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## Field Of Glory II: Wolves At The Gate Full Crack



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### About This Content

This expansion extends Field of Glory II forward to 1040 AD, exploring the rich military history of the so-called “Dark Ages”, from the whirlwind Arab Conquest to the depredations of the Vikings and Magyars, the birth of England, France, Germany and Spain, and the long struggle of the Byzantine Empire to keep Roman civilisation alive in the east.

From 600 to 628 AD the Byzantines were locked in a titanic struggle for survival against the aggressive Sassanid Persian Empire, from which they eventually emerged victorious. Both empires, however, were severely weakened. Six years later, in 634, the newly Islamized Arabs erupted forth from Arabia, quickly defeating the Byzantines and Persians. By 750, under the Umayyad Caliphate, the Muslim Arab Empire stretched from Spain to the borders of India.

The Byzantine Empire, after losing its Levantine and North African provinces, survived the initial Islamic advance. Constantinople endured a year long siege (717-718), and this proved to be the beginning of the end for the Umayyad Caliphate. Eventually, weakened by defeats on the frontiers of their vast empire and internal unrest, the Umayyads were overthrown by the Abbasid dynasty. The great Islamic Empire was now split into many separate, and often competing states. The Byzantines grew stronger under the Macedonian Dynasty (867-1056), and ended the period more powerful than they had been for many centuries.

In Northern Europe, Viking raids started in the late 8th century. Superb sailors, they used their longboats to strike across the Baltic and North Seas against towns, farms and monasteries, and raid as far as Seville and Constantinople. Eventually they settled down, and created important states in Normandy and the Kievan Rus. Their invasions of the British Isles resulted in centuries of intermittent warfare with the English, Irish and Scottish kingdoms.

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Charlemagne ruled as King of the Franks from 768-814 AD. The kingdom he inherited already included most of modern France and parts of Germany. By his death in 814, his empire encompassed modern France, Belgium, the Netherlands, Germany, northern Italy and a strip of northern Spain. In 800 he was crowned “Emperor of the Romans” by Pope Leo III. After his death the Carolingian Empire split into two main states, West Francia (modern France) and East Francia (modern Germany).

In the 9th century the nomadic Magyars erupted into European history. Their western raids reached as far as Spain. Their defeat by the Germans at Lechfeld in 955 ended their threat to Western Europe and in 1000 their High Prince accepted Christianity and was recognised as King of Hungary by Pope Sylvester II, ruling under his Christian name of István (Stephen) I.

#### Summary of features:

- 19 new factions
- 55 new units
- 76 new army lists
- 6 new Epic Battles
- 74 new Quick Battles
- Expanded Custom Battles module.
- Expanded Sandbox Campaign module.
- 6 new historically-based campaigns.
- New Allies feature added in accompanying game update.

**19 new named factions:** Andalusians, Bulgars, Croatians, Dailami, Fatimids, French, Ghaznavids, Khazars, Khorasanians, Magyars, Moravians, Navarrese, Normans, Pechenegs, Polish, Rus, Scots, Serbians, Vikings.

**55 new units:** Huscarls (Spear), Huscarls (Axe), Mounted Huscarls, Berserkers, Well-Equipped Shieldwall (Offensive), Shieldwall (Offensive), Hirdsmen, Dismounted Hirdsmen, Picked Irish Foot (Axe), Irish Foot (Axe), Irish Kerns, (Dark Age) Armoured Lancers, Dismounted Armoured Lancers, (Dark Age) Lancers, Dismounted Lancers, (Dark Age) Armoured Cavalry (Light Spear), Dismounted Armoured Cavalry, (Dark Age) Cavalry (Light Spear), Dismounted Cavalry, Crossbowmen, Light Crossbowmen, Byzantine Kataphraktoi, Tagmatic Lancers & Archers, Thematic Lancers & Archers, Varangian Guard (Early), Byzantine Skutatoi, Byzantine Raw Skutatoi, Byzantine Massed Archers, Byzantine Light Archers, Byzantine Skutatoi & Archers, Raw Byzantine Skutatoi & Archers, Light Horse Archers (Pecheneg/Cuman), Horse Archers (Pecheneg/Cuman), Muslim Spearmen, Raw Muslim Spearmen, Veteran Muslim Spearmen, 'Abid al-shira, Muslim Irregular Foot, Armoured Muslim Lancers (Superior), Dismounted (Superior) Armoured Muslim Lancers, Armoured Muslim Lancers (Average), Dismounted (Average) Armoured Muslim Lancers, Muslim Lancers, Ghilman, Dismounted Ghilman, Muslim Cavalry (Light Spear), Muslim War Elephants, Muslim Light Horse (Javelins), Muslim Light Foot Archers, Muslim Light Javelinmen, Naffatun, Veteran Dailami Foot, Dailami Foot, Superior Indian Lancers, Indian Lancers.

**76 new army lists** (which expands the total number of army lists to 281):

- Alan 651-1049 AD
- Andalusian 756-1049 AD

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- Anglo-Danish 1017-1041 AD
  - Anglo-Saxon 600-870 AD
  - Anglo-Saxon 871-949 AD
  - Anglo-Saxon 950-1016 AD
  - Arab (Conquest) 629-637 AD
  - Arab (Conquest) 638-684 AD
  - Arab (Umayyad) 685-750 AD
  - Arab (Abbasid) 747-793 AD
  - Arab (Abbasid) 794-814 AD
  - Arab (Abbasid) 815-835 AD
  - Arab (Abbasid) 836-873 AD
  - Arab (Abbasid) 874-946 AD
  - Arab (North Africa) 789-999 AD
  - Arab (North Africa) 1000-1160 AD
  - Arab (Syria/Iraq) 890-1008 AD
  - Arab (Syria/Iraq) 1009-1150 AD
  - Armenian 639-717 AD
  - Armenian 885-1045 AD
  - Avar 632-826 AD
  - British 600-1030 AD
  - Bulgar 631-679 AD
  - Bulgar (Volga) 675-1237 AD
  - Bulgar (Danube) 680-851 AD
  - Bulgar (Danube) 852-1018 AD
  - Byzantine 600-649 AD
  - Byzantine 650-739 AD
  - Byzantine 740-903 AD
  - Byzantine 904-962 AD

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- Byzantine 963-987 AD
  - Byzantine 988-1041 AD
  - Croatian 625-849 AD
  - Croatian 850-1102 AD
  - Dabuyid 642-760 AD
  - Dailami 928-1055 AD
  - Fatimid Egyptian 978-1073 AD
  - Frankish 600-750 AD
  - Frankish 751-887 AD
  - French 888-1049 AD
  - Georgian 1008-1049 AD
  - German 888-932 AD
  - German 933-1049 AD
  - Ghaznavid 962-1187 AD
  - Indian (Hindu North) 600-1049 AD
  - Indian (Hindu South) 600-1049 AD
  - Indian (Rajput) 650-1049 AD
  - Irish 900-1049 AD
  - Khazar 650-737 AD
  - Khazar 738-969 AD
  - Khorasanian 821-1003 AD
  - Lombard 650-775 AD
  - Lombard 776-1049 AD
  - Magyar 830-1049 AD
  - Moravian 833-907 AD
  - Navarrese 778-899 AD
  - Navarrese 900-1049 AD

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- Norman 923-1040 AD
  - Pecheneg 850-1122 AD
  - Polish 966-1057 AD
  - Rus 860-959 AD
  - Rus 960-1053 AD
  - Sassanid Persian 629-651 AD
  - Saxon (Continental) 600-804 AD
  - Scots 851-1051 AD
  - Serbian 625-849 AD
  - Serbian 850-1039 AD
  - Spanish 718-899 AD
  - Spanish 900-1049 AD
  - Turkish 600-1036 AD
  - Viking 780-899 AD
  - Viking 900-1049 AD
  - Viking (Ireland) 780-899 AD
  - Viking (Ireland) 900-1049 AD
  - Visigothic 622-717 AD
  - Welsh 600-1049 AD
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**6 new Epic Battles:** Yarmouk 636 AD (Byzantines vs Arabs), Ashdown 871 AD (Anglo-Saxons vs Vikings), Lechfeld 955 AD (East Franks vs Magyars), Apamea 998 AD (Byzantines vs Fatimid Egyptians), Chach 1001 AD (Indians vs Ghaznavids), Clontarf 1018 AD (Irish and Vikings vs Vikings and Irish) (each playable from either side).

**74 new Quick Battles** (each playable from either side).

**Expanded Field of Glory II Custom Battles module** now includes all 281 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius, Rise of Persia and Wolves at the Gate. (Purchase of the appropriate DLCs is necessary to access them all).

**Expanded Field of Glory II Sandbox Campaigns module** now includes all 281 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius, Rise of Persia and Wolves at the Gate. (Purchase of the appropriate DLCs is necessary to access them all).

**6 new historically-based campaigns:**

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- Arab Conquest
  - Basil II (Byzantine Resurgence)
  - Charlemagne
  - Mahmud of Ghazni
  - Wolves from the Sea 1 (Viking Age from Viking point of view)
  - Wolves from the Sea 2 (Viking Age from enemy point of view)

**New Allies feature added** in the accompanying game update allows you to include historical allies in either or both armies for SP and MP Custom Battles throughout the period covered by the game – now 680 BC-1040 AD. The game creates a composite army list drawn partly from the main army list and partly from the allied army list. This effectively increases the number of army lists to more than 700. (Purchase of the appropriate DLCs is necessary to access them all). Including “what if” battles, this increases the number of potential matchups to a mind-boggling 500,000 – before unit selection!

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Title: Field of Glory II: Wolves at the Gate

Genre: Simulation, Strategy

Developer:

Byzantine Games

Publisher:

Slitherine LTD.

Release Date: 30 May, 2019

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English,French,German





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## Fatehaven

by Devon Cornell

Show State Restart

Score has increased

Alright so what if your village was a glorified pitstop for merchant caravans going in and out of the city? You'd be surprised how low even the greediest of them will go to clear out their stock. Not to mention you were only ever a day or two behind whatever news was happening in our fair kingdom. It's like getting all the benefits of the city without all the sewage and diseases!

All good heroes come from humble beginnings of course, but just how humble were yours? Were you going to bed hungry and consistently covered in dirt, or did you have it easy?

- We were actually financially well off.
- Not rich, but we got by well enough.
- You forgot to mention the smell.

Next

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# WUB-WUB WESQUE



Original Sound Version



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field of glory ii wolves at the gate

Note : Since English is not my native language so my english is not 100% correct.

At first I thought I would like to wait for some more review but after some time I think "F\*ck it , I'll buy and I'll play myself". Well this game has some flaws in it but most of them you can overlook them.

Pro

- Great Concept

I really love this game concept. It's wide open. You can do whatever you want. From Fishing , Crafting , Fight some monster there is a lot of things to do in this game. But the problem lie itself in this game concept which I'll talk about that later in this review.

- BGM & Art

BGM in this game is really relaxing. Actually some of track in this game remind me of The Sims 1 and I really love The Sims 1 tracks.

I really love the art of this game. Look good to me

Con

- "Where the f\*ck do I go"

Yes it really wide open and most of the time you don't know where you should go and what you should do. It's really confusing me. Because this game has no "main plot" (or it has but I just play for around hour so I don't know). So most of the time you'll just run around and don't know what to do next.

- Learning Curve

I don't know that this is because I'm bad at this game or this game really hard. At the first area I'm fine , I can take care of Monitor Lizard , Chicken but in the next area of this game. You'll face wolf and that wolf kill me in one hit. So I think maybe should I get some better equipment but the "better" equipment cost me a lot. So where do you get money? by doing quest and there is a lot of quest that impossible for you when you just start playing this game.

- No Exp bar

I look every where and I can't see any not only exp bar but "Level Indicator". So I don't know I ready to face some tougher enemy or not and I don't want to risk facing tougher monster and get wreck.

- Resolution

Even "Fit" in option still look bad for me. There is only three options. x1 which is really small , x2 which is ehh...still small and Fit which is look bad for my monitor.

Overall even it has some flaws this game is enjoyable. not the best RPG Game I ever play but at least you can kill some time in this game.. First off let me start out by saying that I want my money back. I grew up playing Hotseat Heroes of M&M and definitely always came back to Heroes 3. I never understood all the changes they would make in each new game and wondered why they never made a Heroes 3 with updated graphics/maps/AI and tools. Well here it is. Again let me reiterate, I want my money back. I read the mostly negative reviews and thought that I should stay away from this game, but one extremely boring day with friends I caved and we all bought Heroes 7 to play the multiplayer. The game was everything that I wanted from a sequel. In the same way that I,II,III seemed to take what worked from the predecessor and avoid pointless changes and simply update where needed this did the exact same. There was more to do. The heroes had more depth and complexities and the graphics and tools were all updated. Why would anyone give this game a negative review I kept asking myself. The AI was still dumb as hell, but that can be expected. After initial bonus's etc...eventually it just devolves into making as many empty heroes as possible and sending them out until you get too annoyed and find their castle and kill them. Still; the AI was really always just a stepping stone in our hotseat games so no big deal. Then about month 5 or so the game crashed. Little bug, nothing to worry about i thought. Tried to reload and it crashed again. Tried everything possible, but it kept getting stuck trying to get to the next day. Ok, lets just go back a week. Well we made it past the next day, but now all of a sudden we all keep getting error messages that we are out of sync. Game crashes 2 game days later. We try another map and start over. THis time we make it a month until the crash. We have since tried 2 more times and I have even tried the solo campaign. We all have the expansion and it still

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crashes after a few weeks. I want them to fix the game and it seems like a relatively simple fix, but more than that I do want my money back. This is worse than a terrible game. It is a game that sucks you in with potential and then crashes and you cant play. It would be like if Civilization 6 just ended right when you got to Feudalism or something. Its awful.. Oh boy. Good game... but so insanely hard I had to refund. And here's the thing I like hard games, I really do but this is insane.

Even though I was the Quake 2 champ of Quebec for a year, leader-boarded Diablo 3 with a totally unique Monk build, and managed to 1CC Metal Slug X in the arcade, I can't beat even the simplest of levels in this game.

My reflexes aren't really as bad as you might think... the game doesn't ramp you up at a sufficient pace. It's 100 KM/h from the second you start.. Reminded me good old command and conquer games,with better interface and features this game could be as good as them good to know there are still nice strategy games.. I bought this game roughly 2 years ago and basically nothing has changed

It's full of glitches and bugs, the fighting system isn't balanced at all, and it's tedious to go from place to place in the game

The ending is abrupt and the boss fights are just boring and frustrating. The UI is counter intuitive to players, and there is only one control for overall game sound

This game at the very least has music and style going for it, and a unique premise. If it's on sale and you're interested, try it, but otherwise nope. Again VR shows how wonderous this medium is, It's kind of spellbinding how much more VR gives to movies, I think this is the first to actually put the player into the centre of the Film and also let them interact as well, The story is fairly confusing and I was not sure of where the next episode will lead, but I will be there, so wait and see. The future looks bright.

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Super fun rogue-like metroidvania. Would highly recommend it.. I saw this game and it looked exactly what i wanted to play with my roommate, but before i buy it for him as a gift, i wanted to try it out ,and good thing that i did..I have a VIVE VR headset and the controllers doesnt have that many buttons, to swap hands from left to right you use the GRIP button, but to Swing the club you ALSO use the GRIP button,so whenever i try to swing the club to shoot the ball i switch form right to left hand. So i cant even swing my club, i tried different maps and figured it was a bug , but it doesnt work on any map. SO please developers or other reviewers, can u explain this to me? or do i have to simply refund the game for not working?. Literally useless DLC, introduces absolutely no new gaming experience into this game. Those aliens are literally equivalent combat roles to the zombies you fought all along the way, with a different appearance. I don't even know how to describe how bad it is.. End war is a very good game if you pride yourself on being a staragist

This game is amazing in it's skill tree and it's voice command system although the game feel a little incomplete or missing DLC because there's only 3 Nations to choose from and Half of the world is not playable but I would definitely reccomend this game too any one who loves sratgey. Highly under rated game and so much fun. This is when Capcom was golden.. Fun for some time.. The game was bearable for the first 20 minutes or so. The camera control is terrible making movement very difficult. The movement is a whole differnt story. The first maze is when I call it quits. Impossible deal with. Character detection is terrible. I died by walking into a non moving trap door.

I actually hated the game the moment I started the game. The music is interesting but super loud. On top of that, there are no settings options.

Good concept but I rather play clicker hero than this.. Kindoff already won this game smh

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