

"Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoFrog - 13 Ago 2009 21:48

Hola compadres,

Aqui teneis los datos para instalar el nuevo Mod que a salido despues del NBG.

Esta hecho sobre todo para multiplayer y refleja la epoca del fin de siglo 18.

Esta muy logrado con stats, costes, unidades muy bien balanceado como el NTW2.

Intentare traduciros las instrucciones para la instalacion.

Cuidaros

Hello Napoleonic gamers,

Are you tired with ETW on line ?? a very poor representation of Napoleonic style battles we love to play.

Well theres is an alternative its now called ""EMPIRE TACTICAL WARFARE"" previously
""NAPOLEONIC BATTLES GROG MOD""

I'm certain you guys will now find this mod a massive improvement on Vanilla ETW, so please come and join us at the Commanders at war (CAW) steam chatroom (best times being after 2000hrs GMT)

Heres the best thing,

There will be no changes to the mod version we are playing GUARANTEED before September the first and possibly beyond, therefore if you decide to download and give it a try there will be no compatibility problems to spoil our enjoyment, you can come to the CAW chat lobby for at least 4 weeks safe in the knowledge we are all playing the same game.

Look forward to seeing you,

Here are the complicated looking but really very simple instructions to ensure all runs smoothly and all required links.

Happy gaming to you all.

1a. Make your Empire Total War the STANDARD IN THE BOX "VANILLA" version, it must not contain ANYTHING other than the standard version files - nothing else.

1b. Go to your Documents and Settings%username%Application DataThe Creative AssemblyEmpirescripts folder and check there is only ONE file in there, the preferences file, it's full name is preferences.empire_script.txt, if there are ANY other files they MUST be deleted.

2a. Go to steam/my games and right click on EmpireTW....use the "properties/update" tab to ALWAYS KEEP THIS GAME UPTO DATE.

2b. Use the "local files" tab to VERFILY INTEGRITY OF GAME CACHE.

3. Go to the FILE tab (top left of screen) and check for steam updates.

4.Exit steam.

5.Download the mod files and put them into your Empire data folder as per the instructions on the first page of the mod.

6a.Download, and install into the data folder, the Lordz map pack .

6b.If you already have the Lordz map pack you will need to delete your current Lordz map pack Loc. File

7.Unlike previous versions of this mod there is "NO NEED" to remove your patch.pack from data.

8.Download the Modmanager (link below)

When you have downloaded Modmanager and run it, if you done all correctly you should see "zEmpire TacWar" in the left hand corner, tick the box next to it and launch the game from the right hand side of Modmanager, the game will not work if launched from steam you must do it in Modmanager.

Mod links

<http://www.megaupload.com/?d=R5T8PNO7>

<http://www.megaupload.com/?d=8UCP7LC0>

Lordz map pack link

<http://www.thelordz.org/mods.html>

Modmanger link

<http://www.twcenter.net/forums/showthread.php?t=240335>

Good luck

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Re: "Tactical Warfare"; Mod !! despues del NBG

Publicado por CeltiberoFrog - 19 Ago 2009 23:18

Aqui esta en enlace : <http://www.napoleonic.commandersatwar.com/>

gracias

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Re: "Tactical Warfare"; Mod !! despues del NBG

Publicado por CeltiberoFrog - 20 Ago 2009 18:56

Joer me olvido de Juanjo !!

Juanjo tambien tienes que registrate en el CaW.

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Re: "Tactical Warfare"; Mod !! despues del NBG

Publicado por CeltiberoCaesarAug - 22 Ago 2009 11:32

No se como funciona ni pa que es ese foro, pero como dije, si lo de registrarse es para llevar esa competitividad continua, muchas gracias Frog pero no me interesa.

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Re: "Tactical Warfare"; Mod !! despues del NBG

Publicado por CeltiberoFrog - 22 Ago 2009 12:56

Bueno Caesar, entiendo totalmente tu punto, pero mas que todo es para los demas que te podrias registrar.

Me parece legitimo que no quieras competir, pero por participar en batallas donde atienden gente registrada en el CaW pues el resultado para ellos no contara si tu no estas registrado.

No es gran cosa, pero bueno, solo es un gesto hacia un grupo en los cuales hay algunos que les importan contabilizar derotas y victorias.

El CaW, en resumen, es un Club donde se enueñan jugadores de la comunidad napoleonica, se intenta montar torneos, batallas historicas etc.. se mezclan gente que juega al NTW2, al vanilla ETW, al TacWar y proxivamente al "Les Grognards" (que estara disponible finales de setiembre).

Oye Ruk !! a ver si te registras tambien !!

Los que tienen el TacWar puesto o probado son :

Soldu, Juanjo, Leo, Claerco, Samu, Caesar, Ruk.

Igual me olvido de alguien, pero espero que vendra mas gente porque nos lo pasamos pipas !

Ayer jugamos Juanjo y yo una batalla 2v2 majistral que duro mas de 2 horas sin aburrirnos ni un segundo. Yo acabe todo sudado, les damos una coreccion a 2 NBC de los buenos, estabamos atacando colinas y en sima yo deshaciendome de 2 cab pegadas en una casa debido a un bug del mapa.

Una locura de batalla.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoCaesarAug - 22 Ago 2009 13:02

Entiendo, pues cuando tenga tiempo(ahora toy en la biblio de la universidad), me paso por el foro y me registro.

Me estoy obligando a jugar a ese mod, pero no me cala...asi que igual acabo viciandome al Mount y dejo el Empire para otros momentos.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoCaesarAug - 22 Ago 2009 18:28

Ya me e registrado Frog. A ver si ahora encuentro tiempo pa darle al vicio.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoClearco - 22 Ago 2009 19:21

No me gusta. Ni lo del registro ni todo el royo competitivo que hay montado, pero para ti, CeltiberoFrog, parece ser importante. Por ti lo he hecho hermano.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoLeonidas - 22 Ago 2009 19:31

CeltiberoCaesarAug escribió:

Me estoy obligando a jugar a ese mod, pero no me cala...asi que igual acabo viciandome al Mount y dejo el Empire para otros momentos.

:rolf: :rolf: Me parece que cuando salga el multi del Mount and Blade lo vamos a dejar todos Caesar
:acdc:

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoFrog - 22 Ago 2009 21:51

Gracias tios lo aprecio, es sobre todo para que haya interes por otros jugadores (como el Liberalis Grognards) de jugar contra vosotros y que reciba una buena palisa jejejeje es que el tio ese le falta umildad...

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoFrog - 22 Ago 2009 22:09

Por otra parte, hay tambien una clasificacion por Clanes, y de momento Los Celtis van primeros !

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoCaesarAug - 23 Ago 2009 05:20

:rolf: Pues valla, menos mal que no a cuajado en profundidad jejeje

Hoy no e podido entrar porque taba (iva poner un icono de "tocado" o "ebrio" pero no hay en los principales) pero mañana estare o espero estar por ahi.

Tengo ganas de vermelas contigo, frog, que desde un par de partidas del comienzo no te veo compañero.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoFrog - 23 Ago 2009 15:23

La clasificacion por clanes solo vale en caso de batallas entre clanes.

Ayer casi hemos recibido una palisa por los Grogards, bueno no es seguro que hubieran ganado pero habia Kett (el mejor de ellos) y otros 2 mas faciles, que nos han atacado masivamente por nuestra derecha, lanzaban todo lo que tenian (muchos) de granaderos, elites, cab pesada ! (Polacos, rusos y brit) escojieron las lineas de Ruk que participaba a su primera batalla multi. Yo centro estaba al lado de Ruk pero se veia que las lineas de Ruk iban a romper, preparaba una segunda linea con Juanjo que llegaba de apoyo por detras, pero la partida se peto jejejeje, menos mal.

Los Grogards siguen favorisando las cargas masivas como en el NTW, son peligrosos, usan el voice chat y de hecho coorndonan muy bien sus movidas.

Estare esta noche a partir de las 2100 Caesar, si no se podra hostear otra hacia las 2230.

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoFrog - 28 Ago 2009 13:51

TacWar es esto :

Empire: Tactical Warfare A Guide to the Mod

Developed by Mooncabbage

This is a basic guide to outline the changes and improvements you can expect in the Tactical Warfare mod that apply to multiplayer games, along with a few tips on how to use your units so that they perform effectively on the more realistic platform.

In every possible case, ranges, movement and reload speeds, morale effects and historical use of units, has been scaled or altered in order to give a more realistic, historical feel to the way the battles develop and play out.

Also, many new skins have been added along with a variety of minor nations.

REMOVED or ALTERED

Some examples - (please see the unit panel on selection or ingame for full info)

- Ferguson Rifles, known to have only had a temporary appearance on the battlefield, are removed
- General units have been removed to allow for the use of an extra unit slot (they had little discernable effect anyway in Vanilla - elite units inspiring now nearby troops in the same manner)
- Some light infantry weapons have been removed from nations that never used them or had insufficient amounts of them to warrant a whole unit being armed similarly (eg. rifles for non field Jägers of Prussia and Windbusche arms for Austrians)
- Siege artillery
- Rockets for all nations
- Shrapnel, as it does not exist in this period

These units still exist in the Grand Campaign, for the most part, as high tech research units.

MOVEMENT SPEED, RANGES & RELOAD

Movement speed, as far as possible, has been scaled to match the historical infantry march paces and cavalry gaits. Walking will not incur fatigue- running or melee will.

Cavalry charges especially may visually seem a little slow, (though it is still far faster than the actual scaled rate), but have the same impact effect and damage.

Weapon ranges are based on effective real-life ranges as reported by the tests of the era. Cannon ranges are based on direct fire and bounce-through effective ranges. Although cannon could almost double it's real-life range by fully elevating the barrel, this fire was reported as ineffectual and a waste of ammo. Reload speeds are a little faster than historically correct but is a compromise to gameplay - however, don't expect your rifles to be firing as fast as a MG42, or even a musket!

PRICES and UNIT DEFINITIONS

Unit prices have been reduced to an extent that allows a full 20 slot army with a few elite/ heavy units and artillery. To field a more elite or specialised army you will obviously end up with fewer, more expensive units.

Basic types of infantry armed according to national characteristics:

- Irregulars: generally skirmishing troops
- Militia: poorly trained or equipped but capable of basic close order drills
- Line: adequate training and equipment and trained to a good standard in close order drills
- Light: well trained and well equipped- competent in close and open order drills
- Heavy/Shock: very well trained in close order drills & melee specialists

Basic types of cavalry armed according to national characteristics:

- Irregular/Militia: poorly trained or poorly equipped- ideal for screening, harassment or pursuit
- Light line: well trained- ideal for screening, harassment, pursuit & the occasional well executed charge
- Lancers: shock class- ideal for the initial softening blow to a target. Need melee support
- Heavy line: shock class - ideal for coup de grace or decisive cavalry action- tight formation for greater impact
- Dragoons: firearmed mounted infantry- ideal for harassment but not shock duty

Basic types of artillery:

- 12 pdr cannon: long range, high powered foot artillery- ideal as a base of fire
- 6 pdr horse artillery: fast, medium range & power- good for fast support action
- Howitzers- low power, medium range foot artillery- ideal for suppression and firing over obstacles

MORALE

The deciding factor in all battles, morale will be your primary concern- maybe watching the enemy's morale status and penalties in order to perfectly time your coup de grace or cavalry charge or, keeping a keen eye on your own units' morale so you may withdraw fatigued or shaken men from the frontline to be replaced with fresh troops.

Many things effect morale ingame, compound morale penalties may rout a seemingly full strength unit, but a few very crucial penalties to watch out for in Tactical Warfare are:

- "Flanks Secure" bonus: Insecure and threatened flanks will seriously damage your troops' morale and may lead to an untimely rout if not addressed quickly.
- "Tired" or higher fatigue morale penalty: Fatigued troops will fight less effectively, move more slowly and, worst of all, rout more quickly if put under pressure.
- "Recent Casualties" penalty: If a high percentage of unit casualties are taken in a very short timeframe, this penalty will become active. Even a square, if caught unformed, may take many impact casualties and receive this penalty - possibly causing the square to deform.
- "Attacked in rear or flank/ Exposed flank" penalty: A serious problem especially when combined with other penalties.

*Also, any unit that has received 60% casualties will reach its shatter point and attempt to rout from the field. Real life units would become ineffective far earlier than this but, as we are limited to 20 units, this is a compromise to gameplay that works well...however, don't send a half strength cavalry unit charging into the face of musketry and necessarily expect it to arrive with any cohesion- a few hits will take it dangerously close to the shatter point.

**At first glance, cavalry morale stats may seem low, but this has been extensively tested to balance and make them behave more realistically- the cavalry may charge, win through and reform with few casualties with no negative effects, but, if it has taken damage or ends up in an exposed position, (compound morale penalties), may waver or rout to reform in safety. This represents the way cavalry would probe for weakness, and if none, wheel and reform out of danger. Having supporting reserves will aid the chance to rally quickly.

BASIC TIPS

- Time your volleys to increase effect at various ranges- especially useful against charges
- Gain enfilade and fire obliquely through your target to increase hits
- Attack flanks to minimise casualties to your own men and cause panic in enemy
- Keep reserves and army depth to give more options for endgame
- Use the terrain effectively to minimise casualties and cover flanks
- Aim at ground with artillery when possible- it is generally more accurate than AI fire
- Use combined arms actions
- Time assaults and charges into melee based on enemy morale status
- Keep up your troops' morale bonuses

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoSoldurio - 28 Ago 2009 15:28

Frog mira a ver si puedes ponerlo en chino, es que en ingles tengo la sensación que algunos no vamos a captar todos los matices del TacWar...

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Re: "Tactical Warfare" Mod !! despues del NBG

Publicado por CeltiberoCaesarAug - 28 Ago 2009 15:55



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