
Content Pack - Crusader Kings II: Horse Lords Download] [portable]



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About This Content

Crusader Kings II: Horse Lords Content Pack

Crusader Kings II: Horse Lords Content Pack includes four unique unit packs, a portraits pack and a music pack for the Horse Lords expansion.

Mongol Unit Pack

This unit pack adds seven new unit models exclusively for the Mongol culture.

Early Frankish, Early Germanic & Italian Unit Packs

These unit packs that adds unique unit models for early Frankish and early Germanic cultures, as well as units for Italian cultures.

Cuman Portraits Packs

The Cuman Portraits pack adds thousands of unique face combinations for male and female characters of the Cuman culture group.

Songs of the Steppes Music Pack

These songs run while playing ruler among any of the steppe cultures of CKII.

Title: Content Pack - Crusader Kings II: Horse Lords

Genre: Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Release Date: 14 Jul, 2015

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English,French,German







Paradox, you are lucky that I love you more than my wallet

Overall, worth buying if you love the game and would like an extra level of immersion.. Not worth it for the price.. Minor stuff like these are skippable. Unless you have the ambitious trait. Wait for a sale though.. I absolutely love unit packs, I love looking at the cool designs for each culture, I love the detail and research that goes into them. However most unit packs come seperately and are \$2 a peice. So having four in a deal together for \$6 is great. Plus the adition of other content makes it definately worth it for me.. It really is pretty baffling that you pay 15 bucks for HORSE LORDS, and then they ask you to pay 6 MORE bucks for the portraits and unit graphics.

Seriously. That's like me going to the grocery, buying a loaf of bread and they ask me to pay an extra 50 cents for the bag that the bread is in. Or buying a car, getting it home and then getting a bill a month later for the paint job.

Why wasn't this included in the base expansion... Does Endless Legend release an expansion pack and make you buy the graphics or music or unit packs! Terrible DLC policy.... They split the DLC into 2 so you also can feel like being robbed and looted by Mongol Hordes.. This content pack is worth it just for the excellent music.. While CK2 music is already really good, I did find the new Songs of the Steeps to be among the best and does improve a lot on immersion and does feel very different from the rest of the game soundtrack. The pack also comes with a lot of new sprites for units (many for early Frank, German and Italians and of course, Mongols) along with a new Cuman portrait pack. Which makes this pack really worth.. TL;DR: Paradox is like a merchant that sells you the box of a puzzle containing only the 4 corner pieces, and then proceeds to tell you that if you want to see the rest of the puzzle, you need to pay individually for each one. In exchange, they promise you to work hard each week for a new puzzle piece, ensuring you they are hard to create and time-consuming. Each week, you pay the price for the new piece. At first, you are excited to see how they fit and what will it look like. Then some weeks pass and you start feeling like this wasn't such a thrill after all, playing with an incomplete puzzle. By the time you don't enjoy the game anymore, you're already hooked and can't stop paying the price of each piece until you can finally have all of it, all under the promise that it will get better once it's complete. By the time the final pieces start arriving, you've already assembled the puzzle multiple times with the pieces you had. It's at this point you realize this felt very much like a scam and feel extremely stupid for trusting someone that sells you a game in pieces.

Let me put you in my personal perspective about Paradox's marketing ways:

Mount and Blade: Warband, a game created by Taleworlds on a very poor engine and featuring a very poor campaign in its release state, is nothing more than a base for the community to use it to create the best thing imaginable within the boundaries of what the engine lets them create. Taleworlds, being a tiny studio with a mediocre budget, successfully ensured that the core mechanics of every M&B worked as best as possible and that the game was riddled with bugs to ensure that not only multiplayer worked but also that content-creators would perfect the game by letting the community decide what was the best direction for it. There's only so much a dev can do to a game before it becomes too expensive to create, thus reflecting it in the final price. This in turn results in rising developers creating projects for their portfolio to help them in their future careers.

[Grand Strategy game name placeholder], created by Paradox, is a game made on an engine that, after 4 years of development, still struggles to accept/run mods, can't run multiplayer without crashing or desyncing constantly from other players (and don't even think on mp rounds using mods), until last year still lagged a lot when played at full speed and was prone to crashes. It took almost a year for it to even have decent loading times on an HDD. Paradox believes that they should be the only ones to decide what direction to take in a mostly-singleplayer game, and their unwanted/unexpected changes come to a heavy cost to your wallet. Paradox is a company that releases a game in a state that could easily be called "alpha" due to the lack of any noteworthy mechanics, and charges the player base every 6 months which is when a major patch is released, all while hiding behind a mask of underfunded, indie devs who need their fans' support to keep developing the game. They lie straight to your face by claiming these are "expansion packs", ignore your suggestions and delete your complaints on the forums, ruin every mod that is ever developed by constantly changing the version of the game and ultimately dismiss you as a customer. They won't even let you roll back to a previous version of the game because they released an extremely useful/required mechanic contained in their newest expansion pack, instead of within the patch that contains a bug/balance-fix, to play the game the way it was meant to be played from the start.

In resume: don't buy from those that promise fulfillment at the end of an expensive road. Buy from those that give you that fulfillment since the beginning, or let YOU tune their product to reach that fulfillment.. I know many of the DLC have gotten crap as of late but I recommend this one alone for the music tracks because they are so good. Currently I am playing as Wessex and purposely incorporated in Bolgar into my bloodline just to have the tracks appear.

The portraits are great as well and adds flavor.

If money is the problem, just add it to your wishlist like I do and wait for a sale. It always comes around sooner or later.

Thumbs up for sure for sales!

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