

Divide Et Impera

Publicado por CeltíberoClearco - 25 Nov 2013 22:44

www.twcenter.net/forums/showthread.php?630814-Divide-Et-Impera

Welcome

On behalf of the AGA team, I would like to welcome you to this Divide Et Impera first release !

Team Members

The creators of Divide Et Impera are a crew of dedicated and passionate individuals who enjoy modding Rome 2 Total War :

Lead Designer, Game Design Director, Scripting Director: Selea

Historical Direction, Marketing Director, Team Management: Epaminondas The Oblique

Artistic Design Director, Modeler Director: Meneros

World Design Director, Campaign Director: Dresden

Resources Director, Campaign Designer: Xil0

Artistic Designer, Model Designer, Re-skinner: Ritter Floh

Artistic Designer, Model Designer, Re-skinner: Hadrien Ier

UI Designer, Unit Cards Director: m_1512

3D Modeler: Grudge The Dutchman

Animations Director: Moonhoplite

QC Director: Sadlogic

Collaborators:

The Del team has some very valid collaborators that help going the project with various skills

Historical Documentation: Kymmuriel

Historical Documentation: Iperione

Historical Documentaion: Romulus2910

Game Designer: Agent2P

Translations, UI Graphics: Rafkos

Videos, Marketing: The Dude

Mod Download Link: www.twcenter.net/forums/showthread.php?632430

Introduction to Divide Et Impera

At first, we started with AGA to redo some battle mechanics and to gather several reskin mods. Then we realized that we were sharing more than this: the same passion from the greatest achievements of the TW community like: Europa Barbarorum, Rome Total Realism, Broken Crescent and so on.

Divide Et Impera is now the expression of the new scope of our project.

It is designed to give players a historically authentic, realistic and fun gaming experience using the Rome 2 engine.

Divide Et Impera means “Divide And Rule”, so, we are reworking intensely both battle (Divide) and campaign (Rule) aspects of the game.

10 Motives of why to choose Divide et Impera above other overhauls:

Every faction will have unique strength/weaknesses and not one of them will be alike; you will have to learn to utilize every faction strength to its best to succeed and not one play will be the same as the next one

The AI will use the formations (the TRUE ones, exactly like the human player can use) actively and will engage better against the player; this is even more important because all “arcade” abilities have been removed and formations are the soul of the Del battle system (as they were in reality)

A dynamic battle speed that will make you feel the difference between playing an attacking Barbarian faction instead than a defensive Greek one in the way the battle will develop and how fast it will end, and not that every single battle will last exactly the same amount of time no matter who you are and with whom you fight against (as if men were all the same and tactics adopted equal)

Units will have realistic army sizes, representing their historical numbers in scale so that correct position and tactics are more important

You will experience some of the better graphics you have witnessed around and units will represent visually their realistic counterparts

Much better resource and trait system with the addition of customized versions of Meaningful Resources and TTT

The pace of 4TPY for your Characters, along with Realistic Seasons for the campaign map.

Realistic rosters with a historical representation of the units the various factions had in the period.

Real Reforms, unique to this mod. Most factions will have drastically changed recruitment as you progress, independent of the tech tree.

Historically accurate Legions - unique and different looking Legions for Rome based on recruitment location.

TO COME: A full Area of Recruitment for units - tied to the various Regions of the map. Also Culture requirements for core units to be recruited.

[Descargar](#)

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Re: Divide Et Impera

Publicado por CeltiberoCaesarAug - 01 Ago 2014 10:14

Lo ultimo que se de este mod es que no lo habian actualizado para las ultimas versiones del parche... Para todo lo demás habria que preguntar en sus foros.

Respecto a facciones con pocas y malas unidades... creo recordar que este mod era, al igual que el Radium, el que más balanceo habia conseguido.

De hecho este mod como estaba es como deberia haber salido el rome.

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Re: Divide Et Impera

Publicado por CeltiberoCaesarAug - 21 Ago 2014 14:31

Despues de ver este video me vuelven a entrar ganas de jugarlo :D :D

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Re: Divide Et Impera

Publicado por spartatop - 01 Sep 2014 13:37

Buenas

sabeis para cuando la version definitiva V1.0???

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Re: Divide Et Impera

Publicado por CeltiberoCaesarAug - 01 Sep 2014 16:10

Los mods son más de salir cuando los creadores pueden, sin mucha planificación de "fechas oficiales de lanzamiento".

De todas formas creo que el mod ya está bastante avanzado.

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Re: Divide Et Impera

Publicado por CeltiberoClearco - 16 Nov 2015 11:18

Ha salido, la que parece última versión. La gran novedad es que han creado un sistema de suministros para ejércitos y flotas.

[Aquí teneis el manual de suministros.](#)

[Hilo del DEI en el TW](#)

1.- EL mod está en inglés sin traducción. Es muy recomendable poner el rome2 en inglés.

2.- Se recomienda bajarse la versión standar y, como el mod manager no funciona, descomprimir las dos partes del mod y copiarlos en la carpeta data.

Buscar esta carpeta:

C:\Users\TUNOMBREDEUSUARIO\AppData\Roaming\The Creative Assembly\Rome2\scripts

Abrir el fichero user.script.txt y poneis esto:

mod "divide_et_impera_release_1.pack";;

mod "divide_et_impera_release_2.pack";;

Guardar los cambios y ejecutar el rome2 desactivando cualquier otro mod.

Para jugar vanilla, cambias el nombre del fichero, por ejemplo le ponemos user.script_DEI.txt

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Re: Divide Et Impera

Publicado por sertorio67 - 06 Ene 2017 12:52

Felices Reyes :

Divide et Impera - Download link - 1.2 Released!

www.twcenter.net/forums/showthread.php?746128

Standalone Beta Version:

THIS IS A BETA and a Work in Progress! Please report any bugs or issues you find in our bug reports thread.

Divide et Impera 1.2 Part 1 (Mirror)

Divide et Impera 1.2 Part 2 (Mirror)

*Standalone requires both parts!

- Not compatible with 1.1 save games, 1.1 submods and most other mods. All future updates will be save compatible unless stated otherwise.
- Only available on TWC for now. A Steam version of 1.2 will eventually be available but only after we are done with the open beta.
- If you previously used the Steam version, make sure to deactivate it before using this beta. Also your save games will not be compatible with this version.

Collection of 1.2 Previews

1.2 Update Notes

1.2.0

Major Features - See Preview thread for details

- Population system added
- Battle overhaul - hoplites/pikes improved, formation attack removed, animations and overall battle dynamics vastly improved
- New Grand campaign scenario and map added
- Many new playable factions and roster overhauls
- New unit cards for many units, still WIP
- Buildings/income overhaul - new special region buildings
- New trait system
- New politics system
- Improvements and variations added to minor and major faction rosters across the board.
- Specialized starts for some player factions based on difficulty level.
- Improved load times for save games and from battle to campaign.

Minor Fixes

- Too many to list! Seriously, hundreds of minor fixes and changes across the board to polish the mod.
- The best way to understand this update is to try it - simple as that!

Work in Progress

- We are still working on the beta to include new features and will be actively tracking and fixings bugs and problems.
- Some features still WIP - Hellenic factions overhaul for various rosters, Tribal unification idea, client state levies reintroduced, and other ideas also

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