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## About This Content

This expansion extends Field of Glory II forward to 1040 AD, exploring the rich military history of the so-called “Dark Ages”, from the whirlwind Arab Conquest to the depredations of the Vikings and Magyars, the birth of England, France, Germany and Spain, and the long struggle of the Byzantine Empire to keep Roman civilisation alive in the east.

From 600 to 628 AD the Byzantines were locked in a titanic struggle for survival against the aggressive Sassanid Persian Empire, from which they eventually emerged victorious. Both empires, however, were severely weakened. Six years later, in 634, the newly Islamized Arabs erupted forth from Arabia, quickly defeating the Byzantines and Persians. By 750, under the Umayyad Caliphate, the Muslim Arab Empire stretched from Spain to the borders of India.

The Byzantine Empire, after losing its Levantine and North African provinces, survived the initial Islamic advance. Constantinople endured a year long siege (717-718), and this proved to be the beginning of the end for the Umayyad Caliphate. Eventually, weakened by defeats on the frontiers of their vast empire and internal unrest, the Umayyads were overthrown by the Abbasid dynasty. The great Islamic Empire was now split into many separate, and often competing states. The Byzantines grew stronger under the Macedonian Dynasty (867-1056), and ended the period more powerful than they had been for many centuries.

In Northern Europe, Viking raids started in the late 8th century. Superb sailors, they used their longboats to strike across the Baltic and North Seas against towns, farms and monasteries, and raid as far as Seville and Constantinople. Eventually they settled down, and created important states in Normandy and the Kievan Rus. Their invasions of the British Isles resulted in centuries of intermittent warfare with the English, Irish and Scottish kingdoms.

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Charlemagne ruled as King of the Franks from 768-814 AD. The kingdom he inherited already included most of modern France and parts of Germany. By his death in 814, his empire encompassed modern France, Belgium, the Netherlands, Germany, northern Italy and a strip of northern Spain. In 800 he was crowned “Emperor of the Romans” by Pope Leo III. After his death the Carolingian Empire split into two main states, West Francia (modern France) and East Francia (modern Germany).

In the 9th century the nomadic Magyars erupted into European history. Their western raids reached as far as Spain. Their defeat by the Germans at Lechfeld in 955 ended their threat to Western Europe and in 1000 their High Prince accepted Christianity and was recognised as King of Hungary by Pope Sylvester II, ruling under his Christian name of István (Stephen) I.

#### Summary of features:

- 19 new factions
- 55 new units
- 76 new army lists
- 6 new Epic Battles
- 74 new Quick Battles
- Expanded Custom Battles module.
- Expanded Sandbox Campaign module.
- 6 new historically-based campaigns.
- New Allies feature added in accompanying game update.

**19 new named factions:** Andalusians, Bulgars, Croatians, Dailami, Fatimids, French, Ghaznavids, Khazars, Khorasanians, Magyars, Moravians, Navarrese, Normans, Pechenegs, Polish, Rus, Scots, Serbians, Vikings.

**55 new units:** Huscarls (Spear), Huscarls (Axe), Mounted Huscarls, Berserkers, Well-Equipped Shieldwall (Offensive), Shieldwall (Offensive), Hirdsmen, Dismounted Hirdsmen, Picked Irish Foot (Axe), Irish Foot (Axe), Irish Kerns, (Dark Age) Armoured Lancers, Dismounted Armoured Lancers, (Dark Age) Lancers, Dismounted Lancers, (Dark Age) Armoured Cavalry (Light Spear), Dismounted Armoured Cavalry, (Dark Age) Cavalry (Light Spear), Dismounted Cavalry, Crossbowmen, Light Crossbowmen, Byzantine Kataphraktoi, Tagmatic Lancers & Archers, Thematic Lancers & Archers, Varangian Guard (Early), Byzantine Skutatoi, Byzantine Raw Skutatoi, Byzantine Massed Archers, Byzantine Light Archers, Byzantine Skutatoi & Archers, Raw Byzantine Skutatoi & Archers, Light Horse Archers (Pecheneg/Cuman), Horse Archers (Pecheneg/Cuman), Muslim Spearmen, Raw Muslim Spearmen, Veteran Muslim Spearmen, 'Abid al-shira, Muslim Irregular Foot, Armoured Muslim Lancers (Superior), Dismounted (Superior) Armoured Muslim Lancers, Armoured Muslim Lancers (Average), Dismounted (Average) Armoured Muslim Lancers, Muslim Lancers, Ghilman, Dismounted Ghilman, Muslim Cavalry (Light Spear), Muslim War Elephants, Muslim Light Horse (Javelins), Muslim Light Foot Archers, Muslim Light Javelinmen, Naffatun, Veteran Dailami Foot, Dailami Foot, Superior Indian Lancers, Indian Lancers.

**76 new army lists** (which expands the total number of army lists to 281):

- Alan 651-1049 AD
- Andalusian 756-1049 AD

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- Anglo-Danish 1017-1041 AD
  - Anglo-Saxon 600-870 AD
  - Anglo-Saxon 871-949 AD
  - Anglo-Saxon 950-1016 AD
  - Arab (Conquest) 629-637 AD
  - Arab (Conquest) 638-684 AD
  - Arab (Umayyad) 685-750 AD
  - Arab (Abbasid) 747-793 AD
  - Arab (Abbasid) 794-814 AD
  - Arab (Abbasid) 815-835 AD
  - Arab (Abbasid) 836-873 AD
  - Arab (Abbasid) 874-946 AD
  - Arab (North Africa) 789-999 AD
  - Arab (North Africa) 1000-1160 AD
  - Arab (Syria/Iraq) 890-1008 AD
  - Arab (Syria/Iraq) 1009-1150 AD
  - Armenian 639-717 AD
  - Armenian 885-1045 AD
  - Avar 632-826 AD
  - British 600-1030 AD
  - Bulgar 631-679 AD
  - Bulgar (Volga) 675-1237 AD
  - Bulgar (Danube) 680-851 AD
  - Bulgar (Danube) 852-1018 AD
  - Byzantine 600-649 AD
  - Byzantine 650-739 AD
  - Byzantine 740-903 AD
  - Byzantine 904-962 AD

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- Byzantine 963-987 AD
  - Byzantine 988-1041 AD
  - Croatian 625-849 AD
  - Croatian 850-1102 AD
  - Dabuyid 642-760 AD
  - Dailami 928-1055 AD
  - Fatimid Egyptian 978-1073 AD
  - Frankish 600-750 AD
  - Frankish 751-887 AD
  - French 888-1049 AD
  - Georgian 1008-1049 AD
  - German 888-932 AD
  - German 933-1049 AD
  - Ghaznavid 962-1187 AD
  - Indian (Hindu North) 600-1049 AD
  - Indian (Hindu South) 600-1049 AD
  - Indian (Rajput) 650-1049 AD
  - Irish 900-1049 AD
  - Khazar 650-737 AD
  - Khazar 738-969 AD
  - Khorasanian 821-1003 AD
  - Lombard 650-775 AD
  - Lombard 776-1049 AD
  - Magyar 830-1049 AD
  - Moravian 833-907 AD
  - Navarrese 778-899 AD
  - Navarrese 900-1049 AD

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- Norman 923-1040 AD
  - Pecheneg 850-1122 AD
  - Polish 966-1057 AD
  - Rus 860-959 AD
  - Rus 960-1053 AD
  - Sassanid Persian 629-651 AD
  - Saxon (Continental) 600-804 AD
  - Scots 851-1051 AD
  - Serbian 625-849 AD
  - Serbian 850-1039 AD
  - Spanish 718-899 AD
  - Spanish 900-1049 AD
  - Turkish 600-1036 AD
  - Viking 780-899 AD
  - Viking 900-1049 AD
  - Viking (Ireland) 780-899 AD
  - Viking (Ireland) 900-1049 AD
  - Visigothic 622-717 AD
  - Welsh 600-1049 AD
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**6 new Epic Battles:** Yarmouk 636 AD (Byzantines vs Arabs), Ashdown 871 AD (Anglo-Saxons vs Vikings), Lechfeld 955 AD (East Franks vs Magyars), Apamea 998 AD (Byzantines vs Fatimid Egyptians), Chach 1001 AD (Indians vs Ghaznavids), Clontarf 1018 AD (Irish and Vikings vs Vikings and Irish) (each playable from either side).

**74 new Quick Battles** (each playable from either side).

**Expanded Field of Glory II Custom Battles module** now includes all 281 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius, Rise of Persia and Wolves at the Gate. (Purchase of the appropriate DLCs is necessary to access them all).

**Expanded Field of Glory II Sandbox Campaigns module** now includes all 281 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius, Rise of Persia and Wolves at the Gate. (Purchase of the appropriate DLCs is necessary to access them all).

**6 new historically-based campaigns:**

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- Arab Conquest
  - Basil II (Byzantine Resurgence)
  - Charlemagne
  - Mahmud of Ghazni
  - Wolves from the Sea 1 (Viking Age from Viking point of view)
  - Wolves from the Sea 2 (Viking Age from enemy point of view)

**New Allies feature added** in the accompanying game update allows you to include historical allies in either or both armies for SP and MP Custom Battles throughout the period covered by the game – now 680 BC-1040 AD. The game creates a composite army list drawn partly from the main army list and partly from the allied army list. This effectively increases the number of army lists to more than 700. (Purchase of the appropriate DLCs is necessary to access them all). Including “what if” battles, this increases the number of potential matchups to a mind-boggling 500,000 – before unit selection!

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Title: Field of Glory II: Wolves at the Gate

Genre: Simulation, Strategy

Developer:

Byzantine Games

Publisher:

Slitherine LTD.

Release Date: 30 May, 2019

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English,French,German

Water on Track: Dry | Track Grip: Medium | Data Centre: AMM

Standings	Driver	Tyre	Stops	Gap	PIT
1	Oliveira	☹️	0	-	PIT
2	Vázquez	☹️	0	+6.4	PIT
3	Gonzalez	☹️	0	+9.0	
4	Chapman	☹️	1	+9.6	
5	Holtz	☹️	1	+12.5	
6	Surikov	☹️	1	+13.5	
7	Waxler	☹️	1	+14.2	
8	Lipponen	☹️	1	+17.7	
9	Sharp	☹️	1	+18.8	
10	Schmidt	☹️	1	+20.4	
11	Saarinen	☹️	1	+20.6	
12	Woodford	☹️	1	+24.8	
13	North	☹️	1	+26.9	
14	De Graaf	☹️	1	+27.5	
15	Floras	☹️	1	+28.9	
16	Blanc	☹️	1	+29.5	
17	Lundqvist	☹️	1	+31.6	
18	Moreno	☹️	1	+32.4	
19	Vidal	☹️	1	+32.6	
20	Ribeiro	☹️	0	+19.2	Checked

5th: Surikov (77% Pace, -0.809)

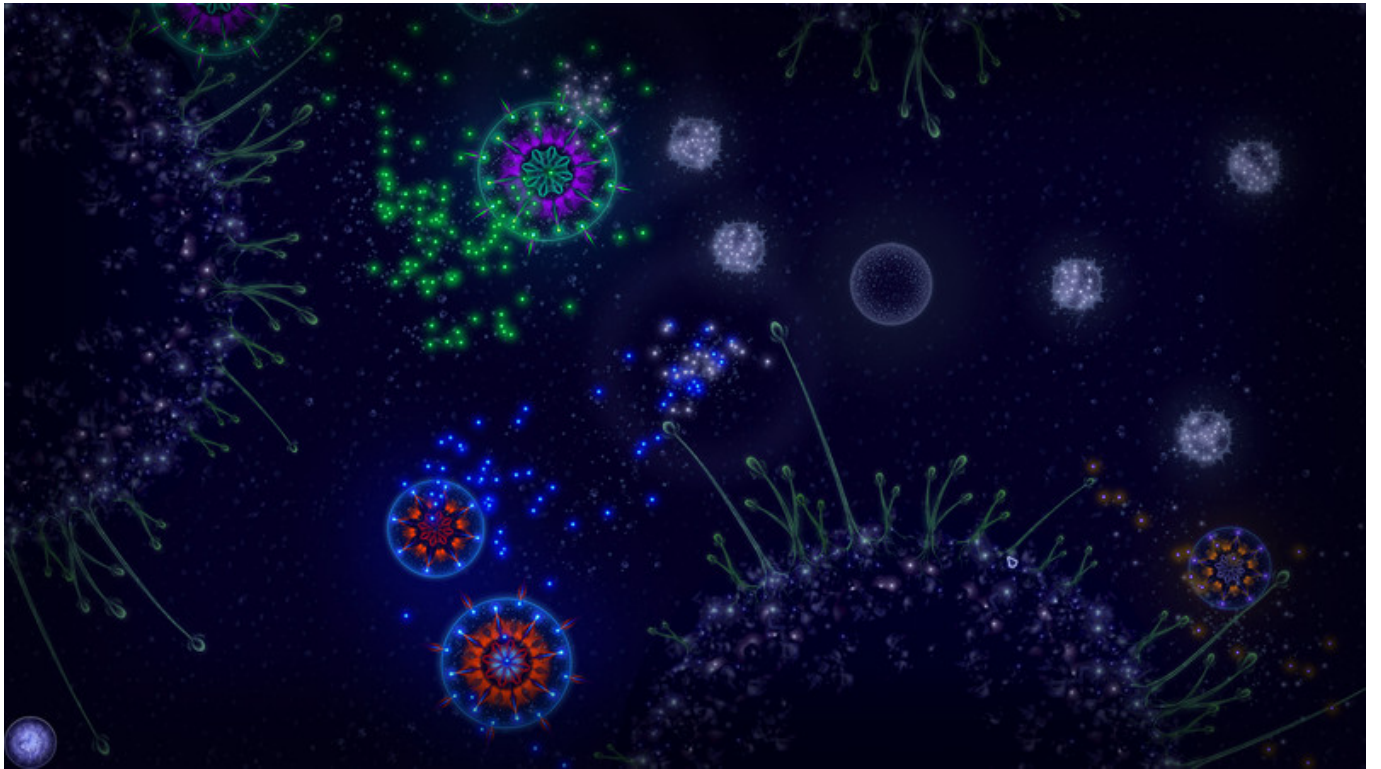
7th: Sharp (New personal best Sector 2: 28.199)

9th: Sharp (Sector: +18.852, Pace: -3.126, Fuel: 11.99 Laps)

6th: Surikov (Sector: +13.597, Pace: -0.809, Fuel: 11.91 Laps)

LAP 9/20







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field of glory ii wolves at the gate

Absolutely brilliant game, when I purchased the Vive I was very worried that there will not be many games that I can play, or that some games will get old fast. Not this game, this game is a ton of fun and with constant devs pumping out updates it will last for a long time. There are a few oddities such as two shields where one is purely superior or that there is no bow but in the future I am sure amazing additions like this will make it into the game.

**PROS:**

Lots of fun  
Unique weapons  
Hard working devs  
Cheap price

**CONS:**

Currently little game content (there is a lot more coming in a future update)  
Some weapons are useless and some are op (will be changed hopefully)

There are tons of PROS and the only CONS will be changed with time.

I RECOMMEND THIS GAME!. bad gam to hard. The 'management' aspect is shallower than the polt of a Fast & Furious movie while having to simultaenously control multiple characters in a side-on view that gives no indication of the controls is beyond unwieldy.

The prospect of managing athieves guild is a genuinely rreat idea for a game, and the art style is very appealing, but this promise is unfortunately let down by utterly woeful design and execution.. This game might strike you as odd and silly but with its engaging story, twists and funny dialog its an adventure you will remember for quite some time.. It is fun for a day then it gets boring. Its only 3.59 New zealand dollars so and buy it.. The art, the gameplay, the soundtrack. I support this game, and highly recommend it for anyone who enjoys retro gameplay!

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I must admit that I thought "Dull!" after the first few seconds of watching the trailer video. Then I saw that the game has more to offer than just clicking text boxes, like 'Racing'; I ended up buying this game, which I didn't regret: the game is inspired by the Impossible Quiz (series), has a lot of fine humour and at least knows some (great) references to (my favourite) series Lost: 4-8-15-16-23-42 ((un)lucky numbers), dynamite, which was found on the Black Rock (boat) etc. and HP and the Philosopher's Stone; Chessboard Chamber ;-). It's a Memory Game (remember what you chose towards an ending!), it's fun and challenging; it also requires some out-of-the-box thinking if you want to make it to at least the most endings. Speaking of which, I considered a few endings unfair, especially because I'm not Russian.

Definitely recommended for visual thinkers - 8/10. This game is really challenging and that's what makes it fun. This game will hook you up for a lot of hours. It got awesome textures, bonus levels and a lot more. Suitable price to it as well, I really recommend this game.. Really good game. It's a lot of fun. If you have friends to play with it's even better. More Ships + Nations in MP would be better but it's still awesome. 10/10. Amazing games combat is very fun

need player

the game dead unfortunately. A well made mod 8/10 give it a try :). Being completely honest, I went into this game with low expectations. I thought it'd be a 1 hour long game and that's it. However, I was pleasantly surprised by what I got.

Expecting a word search game, instead I got a mash-up of word search with math 3 type of game. Instead of matching same colors, you chain letters to spells words. There are many different levels, which actually provide quite a bit of content. The levels are very similar to the type that you would see in a Candy Crush level (drop something to the bottom, break certain blocks, etc). There is also a story progression after every level, although I'll be honest I skipped almost all of it. For the actual gameplay, it is smooth and has a decent soundtrack with it.

Overall, not a horrible game if you know what you are getting into. It is a good game to burn some hours on and it is better than most of the random games like this.

Rating: 7.8/10

Recommend Price: \$1.49 or below. Play this game.. This game is addictingly fun and innovative for an indie game. One of the best communities I have ever found for a game, and the developers are always willing to listen to suggestions to make the game better.

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