
Crusader Kings II: Saxon Unit Pack License

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Crusader Kings II: Saxon Unit Pack

Enhance your Crusader Kings II experience with the Saxon Unit Pack. The Saxon Unit Pack adds seven new, unique units.
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Title: Crusader Kings II: Saxon Unit Pack

Genre: RPG, Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Release Date: 14 Feb, 2014

English,German,French

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A bug in the current build of the game has caused the models in this pack to be bugged and to not display properly, with the shields of the unit clipping horrendously into the unit's torso.. Seems like the current patch broke it and now it doesn't work anymore, instead it appears using the old norman/english ones.. Pretty lame. Not worth the 2\$.. Great early on but makes no sense later as you don't change to knights you just stay as saxons all the way up till the end of the game.. everyone has knights and I'm stuck with dark age sprites.. Should have come with 'The Old Gods', like so many more of these stupid cosmetic DLC's.. A nice add-on for flavor.. Paradox DLC is . infinite. it cannot be defeated.. I find these sprites a nice addition to my game, however I do not approve of the current DLC policy. I'm giving this a recommend as it has improved my CKII experience (I play as West Germanics a lot, btw), but the DLC spam needs to stop.

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