

Mini mod de los nwg.

Publicado por CeltiberoFrog - 11 Mar 2010 17:10

Hola,

Aqui viene el primer Mod, un mini mod de momento, hech por los Nwg (comunidad napoleonica con los NBC y otros).

Abajo teneis explicado lo que han corregido o mejorado.

Tiene un Ejecutable asi que con un nuevo icono se puede jugar al vanilla o a este Mod.

Tiene el mod de "sangre" recuerdo que alguien me dijo que le gustaba mucho !!

Por si unos pueden acceder directo a la Web de los nwg aqui esta el enlace de este post :

[http://nwg.freeforums.org/ntw-by-nwg-mi ... t1136.html](http://nwg.freeforums.org/ntw-by-nwg-mi...t1136.html)

"...

Contributors:

- Development TROM2_Core - Yarkis & Johan217
- Alternative minimap icons - Being Earnest
- Complete removal of tracers - Ftmch
- Bicorn hat fix for French Fusiliers in Italian Campaign - Oby
- BloodnFluff Mod - Zaitochisan
- No Dust Mod - Radiums
- The Glory of the Russian Empire - HellFell
- WeaponFX - Radiums
- Napoleon Total Flags - JFC
- All Battle Maps - Baron von Beer

NTW by NWG v2.0

=====

- Adjust infantry files to be closer together. This is more realistic but also cuts down on the instances of deep ranks firing
- Remove "Scares Enemy" (Fear) from all troops.
- Increase musket, light musket and rifle reloading time
- Increase the size of Grenadier regiments to be the same as line regiments

Additional Mods included in the NTW_nwg package v2.0

* All Battle Maps - Baron von Beer

* Napoleon Total Flags - JFC

=====

NTW by NWG v1.0

=====

- Remove Grenades
- Remove Stakes
- Reduce movement speed
- Reduced projectile accuracy/effectiveness
- Improved volley fire by giving the skirmish ability to Regular Infantry: soldiers will fire at will when they have a clear line of sight; this effectively makes the first 2 ranks fire (a small number of soldiers in the 3rd rank may also fire); Militia still uses the original volley fire
- Slightly decreased rank spacing for Regular Infantry
- Infantry (and some irregular cavalry) can hide only in woods, Light Infantry also in light scrub but not in grass. Some irregulars can still hide in long grass or buildings.

- Corrected several typos in in-game text
- Corrected building requirements for Moscow Musketeers
- Cannon Foundry and Theatre lines of buildings no longer recruit Militia
- Add 'fear' bonus to all units (help produce quick and decisive melee)
- Morale adjustments
- Alternative minimap icons
- Complete removal of tracers
- Bicorn hat fix for French Fusiliers in Italian Campaign
- BloodnFluff Mod
- No Dust Mod
- The Glory of the Russian Empire
- WeaponFX

=====

I welcome all to give this a try and report your findings here. Some things to note for those feeling adventurous:

- I've done a fair bit of testing in SP and its a decent start, however, its not a polished mature mod so keep your expectations realistic
- Morale might be a bit finicky. Report here if you see excessive routing or if you think the troops are not routing quickly enough.
- You will see what looks like 'block shooting' - but its not, its subtly different. Could this be done better? Maybe, we're working on it. I've tested shooting columns versus shooting lines and lines always win by a big margin, so this is -not- the 'shooting blocks' we knew in NTW2
- None of this is my own work, all thanks belong to the original mod authors - see the file included in the install and remember to +rep these guys if you meet them at the TWC
- Interested in peoples views of medium and high money. No balancing has been done yet - how does it feel though?

AUTOINSTALLER DOWNLOAD LINKS for V2b

<http://www.sendspace.com/file/wgi7ah> (53MB)

[http://www.filefactory.com/file/b091ccd ... v2_0_b_exe](http://www.filefactory.com/file/b091ccd...v2_0_b_exe) (53MB)

Note: You can install v2 right over the top of v1. The uninstaller will uninstall both versions when needed.

Best regards,

Moopere

**** Important Note for v2**

I made a mistake and there is no uninstaller for v2 clean installs. If you had v1 and installed v2 over the top you will be ok. If you did a clean install of v2 there is no uninstaller.

This is now corrected and the links above have the corrected version (v2b). For those who downloaded yesterday, use this uninstall file: <http://www.sendspace.com/file/unemvh> (33kB). Unzip the file and put it into your NTW Data Folder (C:\Program Files\Steam\steamapps\common\napoleon total war). You can then run it to uninstall the NTW by NWG Collection.

You don't need to uninstall unless you don't want to play NTW by NWG any more.

My apologies for the bother.

=====

Re: Mini mod de los nwg.

Publicado por CeltiberoFrog - 14 Mar 2010 13:27

Aqui esta la ultima version v 3 :

<http://www.sendspace.com/file/b6sm5g>

Sigue teniendo un ejecutable y el icono separado para elegir entre vanilla o ese NxN.

=====

Re: Mini mod de los nwg.

Publicado por Piteas - 05 Abr 2010 15:26

Cuidado, después de la última actualización del juego te echa al escritorio si tienes este mod.

Los creadores están intentando arreglarlo (eso dicen en su foro).

A ver si lo hacen pronto, que me gustaba.

=====

Re: Mini mod de los nwg.

Publicado por CeltiberoFrog - 08 Abr 2010 10:56

Si si,

Confirmo que lo estan currando, y saldra la nueva version dentro de poco.

Por otra parte, he podido probar otro Mod. Esta currado por los Grogards.

Esta muy pero muy bien !

Hay un pack de musica, son militares de la epoca (tipicamente la musica de la vieja guardia o de la revolucion francesa).

La velocidad es identica al vanilla.

Los precios estan cambiados, una infanteria de linea vale al rededor de 450 ! y la cab mas cara vale 800 a 900.

No hay granadas, no hay picos y no hay CUADROS !!

No hay traceador de disparos, hay nuevo sonido de disparos, las estats se han mejorado (los rusos ahora tienen real potencia en meles).

Es una version beta de momento, os pondre los enlaces cuando esta oficial.

Tiene ejecutable y fichero .bat, asi que no afecta al vanilla.

=====