

Medieval II

26/03/2009 07:15 by Andrei

Console codes Press the tilde (~) key and enter these codes to use them. All codes are case sensitive. Make sure to capitalize family member names, settlement names, and anything else that needs capitalizing or else it will not work.

| | Cheat | Effect |
|--|---|---|
| add_money "amount" | Gives you the specific amount of gold. | auto_win "attacker/defender" |
| When at the battle scroll, input this code in, attacker if attacking, defender if defending and press auto retaliate button. Automatically wins. | give_trait this "trait" "level number" | Allows you to give any trait your faction can have to a specific general. |
| Allows you to give a city more population automatically. | process_cq "settlement name" | Anything in the city's building queue will be built automatically. |
| of war. You can see the whole world map when inputted. | add_population "settlement name" "amount" | |
| settlement or unit without title (except Captain). x,y=coords | toggle_fog | Toggles on or off the fog |
| coordinates under mousecursor in format x,y | move_character z x,y | z=name of |
| again. Does not always work | show_cursorstat | Shows |
| or character" "unit ID" "amount (1-5)" "experience (1-9)" "armor (1-3)" "weapon (1-3)" | character_reset | Allows a character to move |

Example - creat_unit "London" Longbowmen 2 9 3 3 ^The above code will create 2 units of Longbowmen in London with 3 Gold Chevrons, Level 3 armor and Level 3 weapon

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| Cheat | Effect | george | Mercenary Monster Ribault |
|--------------------|---------------------------|----------|---------------------------|
| houston | Mercenary Rocket Launcher | istanbul | Mercenary Monster Bombard |
| madras | Elephants | rogan | Elephant Artillery |
| Elephant Rocketeer | | vindaloo | |

Detailed Codes for Several Console Commands Push ~ to access the console. As described above, the "give_trait" command works with several different traits to add to a specific character. In order for this to work, you must have the character selected and outside of a town. It works like: give_trait this TRAITNAME # Below is a list of TRAITNAMES and the maximum number you can put after to determine the level of the trait. These are a list of the most beneficial traits, message me if you want me to post the more obscure ones.

| Cheat | Effect | GoodCommander 5 |
|---------------------------------------|--|---------------------------------------|
| Increases command skill. | GoodInfantryGeneral 1 | Increases command skill (situational) |
| GoodCavalryGeneral 1 | Increases command skill (situational) | GoodAmbusher 5 |
| Increases command skill (situational) | GoodAttacker 5 | Increases command skill (situational) |
| GoodAdministrator 3 | Increased Law, Trade Income | Intelligent 3 |
| Income | VictorVirtue 3 | Increases Chivalry |
| Piety | BattleChivalry 5 | Increases Chivalry |
| Increases Command | Energetic 3 | Increases Movement Points |
| HaleAndHearty 3 | More kids, increased general's hitpoints | PoliticsSkill 3 |
| authority | MathematicsSkill 3 | Increased Income |
| Increases Authority | GoodTrader 3 | Increased Trade Income |
| Increased Mining Income | HighPersonalSecurity 3 | Increases Peraonal Security |
| BattleDread 4 | Increases Dread | Loyal 3 |
| Brave 3 | +morale | +Chivalry,Loyalty |

Adding Ancillaries to Generals As mentioned above, enter the console with the ~ key. This is a list of the various ancillaries (retinue members) that can be added with the give_ancillary command. This code requires you to have the character that you wish to modify selected, as well. give_ancillary this ANCILLARYNAME

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Below is a list of ancillaries (with their ANCILLARYNAME) that can be given to GENERALS

| | Cheat | Effect | | |
|--|---|--|--------------|-------------------------------|
| brilliant_inventor | | | | +30 |
| build points, +1 farming, 20% bonus on mining income | | | bard | Adds Morale, Popularity |
| drillmaster | +25% movement, unit recruitment discounted | | apothecary | Have |
| more kids. | doctor | Have more kids, improves casualty recovery chance. | | |
| scribe_ancillary | Adds Authority, Income Bonuses | | mentor | Increases Command |
| foodtaster | Increases Personal Security | | tutor | Increases Piety, Trade Income |
| bodyguard | Increases Personal Security, Decreases Popularity | | | |
| swordbearer | Increases Hit Points, Personal Security | | shieldbearer | Increases Hit |

Points, Lowers Morale Giving Ancillaries and Traits to Apies/Assassins As mentioned above, enter the console with the ~ key. This is a list of the various ancillaries (retinue members) that can be added with the give_ancillary command. This code requires you to have the character that you wish to modify selected, as well.

give_ancillary this ANCILLARYNAME Below is a list of ancillaries (with their ANCILLARYNAME) that can be given to Spies and/or Assassins NOTE: For the ones marked "TRAIT", use the command: give_trait this TRAITNAME # instead to give the agent the specified trait (capitalization matters). Read my above post on traits for more information.

| | Cheat | Effect | | |
|---------------------|---|--------------------------------|-----------|--------------|
| +2 to agent's skill | catamite | +1 to agent's skill | courtesan | +1 to |
| agent's skill | pickpocket | +1 to agent's skill | GoodSpy 5 | TRAIT +1-5 |
| to spy's skill | GoodAssassin 5 | TRAIT +1-5 to assassin's skill | | GoodSaboteur |
| 3 | TRAIT +1-3 to assassin's saboteur skill | | | |