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## Battle Brothers Crack English



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## About This Game



Battle Brothers is a turn based tactical RPG which has you leading a mercenary company in a gritty, low-power, medieval fantasy world. You decide where to go, whom to hire or to fight, what contracts to take and how to train and equip your men in a procedurally generated open world campaign. Do you have what it takes to lead them through bloody battles and to victory?

The game consists of a strategic worldmap and a tactical combat layer. On the worldmap you can freely travel in order to take contracts that earn you good coin, find places worth looting, enemies worth pursuing or towns to resupply and hire men at. This is also where you manage, level up and equip your Battle Brothers. Once you engage a hostile party the game will switch to a tactical map where the actual fighting takes place as detailed turn based combat.



- Manage a medieval mercenary company in a procedurally generated open world.
- Fight complex turn-based tactical battles with historical equipment and brutal injuries.
- Permadeath. All characters that die in combat will stay dead – unless they return as the undead.
- All characters come with their own background stories and traits. Want a stuttering ratcatcher, a greedy witch hunter or a drunkard disowned noble?
- Character development without a restrictive class-system. Each character gains experience through combat, can level up and acquire powerful perks.
- Equipment that matters. Different weapons grant unique skills – split shields with axes, stun enemies with maces, form a spearwall with spears or crush armor with a warhammer.
- Diverse enemy roster. All enemies have unique equipment, skills and AI behavior.
- A dynamic event system with atmospheric encounters and tough decisions outside of combat.
- Three late game crises – a war between noble houses, a greenskin invasion and an undead scourge – add a looming threat.
- Two full hours of orchestral soundtrack.
- 70 Steam Achievements and Steam Trading Cards.



Overhype Studios is an independent game developer studio from Hamburg, Germany. We are devoted to making great games that we want to play ourselves. With Battle Brothers we strive to reflect the creativity, complexity and originality from the old days when game developers were passionate gamers, not corporate businessmen. While doing this we took a lot of inspiration from some of the best games out there: The original X-Com, Warhammer: Shadow of the Horned Rat and Jagged Alliance.

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Title: Battle Brothers  
Genre: Indie, RPG, Strategy  
Developer:  
Overhype Studios  
Publisher:  
Overhype Studios  
Release Date: 24 Mar, 2017

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**Minimum:**

**OS:** Windows XP, Windows Vista, Windows 7, Windows 8, Windows 10

**Processor:** 1.2 Ghz

**Memory:** 1024 MB RAM

**Graphics:** OpenGL 3.3 compatible video card with 512 MB

**Storage:** 1500 MB available space

**Additional Notes:** Make sure your video drivers are up-to-date!

English







**THE BATTLE**

**OBJECTIVES**

- ✕ Requisition supplies at Wheat Fields to the east of the warcamp

**PAYMENT**

- ✕ Get 3630 crowns on completion

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Battle Brothers is a game where you'll go in with high hopes get demolished by the first orc party you see, and keep getting destroyed until you reach the point where you can become victorious. It takes a while to get to that point but it's a extremely fun, and worthwhile journey.. This is one of the single most engaging strategy sims I've ever played. The level of detail is incredible..

>Play Lone Wolf campaign

>Be max level (roughly 12)

>Take on low level beginner bandits (2 vs 6)

> Get \u2665\u2665\u2665\u2665ing god damn yeeted because the game's RNG decides to give the bandits stunlock and nat 1's multiple times in a row, while being butt \u2665\u2665\u2665\u2665ed by the game giving me numbers consistently higher than the one I need to hit (example = 50 to hit, consistently roll 100, 75, 82, and 51 all while on combat beginner difficulty)

11/10 most\u2665\u2665\u2665\u2665\u2665\u2665and ball torturing dickish RNG game I've played in my life, and I missed a 95% in Xcom enemy unknown twice on the same turn.

Alternatively, my luck can go \u2665\u2665\u2665\u2665 itself as well because this is a well made game that has attention to detail and plenty of content and is an amazing thing to play, but my experience was botched because apparently the universe likes to drag me around by the nutsack, not just in real life but in my video games too apparently.

Don't give me that\u2665\u2665\u2665\u2665\u2665\u2665"If your plan can fail with bad luck, it's not a good plan"

\u2665\u2665\u2665\u2665 off with that. That specific hint in game can go burn in hell as well.

I know with experience with this game You can have the best god damn plan in existence and still lose because of how much this game is like your abusive T-series trans mother;

No matter how many times she cuts your\u2665\u2665\u2665\u2665\u2665\u2665off and sews it back on, you always come back for more.

Good game, but I'm salty as hell from how easy it is for the game to screw you over for no reason because it wants to. If I want that, I'll play god damn KENSHI.

Tl;Dr

Game's good, but holy \u2665\u2665\u2665\u2665 the rng is a scizophrenic piece of\u2665\u2665\u2665\u2665\u2665\u2665... Actually, no. My luck is a scizophrenic piece of\u2665\u2665\u2665\u2665\u2665\u2665 and it expresses itself from virtual RNG for the soul purpose of to just constantly\u2665\u2665\u2665\u2665\u2665\u2665with me for evlulz.. So I have a 3rd level Hedge Knight with a 2 handed sword, high speed armor and weapons skill over 70 in the lone wolf scenario. Within 2 turns he gets wiped out by 3 wolves. He even had a bowyer as a back up. Set on the veteran level, this is ridiculous. The difficulty needs to be corrected.. Easy to learn and hard to master. If you enjoy creative gaming where you can assemble your own band of warriors and kit them out with weapons and armour, then look no further. Your journey will be emotional especially if you play Ironman mode, because you could see a brother die instantly, whether that be by the hand of an Orc axe strike or by the unlucky landed arrow in his face! Pride will visit your gaming session when your company of brothers lines up for battle, each piece of gear having been hard earned and each man's life on the line. You will eventually recall the names of the fallen that fought so bravely.

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So its not the AAA graphics and big screen drama, but it is an endearing and addictive game play. I could go in to a lot of detail about strategic depth and variety, but I know there are good guides on the community hub of which I have noticed are always happy to help and answer those frustrating questions. Yes there is some frustration in this game, especially with the talents. I find them to be good options for your own creations, or you can just go with those archetypes already planned out in the game guides. There is no one fit all solution, and that is where a lot of the creative choice filters in to the game. Each brother has his own background and potential, one might be a good archer, another perhaps a good future duellist? Experiment with options and see them fail and succeed. Alternatively just look at the guides and try what has stood the test of time.

Note, this game will teach you the concept of the need to retreat when necessary. Be prepared to use the retreat order and live to fight another day!

I give Battle Brothers graphics 5 out of 10 and for everything else 10 out of 10!

If you have patience, I highly recommend this game to you.. Mount and Blade: XCOM. So much possible customisation with characters lvling.

Great variation of gear.

Weather\day\night cycles which have impact on your battles.

Terrain, obstacles and elevation which also impact the battles.

All in all a very good, difficult, punishing and in depth turn based tactical RPG

Can highly recommend. The good;

Great value for money

Good variety

Tactics matter a lot

enemies are very different to each other

one tactic or play style doesnt beat all other play styles.

Rich story if you want it.

Doesnt require you to engage in the story if you dont.

Decent replayability.

MODS!!!!

The Bad:

If you dont like getting screwed over by RNG this game is gonna feel like hell sometimes.

you can forget to save and end up in very \u2665\u2665\u2665\u2665\u2665 situations.

bit of a steep learning curve to it.



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Despite the heavy RNG, unfair battles, overpowered monsters, and all around slog of running your mercs, damn right it's awesome. Definitely for people who want a hard strategy game that plays out more like the Golden Age Arc of Berserk. You fighting for nobles with a ragtag band of badassess that fight soldiers and occasionally score an artifact weapon from an undead crypt. A++, would (and will) play again.. Pretty good.. The Game Itself: Absolutely awesome. The game plays like a medieval XCOM but it does not hold your hand. Your task is to lead your band of mercenaries from rock bottom into the history books, while filling your pockets. The world is unforgiving and there are often times you cannot win a fight without considerable losses, but this is part of the challenge.

Character Freedom: Your brothers all have a personality which will evolve overtime. From their background before the company, the skills and talents they will learn and inevitably the injuries they will pick up, every character in the game is unique. None of them are bound to a class system and you can develop them as you see fit, often in a way that suits their natural strengths. This however means that even a lowly farmhand you pick up might have a natural talent for life as a mercenary and go on to be an absolute force in your shield wall. On the other hand you may hire a knight or a raider who is a coward at heart and has a tendency to run from enemies such as the undead. This really makes you feel as though it is how your men perform and the adventures they take part in which build their character, not just a class system with some numbers. Of course a knight with a lifetime of combat experience will usually run circles around the local grave robber but surprises can happen and both will have their time to shine in the random events that happen in your camp and around the world.

Tactical Freedom: Battle Brothers is the first game that truly lets you customise the way an entire unit of men fights. If you want to build your mercenary band around the proven style of a shield wall or a phalanx, you can do it. If you want to focus on archery and killing the enemy before your lines smash together, you can do it. If you want to equip every brother in your unit with throwing axes, a handaxe, a great axe and no armour to slow them down, you can do it (not recommended) Each style has its own weakness and some are much more effective than others against specific enemies. This can lead to some very intense moments when you will buy and equip very specific items and gear to combat a specifically hard enemy and gives off the same vibe as a game like the Witcher 3 does with its pre battle preparation phase.

The World/Enemies: As previously mentioned the world is extremely unforgiving. I would describe it as a world akin to the Witcher series (as this is loosely based on medieval Germany and the Witcher is loosely based on medieval Poland) with a slightly lower fantasy setting. Monsters are still an issue for people but you aren't going to see them wiping out villages for the most part. In this world its important to remember that you control a band of normal human people and you are tasked with taking on beasts and other enemies of legend. This means that you are the underdog in most cases and will take a serious beating if you show up to a fight unprepared. Orcs are bigger and stronger than your men, The undead may be slow but you will have to kill them three times over for them to stay down and they have no morale penalties. Special undead types are even faster than your men and can expose any weakness in your formation in one turn. The beasts of the world can throw you around like pebbles or swarm you with ridiculous numbers. The only thing that will get you through all of this is a solid formation, good equipment and brothers who will improve from brawl to brawl. Within reason, no single character can deal with the enemies you will face. Hence the name Battle Brothers.

The Devs: These guys are really what makes the game as good as it is. Constant updates and bug fixes in the early days helped turn this game from an ok indie title into one of the hidden gems often found in the indie category. They have a very strong idea of what they want this game to be, a game in which you LEAD A MERCENARY COMPANY. You won't be base building or vying for control over the world in this game and you probably never will. Your job is to kill things get payed and build a reputation for yourself and that's the way it will stay for the foreseeable future.

DLC: Without a doubt the best DLC policy i have seen. The DLC that has been released and the upcoming Warriors of the north are both PROPER DLC's. What i mean by this is that they add significantly to the game in a way that makes the game feel new every time you enable a new DLC. They are akin to the old days of expansion packs where the content is as much or more than the original game. They add new enemies, encounters, mechanics, weapons and in the upcoming DLC company origins that fundamentally change how your entire campaign will be played. The DLCs are also extremely affordable for the sheer amount of content they provide. The company also releases supporters packs that you can pay extra for. These include a few skins for company customisation and are not anything major, they are simply a way to support the devs if you want to and i will certainly be buying the next one.

Conclusion: Buy this game if you like its idea because that central theme is never going to change. Be ready to fail and learn when you start the game and support these awesome devs :). This game is one of my favorite games of all times (being 46 that

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actually means something)..

Its sort of a squadbased, turnbased game, where your squadmembers level up, get new perks, new gear, get better (or injured) as the campaign moves on.

It has a certain charm that is hard to explain, 599hours later and Im just pausing to let the new DLC come out so I can make a new party and start from scratch.

Some might think it lacks in GFX, but that is part of the games charm, its not the complex gfx's that makes a game fun to play, its that "oh no its 2in the morning" feeling, and not because you have to get up in 3 hours to go to work, but because you cant play it until you are back home from work...

Its so satisfying shooting goblin ambushers in the head, or to manage to beat a huge bandit camp and find that theres something extra special in the loot.

But on the other hand, I love this game, so I might be abit biased..... Did I just buy this?

Yes.

Did I play for almost 12 hours in one session?

Yes.

Am I recommending this?

Yes.. doesnt feel as something you played before. One of the all time great games. over 2 years later and i still come back to it all the time.

The added DLC keeps it feeling better and better, Thank you Overhype Studios for an amazing gem of a game!. I can recommend, its just like Mount and Blade. But even more depressing!

Imagine all those men you recruited having a name, and a story.

Imagine traveling around for days with them, and interacting with them.

Imagine going through some fierce battles, and knowing that character by name.

Now Imagine watching them getting devoured by a Nachzehrer and coming out of the incident as a brain damaged cripple who will sit in reserve the entire time because they're so banged up and you can't bring yourself to dismiss them.. Is it early access for a year... two, three, five, ten? NO!

Is basic game worth 50? Is one by one DLC worth 40? All spent for nothing? NO!

This game is just diffrent. I can only image that its just because developers are diffrent. They dont rip off. They deliver.

As much as I am happy about developers approach, as much I am happy about the game itself. It is not for everybody. It is special. Is it makes me special, as I absolutly like this game among others? :)

RPG. Tactics. Planning. Managing.

PS. Among many other so called developers these guys are worth support in my opinion. If they were able to make this game (with so little resourses) who knows what can they did next?. It was one of the best out there... But #%%@ the scaling is pure crap.

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