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A total conversion mod for the popular Medieval II Total War, Medieval Kingdoms 1212AD is an ambitious undertaking by Von Baron that seeks to bring to life a time long past. The campaign begins in 1212 and will last for 1066 years. It has been designed and tested with a single player in mind, but it can be easily adapted for multiplayer matches with some minor tweaks.

While the campaign design is innovative, the mod will also bring many new units to life with exciting visuals. Initially, you will get to control 6 unique factions, each with their own set of technologies, units and abilities. For example, The Teutonic Order are renowned for their military power while The Nogai Horde's troops are extremely swift moving.

The historical accuracy of the mod is in itself a very worthwhile plus point. Dozens of books and records have been consulted in order to create a detailed and realistic world with credible and accurate factions and events. Many campaigns have been simulated in order to bring about interesting results... and, as with history itself, some unexpected and unpredictable results may happen.

The gameplay will be familiar to Total War veterans. The goal is to conquer the map and become the most powerful faction in its history. Every battle is a challenge; you will have to think of new ways to win each time as the enemy will adapt their tactics accordingly. The more battles you fight, the more your units become experienced and your army becomes stronger... but don't get too comfortable, an enemy may attack at any time!

The game will be available for download on third party sites in October 2012. For more information, please visit our official site or join our forum at the official Medieval Kingdoms 1212AD website . Article End

Update 10/11/2012 (Patch 1.0) :- Resolved most of the bugs reported in the last week. - Many changes have been made to the Teutonic Knights, Slavs and Magyars tech tree. - The Byzantine tech tree has been extended to include some vital units that were previously missing from it. - A new faction has been added: the Seljuks of Rum. - The Teutonic order army sprite file has been fixed and several of its units changed. - New banners for the Teutons and Normans have been added. Update 10/05/2012 (Patch 0.9): - Random events will occur in campaign mode, including plagues, civil wars and peasant uprisings. - New faction leaders have been implemented for the Magyars, Slavs & Byzantine Empire. - The economy system has been tweaked to reflect medieval realities more accurately. medieval kingdoms total war 1212 ad download

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