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## Medieval 2 total war horse armor

04-26-2007, 23:41 #1 I have a couple of questions about horse armor in Med II: 1. Does horse armor actually affect horse and riders in mele combat? That is, can a horse be killed instead of a rider? 2. Barded – is a barded horse considered to be more or less bulletproof than a mail horse? Cheers 04-26-2007, 23:46 #2 M2TW needs a horse and rider is one AFAIK. Never seen or heard of an unbridled cavalry on M2TW or RTW after thousands of fights. 04-26-2007, 23:52 #3 To My Knowledge: 1) No and no (unless you believe that unarmored horses are faster) 2) No impact (unless you mod it yourself, like give them different masses) Some people get by with a little understanding some people get by with a whole lot more – A. Eldritch 04-26-2007, 23:58 #4 Hi, the question of barded vs. sent was more one in fact. What is barding it to talk about, and should it be considered more bulletproof than sent? 04-27-2007, 1:11 #5 Barding can only be a fabric that is draped over the horse show, but it can also mean a protective coating, which fabric draped over the horse could keep it protected somewhat from the elements 04-27-2007, 01:58 #6 Barding = leather armor for the horse. Not only a piece of fabric, but hard skin offers protection. Still argue that crying on the pitch should guarantee a 3-game ban 04-27-2007, 7:33 #7 Speaking from a horse state, bard (or barding more often) is any piece of ornament put on a horse, whether it offers protection or not. The traps used for marches these days are technically called barding. One could search for the word up in the OED to find out if it had the same broad meaning in the 13th century. Die Wahrheit ruft gott / Uns bleibt das Forschen. Johann von Müller 04-27-2007, 08:02 #8 according to wikipedia barding is horse armor, and can extend all the way to a full plate. Hebban olla uogala nestas bigunnan hinase hic enda thu Home Forums &gt; OTHER GAMES &gt; All other games &gt; Total War &gt; Discussion Total War launched by Phrossack, Jun 11, 2009. (You must log on or log on to respond here.) Home Forums &gt; Other Games &gt; All Other Games &gt; Total War &gt; January 30, 2009, 10:46 am #1 Does anyone know how Armour ratings for horses work? What is the difference between the post and the Barded Armour, an armored horse and an eastern armored horse? does it make a difference in Game play? Chiviric Knights has the same armor rating as the Noble Knights, but chiviric knight rides a Barded horse instead of a Mailed Horse, is it better or worse? : hmmm. January 30, 2009, 10:49 am #2 I don't think there is any difference, just armor values and stats.. not entirely sure though. January 30, 2009, 02:05 #3 Horse armor makes no difference. Noble knights and chivalric knights are exactly the same. The same applies to cataracts and English knights, they themselves, except for the lower fee premium for catapults. The horse is just a model, stats apply only to the rider. Only Animals that have armor are elephants. EDIT: In fact, just quickly check the English knights, and I found that their secondary axe does 11 damage and Katakutu mace just not 10, like imperial knights mace. Strange. Last updated Old\_Scratch; January 30, 2009 at 2:10 pm the worst readers are those who behave like looting troops; they take away some of the things they can use, messy and confused the rest, and revive everything. -Friedrich Nietzsche January 30, 2009, 02:10 #4 Thanks man, a little bummer though, the only difference is up then! in the garbage unit slot January 30, 2009, 4:45 am #5 Horse Armor affects the horse's speed, that's for it. Also, it looks cool. People don't think the universe is like #6 it is, but it's true. - Neil deGrasse Tyson of Soviet Russia want Uncle Sam. January 31, 2009, 09:50 #7 this is mostly a visual flair. I wouldn't call it garbage, though, because such units were used back then, rather than portraying them in the game would be a loss. Usually, I think the speed of the unit is determined, whether it is labeled as heavy or light. Which means that barded and steel armored horses have the same speed as they both are in the heavy cavalry category. That's just an assumption that might be correct, as I haven't noticed, in any order different from gothic or chivalric knights. January 31, 2009, 10:06 am #8 Really speed would logically determine cavalry classes, in this case light or heavy. Heavy should look better than light, but move more slowly. Light may not look as good as heavy, but move faster. January 31, 2009, 10:39 am #9 strange enough that doesn't seem to be the case. The Sent Knights, whose horses are naked and are classified as heavy cavalry, are not slower than mounted sergeants, hoblars and other light cavalry. However, the Feudal Knights and their barded horses are starting to lag behind. I'm not sure if barded and armored horses have different speeds, but naked horses are most definitely faster, regardless of cavalry class. Last time a surgeon; January 31, 2009 at 10:43 AM. People don't think the universe is like #10 it is, but it is. - Neil deGrasse Tyson of Soviet Russia want Uncle Sam. The heavier the armor, the slower the movement? February 03, 2009, 3:48 am #11 a captain with heavier armor than the cavalry unit itself? Always seem to be heading for the charge, even if heavier? Silver Guard grandson, Son of Maverick and mm|Rebel6666 | Beer Money |bastard stepfather to The Seskiem54 Scriptorium looking for great articles. Don't be bashful, we can help with formatting and punctuation. I'm just pm away so you become a published author with the best archive of articles around. Post a challenge and start a debate at Garb's Fight Club – Challenge thread. Originally with Simon Cashmere weighing threads with steel capped boots just because you don't share my opinion, it's just confusing. Originally Posted by Hagar\_the\_Horrible How do you journey through life take a minute every now and then to give thoughts to other colleagues. He might be plotting something. February 03, 2009, 09:26 #12 I think heavy amour also makes them fatigue faster, but they are obviously slower. But you would think they would be better det rating. September 22, 2011, 7:09 am #13 Well, there's been more than a few years, but there is still no reasonable explanation available. . Like - accurate or comparable variable cavalry unit speed - other variables ceteris paribus - depending on the type of horse armor. It would be great to learn the figures, not just guessings. As far as charging values are concerned, they - at least according to common laws of physics - they could be the same for heavy and light units - if the speed of the light unit is the same time more than its weight is less. . September 22, 2011, 7:39 am #14 At first I thought it was messy that some units with less developed armor have higher armor stats. but my friend said: just imagine them as different quality armor. so italian spear militia with 4 stat leather armor (irc its 4) is the highest quality vs some badly made light post for your sailor spearman to wear with 2 defense stat. September 22, 2011, 08:38 PM #15 If you have an issue that affects the speed of the cavalry, it does not depend on the classification, it is heavy, lightweight, or horse archer. However, it is a slightly accurate tool to find out the speed. Cavalry speed depends on armor/defense rating. The higher the rating, the slower the cavalry. Sent knights outrun general bodyguards, for example, because they have a lower defense. The light cavalry has lower (armor) stats than heavy cavalry, so they usually run faster. The only factor is the fast-moving ability that neutralizes the defensive rating. Vardariotai has a whopping 17 defense without armor to upgrade, but outrun all or most of the other cavalry. You can also spot it with infantry and their defense stats. Those with less defense/armor can outrun those who have more. If you want proof, do a custom battle and put one of each cavalry type into your faction battle and basically have them race each other from one end to the other. Fast moves will be first, then those with the least armor with the heaviest brought up at the back. September 23, 2011, 01:03 #16 Horse Armor affects the unit's mass value, which affects the effectiveness of the charge. Horse Armor does not determine speed. Horse Armor does not detect fatigue. September 23, 2011, 06:33 am #17 But heavy cavalry (that is, heavily ARMoured cavalry) do move slower than the light cavalry. In turn, the heavy cavalry has more punch, and lasts longer in the melee. The only real exception is mercenary Francis knights, Druzina, the Arab cavalry and Knights Knights and in all cases I would rather classify them as medium cavalry, because they have heavy cavalry armor and strength, but the speed and stamina of a light cavalry. On the downside, they don't excel in any area like a real heavy or light cavalry does. However, in general, horse armor does not affect the performance of all soldiers in battle - usually it is the armor of the rider, which is important, and the horse dies only when he dies. One exception would be when they're riding the stakes, because there, the rider dies when the horse does. Heart silver, mind golden fist iron and tongue to scold proud to be a Viking! September 23, 2011, 11:40 #18 OK, here's how horse armor really works. Horse armor, or mount as it is called game files down 2 things. The first thing is speed. All cavalry using the sent horse mount will move at the same speed. Armor value has nothing to do with the actual armor on the model. You could have armor 30 for horseback riding a fast pony or Armor 0 for horse riding an armored horse (a plate armor horse used by Gothic knights). The second thing is mass. The mass stat compares to the infantry mass when the cavalry charges to determine how infatuation get trampled. Horses kill more infantry than lances. Only infantry can get crushed by the horse mass, it doesn't work on other horses, no matter how light or heavy they are. The standard weight of infantry is 1.0. Light infantry, such as archers, is 0.8 and is more vulnerable to the trooper. Spearman are 1.5, so they take fewer casualties from the charge. So, light horses are faster, heavier horses grind more infantry. I hope this explains. September 23, 2011, 12:19 PM #19 In terms of speed, it seems to be one variable speed, but not just sets the speed because there's a separate variable that affects speed. Horse armor is only one variable. Horses from the same horse armor do not move at the same speed. For example, Royal Mameluk and Khassaki both have the same mount (Eastern Armored Horse), while Royal Mameluk moves much faster. BTW, BTW, Here are the statistics horse Armor: Code: mount speed mass fast pony 3 2.75 pony 2 2.75 heavy horse 2 3.25 barded horse 1 3.5 mailed horse 1 3.5 armored horse 1 4.5 eastern armored horse 1 4.5 camel 1 2.0 last edited by Aera; September 23, 2011 at 12:28 pm. September 23, 2011, 01:07 am #20 horse's own horse armor does not move at the same speed. For example, Royal Mameluk and Khassaki both have the same mount (Eastern Armored Horse), while Royal Mameluk moves much faster. Moving the Fast attribute may

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