
Thirty Years' War Download Gratis



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About This Game

Thirty Years War is a new game designed by developer HQ covering one of the darkest ages of European history.

The Thirty Years War is the series of conflicts between Catholics and Protestants in the Holy Roman Empire and its surroundings, between 1618 and 1648. In this strategy game, players will take control of one of the opposing sides, Protestants or Catholics, and fight for the control of the Empire.

From the Bohemian rebellion to the Swedish intervention led by Gustavus Adolphus, from Denmark to the Palatinate, you can now recreate the Campaigns of Lützen, Nördlingen and Rocroi. In Thirty Years War you will coordinate the movements of several armies, take care of their supplies and fatigue and seek for the best conditions to engage in combat, undertake sieges or retreat to recover if needed; with the ultimate goal of gaining supremacy over Central Europe,

Together, these features, combined with the proven Ageod engine, make Thirty Years War a great choice to delight both players interested in this era and novice alike.

Features

- Setting: the game covers all of Europe, from the Western seaboard to the Volga, but the first scenarios are centered over Germany, Denmark, parts of France, The Netherlands and Bohemia from 1618 to 1648.
- Game map is divided into more than 4,600 regions to include all Central European territories and beyond

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- Scenarios: 3 tutorial and 5 main scenarios covering different moments the whole war (historical start in September 1618)
 - Historical leaders: More than 80 historical leaders each rated on their abilities and over 160 different types of units from Spanish tercios, to veteran Scottish infantry, Cuirassier cavalry and artillery to Swedish warships!
 - Production: Control your nation's spending on the military, economics and diplomacy through a few simple-to-understand assets and production centers.
 - Regional Decision Cards: The game includes the well known card system that lets you trigger events such as contributions, ... these cards, if played wisely, can affect the flow of a campaign.
 - Detailed game model includes features such as Weather, Attrition, Supply, Prisoners and Fog of War
 - Historical Events are triggered throughout the game giving the player crucial decision points. These cover anything from local uprising to foreign intervention.
 - Battlefield Tactics allow the player to make decisions that can turn the tide of battle.
 - Sieges and Naval warfare are all covered in detail in the game.
 - Chain of Command allows units to be organized in to groups and bigger stacks simulating armies

Title: Thirty Years' War
Genre: Simulation, Strategy
Developer:
Ageod, HQ
Publisher:
Slitherine Ltd.
Release Date: 3 Sep, 2015

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English,French,German



Begin of Danish scenario. Ernst Von Mansfeld raise again an army to fight the Catholics, his objective is to cross through Brandenburg to the heart of Silesia and Bohemia. He did that historically but became ill and died of several diseases in that campaign.



March 1624. The Emperor Ferdinand calls Wallenstein, now Generalissimo. He takes command of the Imperial Army at Prague.



There's two aspects I want to air about this game in particular.

First of all, it is not as polished as my first AEGOD experience, American Civil War. This one feels more like in an un-finished state to be honest, and alot could've been gained by simply using the same basic interface as in at least ACW. As it is now the interface feels clunky and somewhat unresponsive, and I'm left with a feeling this product was at least somewhat rushed to release.

Second then, and that is about how the game plays out in general, and as a depiction of the thirty years war, I do think it's very accurate. Field battles are somewhat scarce, and most of your troops actually melt away marching back and forth over Germany, and combat is mainly about gaining control over fortified cities. When your armies are worn down it's time to move back towards your base area to replenish troops and rebuild strength, so you will normally be stronger the closer to your base areas you are. Having studied this war and how it turned out, this resembles how the war in general turned out. As such it becomes very interesting for anyone interested in the period and the war.

What's lacking is a better depiction of the changes during the war, like f.x the change from the tertio formation to line systems, wich seems to be implemented in some way (a message appears that the catholics have changed their regimental system), but how and to what effect is very unclear.

For anyone interested in a strategic game about the thirty years war in its entirety, or for some of the smaller campaigns for that matter, I will recommend this game. For someone new to strategic games this could be a tough game to start with though.. It crashes on start up when the game loads :(WIsh it would work.. I am very interested in historical games and this game has a lot of historic content about the thirty years war so the concept is very interesting and it is a wargame which means you have to learn a lot about the game mechanics which I dont mind cause it is rewarding to learn and understand how to play the game , you have to muster a fair degree of patience and time to learn how to understand the game mechanics but it is a inresting and rewarding experience and if you love deep strategy games like I do this game really delivers a challenging but rewarding experience. The graphics and sound are not topnotch though but the biggest flaw is that you must continually keep saving your progress cause the game keeps crashing and that really angered me : How can you AGEOD release a game that is so buggy and is crashing all the time without fixing it with patches and make your customers pay 27 Euros for such an amateurish made product that is really BAD so now be warned about this game it is running extremely buggy that is why I cant recommend it.. Great ageod game, quite complex and long but fun, especially if you have interest in the 30 years war. Wouldn't recomend to someone who hasn't played an ageod before however, maybe try ECW first if you still want a pike and shot period game.

Many reviews mention bugs, while im sure those people have encountered bugs, this game has not crashed anymore for me than any other game in my steam library, neither have i encountered any game crashing bugs, and it is certainly not the 'buggiest game ever' as one person said. I felt the need to leave review since these reviewers may put people off atleast trying the game. Its not for everyone, and is a niche topic but it certainly deserves a much better review than most have given it.. I have \u2665\u2665\u2665\u2665\u2665ed and moaned repeatedly that Steam should give us the 3rd option apart from thumbs up or thumbs down and Thirty Years' War is a prime candiatate for the wavering thumb.Ok its brilliant in concept and covers most of this war in great detail.But then again where are the French? Omitted it seems. Worse, the tutorial, which beginners like me must cling to is an unmitigating mess.The instruction sprawl out of their box and obscure what they are telling you to do.So there are then boxes to try and shift with provinces getting picked up and cluttered in with it.Meanwhile the instructions chug on even though you aren't sure you are in the right country any more let alone which stack to merge.I have a reasonable knowledge of German geography in the 17th century but a lot of the time I wouldn't have a clue where I was supposed to be,or how to do what I was supposed to be doing and the instructions were most likely obscuring it any way..I understand it's complex stuff and some brain is required to get to understand a clever game but the tutorial is a mess and the instructions construed poorly. The music is splendid , the game looks very good,and even a nit picker like me could not find anything wrong historically save the missing French. Ok,why the thumbs down? I want to play this game,and wasn't cheap either but I really can not be bothered wading through the awful tutorial again now.....perhaps another day....a bit sad... AGEOD formula done right. Long time waiting for this "thirty years" in Steam. Absolutely outstanding game, nice and barroc enviroment. I only wait one day see the DLC "English civil war" Constant crashes prevent from enjoying this cool game.

Amazing strategy wargame, as the other AGEOD games, the game is Turn-based strategy using a WEGO system (you and your opponents move simultaneity once you hit the end turn button), each turn represents a month in the game time.

The game set up in a 17th century Europe during the 30 years war conflict, you have 5 campaigns, some of them few turns scenario and one of them is long campaign set up in Central Europe, you either choose to play as catholic or protestant.

The game has a good AI which doing it is job decently.

If you are new to AGEOD game, you can start with this game, even if you have slight interest in the time period, it may take you some times to learn the game, but once you learn the mechanism, you will find out that this is the one of the best if not the best historic strategy game, and from there you can enter AGEOD games universe.

If you are familiar with AGEOD already, you have to get this game, as there are not many games covering the time period, also the performance of the game is very good, and I didn't encounter any bug or crash yet

. The game crashes frequently and saved games become corrupt, so you cannot load after the game crashes. If the game were stable I would recommend it.. This is a complex wargame covering the Thirty years war in considerable detail, with particular attention to army organisation and command. As such I would suggest this game is more suited to persons with a genuine interest in the period rather than casual players. The subject is also something of a niche area which recieves much less attention than other major european conflicts perhaps because this was a particularly nasty conflict which devastated large parts of central Europe (religious wars always seem to bring out the worst in people).

The game itself is set in what is often referred to as the "musket and pike" era when firearms were starting to have a significant effect on the battlefield but owing to slow rates of fire, limited range (not to mention a tendency to become absolutely useless at the first sign of a rainshower) they were still not the principal infantry weapon with pike armed infantry still providing the final shock to break the opposing army.

The map is well done and the graphics decent enough although strictly functional - anyone expecting fancy animations will be dissapointed. The basic game engine is getting a bit long in the tooth now, although at least it will be comfortably familiar to players who have experience of other games in the series and it does a fairly good job of coping with the period in question. On the whole I would recommend this game to those with and interest in the period.. I really like the AGEOD's games concept but they all crash many times during the game.

The longer you play, the more it crashes.

That's a real shame because the games are really good.

So I would like to give it a thumbs up if it weren't for the frequent crashes.. This is the game to get if you are interested in learning how to play the awesome AGEOD games. The tutorial here is excellent.. The game crashes at very turn for me. Also, I am sick an tired of the developers(AGEOD) exploting their fan base and then releasing half-finished games like this one. The fact that you get "(...)" as unit description even after around ten titles released by the developer, becomes just outrageous. Did they really not have the time to put in some flavour and unit descriptions?? No time to type half a para for a unit (of which there are probably twenty five per scenario)?

This game needs a better commitment from the developers. They just cannot pose as "niche game developers" and use that as an excuse not to do elimentary stuff while the niche wargammers flock to them out of compulsion as there is no other game which models supply and other realstic factors in such detail yet.. An excellent, niche wargame that takes a look at a neglected period of history; the maelstrom of religious and political strife that was the Thirty Years' War, a destructive, dark period in European history. This is AGEOD at its best, with all the usual fare: army and unit creation to your own liking, decision cards for religious and political change mingle with more military minded decisions, such as siege and mercenary recruitment cards. If you've enjoyed any of their previous games, you'll love this. So far the game has been very stable and the turn time resolution is very fast. If you are interested in the period, this will give you many happy days of wargaming.

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