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Total War: Warhammer 3s Immortal Empires campaign map is a truly impressive feat of game design. These games are big enough already, with campaigns that span many, many hours and have enough content to keep you endlessly entertained, but Immortal Empires takes things to another level. Like Mortal Empires before it, Immortal Empires is an expansion of scope, and if youve played the first, you know what to expect in the second. Each entry in the series added a bunch of new races and factions to play as and this campaign pits them all against each other across a single, expansive map. Its the crowning moment that weve all been waiting for, we said as much in our review of the game. Mortal Empires was the best part of the second game, and Immortal Empires feels like itll be the best part of the third. I played most of three campaigns - most of because Im not that good at the game, honestly, and I get antsy thinking about how much fun I could be having as a different nation. I decided to try out factions from each game in the series - first the Dwarves, then the High Elves, and finally, Grand Cathay. Choosing which factions to play took up a significant amount of time - there are almost too many to choose from now, and I felt a bit of choice paralysis - but thats kinda how I (and a lot of players) like it. I will say that playing as the Dwarves and High Elves felt very familiar - Immortal Empires seems to make few changes to the previously-established Mortal Empires regions. Thats not a bad thing, though - theres a reason people sink hundreds of hours into this series. Immortal Empires feels like a direct expansion to Mortal Empires, and thats exactly what it needed to be. Its a winning formula, after all, and the quality-of-life changes added by Total War: Warhammer 3 make the experience even smoother. Engaging new features such as outposts add new layers of strategy that make treading old water and playing as familiar factions worth the time, and the open-ended nature of the game means your campaigns will be varied enough to keep you interested. There are catches, of course. While you can load up the campaign and revel in the chaos and glory of the multiple hundreds of factions duking it out, youll have to shell out quite a lot of money if you want to play them all. While the update adding the campaign is free, youll need to own all three games in the series to access it, and if you want to play as a race or lord added through a DLC pack, such as the Norsca or the Tomb Kings, youll need to grab that, too. For veterans of the series, Immortal Empires is a sweet reward - for newbies, its an expensive hill to climb. The massive number of factions all playing on the same map may be a bit problematic for some. I played the game on two PCs, one beastly, one significantly less-so, and the drop in performance is felt pretty drastically when it comes to immortal Empires. Pressing the End Turn button can mean waiting a significantly long time for the next turn, and this is going to frustrate the impatient players out there. The campaigns are also going to be very long. I dont know anyone who looks at the Short Victory conditions and thinks, yes, thats enough to keep me satisfied - were in it for the long haul, and Immortal Empires offers one heck of a haul. Overall, Im very impressed with Immortal Empires and its implementation into the game. Ive spent many, many hours enjoying its predecessor, and this feels like the new platonic ideal for Total Warhammer. Its a gigantic, bloody sandbox, and Im going to waste my life messing around in it. Im sure. If youve been waiting for Immortal Empires release to pull the trigger on buying Total War: Warhammer 3, its here, and its time. A PC code for the game was provided by the publisher. NEXT: The Callisto Protocol Is Proof That Not Everything Needs To Be Original.NEED TO KNOWNeed to know What is it? The Total War series' real-time tactics and turn-based strategy, with even more Warhammer theming.Reviewed on: Windows 10, GeForce GTX 960, Intel Core i7, 8GB RAMPrice: 40/\$60Release date: September 28Publisher: SegaDeveloper: Creative AssemblyMultiplayer: Up to 8 players, online and localLink: Official siteBuy it: CDKeys28 Amazon customer reviewsI don't remember the name of the desert. It was somewhere near the Black Pyramid of Nagash, split down the middle by a crevasse. A narrow band of dirt connected the two sides. The undead, lacking missile troops, scurried across the sand towards this bridge. My High Elves moved to block them with a line of spears, but I'd forgotten that my general's last upgrade was a warhorse. Instead of moving up with the line he raced ahead unnoticed and was now alone, facing down sprinting ghouls, shambling zombies, and the Vampire Counts leading them. Rather than retreat I ordered the Silver Helm knights to rush in (I'd been keeping them in reserve to flank-charge anyone who broke through the spear line and pushed toward my archers), and instead of a strategic defence the Battle of Nameless Crevasse turned into a massed and messy cavalry charge. In war, they say no plan survives contact with the enemy. In Total War: Warhammer 2 no plan survives my ability to get distracted by how nice the unit animations are. It's typical for each Total War game to be followed by a smaller sibling, a high quality standalone expansion as Attila was to Rome 2 or Fall of the Samurai was to Shogun 2. Warhammer has gone in the opposite direction. We had one large-scale strategy game of turn-based campaigning and real-time battles in the fantasy setting of the Old World, and now a year later we get another, bigger one with promise of a third still to come. You may like Where the first game gave us a fantasy analogue of continental Europe, Total War: Warhammer 2 includes mythed-up analogues of the Americas, Africa, and Britain as well as a horseshoe-shaped continent in the mid-Atlantic called Ulthuan, home of the High Elves. It breaks up the ocean nicely so you're not staring at a ship for 50 turns to get anywhere, although there are also plenty of sunken treasure galleons and lost islands and dead beaheads to encounter along the way as well. Every time you set sail a little story plays out, which is a nice way of livening things up without having to add naval combat.As well as being the centre of the ocean, Ulthuan is the centre of the campaign. In Warhammer 2 you can win by old-fashioned domination or by meeting the objectives required to take control of the great vortex, a cyclone of magical energy hovering over an island in the middle of Ulthuan that the four playable factions all want to control using a sequence of rituals. It provides more structure to the game, and since everybody's after the same thing, it feels more like a race.Total War: Warhammer emphasised the differences between its fantasy armies. Vampire Counts had no missile troops; Dwarfs had no spellcasters; and Greenskins had no trousers.In the historical Total War games the factions are usually pretty similar, which helps make them balanced. Total War: Warhammer emphasised the differences between its fantasy armies. Vampire Counts had no missile troops; Dwarfs had no spellcasters; and Greenskins had no trousers. Those contrasts made for differences in strategy that gave it more life, and replaying the campaign became a much more enjoyable prospect than it was when choosing slightly different Japanese clans. I've racked up over 200 hours in the first game due to that, although the DLC helped extend that longevity.At first glance the four factions of Warhammer 2 seem less distinct from each other. There are two flavours of Elves, High and Dark, and two kinds of animal-people: the dinosaur-riding Lizardmen and the mad scientist rats called Skaven. All are good at magic, all have a mix of melee and ranged specialists. In play, they're more different than expected. Like the armies added to the first game as DLC, extra care has been made to make them mechanically distinct in both battles and campaign.The Skaven, for instance, spread corruption like the Vampire Counts did, but this corruption affects their own troops as well as enemies. Instead of squatting in a castle brooding while the surrounding lands turn dark and then finally slouching across the border, the Skaven are constantly moving, ruining each provincially, their settlements appear as ruins to casual inspectionand moving on. They struggle with hunger as well; their food supplies run low if they stop raiding. Playing as the Skaven you're discouraged from settling down.Compare that to the courtly High Elves, who instead only have to worry about a secondary currency called influence they can spend to engage in intrigue, altering how much other countries like each other. The High Elves can, with patience, win over distrustful and distant nations and turn them into allies, while breaking up alliances between their opponents. Their spies can also see any port they have a trade agreement with, lighting up far parts of the map. You can manipulate foreign affairs without even leaving your defensible island home.The Skaven's menace below trait lets them summon units from beneath the ground to block charges or harass archers.Distinctions on the battlefield matter too. The Skaven's menace below trait lets them summon units from beneath the ground to block charges or harass archers. Some Lizardmen go into an uncontrollable rampage when hurt, while the Dark Elves can call in bombardments from their floating black arks if fighting on the coast. Magical units like the Skaven's screaming bell as well as giant monsters like the Lizardmen's carnosaur and Elven dragons all play their part but it's the new abilities that feel like an essential part of the game, that will make going back to its predecessor feel like something is missing.The ratmen are the most distinctive of the setting's creatures and its most beloved. So yes, if you play as the Skaven you get to throw glass balls full of poison at people, roll around in a giant electric wheel like a hamster, blast flamethrowers with abandon, and hear everyone talk in high-pitched squeaky voices. You get Rat Ogres who knuckle the ground like gorillas and hellow, and the unit animations really are distractingly nice. There are so many tiny improvements in Warhammer 2 it's hard to list them all. The notifications when you press end turn without doing something the computer expects you to do aren't as obnoxious; heroes are less essential and the AI relies on them less; the map seamlessly zooms up into the tactical level (though I'll have to wait for an equivalent of the mod that let me zoom in for close-ups in the first game); rogue armies made of mixes of different factions roam around to add variety to battles. Instead of constructing buildings that unlock another building's ability to produce a specific elite troop, you are often constructing buildings that unlock parts of the tech tree. These are all individually small tweaks but definite improvements nonetheless. That does rather highlight the one thing that hasn't been improved, which is the bizarre side of diplomacy. People will still scream Traitor! if they have any reason to dislike you no matter how slight, and neighbours will greet neighbours as if meeting travellers from distant lands. Once you get used to the maths behind it the diplomacy starts to make a kind of sense, but the disconnect between what's being said and what's meant is still distracting. So is the endless repetition of the same demands being made every turn no matter how many times you refuse to sue for peace or declare war on a trade partner's enemy. One new flaw is that the growing scale has resulted in a map with slightly more obvious gaps in it. The Southlands are a patchwork mish-mash of new factions and old, and presumably the pseudo-Egyptian Tomb Kings will be added to it as DLC. It would be great if the army of Araby (which last appeared in a tabletop game called Warmaster in 2009) showed up as well, since their home is currently full of zombies and white guys. Over in the Lustrian jungle, home of the Lizardmen, the Amazons (who still have a team in Warhammer's weird football spin-off Blood Bowl) are another obvious omission.Though the first game's aggressive DLC schedule upset some players, it was clearly a success or they wouldn't have kept making them. And the free offerings alongside each one seemed generous enough to mean fat, the Bretonnians were better than any of the paid DLC factions. Among the additions coming for free this time is the ability to combine both games into something called the Mortal Empires Campaign, making this ridiculous map even bigger. Total War: Warhammer was a great game at launch that became even better as it grew, and Warhammer 2 feels like it's starting from the point it left off from Total War: Warhammer 2. Price Comparison Mortal Empires is Total Wars grandest of grand campaigns: a stunningly huge global war with over 100 factions and 53 leaders duking it out over multiple continents. In terms of scale, its the series at its most ambitious, and its most daunting. It took me an hour of second-guessing and two false starts before I finally settled on a faction and leader. Its excessive, really. I love it. After Total War: Warhammer 2s tighter, objective-driven Vortex campaign, I was hesitant to jump into the more aimless Mortal Empires. Like the first Warhammer campaign, its largely a free-for-all with each faction being given specific capitals to conquer and the eventual Chaos invasion to survive. The cinematics and the tense race for control of the titular Vortex are gone, and its a loss, but plenty of other Warhammer 2 improvements have been carried over. My very first Total War: Warhammer campaign, back when I first got my hands on it last year, was with the hoity-toity Vampire Counts, so for old times sake, I returned to the haunted forests and imposing castles of Sylvania. This time, though, I picked one of the DLC leaders: Vlad von Carstein. Every piece of DLC, aside from the Norsca faction, can be used in Mortal Empires. An early threat to the Vampire Counts are the Dwarven factions milling around the mountains to the east and south. The moment you turn around to deal with the Empire, those sneaky, stumpy blighters could crawl out of their underground fortresses and tumble down the mountainside to lay siege to Vampire cities. Dealing with them used to mean razing their settlements, but a razed town can always be colonised by Dwarves again, and until then it would just be left fallow. In the first Warhammer, factions could only colonise specific types of settlements, so these Dwarven towns were ultimately worthless to the Vampire Counts. When Warhammer 2 introduced the concept of climates, it let any faction put down roots in any settlement, with the caveat that settlements in the wrong climate would be penalised. Mortal Empires uses the same rules, and it's had a pretty big impact on how factions develop. In my case, it meant that I was able to settle some of those Dwarven outposts and protect my rotten heartlands, but it also inspires some unexpected conflicts as factions take unusual expansion paths and collide with their new neighbours. Playing as one of the Old World factions does feel different, then, with more places to colonise, ruins to explore and tweaks that bring them more in line with the Warhammer 2 factions. But while these are welcome improvements, until Creative Assembly ports over all the changes from the first Warhammers fantastic Foundation update, some of the leaders are a step back from their counterparts in the original game. Having not played the Vampire Counts since the my first week with Warhammer, however, the impact of the Warhammer 2 changes on their own was more than enough to stop it from feeling like I was treading old ground. The Warhammer 2 UI, which offers more fine control and greater legibility, is a particular blessing, especially when trying to manage a campaign of such intimidating proportions. It wasnt until I started my second game as the Skaven Clan Mors that Mortal Empires and I really clicked, though. The first games factions represented the high point in Creative Assemblies long history of designing armies and empires, but Warhammer 2s faction design is more out-there, with powerful, game-changing special abilities - rites - and more elaborate empire management mechanics. In Mortal Empires, this makes them shine just a bit more brightly. Clan Mors is also a special case. Picking Queek as the leader starts Clan Mors in one of the games new starting positions, in the south east of the map, surrounded by Savage Orc tribes, various undead factions like the Nechrarch Brotherhood, and lots of Dwarves. Its an area that hasnt been a focal point so far, but its where well probably see Araby and the Tomb Lords appear. Its also one of the trickiest places to start in Mortal Empires. See, Clan Mors has exactly one settlement, and its surrounded by enemies both current and potential. To the south and east are settlements that are already hostile. To make things worse, Queek also has the Karak Eight Peaks objective. If youve played the Dwarf or Goblin factions from The King and the Warlord DLC, youll already be familiar with it. It tasks the Dwarves and Goblins, and now Clan Mors, with conquering the ancient Dwarven settlement. Until they do, they suffer penalties due to the shame of being totally rubbish. Its proving to be a tough journey, and a long one, as Queek starts quite a bit south of Karak Eight Peaks with no backup or Skaven allies. It also might be some of the most fun Ive had with Total War: Warhammer. Theres a great deal for the Skaven to contend with right from the get-go, and the magical rites feel just a shade overpowered when most of the other factions have to do without, which Im very much in favour of - remember, imbalance is good. And while I might miss the pace and focus of the Vortex campaign, Mortal Empires war-torn sandbox isnt entirely without direction, whether your objectives involve conquering a Dwarven hold or going on a quest for a magical weapon.Turn times might be a problem for the impatient. Its definitely long enough for some glances at Twitter and loud, melodramatic sighs, but not so long that you could make a cup of tea. Its the cost of the scale, but its also, perhaps, a sign that Mortal Empires is just a little bit too ambitious. I cant even conceive of how I could find the time to complete a long campaign. I dont need to, of course, since there are still short victory options that are time-consuming enough, but more to the point, I dont think being overly ambitious is really a problem. The slightly experimental streak that Creative Assemblies been fostering over the last few years, of which Mortal Empires certainly seems to be a result, has led to some of the series most game-changing features, from epic set piece quest battles to an entire faction built around ranged, guerrilla tactics. Mortal Empires is Total War taken to its absolute extreme, where it becomes a crazy, apocalyptic battle royale spread out across a world. I definitely still balk at the time investment, but Im gleefully plotting my bloody incursion up into the Old World at the head of a swarm of Skaven, regardless. Smashing all these weird factions together on this stupidly huge map was a brilliant idea, even if its a bit crowded. Eventually the Norscans will join the party, then all the Warhammer 2 DLC factions, and after that its Warhammer 3 and its accompanying DLC and thats when the world simply collapses in on itself. A fitting end for a universe constantly on the brink of destruction.Mortal Empires is available right now on Steam for free. Youll also need Total War: Warhammer and Total War: Warhammer 2. Total War: Warhammer Mortal Empires Creative Assembly/SEGAAll say this right off the batbeing a fantasy geek who has played all manner of pen and paper RPGs in the past. Ive always lusted after a computer game that could emulate the titanic battles showcased in Peter Jacksons Lord of the Rings saga. Unfortunately, although Ive looked high and low for a strategy game (real time and turn-based) that could pull this feat off, Ive always been disappointed.For whatever reason, when it comes to computer fantasy strategy games, no one has ever been able to render hundreds of individual troops on a battlefield, all fighting it out at the same time. I tried with RTS games such as 2003s Lord of the Rings: War of the Ring, as well as TBS games like the entire Age of Wonders series (which Ive played faithfully since 1999). But truth be told, looking back at the low unit counts within those games, I was trying to stretch my imagination a little too thinimagine that one army man each equaled a hundred.Thanks to modern day computing power, my dream eventually came true with a video game that emulated the Warhammer Fantasy Battle board game, titled Total War: Warhammer, just last year. Finally, I could actually see not just hundreds, but thousands of troops slugging it out on beautifully-rendered battlefields. And although TW: Warhammer didnt quite get the siege battles right, it still captured the overall epic-ness and grand-scale of the Lord of the Rings battles.Although Creative Assembly followed that up with an excellent sequel, Total War: Warhammer 2, they further blew everyone away by announcing that theyd be merging the two games together for an gigantic campaign called Mortal Empires. I, as well as legions of my fellow fantasy and strategy game geeks, were pretty much beside ourselves after that press release.I think a big part of the excitement was merely the fantastical thoughts of imagining all of our dream battles now becoming potentially possible. Wed be able to take the grudge-laden Dwarfs on a single-minded, vengeance-fueled, tirade against the prissy High Elves, the haughty kingdom of Bretonnia would be able to match their knights up against those of their greatest rivals, the mighty Empire; the savage Beastmen would be able to clash with the insidious Skaven to see which of them would emerge as the most depraved faction within the Warhammer universe. The list goes on and on and on!Well, Mortal Empires debuted a little more than a month ago to mostly positive critical reviews, both from publications as well as gamers. It has been pretty unanimousCreative Assembly has pulled it off, enabling us Warhammer fans to play out our more feverish and outlandish fantasies. Ones that until now we didnt think would ever be possible. But I wanted to wait a bit before reviewing it because that way there would be less bugs to quibble about.Well, what do you know? My patience has paid off. One of the main initial complaints about Mortal Empires was that towards the end of the grand campaign, the Warriors of Chaos were just too powerful to deal with. Indeed, I remember playing my first Mortal Empires campaign as the Dwarfs, and watched as the forces of Chaos mystically composed huge doom stacks, seemingly out of the ether. With these massive armies, they stormed down directly from the north to my towns and cities, while ignoring all of the other factions.Even with the seemingly impenetrable defenses of the Dwarfs, I was crushed time and time again. However, CA has recently addressed this (and a few other issues) and has greatly balanced the end game to be more survivable than it was before. Its still hard as can be, but its at least a little fairer.The Mortal Empires grand campaign is only available to owners of both Total War: Warhammer 1 and 2. For those whining and whinnying about both games being too expensive, compare the total price of the two video games to the price of even a small analogue board game miniatures army. The video games cost much, much less.This massive campaign lets you take command of one of 35 legendary lords, and there are around 100 different sub-factions as well. Couple this with the fact that every faction is drastically different, and each has a different set of victory conditions, and youve got some serious variety and replay value in your hands. There are also random quests that are presented to your faction, as well as all kinds of diplomacy going on in each game. For instance, Im playing a Mortal Empires campaign right now as the Lizardmen, and am being threatened by the prospect of the Greenskins allying with the Skaven. In real life terms, thats equivalent to the Seventh Sign of the Apocalypse.It should be noted that Mortal Empires is so grand in its epic scope that CA had to sacrifice at least one thing. Well, actually two things. They had to combine the massive Old World map of TW: Warhammer 1, with the sprawling map of TW: Warhammer 2, which necessitated that parts of the New World map had to be cut off. In my opinion, this isnt a bad thing at all, since this newly spliced together map is so humongous that I think it would have been too large to finish, if they had kept everything intact.Total War: Warhammer Mortal Empires is definitely the most ambitious Total War game to date. Not only is it grander in scale when compared to its more historical predecessors, but it literally blows away any other strategy game Ive played thus far. Lastly, whats super exciting is that we havent even see the second games future DLC schedule yet.SCORE: 90%Total War: Warhammer Mortal Empires features outstanding graphics that make its high fantasy gameplay truly shine. However, you want to have a pretty beefy gaming PC or gaming laptop in order to play it at a decent framerate. So, you may just want to invest in a decent gaming rig.CYBER WEEK TRACER II 15 VRVisit CyberpowerPCs website to check out all of the other great deals as well! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Total War: WARHAMMER II > General Discussions > Topic Details TW2:MORTAL EMPIRES:A CONSTRUCTIVE CRITISM TO DEVS AND A LOGICAL REVIEW TO GAMERS. A CONSTRUCTIVE CRITISM TO DEVS AND A LOGICAL REVIEW TO GAMERS= /10 a long but complete review. There overwhelming unrealistic hype right now and i am here to offer a logical review of what i encounter so far and my reason for reviewing it as such.Ok, Mortal Empire is a "free" DLC that combines TW1 and TW2 factions in a "Combined" map of both games (whit "" ill explain below) the promise of the developers creating this format is that there will be a "trilogy" and all races from the 3 games will be playable in a "huge combined map" and that what they are selling you 3 games that will combine to create a huge map of the 3 whit all factions included., ok, got it?Pros-1- Huge map whit all TW1 factions and almost all TW2 factions.2-Long and short victory conditions campaign from all TW games. t3-UI changes to TW1 races(much appreciated),fast forwards factions etc.4-TW1 old world map looks better.Now for the realistic stuff that nobody talk aboutConst-1-TW1 races are starting to show their age they feel bland and simple compared whit TW2 races, everything from their quest notice, to notices on world happenings etc.(Wood Elves and Bretonnia feel just fine)2-The map was cut severely at the bottom cutting big part of Lustria and Southlands was supposed to be a interlocked map.3-Many interesting AI factions were cut like Oreon, Sartos etc.4-Many TW2 UI are missing from TW1 races like balance of power and economy on the top screen when you finish your turn, diplomacy etc5-It look like they jumbled together TW1 game whit TW2 game when they should have put TW2 standarts to TW1.6- Have to wait for Norsca per order is not available. :(for now.7- Have to wait for Foundation Update for TW1 lords :(for now.Constructive criticism for devs OK my precious devs.... the hard truth is that it look like you jumbled together both games Mortal Empires needs to be your crown jewel as of now the reason we are buying TW1,TW2 and TW3 is for the combined map. Remember we were offered a "trilogy", make sure that all 3 games are on par TW1 races are starting to show their age from when selecting the lord (its intro compare Ungrim whit Malekith or even ungrim whit Clan Angrund) and see the differences even on battle animations and units, especially the big four from TW1 (dwarfs VC,Empire greenskins) the later ones look just fine from Wood Elves,Bretonnia and Norsca look on par whit TW2 races in its uniqueness and campaign feel. TW2 races have rites so let TW1 races have units of renown dont add them to TW2 they tend to break th balance of the game, and they will make TW1 races more unique since they are very handicapped, that way TW1 will have something that sets them apart.Update TW1 races to similar standart of TW2 races when TW3 comes use TW2 standarts if you keep "upgrading" the earlier games will look like crap. TW1 earlier races are already shoving their age. your selling point for this game is the combined campaign if you fail on Mortal Empires TW3 sales will suffer and being a the hard sell that it is already I know this is hard since since this the frst time i heard of this type of format but i suggest slow down on the DLC focus on quality to me focus on your best DLCs which to me are.....1-Wood Elves and Norsca- Unique races whit very unique battle and campaign mechanics.2-King and The Warlord- New lords whit new starting positions, unique mechanics, New units and fun campaign objectives.3-Bretonnia- It was free and a very nice surprise, loved the campaign mechanics. The worse!-Chaos Warriors- medicore mechanics feels unfinished awaken tribe is useless cool units though and very complete roster but campaign its not good.2-Call of the Beastmen- wasted chance very fun unit roster but campaign mechanics needed a bit of work the roster is very lacking its missing key units jabberrsthe,Tuskgor Chariot ghorghon(we want a cheap early chariots) mini campaign was bad.3- The Grim and the grave- wasted chance the lords have no starting location,some few units. IDEAS1-Please Stop whit the useless variants of units just put a shield on the unit like Vampire counts all Skeletons have Shields we dont need 4 saurus variants 2 shielded and 2 unshielded or Skaven Slingers....2-Can you just joint all TW:Warhammer games into one game? there we can choose the campaign we no starting location,some few units. 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