

## ETW Unidades/navios/construcciones/Tecnologia previews!

Publicado por sertorio67 - 23 Oct 2008 18:56

---

mirad q cositassssssssssssss



<http://www.sega.co.uk/empire/units/?id=1>

y en el sloop ya nos ponen bien a los españoles (para variar)

Thomas Cochrane commanded the 14-gun HMS Speedy and managed to capture "El Gamo", a Spanish xebec of 32 guns with a crew six times larger than his own!

=====

## Re: ETW Unidades/navios/construcciones/Tecnologia previews!

Publicado por CeltiberoGil - 14 Ene 2009 08:54

---

Una nueva estructura económica las granjas...

<http://www.sega.co.uk/empire/units/?id=3>

=====

## Re: ETW Unidades/navios/construcciones/Tecnologia previews!

Publicado por CeltiberoCaesarAug - 16 Ene 2009 00:59

---

Ya que los profesionales no lo hacen. Haber si algun avanzado en la lengua barbara de Shakespeare puede traducir algo interesante. 

PD:No se si el citado autor estara bien escrito...pero no voy a desvelarme por ello.

=====

## Re: ETW Unidades/navios/construcciones/Tecnologia previews!

Publicado por CeltiberoGil - 20 Ene 2009 17:17

---

Nueva unidad presentada...

<http://www.sega.co.uk/empire/units/?id=1>

Los escoceses...

=====

## Re: ETW Unidades/navios/construcciones/Tecnologia previews!

Publicado por sertorio67 - 28 Ene 2009 17:00

---

### First Rate

The first rate is the largest type of "ship of the line of battle", intended to be the centre of any fleet. These are very expensive and powerful vessels.

While these warships are among the most powerful vessels afloat, they are poor sailors, being both slow and unresponsive. This is not a serious shortcoming because, armed with around 100 cannons firing 32-, 24- and 18-pounder balls on their three decks, they can fire a terrible and destructive broadside. They carry a crew of over 800 sailors, gunners and marines and have more artillery than most land armies. Their cost, however, is a drawback and few navies can afford to build or maintain more than a handful of them.

Historically, first rates were never common, and hardly ever sent to overseas stations. They existed purely to fight in set-piece battles, and were not used for mundane duties such as protecting merchantmen, policing the seas and hunting down privateers.

<http://www.totalwar.com/empire/units/?id=2>

=====