November '07

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sapi

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IanofSmeg16	**Warmaster Horus**

Editor's note

The Gahzette is once again full of all the latest community and gaming news, with thanks to our efficient and, it seems, eternally patient, staff.

TinCow, Sigurd, and Horus are once again around to take you on a tour around their respective forums, and King Jan III Sobieski has included his usual article on historical people and events of note.

This month we're pleased to have picked up makayane to pen a series of articles on the technical aspects of modding, and we hope you'll enjoy the series. Mak is looking for feedback on it, so if you've got anything to say about the section, drop her a PM.

Our feature article this issue, as you're bound to notice, is on a small mod release that happened late last month. It's called Europa Barbarourm, and you may have heard of it.

Warmaster Horus takes a look at what exactly the mod is, and what it aims to do, in a very interesting article starting on page 14.

Give it a read; you won't regret it.

sapi

CLIMATE CHANGE

No, not global warming, the Gahzette hasn't got into green issues just yet. Just some notes on refining your Total War campaign and battle environment.

Inspecting the Existing Terrain

SigniferOne posted an interesting discovery recently. If you open your rome or medieval shell (by pressing the ~ ' or ` key in campaign depending on game and keyboard) and then type in ?toggle_terrain – you get a list of all the possible toggle_terrain commands, as an example of one of these toggle_terrain climate shows you the climate colours from map_climates.tga overlaid on the campaign map (see below):

Another useful command is toggle_terrain tiletype, with that one you may notice when viewing the overlay that it doesn't seem to have as much detail as the original map_ground_types.tga file. That is because the campaign map only has co-ordinates corresponding to the number of pixels on map_regions.tga which is half the size (and minus one pixel) the size of map_climates/ heights/ ground_types. The ground type colours shown on the overlay are only those that fall on the odd, odd co-ordinates in map_climates, eg 13,153 and not 12,153. The pixels falling on the odd/odd co-ordinates in the larger files are the most important as they will determine if a map co-ordinate is accessible to armies and what climate will be used for battles at that location.

Increasing Bio-Diversity
Or just making your campaign map look prettier...
You can make more difference with this in RTW than M2TW but the principle for each is the same. The textures used on the campaign map are set in descr_aerial_map_ground_types.txt, in RTW entries aren't given for the two temperate_grassland or for the two temperate_forest climates, so all four of those use the default settings. You can easily copy and paste one of the existing climate sections and rename it say for 'temperate_grassland_infertile' and then, if you make some new textures you can assign them to just that climate, adding more visual variety to your map without affecting the functioning at all.

The textures referred to in the file don't have a file path specified and live in data/terrain/aerial_map/ground_types, if you want to add new textures to a mod folder for RTW you can add a file path by using ../ to get up to the main data folder level and then give the path back down again, for example ../../../../bi/mod_folder/data/terrain/aerial_map/ground_types/grassland_low.tga, for M2TW you can simply give a new name and include the texture in mod_folder/data/terrain/aerial_map/ground_types

In both games the cultivated_low, cultivated_medium, and cultivated_high ground types use the same textures initially. The 'cultivated' ground_type isn't actually a separate ground_type; instead it is what happens to the fertile ground types once farming is built in a region. If you want to see a bit less of the farming texture change the aerial_map... text file so that cultivated_low and medium use the same texture as the un-cultivated ground type and just leave the cultivated_high using the farming tga. You can also then re-arrange the various fertility level ground types on the map_ground_types.tga to place your farming areas more artistically.

The second tga listed per ground type (for those climates that have a different winter effect) is the texture which is used on the campaign map in winter. A quick glance at the file will show you that the same snow texture is used in every climate. Again if you have new textures it is easy to assign them to individual climates or ground types to add variety. Perhaps adding a little subtly melting snow to the warmer climes... (maybe this was about global warming after all!)

Inclement Weather
Weather events are determined by season and climate. New weather events can be added with a probability of happening to a particular climate and season or can be assigned to a specific historic battle.

For M2TW:
Sky and weather events in M2TW are controlled by weather_db.xml that contains both the weather events and the linkages to climate. Unlike RTW you can't substantially alter sky colouring by text editing alone, you do have to edit the .texture files instead. If you look for Alpaca's dds/texture converter you can convert existing textures back to dds files and change them in any graphics program capable of using the Nvidia dds plugins. Even if you can not make new textures you can make new effects using the existing ones.

To experiment with what can be done open weather_db.xml in Notepad or similar text editor, search for "france custom" and copy that section from
<pattern id="france custom" audio_type="calm"> to </pattern>
and paste it below </pattern>, change the "france custom" title to "my_custom" and open a historic battle file, eg.
data\world\maps\battle\custom\Hastings\

descr_battle.txt
you will see a slot for weather at the start of the battle section change that to:

```
; >>>> start of battle section <<<<
battle 107, 145
battle_time   12.00 24.00
weather       my_custom
```

Now if you change the weather and textures associated with your new weather pattern you will see them applied to the historic battle. For example using the below for all the periods in the 'my_custom' weather pattern gives the result shown above right when ap-

plied to the Hastings historical battle (much more likely for the British climate than the original version!). Other adjustments such as increasing fog - by decreasing fog value numbers eg:

```
<fog min="100" max="200"/>
```

start to show how the battlemap display mechanics work, changing that on its own without changing sky gives the result shown below, which shows the effect on the distance view but without the normal corresponding change in the sky texture, thus exposing the way each section is rendered.

For RTW:
Weather events in RTW are controlled in descr_daytypes.txt, new ones can be added to the top section of the file.

An example of a new weather event could be that shown overleaf:

```
<period id="sunrise">
        <skydome mesh="globallighting/Meshes/
skydome.mesh" texture="globallighting/sunrise/tex-
tures/sunrise_storm.texture"/>
        <clouds>
          <cloud id="high"
texture="globallighting/sunrise/textures/sun-
rise_storm_tile.texture" speed_x="0.106" speed_
y="0.0"/>
          <cloud id="low"
texture="globallighting/sunrise/textures/sun-
rise_storm_tile.texture" speed_x="0.108" speed_
y="0.004"/>
        </clouds>
        <events>
        <event id="phase 1 - heavy fog" dura-
tion="600" transition="30">
          <precipitation type="rain"
level="torrential"/>
          <lighting data="globallighting/morn-
ing_fog.lighting"/>
          <wind type="gales"/>
          <fog min="-50" max="2500"/>
          <bloom red="255" green="255"
blue="255" select="15" intensity="130"/>
          <lightning>
            <frequency min="10" max="20"/>
            <distribution x="2048" y="0" ra-
dius="1024"/>
          </lightning>
        </event>
```

weatherevent new_storm

cloud heavy		*0.69*	*0.69*	*0.69*
precipitate		*dust torrential*		
wind		*gusts*		
fog	*heavy 0.004*	*0.67*	*0.61*	*0.56*

The three figures after cloud heavy are RGB values that tint the colour of the clouds, the base colour of the clouds is set in the day-type below according to the time of day. The first number after the fog heavy line is the density of the fog and the three colours after that are the colour of the fog or haze itself. Unfortunately you don't seem to be able to colour rain or dust on the precipitate line, so my dreams of blood coloured rain for a certain mod won't work….

Having made your new event assign it to a climate daytype by adding to weatherevents line. For testing purposes it is a good idea to put it in with a 1.0 probability, comment out the other possibilities and set up a custom battle in that climate so you know you can view the effect. Alternatively you can add it to a historic battle 'descr_battle.txt' file using format:

constant_weather_and_time (day_time 18.15, year_day 5, duration   24.00, daytype_name, new_storm)

Descr_daytypes for RTW uses shared sections for many of the climates. You can easily separate the climates by copying and pasting a complete section, giving the new section a unique daytype name, removing the climate you want separated from the original daytype sections' climates list and then using it on its own in the new sections climates list. By doing that you can apply your new weather event to only one climate.

You can also add a section for your new weather event in descr_sounds_enviro.txt to give it some unique background sounds.

Coastal Erosion

If you make a new campaign map you might find your coastline looks a little blocky and unrealistic. You can make some very subtle changes to the coastline by manipulating the 'depth' of the sea in map_heights.tga. This works for both RTW and M2TW maps, if you look for a thread in TWC's mapping workshop called 'Sea Edges' you'll see a very long running discussion on the technique.

As a small example:
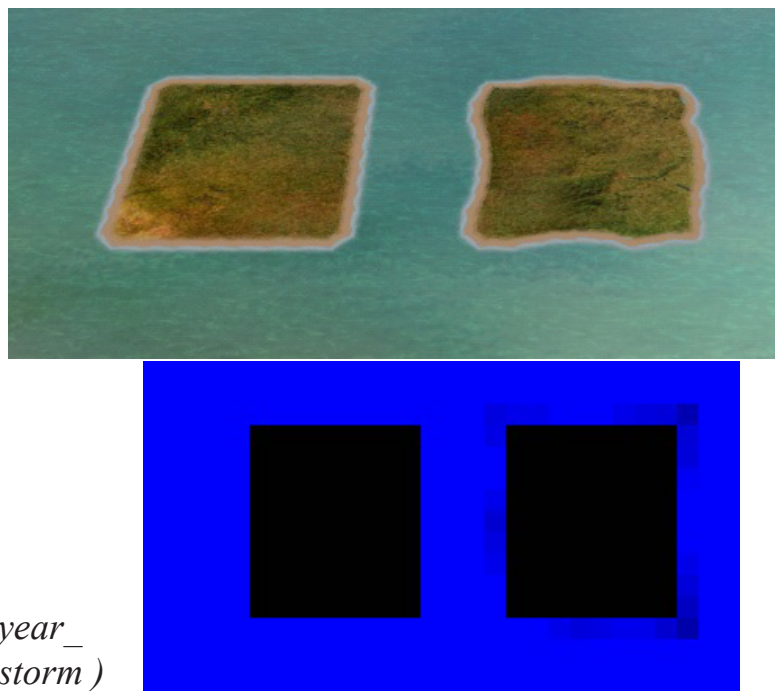
The islands shown have identical land areas in map_heights.tga but the sea around the right-hand one is adjusted by using various tones of pure blue pixels around the coast. These pixels range from RGB 0,0, 253 to 0,0,220 in the actual map they are exaggerated in the enlarged picture so you can see them. The deeper or darker colour pushes the coastline in, having a graduation of colour along the coastline can give a smooth curve to what otherwise would have been a straight piece of coast.

Darker (deeper) sea pixels can also be used to counteract lighter (higher) land pixels around the coast, to prevent the nasty little

protruding triangles you can get otherwise if you have high areas adjacent to the coast.

What Next?

Please let us know if you found this article useful, also please let us know what modding topics you'd like to see covered in future Gahzettes.

GAH! **makayane**

The Comfy Chair

Welcome to The Comfy Chair! This is where you'll find all the latest news regarding the Throne Room, the best forum you've never read!

Latest Events in Currently Active PBMs:

King of the Romans (KOTR) (M2TW)

The KOTR Cataclysm 'Event' has been in full-swing all month. In the last issue of the Gahzette, Kaiser Siegfried had gifted Palermo and Naples to the Byzantines and arranged for a unification of the Roman Catholic and Orthodox Churches to end the Great Schism. Shortly after this announcement, Peter von Kastilien and the Prussian Household Army disappeared. A religious zealot by the name of Alexander "Lex" Luther arose and began criticizing (to put it politely) the proposed unification between the Catholic and Orthodox churches. His rhetoric found many converts and unrest began to foment in many cities.

Austrian scouts located Peter von Kastilien as he passed through their territory and they determined that he was marching for Constantinople. Count Edmund Becker led the Second Austrian Household Army to intercept them. Rather than shed fellow German blood, Peter surrendered and was imprisoned in Rome. For a moment it appeared that the attempt to prevent unification with Byzantium had been averted, but then startling news came from the East. Kaiser Siegfried had been ambushed and killed by a large band of brigands while riding back to Rome from Constantinople. An investigation by Duke Hans of Swabia and Duke Lothar Steffen of Bavaria concluded that it had been an act of revenge by disgruntled Milanese noblemen with the aid of the Assassin's Guild. However, there were widespread rumors that an organization called the Divine Order of the Illuminati were behind it.

Regardless of the cause, the result was the same. Elberhard was proclaimed Kaiser and he proceeded to rule Reich jointly with Kaiser Siegfried's wife, Theodora. Religious and political unrest began to tear the Reich

apart, as rioting broke out in many cities and garrisons and armies alike began to suffer desertion. Proceeding forward, Theodora gifted Adana, Antioch, Damascus and Edessa to Byzantium, reducing Outremer to nearly nothing. This was answered in kind by, Tancred von Tyrolia, Peter von Kastilien's lieutenant, who had evaded capture with his army. He sacked Constantinople in 1310. War did not immediately break out with the Byzantines, but it was the beginning of the end. Matthias Steffen was abducted and tortured by a Byzantine general and Dietrich von Dassel marched on Durazzo to kill the Pope and prevent religious unification. The Second Austrian Household Army was destroyed in its entirety by Hungarian forces outside Bucharest. Edmund Becker escaped with his life, though he was presumed dead for a time. Finally, all-out war with Byzantium erupted when the Eastern Empire launched a massive invasion of Italy from their new holdings in the south. The Reich's capital of Rome was taken by storm, thus sparking the disintegration of all central authority and control within the Reich.

Beginning in 1320, the Cataclysm Event shifted over to the control of **TinCow** (me) and began a new phase. The ten turns from 1320 to 1340 are being played with a total deference to player choices about their own movements and actions. I am in turn ramping up the challenge imposed by enemy armies and doing my best to vastly reduce HRE power, while still keeping the game fun and enjoyable. For specific details, it would be best to refer to the FAQ and turn summaries from the [Official Cataclysm Thread](#).

In summary, the following things have happened: Franconia has lost Thorn, Breslau, and Hamburg and is heavily threatened by Denmark and Poland. Duke Ansehelm was killed along with much of his army, leaving the Duchy very vulnerable. Austria has lost Bucharest and Bran and has been desperately fending off assaults by the Hungarians at Budapest and the Venetians at

Ragusa. Bavaria has lost Florence and Bologna and is nearing complete defeat on the mainland, though Ajaccio stands strong and has resisted several Sicilian attacks. Swabia has been torn asunder by rebellion and French invasion. Currently only Rheims, Metz, and Staufen remain under the control of Duke Hans. Paris has been taken by the French, who are pressing from all sides. Outremer has been under dire pressure the entire time. Currently Antioch, Acre, and Aleppo remain under their control, but reinforcements are few and far between and it seems unlikely that the remaining Crusaders will be able to hold out for much longer.

There have also been several internal rebellions in the Reich. The first was Wolfgang Hummel, who declared himself Prinz of Swabia. He seized the citadel at Caen and used its resources to build an army for itself. He has now extended his control to include Bruges, but is frantically fighting to hold off the French, Danes, and Swabian armies loyal to Hans. Another Swabian, Dietrich von Dassel, has rebelled and is attempting to unseat Hans as Duke. He is supported by Duke Lothar Steffen of Bavaria in this endeavor and with Bavarian aid he has assembled a mighty army and seized the city of Bern. Austria has also experienced something of a rebellion, though of a different sort. Edmund Becker declared Prague independent of Austria, though still loyal to the Reich. He has been building up his own resources and power in that isolated County, largely unmolested, as the Austrians are too busy with foreign invasions to deal with him.

[Scottish Succession PBM](#) (M2TW)

This PBM got rolling again with a good head of steam in October. **YAKOBU** took the third reign. David the Honourable attacked rebel-held Damascus and was victorious. Defying his nickname, he put the population to the sword. He then joined the new Crusade against Antioch and swiftly took the city,

once again putting it to the sword. An alliance was then forged with Spain and two small wars with Denmark, both sparked by blockades, ended in ceasefires. More gains were made in the East, as David the Honorable occupied Adana and Aleppo. At the end of his turn, Denmark became excommunicated. Partly as pay-back for the previous wars, Scotland requested a Crusade against Danish-held Antwerp. The request was granted and England, France, Hungary and Venice joined the attack, with King Edward of Scotland arriving to besiege the city first.

The game then passed to **econ21** who had a quick and uneventful reign. Antwerp quickly fell to the Scottish Crusade. This was followed up by an Egyptian invasion of the Eastern provinces. The sparse Scottish armies in that region led to some tense years, but they prevailed in the long-run and were ready to take Edessa.

Ramses II CP then took up the game and produced an excellent [report of his reign](). I would summarize it for you, but then you might not read the report and that would be a shame. So, click the above link and enjoy the good read.

The Scottish PBM is still looking for more players. So, if you are interested, you can join up [here]().

[New Spain Succession PBM]() (M2TW: Kingdoms)

With the popularity of Kingdoms in the Multiplayer campaigns and the rejuvenation of the Succession game with the Scottish PBM, it was only a matter of time before a Kingdoms Succession game began. As it turned out, New Spain was the campaign of choice. **gibsonsg91921** played the first reign, which he vaguely described as "insignificant and weak." More specifically, he conquered the Mayan settlement of Tikal and the rebel settlements of Coatzalcoalcos and Chetumal. These conquests reduced the Spanish armies

greatly, forcing them to rely on native mercenaries. An alliance was secured with the Aztecs, though their strength posed a long-term threat.

The second player was **YAKOBU**. During his term, the generals Jesus de Bolaque and Niccolas de Tarragona were forced to rely on a large number of native mercenaries to supplement their army, which at one point did not contain a single European unit, other than the generals' bodyguards. They were victorious in a significant field (jungle?) battle against the Mayans, and then captured the rebel settlement of Altun Ha. A new expedition, led by Francisco Coronado landed near the Mayan settlement of Canpech, which was quickly seized through the strength of European arms and firepower. For his victories, Viceroy Diego was then granted the title of Baron. Shortly afterwards, Jesus de Bolaque sailed east to the unwalled rebel coastal settlement of Trujillo. It fell easily to his army and he then moved on to take the rebel settlement of Quirigua after a short siege.

In less happy news, Baron Diego died of natural causes, leaving his heir, Pedro, as the new Baron of New Spain. The Mayans then launched a surprise attack surprise against Chetumal, trapping the new Baron Pedro inside. Niccolas de Tarragona rode to his rescue from Altun Ha, destroyed the Mayan army, captured the Mayan Emperor, and executed him after a ransom demand was refused. He then began a march on the Mayan capital of Chichen Itza to teach them to fear the wrath of the new Spanish Baron. Francisco Coronado, leader of the newest expedition, headed towards Uxmal, but encountered a Mayan army along the way. He was killed during the battle, but a man named Esteban Dabodega rallied the men and led them to victory. He was named Man of the Hour and was given formal command of the force. Esteban exacted revenge for the Francisco's death by taking Uxmal and executing the entire population. A new expedition, under Pedro Menendez, landed

north of Havana and was dispatched to Vera Cruz to defend keep an eye on the powerful Aztecs. Niccolas de Tarragona then arrived at Chichen Itza and took it through a daring tactical maneuver that outwitted nearby reinforcements. The fall of the city marked the end of the independent Mayan peoples. They are likely to be only the first of the natives to be fully subdued by the Conquistadores. As **YAKOBU**'s reign ended, Francisco de Montejo died of natural causes Baron Pedro was granted the title of Viscount.

Those interested in playing future reigns can sign up here.

Multiplayer PBMs

The M2TW Multiplayer Grand Campaign is moving along. The game is now in 1092 and the players are deep into alliances and warfare. While it is a bit hard to follow for spectators, this game is breaking new ground in multiplayer TW and its continued progress is a mark of its resounding success. I suspect that we will have a lot to learn from this game for future TW multiplayer efforts.

The Kingdoms Crusade Hotseat game appears to have stalled temporarily at turn 5. Hopefully it will resume its earlier lightening pace soon. This slowdown has been compensated for by the Kingdoms Teutonic Hotseat game, which has moved forward and is now nearing the end of its second full turn.

TinCow

TosaInu is the Head Admin here at the .Org Fourms. He plays Beta 5 Reguarly, and I try to also make it whenever I can or feel like it.

When did you start Total War MP and why?
Early Fall 2000, maybe late Summer 2000. I played SP, liked the game and gave MP a try. The first battle was a 3vs3 on Totomi.

When did you join Mizu and .org?
Takiyama Shi was founded December 2000, I'm one of the four.

I joined .org in the last week of January 2000.

MTW/VI or STW/MI?
Each game has pros and cons. For vanilla MP: STW. To make mods, both MP and SP: MTW VI. To play SP campaigns: STW MI. The Japanese setting appeals me more, the lack of seasons in MTW puts me off.

4. what was one of you best games on MP?
There have been many very good games. A recent very good one was played 09/25/06 MTV VI/SamWars beta7 on Hachiman Hatake, Tomisama and me were the attackers. Tomisama and me agreed at the start to try something daring. That was the only (1-1 line) chat communication we had during the match iirc. He made the daring plan work.

What was one of you greatest moments on TW (winning a tournment,award,etc....)?
One of the greatest must be SamWars. Not only that mod itself, but also the people playing it.

Where do you think the TW community is going?
That's difficult to say. One of the things I like is that there can be something for everyone to enjoy with these titles. I hope that will expand a bit, also by coding more configuration options so (groups of) players can tweak their own game (without having to install mods).

What do you think of Samurai Warlords Beta 8?
I like it very much and play every Sunday when possible.

What you think of the GAHzette?
It's nice, the editions get more pages and topics.

KingWarman888

History

Book Review of Elizabeth Jenkin's 'The Princes in the Tower'

The Princes in the Tower (New York: Coward, McCann & Geoghegan, Inc., 1978), written by Elizabeth Jenkins, provides us insight into the myths surrounding Richard III and the demise of his young nephews, Edward and Richard. Margaret Elizabeth Heald Jenkins was born October 31, 1905, in Hitchin, Hertfordshire, England. She attended Newman College, Cambridge, from 1924 to 1927, where she studied history and literature. From 1929 to 1939, Jenkins taught English at King Alfred School. During World War II, she served as a British civil servant. After 1945, she became a full time writer. Jenkins is best known for her two biographical works on Queen Elizabeth I of England and her biography of the writer Jane Austen. Elizabeth the Great, her biography of Elizabeth I, was first published in 1958. As a follow-up, Jenkins wrote a book about the relationship between Elizabeth I and the earl of Leicester in Elizabeth and Leicester (1961).

Jenkins sees several "errors of judgment" (which have been recently revisited and amended) when dealing with Richard III. First, it had been commonly assumed that he had killed the princes during their imprisonment in the tower; second, he had been responsible for the deaths of Henry VI and his son, Prince Edward of Lancaster, and thirdly, he had killed his own wife, Anne Neville. In response to the first charge, Jenkins claims that contemporary accounts disprove Richard's guilt. As for the death of Henry, the responsibility would fall on Edward IV, not Richard, and as for the death of Anne, there is "not only no evidence of his guilt but considerable circumstantial evidence of his innocence."

While the title of the book is The Princes in the Tower, for the better part of the first half of the book, the two princes – Edward, heir apparent, and Richard, Duke of York – go virtually unmentioned. It is not until page 94 that at least one of the princes gets a significant paragraph about him. Until then, and even through that chapter (chapter 17) as well, the author was trying to set up the reader with enough background information as to understand the events which occurred after Edward IV's death and during the short reign of Richard III.

King Jan III Sobieski

Again faithful readers, the topic of this section will be on debate.

The Ghazette editor put me on a mission, a mission that hopefully will lead to an increased interest in the art of debate. The Ghazette would like to publish a debate between two of its readers and I am to orchestrate it.

In the last issue (issue 7) I wrote an article on the basics of debate. The intention was to give you readers a crash course into formal debate. If you haven't read it, download a copy and do read it. It gives the basic tools to the debates we would like to run here. If you frequent the Backroom you will see that people love to debate, there are polarisations in nearly every thread. This should give an ample resource for debaters with opposite views.

I am hereby challenging you to do a real debate.

This is not a challenge to the Backroomers only. In fact, any of the readers of the Gahzette can participate whether you belong to the totalwar.org site or not. The main criterion is that you are able to write an affirmative proposition of your position on a given topic. This proposition should be in the ballpark of 300 words. When this is done you as a debater will be arguing against the other debater's affirmative proposition and replies to your affirmative proposition, not unlike what is already happening in the Backroom today.

There have been suggested some topics in this thread in the backroom: [Announcement: Debates in the Gahzette](#), but do not consider this a limitation. If you have a topic you are really burning for or find fascinating and would like to write a statement outlining your view (in the affirmative), we would be happy to find a contender for you.

The December issue will contain one of these debates for all to read.

To start this off I would suggest that you send your affirmative proposition to me (or sapi if you belong to TWC).

We will then pair the debaters and send you (if paired) your opponent's proposition for your scrutiny. You will then write why you think your opponent is wrong. There will be a few rounds of replies and debate (there will be a set number of rounds) before you write your conclusion. A panel of three will make a few comments on your debate and will ultimately judge if this will be the one we should publish in the December issue.

The challenge stands. Write an affirmative proposition (your view on a topic) and send it in. This could be the start of something very interesting and maybe a new feature of the totalwar.org.

Sigurd Fafnesbane

THE SENATOR JAMES M. INHOFE ANTARCTIC ICE SHELF

THE THRONE ROOM

This month in the Throne Room's AARs:

-The Viking Migration, by Ramses II with the Danish faction, is just about finished. He brought his Danes from Denmark to Jerusalem, then America. It's a very nice AAR, with many, many pictures.

-Sons of Scotland, by Benandorf with the Scots, is moving along. His men have captured Inverness, York, Dublin and are advancing towards the Welsh stronghold of Caernavon. Benandorf presents this AAR by changing Points of Views between his various Family Members. Needless to say, this gives him the opportunity to make remarks in an original fashion.

-Mexican Sunrise, by Tristan de Castelreng with the Aztecs faction of the Americas campaign (the one in Kingdoms). The Mexicans are in a dire situation: the Tlaxcalans (enemies, quite simply) have allied with the White Men of New Spain

and, emboldened by this, have attacked the Aztec Empire! Outnumbered for now, the Mexicans have retreated to Cholollan, in an attempt to repel the Tlaxcalan invader.

-The English AAR by Northnovas, using the Blood, Broads and Bastards mod (yep, that's its name) is finished! He's gone from 1080 to 1530, has seen the New World, and especially saw the various titles of the mod. I recommend it, since it's finished and you can read the whole thing all at once! Pics aplenty, though, so take your time while loading the page.

-The Comnenian Restoration by Overknight. Prince Isaac has captured Rome, and Italy is now in Byzantine hands. While Emperor John "the Saint" marches East against the Turks, disquieting rumors about the Merciless Prince abound...

-Regaining Past Glory, a Kingdoms: Crusade Byzantine AAR by Zim. Most of Turkey is under the Byzantine rule, the Holy Land is torn between the Kingdom of Jerusalem and the Egyptians, the Mongols have invaded... How will this finish? By fighting for glory! Follow the story; you won't be disappointed.

And that's about it for the AARs, however, I must point out that Northnovas has posted a guide on "How does one AAR?" which has plenty of tips for the beginner. A must read for anyone who wants to share his recent experiences.
Until next time!

Warmaster Horus

My Hastati Samnitici bear the ram to storm the gates of Mastia. "Movete!" I order. The ram is soon in place, and the gates broken down. I see the Qarthadastim foe in front, the general surrounded by his Ha'Abbirim Ha'Qdosim sel Astarte (Sacred Band Cavalry) and men from the Dorki Leebi-Feenikim Mookdamim regiments (Liby-Phoenician infantry). I therefore order: "EXPUGNANDE!" As my soldiers charge, I think: "Hey, EB is GREAT!"

For I am playing EB, the eagerly and long awaited mod for Rome: Total War, covering almost the same period as RTW; it starts in 272BCE and finishes in 14CE. EB, for the benefice of that guy who doesn't know what it is, means Europa Barbarorum. And I am playing it (and writing an article about it), not only because it's a pretty good mod, but because on the 12th of October, the EB team released version 1.0. This is pretty important, since it's the objective the team was trying to achieve since 2004. It's pretty important, since it's what a great part of the RTW community was waiting for.

Now, before I start looking at this mod in greater detail, let me say that EB has done a lot, a lot, a lot of work. Consider that these guys have jobs, and that all this work was done for free. Also, know that some parts of RTW are hard-coded, meaning they can't be modded. This is especially true of the Artificial Intelligence, both on the strategic and battle map, and diploma-

cy (a good example of this is: I'm giving Kart-Hadast a thrashing, all the while proposing cease-fire. Of course, they do not accept it. Stupid AI).

That said, it seems EB has tried to mod practically everything else:
The government system is designed to show the different government type choices available to a faction in the different provinces. Different provinces will have different available governments. For example, take the Romani faction: a homeland province (Italy) can receive a Type I government; but a far out province (say Atiqa, that's in Africa) can receive a Type II government, because it was never Rome's homeland. This reflects on the units available for recruitment. Factional units will be easily recruited in a Homeland province, whereas local troops are rare. However, in far out provinces, local troops will be aplenty, while you will have few factional units. For example: a Roman Hastati can only be recruited in a Homeland province, in this case, Italy. However, Numidian Skirmishers cannot be recruited there,

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only in Northern Africa (near Numidia and Carthage).

The Ethnicities represent the variety of people in a faction. For example, a man in the Koinon Hellenon faction can be a Spartan, Athenian, Rhodian, etc. These ethnicities have influences, mainly on which traits can be received. A Spartan is likely to be better at fighting than politics, unlike an Athenian. The Traits are more faction specific. There is, however, an important trait feature for your generals: stats. Divided into 2 groups (Ability and Personality, further divided into 3 categories each), the stats give you a basic idea of your General. These stats are: Intelligence/Charisma/ Vitality (for Ability) and Selflessness/Temperament/Loyalty (for the Personality). These stats influence heavily on your General's traits. After all, a general with poor Charisma will likely not be a good public speaker. This stat system is another way of giving more role-playing and immersion possibilities for the player. And it works, for me at least.

The factions: there are 20 playable factions in EB (the 21st being the Eleutheroi, aka Rebels). All have been changed, be it simply by new units, or by adding some special features. These factions can be separated into cultures:

"Barbarians" regroup the Casse (South-East tribe of Britons), the Gallic tribes of the

Aedui and Arverni (in Gaul, modern day France), the Sweboz (Germanic tribe; this faction has received much attention for 1.0), the Lusotannans (Spanish tribe in the west), the Getai (Thracian tribe, near the Carpathians). These "Barbarians" receive mainly new traits, ancillaries, buildings and units. Note the quotation marks: after all "Quisque Est Barbarus Alio" (each is a barbarian to another; that's EB's motto).

The Steppe factions of the Sauromatae, Pahlav, and Saka Rauka have new units and most importantly a different government system than the others. After all, what's a homeland to a nomadic people?

The Hellenic factions: Epeiros (Southwestern Balkans), Makedon (Macedonia), the Koinon Hellenon (representing the Chremonidean League of Greek City-States: Sparte, Athenai, Rhodos) have several new features; in addition to new units, traits and ancillaries, they can participate in various games (such as the Olympics, the Isthmian games, the Nemeian games) and win, giving the winner an Influence boost. In addition, the Koinon Hellenon and Makedon can complete the Spartan Agoge. Any General under 20 who enters Sparta can be trained further, receiving a few bonuses when having completed the Agoge. The Successor states: the Ptolemaioi (Egypt, in a more historical fashion than what we had in RTW), the Arche Seleukeia (the Seleucid Empire, ranging from Turkey and Syria to India), Pontos (Northern Turkey, Kingdom by the Black Sea), Hayasdan (Kingdom in the Caucasus) and Baktria (Seleucid Satrapy of Northern Afghanistan). These receive the usual (traits, buildings, ancillaries), and some features, mainly for the Arche and Hayasdan. The Seleucid Empire has a Satrap system, meaning that your General can become the Satrap of a region. For example, send your General to Ekbatana, and he'll be named Satrap of Media. The Hayasdan have re-

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ceived great attention, with notably a Reform system, at the end of which your small Kingdom will have evolved into a Persian Successor Empire.

The three remaining factions encompass the Safot Softim biQarthadast (the Republic of Carthage, in North Africa), the As Sab'Yn Wal'Jau (pre-Islam Kingdom of South-Western Arabia) and the Romani (the Republic of Rome). They have all received traits, buildings, ancillaries, units. Rome, in particular has a few neat stuff: the Cursus Honorum (the path from Tribune to Censor, with Quaestors, Aediles, Praetors and Consuls in the middle), accurate Roman names (no more Flavius Julius, meet Cnaevs Cornelivs Scipio Asina), triumphs (which actually work this time; send your general against a rival faction, be named Imperator, then Triumphator and return to Rome for your triumph!), a Roman Provincial Governor system (send your General to Sicily and be named Rector Provincae; if your General was Praetor or Consul he'll be named Propraetor and Proconsul; in addition to some bonuses, you'll get a very informative ancillary about the Province in question), different military eras (your legions start under the Camillan military era, then proceed to be Polybians, after that they are Marian troops, and finally become Augustan, i.e. Imperial troops). It

is worth mentioning that because of these reforms, the Romani faction has twice the number of units than any other faction. Those who say that the EB team hates Rome are obviously wrong. Also, Roman members have as Ethnicities, not only whether they are Patricians or Plebeians (impacting on the chances to be elected in the Senate offices) but also the Gens to which they belong (for instance, Cnaevs Cornelivs Scipio Asina belonged to the Gens Cornelia. This influences the traits he might receive).

It is also worth mentioning that many of the faction traits are in the faction's language (example: a Roman General can become Moderatus, moderate, or a Greek one can be Gynaikomos, the overseer of the Women's gymnasion). The various seasons are also listed in the faction's language when they happen (and so, for Rome, when it's winter, it's listed in your general's traits as Hiems, which is winter in Latin).

The starting Generals have as accurate as possible names, traits, and a biography where possible.

Speaking of the faction's language, it is present everywhere it can be. The names of the units are in the unit's language (for instance, the mercenary phalanx is called Mysthoporoi Phalangitai; the translation being given in brackets). The faction's name (hence the Safot Softim biQarthadast for Carthage), buildings are in the faction's language (the Grant of Land in Latin is 'Ager Divisus et Assignatus'). The battle map orders and unit responses are also in Greek, Latin, and Gallic and the team is hoping to include the other factions (such as a Punic voice mod).

Still about factions, they have historical targets (no more '50 provinces and Rome'). Do you have what it takes to rebuild Alexander's Empire? To create the Roman Empire? To be

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Ptolemaioi

the main presence in the Mediterranean as Carthage?

About history, there is also every year a window with 'This Year in History...' which depicts the main events of the year. These go until 212BC, which means there's 60 years of History condensed.

The map has also received a little overhaul: it now stretches from Britain to India, with accurate features (rivers, mountains, etc.) province boundaries, names (thus, Sardinia is called Sardin). There are new strategy map resources, palm trees, a canal linking the Mediterranean Sea to the Indian Ocean. Speaking of seas, it's got a new look (which I'm sorry to say I can't describe nicely; but, hey, play EB and you'll see!).

A bulky part of EB is the script: a terrifying thing which can do wonders. It is the reason why there are four seasons per turn, why there are 9 factions with Reforms, why EB is so great. Because of the script, you can receive missions, such as going to recuperate Alexander's corpse from Alexandria as Makedon or the Arche Seleukeia. Because of the script, attacking some cities can lead you into war with another faction (attacking Messana will cause a war between you and Carthage). The script file weighs over 11 MB, which is very big (RTR's in comparison is less than 1MB). It's also the reason why EB can run slowly for the lower-end users. There's much more information to process.

This article doesn't try to show every part of EB (if it did, I'd have had to finish all the factions, which I haven't, and which I believe would take a very long time). It just tries to show that EB is a great mod, which should be tried. If you want more information, just check the EB site, or the EB 1.0 Released thread.

EB isn't perfect, but it gets pretty close. There's a lot of information in the mod, so if you're interested in this period of History, this is probably the perfect mod for you.

Pontos General

EUROPA BARBARORUM

Warmaster Horus