

Mount & Blade

Publicado por CeltiberoLeonidas - 13 Mar 2008 21:53

RPG muy interesante. No he leído mucho sobre el pero por los videos parece muy entretenido. Haber que os parece. Mount&Blade es un juego creado por Taleworlds, nueva compañía independiente.

Actualmente se puede descargar de forma gratuita y probarlo hasta nivel seis. Si te gusta, puedes comprarlo Online vía Paypal o en su propia tienda.

El juego solamente se distribuye via internet, así que no hay que esperar envíos. Descarga-Prueba, y si te gusta, Compra para poder jugar el juego completo.

Web en castellano: <http://academia.clandlan.net/?page=academia/view&id=131>

En esa web lo podeis descargar. Ademas hay muchisimos mods.

[youtube:14xulpya][youtube:14xulpya]

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Tendra modo Online? Seria la caña.

Que os parece?

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Re: Mount & Blade

Publicado por Celtiberoldibil - 02 Feb 2009 15:58

Por lo visto Paradox está preparando un multiplayer para Mount Blade, una especie de expansión que saldrá este verano.

Ojo, el multiplayer no será para campañas, sino para encuentros en batallas de hasta 32 jugadores, o al menos eso dice aquí:

<http://forums.taleworlds.net/index.php/... 145.0.html>

La fuente original de todo esto anda aquí:

<http://www.fz.se/nyhetsarkiv/?id=31031>

Dicha expansión también incluirá:

Mejor AI

Más opciones diplomáticas para el jugador.

y mejores gráficos con HDR

Un saludo.

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Re: Mount & Blade

Publicado por CeltiberoLeonidas - 02 Feb 2009 18:05

:shock: :shock: La verdad es que prefiero multijugador de batallas que de campañas.



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Re: Mount & Blade

Publicado por Stelios - 02 Feb 2009 19:55

:-D -D -D -D -D -D D

PD: Imaginaos la de recreaciones de batallas históricas que podríamos hacer con un buen mod y el Battle Size

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Re: Mount & Blade

Publicado por SeSp1 - 03 Feb 2009 22:57

Estupenda noticia, aunque yo se el mod que falta, la traduccion,Xd

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Re: Mount & Blade

Publicado por CeltiberoRukser - 03 Feb 2009 23:18

Buenas me he pillado el juego hace un par de dias y ando un rato confundido con mods actualizaciones que teneis por aqui puestas en el monton de paginas que hay ya de este juego jaja.

Asi que si alguien me puede recomendar o decir un buen mod el mejor a ser podible ^^ y lo que tengo que hacer para jugar se lo estaria agradecido jaja

Un saludete y haber si ese mod de multiplayer lo sacan prontito y nos hechamos unas buenas batallitas que tienen toda la pinta de estar fenomenales jaja ;)

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Re: Mount & Blade

Publicado por CeltiberoLeonidas - 04 Feb 2009 11:30

CeltiberoRukser escribió:

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Bueno pues lo primero es que tengas la version 1.011 que es la ultima que existe:

http://www.taleworlds.com/mb_download.html

Despues bajate el battle Size que es para aumentar el numero de combatiennes que puede haber a la vez en una batalla, yo lo tengo puesto entre 200 y 400 segun que mod pero tu ponlo donde quieras:

[http://www.mbrepository.com/modules/PDd ... =8&lid=107](http://www.mbrepository.com/modules/PDd...=8&lid=107)

Despues, te recomiendo que empieces con un mod sencillo, ya que hay muy buenos mod, pero quizas para empezar sean complicados.

Uno muy bueno y sencillo es el 1257:

[http://www.mbrepository.com/modules/PDd ... =7&lid=838](http://www.mbrepository.com/modules/PDd...=7&lid=838)

Por ultimo y esto ya es opcional, hay mod que mejoras los graficos o los depuran, el mas conocido es este:

[http://www.mbrepository.com/modules/PDd ... 10&lid=625](http://www.mbrepository.com/modules/PDd...10&lid=625)

Es compatible con todos los mod que instales asique podras jugar al 1257 con los efectos de mejores

graficos.

Bueno pues si tienes alguna duda solo tienes que preguntar.

Saludos.

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Re: Mount & Blade

Publicado por Celtiberoldibil - 04 Feb 2009 11:46

Bueno, yo además del 1257, te recomiendo que pruebes este mod, que te permite hasta crear tu propio reino con su diplomacia y todo:

<http://forums.taleworlds.net/index.php/> ... 131.0.html

SWORD OF DAMOCLES

INVASION

V4

[Become a King]

!: If you capture a town or a castle without a claimant or an oath you can create a new kingdom. [from AoM by Highlander]

!: You can recruit maximum of 20 new lords. You can't have more lords than you have centers. [from AoM by Highlander]

!: You can assign fiefs to your lords. Order your lords to stay in their castle to garrison it. [from AoM by Highlander]

!: Rule Your kingdom through court. Issue orders to Chancellor, Treasurer and Marshal.

!: Chancellor - Declare War to other Kings.

!: Chancellor - Recruit Lords and Manage Fiefs.

:!: Chancellor - Change Your kingdom Color.

:!: Chancellor - Can now tell your global population and global faith. NEW

:!: The more fiefs Your Lords have the larger army they can have. Wait a bit before you assign fiefs to new lords!

:!: Population has been added. Each Village and City now has population. It's extremely important factor. NEW

:!: Population number is now base income from fief. NEW

:!: Starting population values for are 50-250 for Villages and 500-1500 for Towns. As Town importance is much higher. NEW

:!: At the beginning income will be smaller than in Native but population will eventually grow. NEW

:!: Weekly population growth is based on Prosperity, Local Faith acceptance, Popularity, Tax level, and on new factor Health NEW

:!: Population growth can be negative if the factors above are very bad. NEW

:!: Population will also drop when village is raided or when town is being sieged. NEW

:!: :!: Castles now don't give you ANY money. In fact their maintenance costs you 250 denars weekly. NEW

:!: :!: When You order Your marshal to garrison Towns and Castles, town/castle's village population will drop for each recruited troop. Recruiting nobility from Chapters does not affect population. NEW

:!: Health - has been added. It mainly influences population growth and will be responsible for firing Disease events. NEW

:!: Treasurer - Change Taxes.

:!: Treasurer - Engage in trade enterprises. Not directly but through Merchant's Guild representatives.

:!: Taxes - you can change tax levels of your fiefs. High taxes increase your income but decrease your popularity and prosperity.

(click to show/hide)

There are 7 tax levels. The lowest, Voluntary, reduce taxes by 80% and give you 3 popularity and 3 prosperity bonus in every town and village each week. Next step is 30% and 2 popularity and prosperity then 15% and 1 popularity and prosperity. High taxes act opposite.

:!: Merchant's Guild - Build Merchant's Guild Halls in towns to increase their prosperity and to increase chance of success and income of your trade enterprises.

[Deal with Unexpected]

:!: You will have now to deal with dozens of problems in Your life as a King.

:!: Random events will make You feel like You really are ruling a kingdom.

:!: They will come from different fields. Your choices will have significant impact on a Game.

[Build an Army]

:!: More detail on Army Management with new troop trees in Troop thread.

:!: When You arrived to Caladria from Your motherland devastated by Imperial Legions under the lead of Legate Gaius Marius only what was left from Your former glory was your armor, weapon and a horse. You must now prepare.

:!: At arrival You can only recruit and train mercenaries. If you give an oath to one of Caladrian Kings You can recruit and train Caladrian troops.

:!: But Why should You serve under alien kings blind for incoming danger?

:!: When You create own Kingdom you can train peasants recruited from villages in Your towns and Castles.

:!: Barracks will help You train Your Infantry.

:!: Practice Range will help You train Your Ranged Soldiers.

:!: Stables will allow You to train Cavalry.

:!: Knight Chapters will attract Noble refugees from Your Motherland to join Your cause. Nobles are equipped in fabulous Siofna's Exclusive armors. NEW

:!: Marshal - when told to will upgrade Your soldiers if You have proper facilities.

:!: Upgrade cost. Training troops now costs money. NEW

:!: For each troop level it's 1 denar. Cavalry costs 50% more. Nobility costs 100% more. Faith troops cost 300% more. NEW

(click to show/hide)

Example - Mounted faith troop will cost 30 (they are at lvl 30) + 50% for mounted x 4 = 180. Lvl 10 footman will cost only 10 denars.

:!: Blacksmith reduce this cost by 50%. NEW

:!: Blacksmith also make castle maintenance cheaper by 50 denars. NEW

:!: Marshal - can also be ordered to fill up garrisons of your new Empire with troops.

:!: Marshal - can also summon Your Lords for a campaign and tell where specific lord is. NEW

:!: You may also tell any soldier from your army to form Regiment. The soldier will create new party. You may give troops and issue orders to this party. Upkeep for troops in Regiment is 50% higher.[from NNY by Geoffrey Ashe]

:!: You can also bribe bandits to join your party. You must have enough capacity to take them.[from NNY by Geoffrey Ashe]

:!: You may hire refugees, manhunters and townsmans in taverns. [from NNY by Geoffrey Ashe]

:!: You can buy ale in taverns to increase Your army morale. [from NNY by Geoffrey Ashe]

:!: You can now give/take troops from patrols. Not only give. NEW

:!: All patrols carry your banner. NEW

:!: After a battle Your faithfull companions will equip loot. [by fisheye]

[Spread true Faith]

:!: You are no longer man from nowhere. Thus Your faith (lack of it) is known.

:!: Choose From 4 Fiaths to belive in or renounce faith.

:!: Spread Your faith across lands.

:!: Build religius or secular structures. Temples, Chapels, Shrines, Monasteries, Libraries, Schools.

:!: When Your Faith is strong enough it may be that some of Your best knights will follow path of Faith and become Holy Warriors.

[Repel an Invasion]

:!: One Legion, containing hardened veterans will invade Caladria.As it invaded Your land. You have one year to prepare your kingdom for war.

:!: Imperial Expeditionary Forces are led by powerfull Legate Gaius Marius and his 80 centurions.

It consists of (from weakest to strongest):

:!: Infantry: Velites->Hestati->Principes->Triarii

:!: Cavalry: Lancearii->Contarii->Cathaparcii

:!: Mounted Archers: Sagittarii

[Restore Your Motherland]

:!: You came as You have choosen, from: Empire of Antares, Republic of Marina, Kingdom of Aden, Duchy of Vlllian, or Zerrikanian Sulatanate.

:!: Military doctrine learned in Your motherland let's You to train 12 different troop types for each country.

:!: And In the feature, who knows, maybe V5 will have new land to conquer after You repel Invaders...

[Additional features]

:!: Items- Excellent SoD exclusive Armor sets made by Siofna <http://forums.taleworlds.net/index.php/...040.0.html> NEW

:!: Complete mouthnhoof's Weapon Overhaul. NEW

:!: Armors now divided into categories within which they have similar statistics to allow player a choice (as suggested by GADefence). NEW

:!: Computer battles are much faster, so if you see a battle and want to join don't wait or it may be too late

:!: More aggressive map AI

:!: After player is killed in battle troops continue to fight. Press TAB to leave. You can now charge free from autoresolve fear. NEW

:!: Food- Gives much more morale. Soldiers eat less (more than 3x less). NEW

:!: Jester- Right now he just offers cheats. If You use them Your game will probably suck. It's made for testers. Use it for own responsibility. NEW

:!: You can acces Party/Inventory windows while besieging a castle. NEW

:!: You can now talk to enemy lords and pay them (a LOT) to make peace with their kingdom. NEW

:!: Not releasing Centurions for ransom does not lower player's honor. NEW

:!: Own Lords will always have positive relation with player (every day game will check if it's positive so don't worry for temporary low relations). NEW

:!: Ransom brokers now pay you sum based on prisoner level. NEW

:!: It's easier to capture lords.

:!: Lords kept in castles are now less likely to escape (prisoner tower is still good idea).

:!: You collect taxes from all fiefs by visiting just one.

:!: Engineering has bigger impact on improvements. Having low engineering makes them slightly more expensive and time consuming while high engineering reduces cost and time greatly (GREATLY, really)

:!: Mill gives 5% bonus every 2 weeks and school gives 1 point bonus every week

:!: You can talk to Village Elder from village/town menu

:!: And possibly something i forgot of...

:!: Bandits will will not NEW

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Re: Mount & Blade

Publicado por CeltiberoLeonidas - 04 Feb 2009 13:40

Si el Sword of Damocles es muy bueno, pero le recomende el 1257 para que se valla iniciando en el Mount & Blade en algo sencillo.

Creo que el SoD es algo complicado para empezar.

Ya nos contaras que te parece el juego :D

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Re: Mount & Blade

Publicado por CeltiberoRukser - 04 Feb 2009 15:11

Heyyy muxas Gracias :!: :D

Pos hare lo que me habeis recomendado de momento juego al juego normal la campaña y ando un poco perdido reclutando campesinos y matando bandido pero bueno mola el juego que no veas jaja, sobre todo las buenas cargas de caballeria bien hechas ^^

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Re: Mount & Blade

Publicado por Celtiberoldibil - 04 Feb 2009 16:00

Sí, tienes razón, leo. :oops:

Bueno, tenemos choque un duelo en cuanto salga el multijugador jeje. Que por cierto, podría ser una pasada si hace un battlesizer para el mismo, una batalla con 60 ó 100 tios por bando debe estar de lujo. Pensad que cada tio es una persona en su ordenador o eso me pareció en la descripción que han hecho.

En fin, se me hace la boca agua jeje

Un saludo.

=====

Re: Mount & Blade

Publicado por CeltiberoLeonidas - 04 Feb 2009 17:48

Celtiberoldibil escribió:

Sí, tienes razón, leo. :oops:

Bueno, tenemos choque un duelo en cuanto salga el multijugador jeje. Que por cierto, podría ser una pasada si hace un battlesizer para el mismo, una batalla con 60 ó 100 tios por bando debe estar de lujo. Pensad que cada tio es una persona en su ordenador o eso me pareció en la descripción que han hecho.

En fin, se me hace la boca agua jeje

Un saludo.

Eso esta hecho :D

=====

Re: Mount & Blade

Publicado por SeSp1 - 04 Feb 2009 22:18

que ganas de que venga ya, pero lo del battlesizer improbable, es como intentar jugar en un server del bf de 32 jugar con 62...

El battlesizer es como dirian los guiris only singleplayer...xD

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Re: Mount & Blade

Publicado por Chevy - 04 Feb 2009 23:40

Como sea verdad lo del multijugador vamos a tener que organizar un "Torneo Medieval" con justas y eso... :mrgreen:

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Re: Mount & Blade

Publicado por SeSp1 - 05 Feb 2009 00:08

Chevy si lo saca Talewords, sera oficial digo yo...xD

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Re: Mount & Blade

Publicado por Gale - 15 Feb 2009 14:49

Yo también me apunto a unas batallitas con vosotros cuando saquen el multiplayer ^^.

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