

= Europa Barbarorum =

Europa Barbarorum (Latin : Europe of the Barbarians) , or EB , is a modification of the PC game Rome : Total War (RTW) based on the desire to provide Rome : Total War players with a more historically accurate game experience .

The basic gameplay mechanics of the original game remain the same . The player controls an empire with the goal of conquering as much territory as possible and eliminating rival factions , which are controlled by the computer , or AI . The main campaign is split between two gameplay modes : a turn @-@ based strategy map for moving whole armies and managing the empire , and a real @-@ time battle map for fighting battles on the ground between two or more armies . The two game modes are linked , with success or failure in one game mode influencing the chances of success or failure in the other .

Although set in a similar historical period and geographical area to the unmodified game (covering a timespan of 272 BC to 14 AD , compared to the original game 's 270 BC to 14 AD) , Europa Barbarorum is a total conversion modification as it replaces all the aspects of the original Rome : Total War game that can be replaced , such as unit models , statistics and the musical score . The modification has received favourable reviews in a number of computer gaming magazines . PC Gamer magazine ranks Europa Barbarorum as the best mod for any of the seven Total War games released for the PC at that time .

= = Gameplay = =

In the original Rome : Total War the player took control of an empire , or " faction " , of classical Europe , North Africa or the Middle East , with the aim of expanding their faction 's territory and eliminating rival empires through military conquest and city @-@ building . Europa Barbarorum retains this basic gameplay mechanic and sets itself in a similar time period and geographical area to the original game . However , as a total conversion the mod replaces the particular factions , military units , buildings , and other elements present in the original game , and adds a new soundtrack and several brand @-@ new gameplay mechanics not present in the original , such as the installation of puppet rulers . The modification 's development team 's stated aim in making the changes that they have to Rome : Total War is to make the player 's experience of the ancient world more historically accurate . For this reason , numerous parameters of the game at the start of the campaign in 272 BC , such as generals ' names , the diplomatic relations between factions , and the particular understanding of the outside world that each faction has , have been set to correspond to the actual political situation in that year .

Also for reasons of historical verisimilitude , factions , provinces on the campaign map and factions ' family members have been given vernacular names in Europa Barbarorum , rather than having Latinised or Anglicised ones , as in Rome : Total War . So , for instance , the original game 's Armenia faction is known as Hayasdan in Europa Barbarorum , and Germania as the Sweboz . Instead of having to play one 's first campaign as a Roman faction and only subsequently unlock playable campaigns as non @-@ Romans by defeating them in the Roman campaign , all twenty of Europa Barbarorum 's playable factions can be accessed by the player from the start . Furthermore , the one unplayable and three playable Roman factions of the original have been combined into a single playable faction in Europa Barbarorum , the Romani . Dissatisfied with the homogeneity of the factions of the original Rome : Total War , the Europa Barbarorum development team have sought to differentiate the playing experiences of the game 's different factions . So , for example , Rome : Total War 's trait @-@ acquisition system , where the player 's faction 's family members acquire certain characteristics and talents which make them more or less adept at certain tasks such as city management or military leadership , has been made more faction @-@ specific in Europa Barbarorum , with Hellenic characters ' traits , for instance , being based on Theophrastos ' Characters and Aristotle 's teachings on the Golden Mean , and Romans ' traits being partially based on the moral tales of Valerius Maximus . There are sometimes additional requirements for a family member to be able to gain a new trait : in order for them to compete in one of the Panhellenic

Games , for instance , the player must ensure that they are stationed in the appropriate city on the campaign map in the year that the competition is scheduled to take place . One reviewer has commented that Europa Barbarorum 's expansions upon the original Rome : Total War 's trait system have served to add a role @-@ playing element to the game .

= = = Campaign = = =

As in the original Rome : Total War , Europa Barbarorum 's strategic campaign sees the player take control of a particular faction and then compete for territory and resources against all the other factions , which are controlled by the game 's artificial intelligence . The player is presented with a map of Europe , North Africa and the Near East in which territory is divided into 200 provinces , each of which contains a province capital , which will at any given point be controlled either by the player 's faction , a rival playable faction , or the non @-@ playable Eleutheroi faction , which represents the world 's minor kingdoms , regional powers and rebel states . If a faction should at any point find itself not in control of any provinces , it is eliminated from the game . Gameplay is turn @-@ based , each turn representing the passage of three months on the campaign map (unlike the six months of the original Rome : Total War) and alternating between the player managing their empire and the artificial intelligence making all the other factions ' moves . A key game mechanic of the campaign map is the annexation of territory , which is done province @-@ by @-@ province , either by successfully besieging the province capital , or by acquiring it from another faction through diplomacy . Once a faction has acquired a province , they may construct buildings in the province capital which either enable the recruitment of certain military units or grant various bonuses to the city such as greater resilience during a siege or a decreased likelihood of the province rebelling . Provided the city contains the appropriate buildings , the player may recruit military units in the city at the same time as undertaking construction projects . The aim of the game is to acquire a specified number of provinces and / or eliminate specified rival factions (in Europa Barbarorum particular victory conditions differ for each faction) , whilst avoiding being eliminated by the other factions .

The campaign map itself of Europa Barbarorum covers a wider geographical area than that of Rome : Total War , expanding into areas such as the Arabian Peninsula , India , Central Asia , and Scandinavia . Relief , province boundaries , snow boundaries , vegetation types , coastlines and areas prone to natural disaster in 272 BC have all been researched and implemented into the campaign map . The Nile ? Red Sea canal linking the Indian Ocean and Mediterranean Sea has been added to the map , as have the great trade routes of the ancient world , such as the Amber and Silk Roads , which can be captured and exploited by the player or by the artificial intelligence .

The selection of factions present in the original Rome : Total War has been overhauled in Europa Barbarorum . The original game 's Gaul faction has been replaced with two new factions , the Aedui and the Arverni . The Scythia faction has been replaced by the Sauromatae , and the Greek Cities faction (which included various city @-@ states) has been replaced by the Koinon Hellenon (Ancient Greek : League of the Greeks) , a faction which represents the Chremonidean League of Athens , Sparta and Rhodes . Entirely new factions include Baktria , a Central Asian Hellenic empire , and Epeiros , a western Greek faction famous for producing Pyrrhos of Epiros . On the other hand , the Numidia faction of Rome : Total War was removed entirely .

The way in which factions enhance the provinces they own through the construction of new buildings in their province capitals has changed in Europa Barbarorum . The process of assimilating a newly conquered province into one 's empire has become more differentiated in the modification than it was in the original game through the introduction of so @-@ called " government buildings " and military ? industrial complexes . Government buildings represent different degrees of central State intervention in a province , and range from a homeland government , which can only be built in a faction 's traditional ethnic homeland and represents the highest possible degree of central State control , to an allied state government , which makes the province in question semi @-@ autonomous and installs a puppet ruler to govern it on the controlling faction 's behalf . The choice of government building in a province affects what other buildings can be constructed there : the greater the degree of autonomy granted to a province , the greater the shift in the make @-@ up of the pool

of buildings available for construction from the controlling faction 's own buildings to native buildings ; that is , buildings which are more closely associated with the faction that would make its traditional home in the province in question , rather than the one currently occupying it . Nomadic , desert- and steppe @-@ dwelling factions have their own government buildings , which some say has helped differentiate between Europa Barbarorum 's factions and make the differences between Europa Barbarorum and the original Rome : Total War more than just cosmetic . These government buildings also affect unit recruitment options in a province , through the mod 's introduction of military ? industrial complex (" MIC ") buildings . The original Rome : Total War 's system of constructing and subsequently upgrading different types of building in order to recruit different types of soldier (stables for horses , ranges for archers , and so on) has been replaced in Europa Barbarorum by the " factional MIC " , which enables the recruitment of all the province @-@ controlling faction 's units , and the " regional MIC " , which enables the recruitment of native types of soldier . How far the two types of complexes can be upgraded depends on the government of the province : the greater the autonomy of the province , the more the native MIC may be upgraded , and the less the factional MIC may be upgraded ; and vice versa . In addition to buildings which can be constructed by the player , Europa Barbarorum also introduces a number of unique buildings or " wonders " which can either be man @-@ made structures or features of the landscape and which provide unique bonuses to the province .

= = = Warfare = = =

If , during their turn on the campaign map , the player should engage one of their armies in combat with another faction 's army , or if their troops should be engaged by another faction during the AI 's turn , the player then has the option of fighting a real @-@ time battle or siege . In this gameplay mode , the player directs the troops they had brought with them on the campaign map to the engagement , ordering them to manoeuvre and attack the enemy 's troops on a three @-@ dimensional battlefield . Troops can either be killed outright on the battlefield or made to rout and flee the field if their morale falls below a certain threshold . Reviewers have noted of Rome : Total War that , during a battle , troop numbers do not outweigh all other considerations ; other factors such as individual unit types ' strengths and soldiers ' morale and fatigue at the point of fighting are also taken into account . A battle is won when one side kills or routs the entire enemy army ; a siege may be won by the attacking side through either dispatching the opposing forces or gaining control of the besieged city 's central plaza for a certain number of minutes , and by the defending side either by killing the attackers or by destroying their siege equipment before they have managed to breach the city 's defences .

The make @-@ up of the game 's units is one of the areas in which the most change can be seen going from the original game to the mod . Reviewers have commented that the differences between Europa Barbarorum and its parent game are " immediate " and " striking " and that the modification is different from its parent game " in look and in play " . Another reviewer described the mod as having a more " gritty , realistic look " than the original Rome : Total War . All the units that were present in the original game have been removed and replaced in Europa Barbarorum . Specific examples include the removal of several units that the Europa Barbarorum team considered to be historically doubtful or only marginally used in warfare , such as Arcani , incendiary pigs and Celtic head @-@ hurlers from the original Rome : Total War . Nor was the modding team happy with the way more conventional forces were portrayed in the original game , for instance calling Rome : Total War 's Egyptian soldiers " Mummy Returns Egyptians " and hence creating a new unit roster for the Egyptian faction in the game (named Egypt in the original Rome : Total War and the Ptolemaioi in Europa Barbarorum) , in order to better correspond with the Ptolemaic period of history . The mod also features new custom battle formations in order to encourage more realistic behaviour from the AI .

= = Audio = =

Europa Barbarorum features its own soundtrack , distinct from that of Rome : Total War . Some of its tracks were composed especially by Morgan Casey and Nick Wylie ; others are examples of authentic music , the Celtic factions ' tracks , for example , having been recorded by early music ensemble Prehistoric Music Ireland . Europa Barbarorum also includes its own " voicemod " , an attempt by the developers to replace the English cries of Rome : Total War 's soldiers with ones in their native languages , which include classical Latin , Celtic , and ancient Greek .

= = Development = =

The Europa Barbarorum project began in January 2004 , eight months before Rome : Total War 's release , when the Europa Barbarorum development team who were following the game 's development became concerned that its " barbarian " factions such as the Gauls were being portrayed inaccurately . The Europa Barbarorum team felt that such factions ' representations in Rome : Total War conformed more to a Hollywood stereotype than to historical fact , and wished to see a more realistic portrayal of such factions in the game . The modding team tried to convince the Creative Assembly (CA) , the developers of Rome : Total War , to alter their depiction of the period in line with the team 's research , but the developers failed to take them up on their offer . Having exhausted this avenue for change , the Europa Barbarorum members then resolved to modify the game themselves upon its release .

= = Release = =

Europa Barbarorum was first released to the public as an open beta in December 2005 . After several more minor releases throughout 2006 which mostly fixed bugs and made small adjustments to the modification , the next major release of Europa Barbarorum was version 0 @.@ 80 in December 2006 . Its changes included the addition of the Sabaeon faction , new music , and the inclusion of a new military ? industrial complex system . There were three more 0 @.@ 8 @-@ series releases during the first half of 2007 which primarily made minor adjustments to the modification and fixed bugs . In total , over 135 @,@ 000 downloads of the 0 @.@ 80 ? 0 @.@ 81 versions were tracked .

The next major release was version 1 @.@ 0 , which was released in October 2007 and included new units , new government options for the Pahlava and Hayasdan factions , the addition of a new type of wall to the battle map and new music from prehistoric music group Prehistoric Music Ireland . The 1 @.@ 0 version was downloaded over 90 @,@ 000 times in the six months following its release . This was followed by version 1 @.@ 1 , which was released in April 2008 and included new battle map landscapes , new units , the addition of the Pahlavi voicemod and the inclusion of an introduction video for the Saka Rauka faction . The current release is version 1 @.@ 2 , which contains the addition of the Punic voicemod and bug fixes ; the development team had previously stated that future releases of Europa Barbarorum for the Rome : Total War engine will not include any major gameplay changes .

Europa Barbarorum has seen some significant changes to its campaign over the course of its development . The Yuezhi faction , included in early releases of the modification , was subsequently dropped . Earlier releases of Europa Barbarorum also featured player alerts representing the major stages of the breakup of the Seleukid faction , if that collapse occurred in the game . However , such features became impossible to implement after the SPQR faction of the original game , used in Europa Barbarorum for scripting purposes , was removed from the mod in exchange for the kingdom of Saba .

Following the main modification 's release , a number of customisations of Europa Barbarorum have been created , such as porting it to run using the Rome : Total War : Barbarian Invasion executable , or Feral Interactive 's Mac OS X version of Rome : Total War . There had been plans to release a version of the mod for the PC game Europa Universalis : Rome , but no Europa Barbarorum mod has yet been released for the strategy title .

== Europa Barbarorum II ==

The Europa Barbarorum development team also developed a new version of the modification for the Medieval II : Total War : Kingdoms engine which was named Europa Barbarorum II . The modification was designed to take advantage of the improved graphics of Medieval II : Total War and of its engine 's additional features , such as the possibility for different soldiers within the same unit to have different appearances , as opposed to the " clones " criticised by some reviewers of Rome : Total War . Europa Barbarorum II includes new government , unit recruitment and trait systems , and new playable factions such as the kingdom of Gandhara , which has its own Sanskrit voicemod .

An initial version of Europa Barbarorum II v2.0 was released on August 25 , 2014 , with a second version (v2.01) released on September 12 , 2014 . On December 21 , 2015 a third version (2.1b) was released and provided a number of improvements , such as remodelled battle map settlements , battle map vegetation , and new units with military reforms for various factions .

== Reception ==

Europa Barbarorum was featured and reviewed in a number of video game magazines . It has been reviewed in PC Gamer (UK) twice , in March 2005 and February 2008 . The 2008 review was overwhelmingly positive , saying that " EB feels like a whole new Total War game " , and going on to praise the modification 's " stunning " scope and the " striking " extent of the differences between it and Rome : Total War . The review was somewhat critical of the modification 's graphical user interfaces which " [occasionally] " had a " home @-@ made " feel to them , as well as its lack of accessibility and steep learning curve , although it adds that the second point is not a large problem as the modification is largely a " master 's challenge for accomplished Rome players " . The review finished on a positive note , summing Europa Barbarorum up as a " superior game " . In 2010 the same magazine 's website named Europa Barbarorum the best mod of any Total War game .

A number of non @-@ English language magazines have also reviewed Europa Barbarorum . The Italian PC Gaming magazine Giochi per il mio computer reviewed the modification in April 2005 and March 2008 . The 2005 review reported that the modification , whose development team included two historians , was to replace the " economic system , [soldiers '] equipment and the provinces " of Rome : Total War ; the latter review praised the mod for having " altered and deepened " the gameplay of the original title , and wrote that Europa Barbarorum was the best substitute for a Rome 2 : Total War game prior to the actual release of such a title . Dutch magazine PC Gameplay , reviewing the mod in March 2008 , also wrote that the mod was " perhaps the best candidate for the title Rome : Total War II " " until the official announcement " and went on to note that the list of changes that the modification had made to the original game almost constituted " a history book of its own " . The German magazine GameStar wrote in April 2007 that the Europa Barbarorum team had " banned all historical mistakes from the game " ; in January 2011 , another German publication , PC Games , also noted the mod 's historical accuracy , singling out its " more realistic , more [challenging] " battles for praise , although it did note that the mod was squarely aimed at experienced Rome : Total War players . Reviewing version 0 @.@ 74 of the mod in November 2006 , Romanian publication LevelL concurred that the mod was aimed at experienced players , adding that the modified version of the game put greater demands on the player 's computer than the original Rome : Total War , requiring 512 MB of RAM , up from the original 's 256 . Despite this , the reviewer praised the mod 's complexity , the " painstaking detail " that went into making the units and the mod 's soundtrack .

Europa Barbarorum has also received several online reviews . The modification received a review early into its development process on gaming website HeavenGames , which said that it was an " ambitious " project and praised its commitment to historical accuracy , even stating that the Europa Barbarorum development team was going to use satellite imagery and climate change statistics to accurately portray the world as it was in 272 BC . Later , in 2008 , the modification has been reviewed on Boomtown , which praised the modification 's " incredibly well @-@ researched and

-devised " unit stats system , as well as its " legion of historians " . The modification has sometimes been mentioned as a recommended complement to Rome : Total War in reviews of the original title ? for instance , by Norwegian gaming website Gamereactor in 2007 .

In addition , Europa Barbarorum was singled out for praise by the Creative Assembly themselves in 2011 , when they called the mod " breathtaking " in an official statement .