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## Total War: ATTILA - Empires Of Sand Culture Pack Cheat Code For Pc



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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



## Set Up Your Manager

# Challenge Mode!

Franchise Hockey Manager 4 introduces the new Challenge Mode!

If you enable Challenge Mode for the game you are about to create, you'll experience a whole new way to play FHM. You'll enjoy streamlined gameplay, collect achievements and awards, and face extra challenges when building your hockey dynasty.

Challenge Mode differs from the classic FHM experience in the following ways:

- Commissioner mode and the player editor are disabled.
- Certain league rules and setting adjustments are also disabled
- Certain AI team control settings are disabled
- Long-term simulation ("Auto-play until...") is only available during the offseason
- Your achievements and season scores will be tracked in your personal FHM online profile (as long as you're logged in), which will allow you to compare your career and accolades with those of other FHM players all over the world

Are you up to the challenge?

Yes

No

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The Scythian is one of the most forgettable characters in one of the most boring games I've played in a very long time. Avoid and instead invest your time on other indie games that offer better propositions than Sword and Swordcery.. This game is made with hard work and passion. I greatly respect the dev. With that, the game is good and fun for a good hour and if you like cheesy horror games, then it's a nice play.. Super cute. Enjoyed making friends with all the ghosts. The first 3 days feel kind of slow, but otherwise I have no complaints.. Let's get the negatives out of the way and state what this game is not.

- It is NOT the NES version. Don't expect the improved audio of that version.
- It is NOT a native app. SCUMMVM is driving this game.
- It is NOT a modern app. No modern conveniences or design sophistication.
- It is NOT a documented app. Wanna know how to play, save, or quit? Figure it out.
- It is NOT something we haven't seen on Steam before. MM is a fully playble easter egg in Day of the Tentacle.

Basically, they took the original and enhanced DOS versions and straight up dumped them out to market.

On the plus side...

- None of the weird visual stuff that we've seen in recent ports. I'm talking to you, Square-Enix. Maniac Mansion is every bit as goofy and delightfully blocky as you remember it.
- It's NOT the NES version, but that's a good thing too. No censorship at play here. Let the hamster fun begin.
- Apart from figuring out how to save, it doesn't actually need documentation. The play mechanics, which are basically an extension of text adventuring, are simple and easy to learn.
- It's funny. Don't expect a whole lot of complex writing, but it's great if you love cheesy B movies.
- It's short, but replayable thanks to multiple characters and endings. That alone makes it worth the \$6.

Adventure games have gotten more complex since this game debuted. I won't lie to you. The genre been improved up immeasurably. Early Telltale games like Back to the Future and Sam & Max just about mastered the LucasArts formula in ways that Maniac Mansion could only dream.

Still... Maniac Mansion is a seminal work. You owe it to yourself to play it at least once in your life. It's dumb, goofy, silly, and cheesy in all the right ways. Besides, if you finally want to 'get' some of Thimbleweek Park's inside jokes then you have to play this game. TP is practically a love letter to old LucasArts games like this one.

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I love playing Fallout 3 and New Vegas, so I bought this and Fallout 2 to try and experience what the earlier fallouts were like. I'm really disappointed too. I made three characters, all of which died before getting to Vault 15 because on the way there the RNG decided it hated me. Got ambushed by a bunch of rats that I couldn't even hit with two characters, then by 3 radscorps on the last one. Couldn't even kill one radscorp before getting stabbed to death. If I wanted to play something with garbage RNG I would have gone to XCOM. Digging this game, having fun getting used to it, have plans already for how to continue. Made a couple of characters and worlds.

It is a fun little gem.. It's quite a fun game, but there are quite a few bugs and mistakes which for such a simple game makes it really expensive if you are paying 5 quid. The "Dutch" flag in the game is actually the Russian flag, the Dutch is really bad so I switched back to English but for the rest I've been enjoying it so far. Simple yet fun, but in retrospect a bit too expensive for what you get.. Very good game! I really enjoyed it! Anyone who loves animals, the ecosystem and a good, a bit complex and difficult economy\strategy\simulator\management game to play or have kids and wants to play something on the PC with them should buy this game as soon as possible and buy the whole collection!

PS: You need to own Wildlife Park 2 to play but for the Missions\Quests & Different Starting Screen to appear you need to launch the according game icon, for example for Marine World Missions you need to launch Marine World but for Wildlife Park 2 you need to launch Wildlife Park 2. Whatever the case they will both share the animals so you will still have marine world animals in the Sandbox mode of Wildlife Park 2 but not in all the missions of Wildlife Park 2.. Genuinely unique, fun, chill and story-driven tactical rpg adventure. I love it. 10\10. Great Batmobile skin and awesome race tracks!

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