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About This Game

In the 22nd century, we left a dying earth so that a fortunate few could settle the new home we call Novus. In time, we would learn that life on a frontier colony is neither prosperous nor peaceful. Our first encounter with the nautilid started with hostilities and confusion, and ended with sacrifice. Fourteen years later, our leaders remain politically entangled and unable to see the threats that linger, both afar and within our own walls...

Star Hammer: The Vanguard Prophecy is a game of 3D tactical space battles. Play your part in the Second Contact War in a campaign with a branching story and over 60 missions, or create your own scenarios in skirmish mode battles.

Give your orders, and watch the results in explosive pausable real-time. Tailor your arsenal of crew abilities and assault class ships as your fleet grows with your command. Exploit the enemy's weaknesses with superior positioning and flanking manoeuvres to inflict devastating damage.

Six classes of assault ships are yours to command. Make precision strikes with the swift Swordfish Raiders, or lead from the bridge of a hulking Kraken Dreadnought. Change your tactics as you order reinforcements with stun guns, guided missiles, unmanned fighter drones and single-focus DEW beams.

The nautilid threat is as varied as it is innumerable, however, and they will not surrender. Use your wits to overcome the threat of disruption fields, bio-missiles and proximity mines. And not all opposition to your command comes from outside. Raise the shields of your capital ships and engage in devastating broadside combat with the renegade military conspiracists who call themselves the Remnant.

Will you obey the chain of command and strengthen Novus' defenses, or take your opponents head-on by yourself?



FEATURES

- **Fight for Novus** and decide the outcome of the Second Contact War with a branching story that boasts over 60 missions.
- **WeGo tactical combat** in 3D space, with gameplay that rewards strategic positioning and fleet coordination. Give your commands, then watch the results in pausable realtime.
- **Take command** of a range of heavily armed assault ships, including Raiders, Corvettes, Frigates, Destroyers, Battlecruisers and Dreadnoughts - each with their own weapons fitouts and unique functions.
- **Balance the energy core** of each ship to focus on impenetrable defences, breakneck piloting or devastating assaults.
- **Manage your crew's personalities** and morale to tailor your flagship's advantage in battle. Every crew member you enlist has their own personality traits, abilities and stories.
- **Measure your actions** against the War Scale. Will your command be a legacy of calculated tactical bombardments, or aggressive and reckless assaults
- **Take part in an ongoing war** with no turning back. Choose who will be saved, order reinforcements to replace destroyed veteran ships, and shape the future of mankind's second home.



Title: Star Hammer: The Vanguard Prophecy

Genre: Adventure, Simulation, Strategy

Developer:

Black Lab Games

Publisher:

Slitherine Ltd.

Release Date: 4 Jun, 2015

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English







This game wants to be good, it really does. Unfortunately, it misses the mark.

Battles are repetitive click fests and some what boring. Character development is rather lacking. Story is rudimentary at best. Ultimately this is an adequate space\naval game at best, amusing enough for a while but not really worth much time or investment.. The game is alright, but not that fun. It's very repetitive with very few variations of enemies or victory conditions. The interface is bad, you have to micro-manage every aspect of your ships, which is especially annoying when the "balanced" setting doesn't even allow shield regen.

The AI is dumb as bricks and is balanced by outnumbering you quite a lot, on top of the micro-management if you ever want to target something it's super cumbersome.

The graphics are meh as are the sound, the story is uninteresting and the dialogue tropey.

Worse of all are the missile and mine spams from the ennemies, whereas you have to carefully manage your ammo from mission to mission until there is an unpredictable refill.

If you lose a ship you may be able to get a new one, but if you buy the smaller ones they get insta gibbed by the unescapable mines (unless you sacrifice the few anti-missile ammo).

The game is easy, but I just stopped at the missile spam mission, with respawning healers... Not fun and not interesting. Overall it was worth the 5\$ I paid for it, but not more

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