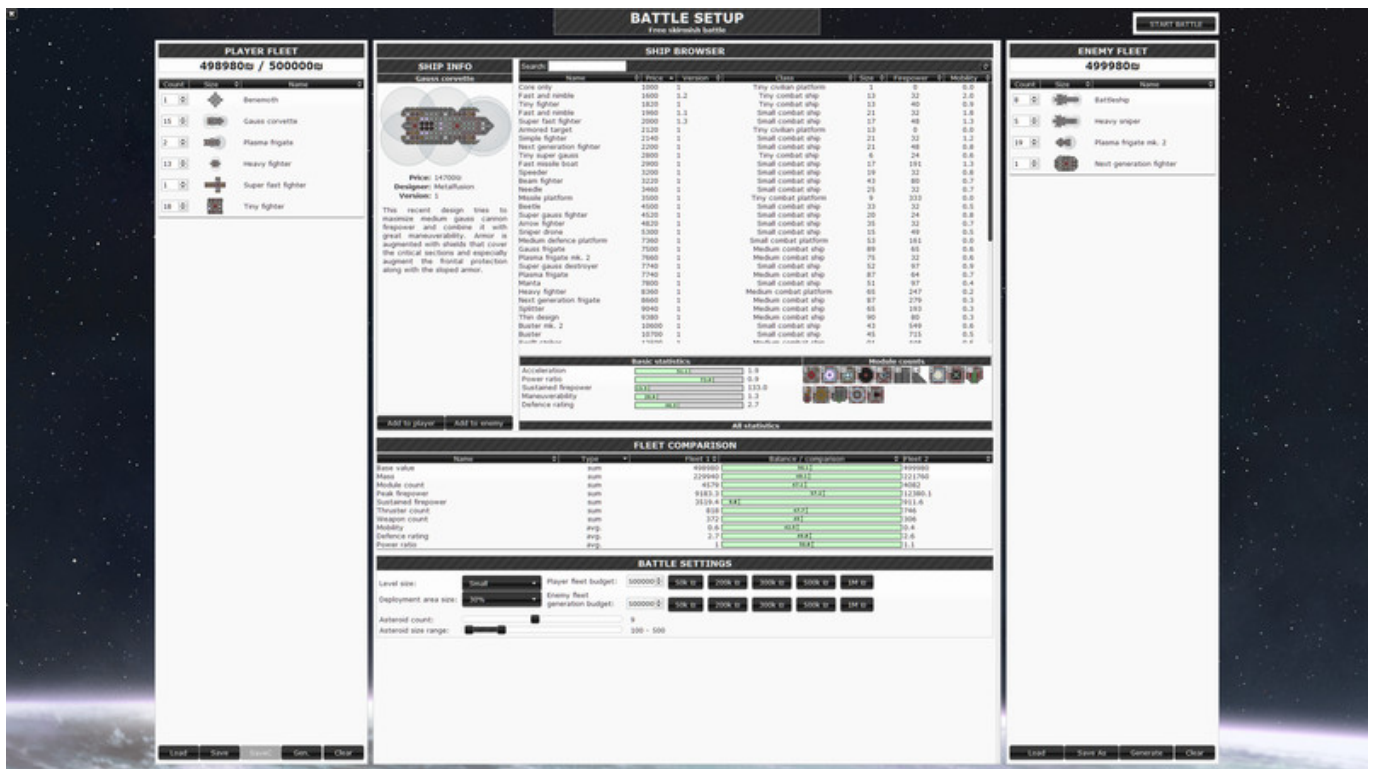


Battlefleet Engineer Download Now



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About This Game

Battlefleet Engineer is a game about smart ship design, fleet composition and tactical control in real-time battles. Fully physics-based movement, detailed damage model, and ship resource system make designing ships an engineering puzzle where you need to compromise between maneuverability, defence and firepower. This leads to interesting emergent behaviors and specialized ship designs that counter others, providing endless combinations and possibilities. In the battles you need to choose and time your engagements carefully, exploiting your fleet's advantages against the enemy and countering theirs.

If you are more casually inclined, the game comes with a library of ready-made ship designs to use in randomized and custom battles. You can be watching ships tear each other apart or flying around shooting at enemies yourself with just a few clicks.

Features

- RTS-style battles with up to dozens of ships per side. Doesn't include building of units or resource management mechanics.
- Ships are made of and entirely defined by their modules. The modules such as generators, thrusters, weapons, armor etc. form the structure and define the behavior of the ship. Ships can have anywhere between 5 to over 1000 modules.
- Detailed damage model that simulates armor plates and tracks damage to armor segments and each module individually. Ships can get partially disabled and split in two. Projectiles can penetrate or ricochet from armor then pass through multiple modules or whole ship, shields are volumetric instead of simple barriers etc.

-
- Ship and level editors. Create new ship designs and levels from scratch or by editing any that come with the game using in-game editors.
 - No-cheating Newtonian physics. All movement is driven by forces from thrusters and other actuators, and there is no friction or dampening. Ships and other objects are simulated as rigid bodies with accurate collision geometries and inertia.
 - Ship resource system. Most modules have a single function such as power generation or heat dissipation. The resource system gathers, stores and distributes resources such as electricity, heat and fuel between modules on every frame. This makes the ships' fire rate, shields and maneuverability dynamic.

Gameplay

Designing efficient (or wacky) ships is an important part of the game, but it is not required. Setting up random and custom battles is made easy, and your ships have basic combat AI so the game can also be played very casually. During battle you can also take full or partial control over any one of your ships to fly them manually, fire weapons etc.

You can design and test ships, then use them in premade challenge levels that give a score when completed, or in custom battles where you define the fleets and level parameters. The game is single player only against a combat AI in independent battles. Progression mechanics from battle to battle are not yet implemented.

To defeat your enemy, you will need to keep on top of the rapidly evolving combat situation and select targets for your ships based on weapon ranges, maneuverability and defences of both your own and the enemy ships. Positioning and timing of engagements is important because different weapons have very different effective ranges and ships usually only have heavy armor at the front. Keeping your fleet close together maximizes your concentrated damage output, but risks getting surrounded by the enemy. Using specialized ships such as "tanks" and "snipers" effectively can often decide the outcome of the battle.

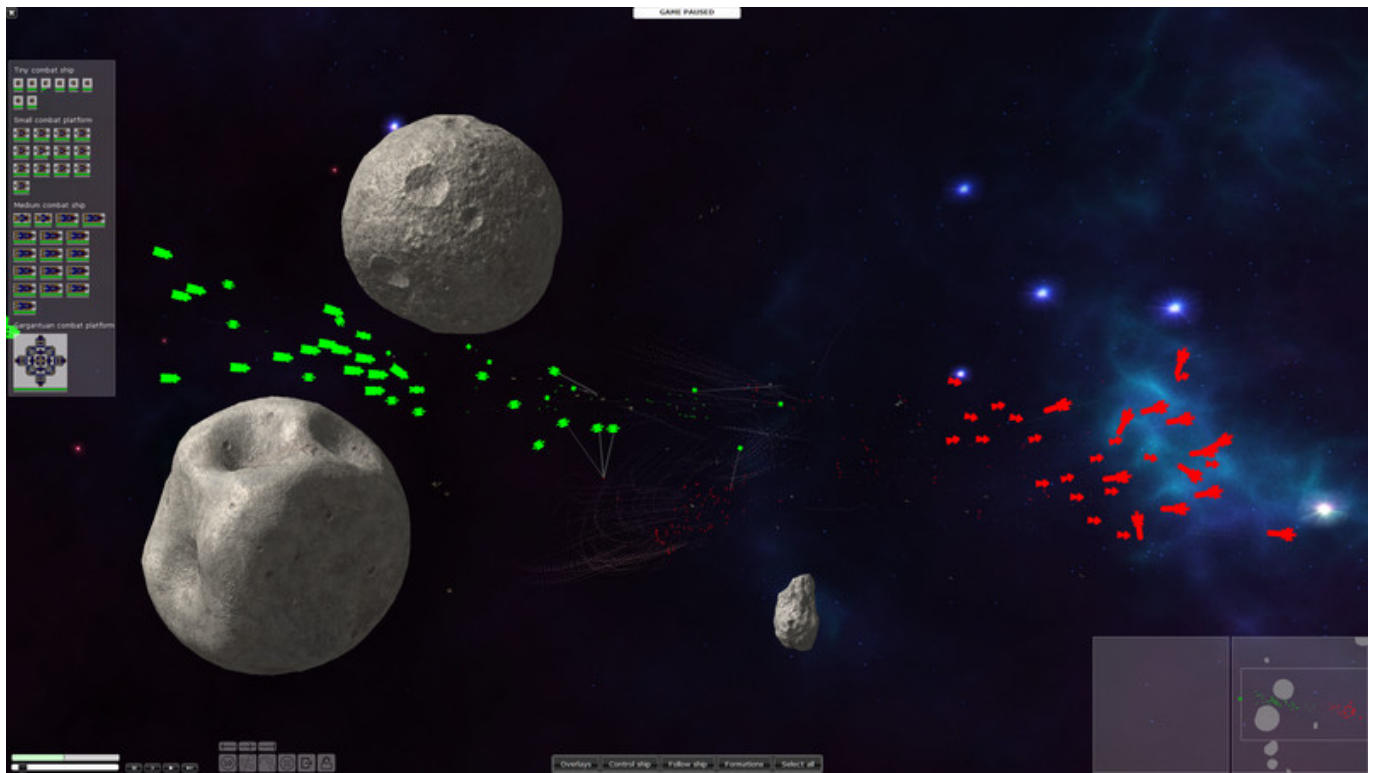
Current content

- Over 35 premade ship designs.
- 12 handmade challenge levels. These include fleet design challenges for different kinds of battles, tactical fighting using a single ship, and flying with manual control through obstacle courses.
- 13 distinct module types (+variants), each with specific purpose.
- 5 distinct weapon types.

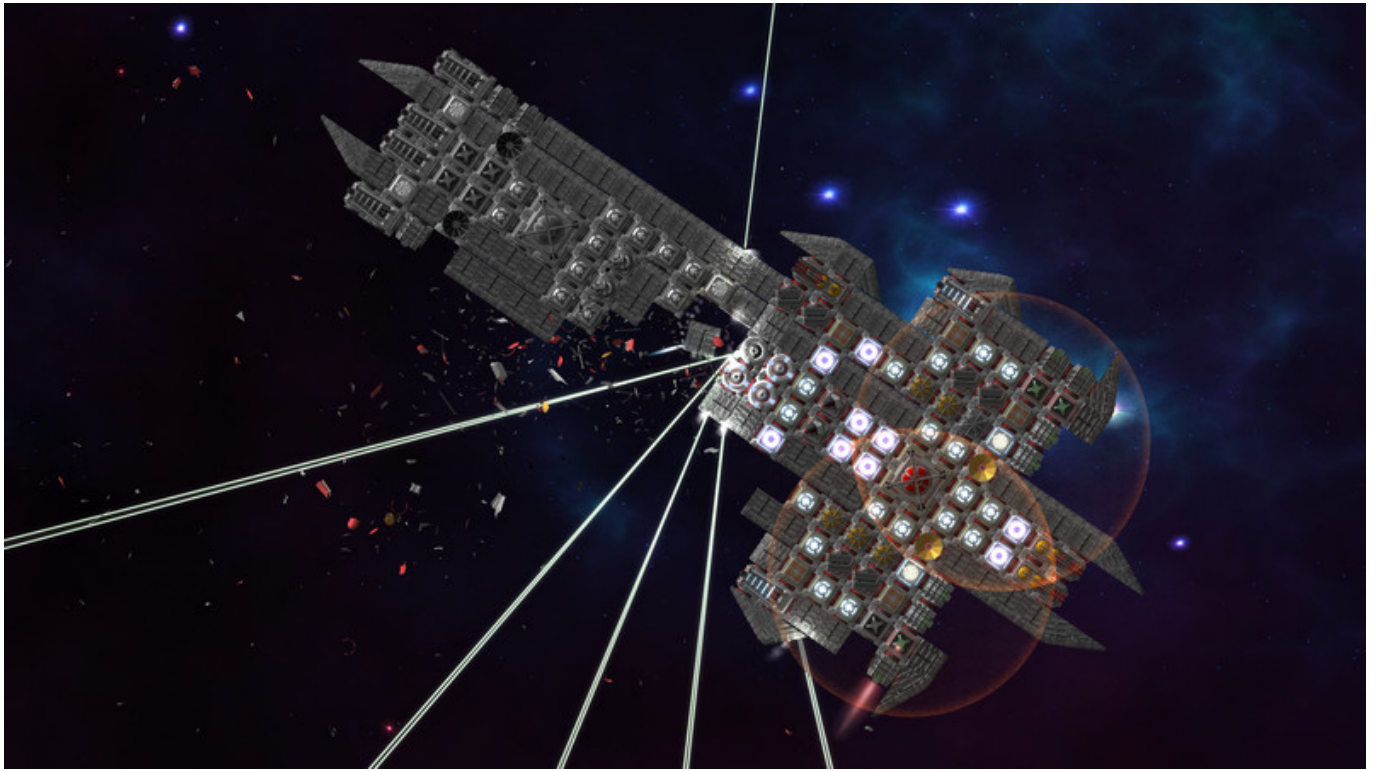
Title: Battlefleet Engineer
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Tomi Syväjärvi
Publisher:
Tomi Syväjärvi
Release Date: 10 Jun, 2017

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English







battlefleet engineer. battlefleet engineer download

Do you like massive battles and ship building? if so this is a steal. BUY IT.

Pro's

- Huge battles (had 60ships vs 90 ships)
- can directly control a unit/ you can command the whole battle.
- ships runnig into each other do damage
- ships can break apart and take acutal damage.
- I saw a ship get cut in half.
- Looks of weapons
- can make any ships you like
- auto generation in skimish's let you get into a battle as fast as possible.
- tons of options to pick from, can deploy and make formations etc

con:

performance - tons of ships and ships breaking apart are going to cause fps drops zoomed in.

Note(this is not a issue zoomed out)

. Battlefleet Engineer is a good sandbox space brawler for early access.

+Currently randomised matches are quick and fun, but can be unbalanced.
It is actually quite fun when you win as the under dog due to using tactics.

-Currently more module variety is needed when messing around with the ship builder. This game is very addictive, well ballenced and only getting better in the future as new features are planned and player feedback is always considered. you get complete freedom at the moment to wage war against your own creations or those you download from the workshop. (but watch out if you download on of mine.)

In terms of what you can create thee limmitis are litteraly your RAM and your imagination.

If you like spaceships buy this game!

Cool feature - if you have multiple command cores and your ship gets cut in half (yes cut in half) the 2 parts will still function. this game makes so much sense!. tell me why I turn on the game, I can not fire, I have a windows 10 on the laptop, everything installed I went into the properties and scanned local files and nothing is still playing. This game has great potential. However, it is way too advanced than it needs to be. I have played many games like this, where the basic idea is to build your custom warship/ tank/airship/spaceship/other war vehicles, and none of them have presented as much of a challenge as this one. In my opinion, the point of these types of games is not to spend too much time in the building phase so much as actually playing with your creations. Battlefleet Engineer focuses more on the building & creating aspect rather than actual gameplay, which, in my opinion, is wrong. You should not have to spend hours creating even a semi-large vessel only to find that there is no real application for it than to set up your own battle scenarios- either with preproduced ships, which removes the creation aspect of the game, or with other custom spaceships- spaceships that you will need to spend several more hours creating.

The physics of the game may be realistic, but in the end this is a video game, not meant to be realistic but to be a fun and entertaining way to spend your time. Physics are fine and all, but if it gets to a point where you have 10+ notifications telling you that your thrusters are placed wrong while simultaneously hiding the reason why they are placed wrong, it is too much. If you enjoy designing things just to design them, this is the game for you. If not, (like me) you should skip purchasing this game- the actual gameplay is limited while the majority of Battlefleet Engineer is spent applying real-life rules- physics that the average gamer won't be familiar with- to your creations.

Pros:

- Gigantic battles. Largest in this genre I've seen so far- I've tested up to 100 ships on a single map and it runs!
- Giant array of premade ships for you to use, straight from download. Includes a giant box armed with dozens of guns!
- Watch the ships that YOU made go and wreck the AI's fleet! (if, you know, you made good ships)

Cons:

- Thruster system is way too complex than it needs to be. You'll find that there are several messages telling you that the way you put them on your ship is wrong, which will lead to you asking some questions: "why?" "how can I fix it?"
- Game doesn't have that many modules. You can mess around with your designs all you want but in the end you'll come back to the same few ideas.
- Lack of game modes. So far there's only two: auto-generated battles and premade scenarios. No galactic conquest or a story mode or even a tutorial.. What I liked, it has tractors, it has farm animals.

What i disliked, it didnt work.

I read the reviews and thought it's non farming folk moaning because they dont know what to do.

I have been in farming I know what to do, just cant get the wretched game to do it.

Leave well alone.

If you want to farm its cheaper and less stressful to get an allotment!

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