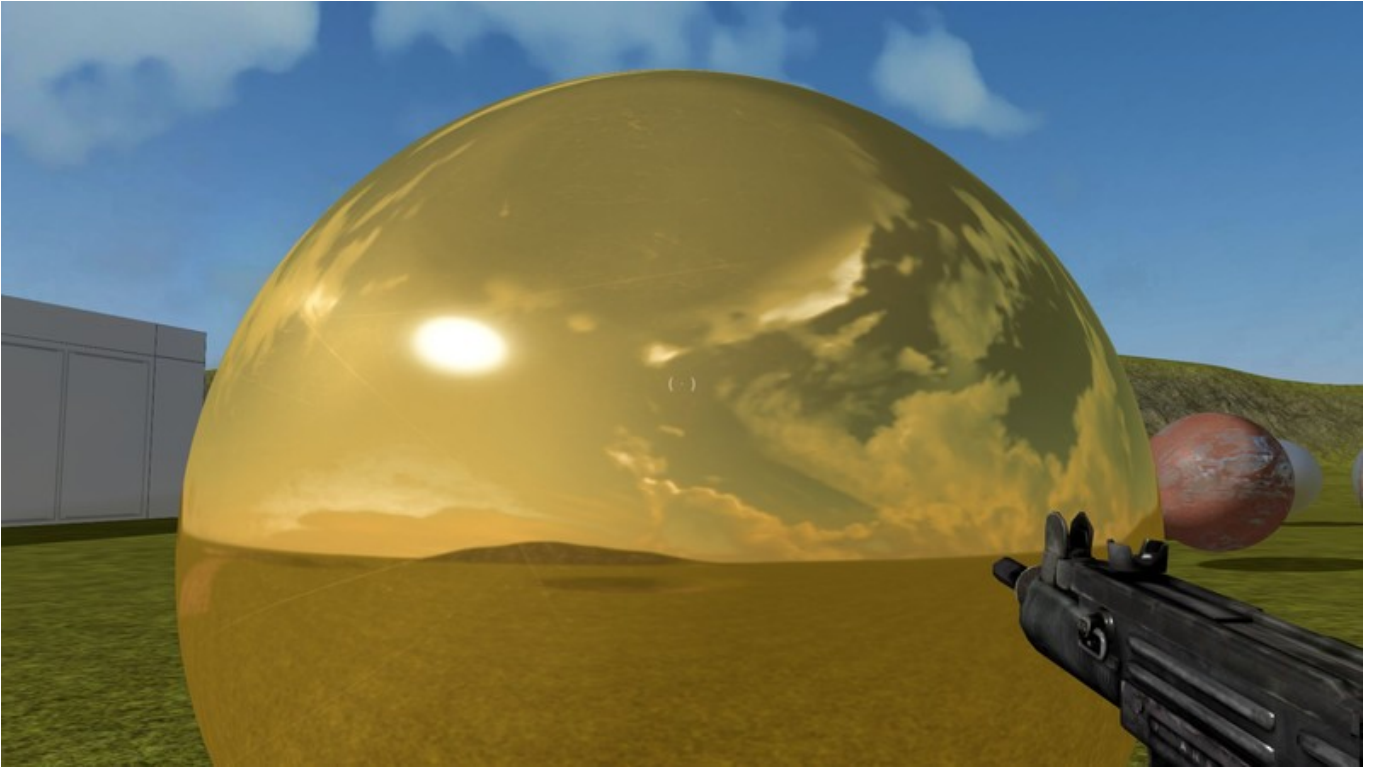
Graphics: 512 MB NVIDIA GeForce 8800 GT, AMD Radeon HD 2900 XT or Intel HD 4000

DirectX: Version 10

Storage: 35 GB available space

Additional Notes: PC integrated graphics chipsets require 64 bit Windows, e.g. Intel HD series.

English,French,Italian,German,Czech,Polish,Russian,Turkish







Warner bros spited on MK X, PC players and PC community. Skip text simulator.. MMMMMM my friend killed me by breaking a bridge. pretty fun game - too bad the leaderboards are broken - i bought it when it got released and some guys already had over 1000 medals and alot with over 100's of medals.... :S. This is a very difficult game to enjoy, and it's not because of any one thing.

The superhero genre is at its peak across mediums. So, one would expect that with DCUO being one of only two MMOs set in the superhero genre, it wouldn't be difficult all that difficult to make an amazing game. Indeed, this game has some of the best ideas I have ever experienced in an MMO... yet manages to bork the implementation of every single one of them.

First, lets talk about character creation. At first glance, it looks pretty decent. There are a fair selection of quality starter items, and lots more can be unlocked by playing the game. Unfortunately, those unlockable costume pieces are unlocked *per character*, which means you can never actually start with the character look you *want* to have. In some cases, unlocking the pieces you need to complete your character's look can take *weeks* of grinding for *hours every day*.

This purposeless, artificially-limited aspect of the game has all but destroyed DCUO's role-playing community. And if you know anything about the tight bonds that role-players bring to a game, then you'll recognize the assinine idiocy behind the way this game's character creation continues to be handled.

On a somewhat less-intolerable note, the colour pallet is limited to storing four colours. They can be any colours you want, but once you pick them, all of your costume pieces are limited to those four colors.

The power and weapon sets in this game are probably it's biggest boon during power creation. They really are fantastic, even if some of them are locked away behind paywalls.

The missions are fun and not too tedious, even when replayed. And there's lots of raids, PvP, and open-world events, too.

DCUO is often compared to Champions Online, the only other active MMO in the genre. This game has better gameplay, a better setting, better combat, better enemies, better raids, and better overall content. Yet, DCUO is universally considered a vastly inferior product based almost solely on gamers' (in)ability to create the character appearance they want from the start.

Ultimately, if you're looking for a game to create the superhero of your dreams, go for Champions Online. If you're looking for a game with an active community, go for Champions Online. If you're looking for a game to role-play a superhero of your own creation, go for Champions Online (or Paragon Chat). If you're looking for a game to play with friends, go for Champions Online. But... if you're looking for a game that has great content to solo, and you don't care about how your character looks, or that lots of powers and weapons are stuck behind paywalls, and you only intend to play one or two characters, then... THEN... consider DCUO. But honestly, you'll probably have more fun in Champions Online--which is sad, because Champions Online really isn't that good of an MMO.. To be honest, there's not much difference to this Multiple Unit to the 450 that comes default with the Portsmouth Direct Line. Apart from one thing: the Brakes have been improved fantastically. There's no need to throw the Brake's on to near 'Emergency' just to get a 10 car train to stop at a red signal. Plus, it comes with plenty of scenarios which, for the price, is always going to get a glowing report from me.

So... yeah. Not much else to say - it's there if you want it, but I recommend getting it as it does add a bit more life to the PDL.. Just because it still seems to be an issue with Negative Reviews.

Great Items but their use depends on your Play Style

In the First Bunker at that Very Beginning of the Game, The Items are in the Trunk.. just don't buy this.. This is a good game but right now the terraforming is very bad and the map generation tool is also very bad but It's still a good game. I would probably wait until they address both the terraforming and the map generation tool.

The game is quite playable right now but again If you don't mind these little issues then go buy It.

If I had to give this game a rating It would probably be 3/10 because of It's current condition It's in.. It uses a solid concept, but the game is easily abusable if you push the AI around too much.

It's good for a few minutes, but I wouldn't recommend it, honestly.

I have played this game for quite a while and all of a sudden it decides to slowly jerk to where i cannot play it any more . I enjoy the mindless game but am now not so impressed with it.. Reminiscent of Amnesia. Full of creepy atmosphere and haunting visuals.

Positives:

- + Imaginative hellscape.
- + Pretty fast loading times.
- + Accurate representation of Salt Lake City, Utah.

Negatives:

- Random framerate drops. (50 drops to 10 fps on a HD 4400 Graphics card.)
- Sluggish mouse movement. Turning and stopping seems delayed. (Turning off V-Sync fixes this.)
- Accurate representation of Salt Lake City, Utah.. This pack is one of the best that I have ever bought from finalbossblues. It's like the Old School Modern packs, but what makes this equally amazing is that this also comes with something for VX Ace too. He oughta make some battle backgrounds for his Time Fantasy, Old School Modern and Omega Modern graphics packs as well. Either way, I hope he keeps up the good work.. I really enjoy playing this game the music and the graphics match but it needs a little more content thats all.. Finally a tower defense game that is challenging. Worth the 2\$. Props to the Devs!

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