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Total War: ATTILA - Empires Of Sand Culture Pack Download Apkpure



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## About This Content

The Empires of Sand Culture Pack brings three new playable factions and new religion features to Total War™: ATTILA.

- New Factions; Aksum, Himyar and Tanukhids with new unique units.
- New Campaign mechanics.
- New Horde mechanics.
- New Religion features.

Aksum, Himyar and the Tanukhids may be used in Single or Multiplayer Campaign modes and Custom and Multiplayer battles.

Hailing from the harsh deserts of Africa and the Middle East, these factions are part of the new Desert Kingdoms cultural group, and bring new campaign mechanics, new horde gameplay mechanics, events, enhanced religion features, battlefield rosters and unique units to Total War™: ATTILA.



## Desert Kingdoms

All factions in the Desert Kingdoms cultural group benefit from the following traits:

- +2 Sanitation in all regions
- +15 Melee attack in desert battles
- Immunity to desert attrition



## New Religion Features

Because of the dramatic impact religious changes had on these cultures in this period, the Empires of Sand Culture Pack includes a number of changes that increase the importance of religion. There are three new religions available: Eastern Christianity, Judaism and Semitic Paganism.

Each non-horde Desert Kingdoms faction has two main religions to choose between. Aksum may follow Eastern Christianity and Semitic Paganism, while Himyar may choose between Judaism and Semitic Paganism.

Religion now has further-reaching effects, influencing many aspects of Desert Kingdoms campaign gameplay. It is deeply intertwined with a number of features including building chains, victory conditions, events, technologies and overall campaign bonuses:

### Dual religion building chains

Aksum and Himyar possess a building chain for each of their main religions. They can build these buildings regardless of their faction religion. This allows players to exert greater control over their faction religion and change it reactively in response to their situation.

### Tier-5 barracks

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Aksum and Himyar have two new tier-5 barracks available, one for each religion. To unlock a barracks, the faction must have 75% influence in the respective religion. These barracks buildings each provide three unique elite units as well as unlocking a variety of campaign benefits.

## **Split victory-conditions and achievements**

Desert Kingdoms factions have two sets of victory conditions, one for each of their main religions, that involve a number of units and structures related to that religion.

## **Increased diplomatic significance**

The new religions have increased diplomatic impact, forcing the player to choose their religion carefully based on who they wish to ally with.

## **Pleasure building-chain**

Non-horde Desert Kingdoms factions have access to a new industrial building-chain which provides large sums of money, but decreases your majority religion, meaning you must choose between religious stability and financial gain.

## **Religious technologies**

Each non-horde Desert Kingdoms faction has a technology chain for each of its main religions. These convey a number of religious and campaign bonuses to help you manage and optimize your religious choices.

## **Increased Religious Discord Penalties**

The public order penalties for religious disharmony within your provinces have been increased between the new religions, meaning that the benefits are balanced with increased risk if you fail to manage your religions correctly.

## **Reactive Religious events (Aksum and Himyar)**

Two new events have been added that trigger when certain religious conditions are met, and provide you with intriguing dilemmas and missions.



## **Factions**



## The Tanukhids

The Tanukhids are a horde faction, representing a desert rebellion with a hyper-aggressive playstyle, plus a host of unique traits and features.

### Faction Trait: Legendary Raiders

Rapacious Horde: Food is obtained through settlement battles rather than buildings.

Victory rallies: Every military victory spreads your fame and swells your ranks, increasing the horde's growth.

Swelling Ranks: Armies in Raiding stance gain a free Rebellion Militia unit every turn.

### History

The Tanukhids have travelled a long way from their homelands. Originally part of the Qahtani tribal confederation, they migrated north in the aftermath of a flood which devastated their homeland, eventually leaving Arabia altogether.

Coming into contact with the Roman Empire, the Tanukhids have since been employed as Roman foederati, and considered a dependable cavalry force. However, they recently rebelled against Rome following Emperor Valens' attempts to convert them from Orthodox to Arian Christianity. The Tanukhids – under their warrior queen, Mavia – fought so hard, and so fiercely, that they defeated the Romans in the field on several occasions and forced agreement to their terms.

Despite the odds, these devout people have created a life for themselves as free Arabs, who pledge allegiance to none but God and their brave queen - surely all that is required to attain true greatness!

## Campaign features

### New building trees

While migrating, the Tanukhids have access to a completely new Horde building tree comprising 34 new buildings, each with unique artwork and campaign effects.

### Unique event chain

A brand new event-chain guides you in your rebellion against the Romans, and leads you ultimately to settlement and the formation of an empire.

### Dynamic Barrack unlocks

Completing missions unlocks higher tiers of barracks and provides access to new, defecting Roman units.

### Unit Roster

The Tanukhid Roster focuses on battlefield area-control and micro management. Light but powerful shock cavalry are paired with stealth units and fast pike units.

Badyia Skirmishers – Light stalk (remain hidden in all terrains) Javelinmen

Desert Pikes – Light, rapid advance pikes with high missile block chance

Dune Lancers – Very light guerilla-deployment shock cavalry with javelin precursor

Mavia's Bodyguards – Very heavy shock cavalry (general's unit)

Mavia's Chargers – Very light shock cav with very good charge bonus

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Mavia's Chosen – Very light shock cav with exceptional charge bonus  
Mavia's Lancers – Very light shock cav with good charge bonus  
Rebellion Militia – Zero-upkeep troops with high missile block chance and low damage  
Sandstorm Lancers – Very light guerilla deployment shock cavalry with javelin precursor  
Tanukhid Ambushers – Light stalk swordsmen with exceptional charge  
Tanukhid Pikes – Heavy pikes with rapid advance  
Desert Palatina Defectors – Heavy Roman defensive infantry  
Desert Legionary Guards - Heavy Roman defensive infantry  
Hetaireia Guards – Roman two-handed axe infantry  
Clibanarii – Heavy Roman shock cavalry with bows



## Aksum

Located on the coast of Africa, the people of Aksum owe their power to excellent trade routes, a fact reflected in their gameplay and traits.

### Faction Trait: Gateway To The East

Supply network: +30 food for each active trade network (maximum 150).

Merchant Guards: +100 to mercenary pool replenishment rate.

Commercial Mastery: +10% trade income.

### History

The Kingdom of Aksum grows prosperous through trade; the Silk Road is kind to those who know how to harness its riches, and the Aksumites have spent their lives trading along it.

Although its Ethiopian heartlands have been occupied for hundreds of years, Aksum has recently grown in size due to the hugely lucrative trade route to India and beyond, on which it sits. When a nation becomes so rich and powerful, it attracts those who wish to steal its wealth for themselves; the neighbouring Himyarites are one such adversary.

As the 5th century dawns, military and religious lines have once again been drawn in the sand. Aksum enjoys Rome's favour, and the wealth of the world fills its coffers - let those who would challenge that might face Aksumite steel, and feel Aksumite strength!

## Campaign features

### Unique Event Chain

A unique event chain challenges you to claim a series of resources in exchange for unlocking new spice buildings, and Gupta Indian influenced units.

### Unit Roster

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The Aksumite roster focuses on powerful spears and shock troops. They are lightly armoured but capable of devastating optimal damage. They also have a number of unusual troops, such as hunting dog archers and hybrid axe/bow units.

Abunas Guard – Heavy defensive spear cavalry (Eastern Christian only)  
Adana Marksmen – Elite Warhound bowmen  
Adana Trackers – Warhound Bowmen  
Afar Camel Riders – Guerilla deployment mounted Camel Swordsmen  
Afar Raidmasters – Shock infantry with exceptional attack (Semitic Pagan only)  
Afar Swordsmen – Shock infantry with high attack  
Beher's Chosen – Heavy shotel unit (Semitic Pagan only)  
Bet Giorgis Cavalry – Medium spear cavalry with exceptional attack (Eastern Christian only)  
Elite Tor Warriors – Heavy defensive spears  
Marz Archers – Snipe (fire from cover) archers  
Masqal Spearmen – High armour-piercing, high attack spearmen (Eastern Christian only)  
Mounted Marz Archers – Mounted archers  
Ras Guard – Heavy defensive spear unit with precursor  
Sons of the Invincible Mahrem – High base damage, high attack spearmen (Semitic Pagan only)  
Spice Guard – Hybrid two-handed axe unit with bow  
Spice Warriors – Light khanda wielder  
T'or Warriors – Defensive spearmen



## Himyar

Himyar is a powerful Arabian kingdom on the peninsula. The Himyarites survive in their arid lands through a series of specialised adaptations to the desert.

Faction Trait: Desert Warriors

Fatigue rate: -15% for all warriors.

Marib Dam: Unique fertility-boosting building in faction capital.

Desert Saboteurs: Stops foreign replenishment in regions where armies are present.

### History

The Sabaean Kingdom is diminished and, in its place, Himyar ascends! The victorious Shamir Yuhar'ish has declared himself "King of Saba, Dhu Raydan and of Hadramawt and Yamanat" at his coronation, and no one dares challenge this proclamation.

Sabaean local power was based, in large part, on overland trade routes, but Himyar has discovered and exploited new sea trade routes to India, making it the principle economic power in southern Arabia. Much like neighbouring Aksum, Himyar controls the flow of trade along major trade routes to the east.

The militaristic Himyarites relentlessly pursue their aims, particularly when facing the hated Aksumites. Himyar has even recently converted to Judaism, seemingly only to fuel the constant war that rages between them. It has sacrificed much to hold onto a powerful position during a tumultuous time, and will surely seize the future by force of will alone!

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## Campaign features

### Marib Dam: Unique Events

The Marib Dam was an engineering marvel of the ancient world, though it was famously breached. Playing as Himyar, players will periodically be presented with options to make repairs. Leaving the dam untended brings the risk of floods, and repair is costly – however, in good working order, the dam can bring a powerful series of benefits.

### Unit Roster

Hardy and weathered, Himyar forces are drilled to feats of great stamina. Their roster is built around a series of tanking defensive units to represent their desert hardiness.

Almaqahs Lancers – Very heavy camel lancers (Semitic Pagan only)

Armoured Himyarite Shotelai – Armoured camel mounted shotelai

Ashum – Light archers with large shield

Athars Chosen – 80 man unit with exceptional health, attack, morale, damage and charge (Semitic Pagan only)

Baltha Defenders – Elite heavy defensive axe infantry

Baltha Warriors – Defensive axe infantry

Himyarite Shotelai – Camel mounted shotel unit

Jamal al-Baltha – Camel mounted axe men

Jamal al-Rumha – Camel mounted javelin unit

Khahyahlim – Heavily armoured defensive sword unit (Judaism only)

Rumha Skirmishers – Heavily armoured skirmishers with spear wall formation

Rumha Warriors – Elite heavy skirmishers with spear wall formation

Sahnegohrim – Exceptional melee defense unit (Judaism only)

Zafar Sentinels – Very heavy defensive axe unit (general only)

Zealot Sicarius – Fragile stalk unit with high moral and charge (Judaism only)

Zodiac Archers - Mounted archers (Semitic Pagan only)

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Title: Total War: ATTILA - Empires of Sand Culture Pack

Genre: Strategy

Developer:

CREATIVE ASSEMBLY

Publisher:

SEGA

Franchise:

Total War

Release Date: 15 Sep, 2015

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**Minimum:**

**OS:** Windows Vista\*

**Processor:** Intel Core 2 Duo 3 GHz

**Memory:** 3 GB RAM

**Graphics:** 512 MB NVIDIA GeForce 8800 GT, AMD Radeon HD 2900 XT or Intel HD 4000

**DirectX:** Version 10

**Storage:** 35 GB available space

**Additional Notes:** PC integrated graphics chipsets require 64 bit Windows, e.g. Intel HD series., Unsupported graphics chipsets for Mac: NVIDIA GeForce 9 series, GeForce 300 series, GeForce Quatro series ; AMD Radeon HD 4000 series, Radeon HD 2000 series.

English,French,Italian,German,Czech,Polish,Russian,Turkish



Woah no way... so you're the  
new guy She warned me about.





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It's a great game to play with friends or family.. Very relaxing music

EDIT: just amazing .... can listen to it on loop all day. This game is very fun to play with friends and also very fun for streamers to play with their viewers. The game is very fast paced, easy for other people to join you, and entertaining overall. Would be great to see this game get more players.

I think the maps need to be made larger because right now the game is partially luck based.. Hmm... as a game this one isn't very good, but the story itself I actually generally liked, though I feel like there were a few loose ends even after the big explanation at the end though only because the game dumps so, so much information on you. I was at least able to follow & figure out some of the plot points but others sort of felt like they came out of nowhere in the big explanation, though at the same time nothing seemed inconsistent or outlandish either. For a 2004 game it also looks pretty okay, not great, not awful though. The voice acting is a bit all over the place, I can tell it's the same voice actor for Watson as the more recent game I played but Sherlock is different and some characters (especially child characters) sound pretty bad & accents slip a bit too (the developers & actors are all ukrainian, I believe?). But yeah, I recommend using a walkthrough for this one whenever you get stuck, saving often (there are a few points where you can game over & I hear there are some bugs too, though I did not experience any). The pacing is also a bit slow as you can only run in some areas which makes for a lot of slow wandering, and there's a lot of pixel hunting... but the story I think makes it worth it in the end, dunno. Get it on sale, I'd say.. First thought, I don't want to buy this game either. But yeah this Price I'll give it a shot. So yeah Worth the price btw.

Gameplay it's look like other rhythm games. But it had easier judgement , 2 difficulty for each song, 2 styles of vertical layout (3d and 2d) , and fairly health bar. (tl:dr = it's good for newbies to play rhythms games)

About playlist itself I HIGHLY RECOMMENDED TO BUY FOREVER FRIENDS DLC because default one had about 10 -20 song. But in DLC it had a lot more .

. wow the hint bottom is sooooo beautiful, I like the idea about the recharge is soo pretty. In the secret order3 sara has travel back to destory the mask. But the boat that use to travel to difference time was broken I am expecting to see how she fixed the boat and go back home in order 4. This is an underrated gem that's well-worth the \$1.99 I paid for it. I've had this game for over a year. The later levels are challenging enough that it takes some thought and multiple tries to beat them. I \*still\* have yet to complete the last 3 levels in the extended campaign. If you're a tower defense fan like me, you should buy this game.. If you are into ARPGs it's a decent 20-30 hour entertainment. Nothing special, kill mobs, get loot, but with a cover mechanic that isn't all that great but if you play the tank class (not the psyker or assassin) you really don't need to use it all that much.

If you are into Warhammer 40 000 it's a fun little sightseeing tour in the universe, the voice acting is good for the most part, and the lore tidbits you pick up on the journey feels genuinely 40k'y.

If you, like me, are into Warhammer 40 000 \*and\* ARPGs, then it's an entirely different beast. If it weren't for the setting and feeling of the game, I wouldn't have played 100+ hours.

Pros:

- +Warhammer 40 000 setting is true to it's source material.
- +The environments are well crafted and detailed.
- +Voice acting.
- +A more tactical feel than traditional ARPGs.
- +Fate system, daily rewards etc keep you coming back.
- +You never get OP.

Cons:

- The cover system feels tacked on and is wholly unsatisfying.
- The environments although well crafted and detailed, lack variety.
- Few visual variations in armor, making for bad character customization.
- Low weapon variety, and many of the weapon classes feels similar.
- You never get OP.

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Summary:

All in all, it's an average game. If you aren't into Warhammer 40k I would only pick this up at a steep discount, or otherwise not recommend it. If you like 40k and ARPGs I recommend it, but not as enthusiastically as I'd like. It's worth the asking price for a 40k maniac like myself, but for the casual fan, maybe wait for a discount as well.. I dislike Pay-Walling as much as the next guy, however I'd like to thank SEGA and CVA for stepping up and offering a lot more than "Faction Access" they've created a great game here and deserve rewarding. So long as CVA submits interesting NEW content to factions I will continue to buy them. For me, the quantity and quality of this specific DLC should be considered the primary benchmark of expectation for future faction relation DLC packs.

Violent Proto-Germanic Alcoholics, (Celts) Rejoice!

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Are this dlc is additional levels or original game like dlc? I didn't understand how to run this dlc or what difference about this dlc and CrazyBall adventure.?

Can anybody explain me?. An incredible piece of software. It's amazing that it allows me to do so much of what frankly still seems like voodoo magic to me for a fair price. RealityCapture has made quality photogrammetry accessible to me and as a result I have been able to work on a solo effort that has become my graduation project in journalism at the University of São Paulo.

Cheers to the RC team (Simon Che de Boer spoke well of you guys when I interviewed him!). I cant get past the loading screen, even after getting a brand new \$800 computer. I am happy that i have spent \$0.99 that could have went to starving children in another country. This game fills me with depression and i am happy that i didnt get more from playing the game.. unofficial patch someone? ANYONE!?! HEEEEEEEEEEEEELP!!!. Not good not good at all. I tried to finish the game, but I just couldn't bring myself to do it and I was at sea at the time. I had nothing better to do, and I couldn't bring myself to finished.

None of the characters can be classified as 'likable', and in general the writing is the biggest weakness. It's very very bad. As said none of the characters are good. It takes forever to get anywhere, and there are some just a lot of awkwardly written parts that just made me go "What? Why?". And there are some very forced sexual bits that just kinda blind side you. And it's not like once or twice there are a few moments that are like that just make made me go "Why is this here?" Cause it affect on the story? And was just there?

The art ranges form good to butt ugly. This is more a personal quibble but the proportions just kinda of make my skin crawl.

I got the game cause the idea seemed interesting and I saw the 'very positive' but on a whole it's much to awkward and boring to be any sort of good. I highly doubt the last few episodes would change my mind about this.. Unfortunately, the steam version uses the mouse for jumping, and not the keyboard. The configuration options for input bring up an empty window, so no options to configure this. It's also effectively StrikeForce Kitty 2, which was adequate in the free version elsewhere - whereas Strikeforce Kitty was previously unplayable in the free non steam version, seemingly due to graphics clag.. Stunning visuals and clever mechanics. A logic puzzle in a format wholly original. Brilliant.

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