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Total War: Warhammer II Developer (s) Creative Assembly Publisher (s) Sega Director (s) Jan Roxburgh Linux, macOS Release Windows 28 September 2017 Linux, macOS 20 November 2018 Genre (s) Turn-based strategy, real-time Mode (s) Single-player tactics, multiplayer Total War: Warhammer II - this is by turns a strategy and video game in real time, developed by Creative Assembly and published by Sega. It is part of the Total War series and a sequel to 2016's Total War: Warhammer. The game is set in Warhammer Fantasy Game Workshop fictional universe. The game was released for Microsoft-based Windows on September 28, 2017. Feral Interactive released the game on macOS and Linux on November 20, 2018. The game requires a Steam account. Gameplay Total War: Warhammer II has in turn strategy and gameplay tactics in real time, similar to other games in the Total War series. In the campaign, players move armies around the map and control settlements one by one. Players engage in and fight ai-controlled groups in diplomacy. When armies meet, they fight in real time. The game also has an individual battle mode where players can create individual battles in real time, as well as online multiplayer battles. Those who own races from the first game will have the same races unlocked for multiplayer in the second game. Announced races in the campaign include lizards, tall elves, dark elves and skaven. The Tomb Kings and Vampire Coast (a faction of undead pirates) debuted later as paid downloadable content factions. The main campaign of the game is called Eye of the Vortex. It's a narrative campaign where each of the playable races has its own story and cutscenes. In addition, players who own both Total War: Warhammer and Total War: Warhammer II have access to a huge combined campaign called Mortal Empires, which is a more sandbox experience. Mortal Empires must be downloaded manually from Steam, but free for players who own both games. The (quote is needed) Campaign can also be played online with another player in cooperative or head-to-head modes. The plot battle for the Whirlwind of Old, powerful god-like creatures, created races in the world of Warhammer to fight the forces of Chaos. The star gate that the Old used to enter the world collapsed, leading to a deluge of Chaos that was held in fear of lizards. Two High Elf heroes in Ulthuan responded to this threat. Hengarion The Defender withered the army, while Kaledor Dracontarim planned to pour magical energy out of the world, thus stopping the invasion of Chaos. This manifested itself as the Great Whirlwind, performed with the help of the leaders of lizards, Slann. He drained the energy of Chaos by locking Calador and his magicians in time, forever casting spells for Whirlwind. Thousands of years later, at the time the game is set, the Skaven rocket, disguised as a two-tailed comet, destroys the Great Whirlwind. The four main playable factions react to this in different ways. Tall elves and lizards seek to stabilize the vortex, while the Skaven and dark elves seek to use their power to conquer the world. Scaven launched this missile to provoke rituals from these four main factions. Scauney could use this ritual energy to allow the god of Scaven, the Great Horned Rat, to enter the world and thus conquer it. When the player completes the fifth ritual, their race fights in the final battle on the Island of the Dead to determine the fate of the Whirlwind and, therefore, the world. Victory in the final battle leads to victory in the race. Tall elves and lizards stabilize the vortex. The Dark Elves use the power of Vortex to turn their male companion into a god. Skaven summon the Horned Rat and conquer the world. The Uprising of the Tomb Kings a few millennia ago, the desolate kingdom of Nekhehar was once the greatest human civilization in the Old World. However, Nekhehara was destroyed by Nagash, the first necromancer. Because of the power of his Black Pyramid, Nagash cast a great spell that would kill all who lived in Nehehar and raise them as their undead servants. Before the spell was completed, Nagash was killed by the last non-Cheharan king Alcadizaar with the help of Skaven (who was originally allied with the Great Necromant, but betrayed him after they realized how great the threat to Nagash was). The non-cehans returned as the Kings of the Tomb, but since Nagash's ritual was incomplete, many of the Tomb Kings retained their free agency and intellect. Currently, a false two-tailed comet has stirred up the Black Pyramid from its sleep and courses with force. It has been discovered that five of Nagash's nine books are necessary to manage the Black Pyramid. The four factions of the Tomb King are fighting to control him: Settra Imperium, the first and greatest king of the Nehakkhara, seeks the power of the pyramid to regain control of all Nekhehara and begin a global conquest. The exiled Great Hierphant Khatep seeks to use the pyramid to fulfill his promise to Settra to turn his and non-cheharan nobility into immortal golden creatures. The queen of Khalid seeks to power the pyramid to destroy all the vampires in the world and take revenge on her cousin, Nefetrata (the first vampire), Archan Black, King Lyche and second in the Nagash team, seeks to control the Black Pyramid and use its power to resurrect its master. Once all five of Nagash's books have been restored, the latest mission includes a selected faction of players fighting for the Black Pyramid. The curse of the coast of vampires a long time ago, Captain Jacob Wolfhart, brother of the famous imperial Marcus Wolfhart, hunted by Mervime, known as Amanar. Amanar, is the oldest and richest of the Mervyrm and keeper of the beast of the high elves of the town of Lochern. Jacob created a weapon known as the Star-Metal Harpoon to be used to kill the creature. During the climax of the battle, Amanar destroyed Jacob's ship, Revenge, killing the captain and his crew, with the exception of one survivor. The survivor created a map that will lead to revenge's resting place, and within it, the Star-Metal Harpoon. At present, the indignation of the Great Whirlwind infuriated Amanar from his dream, drove the ancient Mervime mad, causing him to rage across the seas and destroying many ships and coastal settlements in his fury. The four factions of the Vampire Coast seek to kill Amanar and resurrect him as their mighty servant of the undead, thus becoming the dominant force of the seas: Luthor Harcon, the ruler of the vampire coast, and the Arch-Grand Commodore of the Awakened; Count Noctilus, master of Dreadfleet; Areness Saltspite, Pirate queen of Sartosa; Sylotra Diefin, spectral leader of the Drowned. Once the Star-Metal Harpoon has been restored and its power restored through three sea shacks, the player's faction collides with Lochir Fellheart, the Dark Elf Krakenlord Karond Kar. Fellhart and his army fight the player's faction, intending to take Harpoon to kill Amanar and gain fame. After Fellheart is defeated, the campaign ends with a faction of the player shooting at star Metal Harpoon in Amanar, killing him and then resurrecting him as an undead minion. The development and release of Total War: Warhammer II was developed by the British video game studio Creative Assembly. The game was announced in London at EGX Rezzed in March 2017. This is the second part in the planned trilogy of games Total War: Warhammer. The game was released for Microsoft-based Windows on September 28, 2017, with the publication of Sega. The downloadable content of Creative Assembly has released several paid and free DLC packages for the game that expand its content. Free DLC Title Release Date Description Of The Deadly Empire October 2017 Mass Combined Campaign for Free, for players who own both Total War: Warhammer and Total War: Warhammer II. Tretch Craventail January 2018 Adds Tretch Craventail as the new skaven legendary Lord, leading the Ricktus clan. Steps of Isha February 2018 adds 4 new combat cards to multiplayer and custom battles. Alti Anar May 2018 Adds Alti Anar as the new high elf of the legendary lord leading Nagarti. Lokhir Fellheart November 2018 Adds Lochir Fellheart as the new Dark Elf legendary Lord, presenter of Happy Horror. Tiktaqto April 2019 Adds Tiktaqto as the new legendary Lord Lizardmen, presenter of Tlaquia. Gore Rock September 2019 Adds Gore Rock as the new lizard of the legendary lord leading Itza. Gotek and Felix September 2019 Adds Gotek and Felix in recruited characters for Empire. Bretonnia and Dwarf Dwarf Rapanse de Lyonesse December 2019 Adds Repanse de Lyonesse as the new Breton legendary lord, heading the Chevalier de Lyones. Imrik May 2020 Adds Prince Imrik as the new high elf of the legendary Lord, the leading Knights of Caledor. Catchweb Spidershrine and Black Orc Big Boss May 2020 Adds Catchweb Spidershrine Mountain to Goblin Great Shamans. Black ok big boss added as a hero to all factions of greenskin. Paid DLC Title Release Date Blood Description for God of Blood October 2, 2017 Adds Different Effects of Blood and Blood in Combat. Free for players who owned Blood for God Blood in Total War: Warhammer. The Rise of the Tomb Kings January 2018 Adds the Kings of the Tomb as a playable race in the campaign and multiplayer, with four legendary lords: Settra The Imperishable Leading Khemri, High queen Khalid, presenter of the Court of Libaras, the Great Hierphant Khatep, the leading exiles of Nehec, and Arhan Black, the presenter of followers of Nagash. The queen and Crohn's May 2018 adds Alariele Radiant as the new high elf legendary Lord, presenter of Avelorn, and Crohn Helleron as the new dark elf legendary lord, presenter Har Ganet, as well as new units, regiments of fame and mechanics. The Curse of the Vampire Coast November 2018 adds the vampire coast as a playable race in the campaign and multiplayer, with four legendary Lords: Luthor Harcon leading The Awakening, Count Noctilus leading Dreadfleet, Areness Saltspite leading The Pirates of Sartos, and Cylotra Diefin leading Drowned. Prophet and Sorcerer April 2019 Adds Tehenhauin as the new lizards legendary lord, leading the cult of Sotek, and Ikit Claw as the new skaven legendary lord, leading the Skyr clan, as well as new units, regiments of fame and mechanics. Hunter and the Beast September 2019 Adds Marcus Wolfhart as the new legendary Lord of the Empire, leading the Huntsmarshal expedition, and Nakai the Wanderer as the new legendary Lord of the Lizard, leading the Spirit of the Jungle, as well as new units, regiments of Glory and Mechanics. The Shadow and the Blade December 2019 adds Malus Darklade as the new legendary Lord Dark Elf, presenter Hag Graf, and Deathmaster Snikh as the new legendary Lord Skaven, the leading Ashin clan, as well as new units, regiments of Glory and Mechanics. The Guardian and Punch May 2020 adds Etharion Grim as the new high elf legendary Lord, presenter of the Broken Axe Tribe, as well as new divisions, regiments of fame and mechanics. Admission AdmissionSagaton scoreAggregatorScoreMetacritic87/10011Review assessmentPublicationScoreGameSpot91/107IGN9.1/10PC Gamer (US)92/100 Total War: Warhammer II received generally favorable reviews after release, according to review aggregator Metacritic. Eurogamer ranked the game at number ten in the 2017 Top 50 Games list. He Award for Best Game Strategy in PC PC The 2017 Game of the Year Awards, and was nominated for Game of the Year. He was also nominated for Best PC Game and Best Game Strategy for Best Best Awards of 2017. The Awards of the Year Awards Category Result Ref 2017 Game Critics Awards Best Game FOR PC Nominated for Best Strategy Game Nominated by Gamescom 2017 Best Booth Award Nomination 19 Best Game PC Nomination Best Strategy Game Nominated For Golden Joystick Awards PC Game of the Year Nomination Hollywood Music in Media Awards Original Score - Video Game Nomination 21 Nominated for the Game Awards 2017 Best Strategy Game Nomination 23 2018 D.I.C.E. 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