

“I agree with pretty much all of it”

- Anonymous CA veteran with 10+ years at the company, 2022

The Big Fuck-ups

2000s

- Left Empire broken and abandonware. Introduced unit DLCs as a concept - paying for reshuffles of the unit template - something modders can easily do (and had been doing for years already).
- Completely gave in to SEGA and made Napoleon instead of fixing Empire, so they could double-dip Empire by selling a smaller version of Empire while Empire itself remained completely botched forever. The first ever botchling Total War game.

2010s

- Started with blood packs with Shogun 2 and continued it ever since. This is something that only a few people work on for a brief period, but it “makes millions”. Could easily be priced at £0.01, but instead it’s £3.
- Left Shogun 2 bugged to hell to this day. Even the Hattori day 1 DLC doesn’t make sense in its aspects. Spammed unit pack DLCs which were poorly considered for balance, and were likewise rushed in their implementation. Examples:
https://docs.google.com/document/d/1k_wYGd9nj69IAYpME9QNvly-BDy8-mARfTAWwrxYV2Q/edit?usp=sharing
- The “Siege of Carthage” trailer. What else is there to say. I’ve since had detailed leaks on this after 2023 and the massive leaking that happened:
https://www.youtube.com/watch?v=uWCjULX_to0
DICE was faced with a class action lawsuit over BF4 on launch at around the same time. The Carthage “false advertising” trailer arguably had even more solid grounds for such action.

- Marketed Rome 2 by making Sparta (Greece) a pre-order DLC. Cut it out of the game and locked it behind pre-order. “muh 300”ers all pre-ordered for record-breaking launch where 118,000 were all simultaneously sitting “playing” the game.
- Deliberately ruined the prototyped Rome 2 Avatar Conquest, which was to be a bigger and better version of the novel and excellent (in my opinion, the best thing TW has ever done) feature from Shogun 2 that transformed the game. Scrapped that prototype early on and instead put all of those resources into making an MP only TW game - Arena. More on that later.
- Shipped the aforementioned Rome 2 as a gargantuan pile of shit and trainwreck, which is still a shit game even after 20 patches:
<https://www.youtube.com/watch?v=Pxecs-jhpOA>
- Sold “muh 300” for a 2nd time (milking that cow once wasn’t enough), by having an entire (shitty) DLC dedicated to Sparta vs. the world.
- Made Arena, which was apparently a decent and efforted game and promising concept, converted it into a microtransaction vehicle, tried to sell it to the Russians and failed, sold it to China when that failed and allowed them to mutilate it beyond recognition, and that failed even harder. Killed it because it wasn’t the perpetual money printer they were planning it to be, no matter what they tried. The birth and death of CA live service. We lost Avatar Conquest for this late term abortion.
- Shipped Attila and then didn’t even patch it properly. Still runs like dogshit, to this day. I wouldn’t even play it because it runs so badly.
- Abandoned the legacy of the series, which is the only time you should ever complain regarding “historical” - when you’re talking about the legacy being abandoned to chase after Warhammer kiddie money, something they can’t ever undo. It’ll always be true that the franchise sold out to chase easy money from a fanbase with no standards, even if it eventually rights itself (lol) and starts making truly great games (double lol).
- Completely sold the franchise out to a Chinese pay-to-skip microtransaction mobile game company called “Elex”, so they could slap the Total War brand and name on their shitty mobile game template while calling it “Total War King’s Return”. The plug was completely pulled on this... but only after a FB page with 10,000 likes, some gameplay videos, and some press coverage happened, so we can still see that this was going to be attempted. This got the “Thrones treatment” (more on that later) of being ignored/concealed out of embarrassment/shame:
<https://gyazo.com/e4b213440f7647400f50aae0ea4e88f1>
- Engaged in blatant Pay To Win (P2W) with Warhammer with “Regiments of Renown” - stat-shuffled “unique” variants of units that are marginally more expensive while being

noticeably more effective than normal - higher cost efficiency. These dominate (destroy) multiplayer meta and are paired with DLCs to incentivise buying - player efficacy (in both singleplayer and multiplayer) has been paywalled.

- Sold Thrones of Britannia, and didn't bother properly patching it or even following through on DLC plans, abandonwared the game and pretends it doesn't exist. Actively punished critics (youtubers that they thought they controlled and had under their thumb) that were honest and said it sucked.
- Abandoned 3K to double-dip it. Game is permanently unfinished and won't even have the Romance of the Three Kingdoms time period. Abandonware riddled with broken scripts and bugs that modders have to fix, there are steam workshop mods dedicated to fixing this abandonware.

2020s

- Marketed Troy by saying old features from 2 decades ago are actually "new" features (long grass, switching weapons).
- Released a Troy game that was just a reskin of Warhammer minus the magic nukes and *monsters*.
- Turned Troy into Troyhammer, homogenised it with Warhammer because nobody wanted to buy a Warhammer reskin without magic spells or *monsters*. Added the *monsters*.
- Outsourced Rome: Remastered to a 3rd party to deal with. Wasn't even worth their own time to oversee the renovation job on the crowning jewel of their entire franchise and studio. Granted, the skillset didn't exist in house by this point, but Rome obviously deserved better than this (be that leaving it completely alone, or simply spending some time making it more stable for modern systems, which was all anyone ever wanted).
- Marketed Rome: Remastered extremely half-heartedly with false claims of "new factions", and using youtubers to do the heavy lifting and without telling them (or anyone) that the game wouldn't work on Windows 7, dropping the game quickly after launch.
- Sold Rome: Remastered with a bizarrely terrible UI and interface that made it a write-off for many players. A cashgrab that imposed a high floor on the cost of RTW. Used to be on sale for £3 multiple times per year, now impossible to get for less than £20 (for fundamentally an 18 year old game). Basically, they fabricated an excuse for a 700% price hike.

- Marketed Warhammer 3 with sieges that are inferior to sieges we had 20 years ago. Selling the same game for the 3rd time at full RRP, with the intent of it being another DLC pipeline.
- Launched Warhammer 3 with extreme performance problems and terrible optimisation. 46% positive reviews on launch day, and with people reporting crashing and unable to play.
- Gave a roadmap that sees Warhammer 3 remain in a state of disrepair and urgently needing basic fixes for a whole year after launch. Essentially admitting that buying the game on launch was to pay for a beta. Did not disclose this until 2 months after release, which is extremely unethical, especially after such heavy marketing before release.
- All future games are intended as DLC pipelines that are double or triple dips of games that are fundamentally all Rome 2 reskins, as of 2022. These games rely entirely on marketing and gimmicks, now.
- Announced an intention to START MAKING COSMETIC DLCs (**what this list was created as pushback to in January 2022**, when people on the shithole subreddit, r/totalwar, attempted to laud CA for not engaging in cosmetic DLCs: <https://www.youtube.com/watch?v=MxxgrAHdRbY> with Total War Pharaoh, in May 2023.
- Price-hiked the tacky pieces of DLC they were making for Warhammer 3, by 150%, over-night. This resulted in a massive shitstorm that saw Warhammer 3 be review-bombed down to 12% positive recent reviews, and brought the overall down to mixed: <https://gyazo.com/bd9b8c491d8135a2b2353516f04b0700>
It also caused a complete meltdown of the officially run (tightly-controlled) forums. It also caused a ruckus in mainstream gaming journalism: <https://gyazo.com/93d7b28cc48340a2c2abe7dd95710158>
- Spent 5+ years making Hyenas and then cancelled the whole thing inches from the finish line, with the entire team laid off.
- Quietly cancelled the Three Kingdoms 2 that they were supposedly making. This was stated to be in the works alongside the announcement that 3K support was being pulled. So they either lied when they said at the time that they were making this, or they later went back on this after it served the purpose of damage control.

The rest

- Hired a team of people designed to corral and manipulate youtubers into being extensions of the marketing department, using a carrot and stick of early & free access and weaponisation of controlled forums for smearing and defamation if anyone decides to break rank.
- Used ongoing geopolitical events as a convenient cover to disassociate from a Youtuber that broke rank as described, pure transparent discrimination:
https://www.reddit.com/r/Volound/comments/txy4q9/ca_remove_russian_critic_total_war_cat_from_their/
- Deliberately making games less moddable over time, to prevent the creativity of modders racing ahead of the output of CA (as happened with Third Age for Medieval 2, which beat CA to the Warhammer punch by 5y). The Call of Warhammer mod likewise beat the AAA effort and reached the playerbase in the early 2010s. Now the map in modern games is unmoddable (easy way to deny alternate settings outright).
- Fucked over Darth after he single-handedly made Empire playable for loads of people (4 million views on ModDB for his mod). The man basically habilitated ETW single-handedly, and he got this:
https://www.facebook.com/DarthMod/posts/146924002116188?notif_t=feed_comment
- Took 4 patches (OVER A MONTH) to fix the height advantage being REVERSED in Rome 2. 118,000 people played Rome 2 concurrently on launch, supposedly an RTT game (where basic tactics were fucked):
https://wiki.totalwar.com/w/Total_War_ROME_II:_Patch_4
- Completely removed naval battles after Attila. An entire type of tactical experience just fucking abandoned. Sorely lacking in 3K (some of the most famous battles of the period were on water), and from Troy (where a face supposedly launched a thousand ships. Where are they?). From excitement and pure possibility in 2004 with RTW (when naval battles seemed inevitable and very promising), to jaded hopelessness post-Attila. Great job.
- Progressively gutted out multiplayer after Shogun 2. From avatar conquest (the peak) to barebones 90s LAN era style 1 vs 1s in Rome 2 immediately after, to the most basic Troy MP functionality being patched in 6 months later (nobody cared by then, they got away with almost completely spurning MP, soon there will be literally none).

- Re-announced Medieval 2, Empire and Napoleon as “Definitive Editions”, all they did was include the DLCs along with the game. No performance or functionality improvements at all.
- Rebranded FOTS as a “saga” game (whatever the fuck that means) in order to price-hike it alongside the other “saga” games.
- Antagonised Prince of Macedon (the original TW youtuber, he brought TW to mainstream as much as Time Commanders did). Deliberately gave him later access to Rome Remastered than other youtubers (with tiny audiences and no legacy). Disgusted him into not even covering it and then cut ties with him after he couldn’t be manipulated in these patronising and transparent ways:
<https://gyazo.com/564409e4a5018b44ecf318680c931da3>
- Whatever Total War Elysium was.
- Mass forum censorship in the aftermath of Warhammer 3’s disastrous “roadmap” being released to the public. Completely manipulating public discourse and perceptions.
- **In October of 2022, CA is faced with serious accusations including “sexual assault” perpetrated by “current and former team members”. Also accused of engaging in “coverups”, of having a “culture that allows this to thrive”, and of having a “rottenness” in multiple departments:**
https://www.reddit.com/r/Volound/comments/ycjtno/creative_assembly_is_currently_facing_very/
It was even claimed that one of the main perpetrators “laughed publically in the office” about being repeatedly reported for these behaviours. It was claimed that these events had been ongoing for many years.
- Were made aware of the existence of a critical flaw in the MP design of Warhammer 3, enabling rampant game-breaking cheating with simple mods. Instead of immediately indicating an intention to fix it, they appeared to just tell one of their PR staff to contact steam and get the mod removed, ignoring the underlying problem. Possibly even corralled youtubers into keeping quiet, and in turn quelling the expected outburst from the multiplayer community at large.
- Broke the mod manager of Shogun 2 (essential for modding), and then patched in a “fix” that prevented user-end workarounds that got the mod manager to work.
- In October of 2023, **Creative Assembly filed a FAILED DMCA takedown** (attempted a copyright strike) against me, Volound. **This was dismissed out of hand by Youtube:**
<https://www.youtube.com/watch?v=fUbgvzHx20Q>
This was particularly disgusting because it tipped the hand of possible intent of **SLAPP** and resulted in **free speech lawyers catching wind and contacting me to advise me.**

If anything is missing, let us know:

https://www.reddit.com/r/Volound/comments/sjsvgi/the_ca_shitlist_a_bulletpointed_list_of_things_ca/

24/08/23: We ("**The Shitlist**") made it to the front page of /r/totalwar after 18 months:
https://www.reddit.com/r/totalwar/comments/15zz3v4/the_dead_horse_beating_will_not_cease_until_we/