King Arthur: Fallen Champions

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About This Game

The great King Arthur has crushed his adversaries in the South but the realm of the Once and Future King still has its limit. The lands beyond the Forest of Bedegraine are wild, ruled by no one, haunted by the old gods who fought and bled here in times long past. Fallen Champions bridges the gap between King Arthur I and II with a tale of three brave souls. Sir Lionel, a brave knight from Britannia on a quest to rescue a damsel in distress. Lady Corrigan of the Sidhe, a creature of the twilight seeking the secret pathways that could lead her back to her lost home of Tir na nÓg. The third is Drest the Chosen, a shaman of the North, driven by visions of greatness and voices in the night. A knight, an enchantress, and a prophet - these three will become champions of a forgotten battle that began long, long ago.

Core Gameplay

The gameplay relies on a story-based, mission-to-mission plot. Players will choose missions and upgrade heroes. The Fallen Champions Campaign Map covers one specific region of Britannia, where players command three very different heroes. Each hero has his own storyline and each of these story lines incorporates three battles, adding up to a total of nine skirmishes plus the confrontation with the major foe in the 10th battle.

The battle maps are very diverse both in visuals and in construction: some tactical-RPG situations (with a limited number of elite units and heroes), tactical battles (with huge armies on the field) and massive battles against a general AI under very unusual circumstances.

Key features:

- Follow three unique heroes, each with their own storyline featuring adventure quests and epic fights. The fates of these three heroes are intertwined, and their quests lead up to one massive battle under extraordinary circumstances

- A variety of battle types fought on unique, beautifully crafted battlemaps, ranging from smaller tactical skirmishes to grand engagements against superior numbers

- A dark and gripping fantasy tale that bridges the gap between King Arthur and King Arthur II, set in an ancient region of Britannia, beyond the well-known territories of King Arthur – The Role-playing Wargame

Title: King Arthur: Fallen Champions
Genre: RPG, Strategy
Developer:
NeocoreGames
Publisher:
Paradox Interactive
Release Date: 16 Sep, 2011

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Minimum:

OS: Windows XP SP2 or Vista or Windows7

Processor: AMD Athlon 4000+ or equivalent Intel CPU

Memory: WinXP - 1Gbyte RAM, WinVista, Win7 – 1,5Gbyte RAM

Hard Disk Space: 8 Gbyte

Video Card: Nvidia 8600 GT (256Mbyte) / ATI Radeon HD3650 (256Mbyte)

DirectX®: 9.0c or higher

Sound: DirectX 9-compliant sound card

Additional: 3-button mouse, keyboard and speakers

English,French,German

Open field

++: Heavy Infantry and Heavy Cavalry
/: Light Infantry
Movement speed is unmodified, small
Stamina decrease. Zero defense
against Archers.

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It is basically a chose your own adventure visual novel. Really wish this game was better made. Bugs haunt the game and make it tottaly frustating to play. The game is pretty good as a Total War Game wich makes me want it fixed!!!. Sadly what could have been so much more remains to be a badly executed Total War ripoff.. This is a knockoff of the Total War series of games, but with a King Arthur/fantasy theme and a minor "roleplaying" part tacked on. But mostly the game is just Total War with some low-fantasy elements thrown in.

It takes some fiddling with compatibility settings to make the game display properly under windows 10 if you have a high DPI monitor, and even then there's problems because font scaling is broken, rendering some of the text unreadable because it displays too large in the UI.

Total War: Warhammer does it better now, there's no reason to recommend this considering it's done better elsewhere and this game has some display issues.. Pretty disappointing attempt at a traditional RPG using the King Arthur: the Roleplaying Wargame as a source. The original game and all its expansions are fantastic, but this standalone has such terrible gameplay that it's essentially unplayable. Don't buy it unless you're getting it automatically as part of a King Arthur bundle--in which case, play all of the others and don't even install this one.. \u0422\u0443\u043f\u043e\u0439, \u0441\u043a\u0443\u0448\u043d\u044b\u0439 \u043d\u0430\u0431\u043e\u0440 \u043c\u0438\u0441\u0441\u0438\u0439.. Sadly what could have been so much more remains to be a badly executed Total War ripoff.. Can't play in windowed mode, and while in fullscreen I only got the 3\/4 top screen, So I'm missing 1\/4 of the bottom screen and the 1\/4 of the rightmost screen... Graphics are poor, combat is overly intricate and takes a long time to master. Overall this game has a lot of cool hype in the into but thats about all that your getting.. This expansion is **not a representative of what King Arthur: The Roleplaying Wargame 1 or 2 is like. The only thing that is accurately represented would be the choose-your-own-adventure style visual novel which are pretty spot on. with the choices you make directly influencing the units you will have in the battle at end. The consequences of your actions are not always clear either. forcing you at times to carefully think about your decision lest you wish to redo the "novel" chapter to get the ideal end.**

The battles themselves play more like an Age of Empires campaign level in the sense that you progress. sometimes linearly. through a battle to complete objectives such as defending for 20 minutes or gathering forces from different parts of the battlefield to attack an enemy.

The campaign map has no free-roaming and is simply select one of the three champions' storylines and begin the next mission.

All in all, only get this if, like me, you love the series and are interested in what happened between King Arthur 1 and 2 (the story doesn't have anything at all to do with the legends of King Arthur, so if buy this solely because you love the King Arthur legends then this won't serve you any purpose.)

For five bucks (USD 5) the game is to me a 7\/10. nearly an hour of entertainement for each dollar!

I highly recommend the whole King Arthur series. beautiful game engine and some nice rpg elements to the deep story driven campaigns. Not saying this game is perfect, it has some flaws, but the good out weighs the bad by a long shot.

3.5\/5
. Great rts battle game. old but good. I do not reccomendt to buy this game. It has interesting ideas such as, your textadventure choises influence the battle, but it has a gamebreaking bug with one of the character.I tried 5 times to beat the first battle but my heroes HP automaticly depleted.. ive got this in some bundle.
sadly but it is dissapointing.
this game could be better.. dont buy for 2 bucks. Graphics are poor, combat is overly intricate and takes a long time to master. Overall this game has a lot of cool hype in the into but thats about all that your getting.. This is a knockoff of the Total War series of games, but with a King Arthur\/fantasy theme and a minor "roleplaying" part tacked on. But mostly the game is just Total War with some low-fantasy elements thrown in.

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