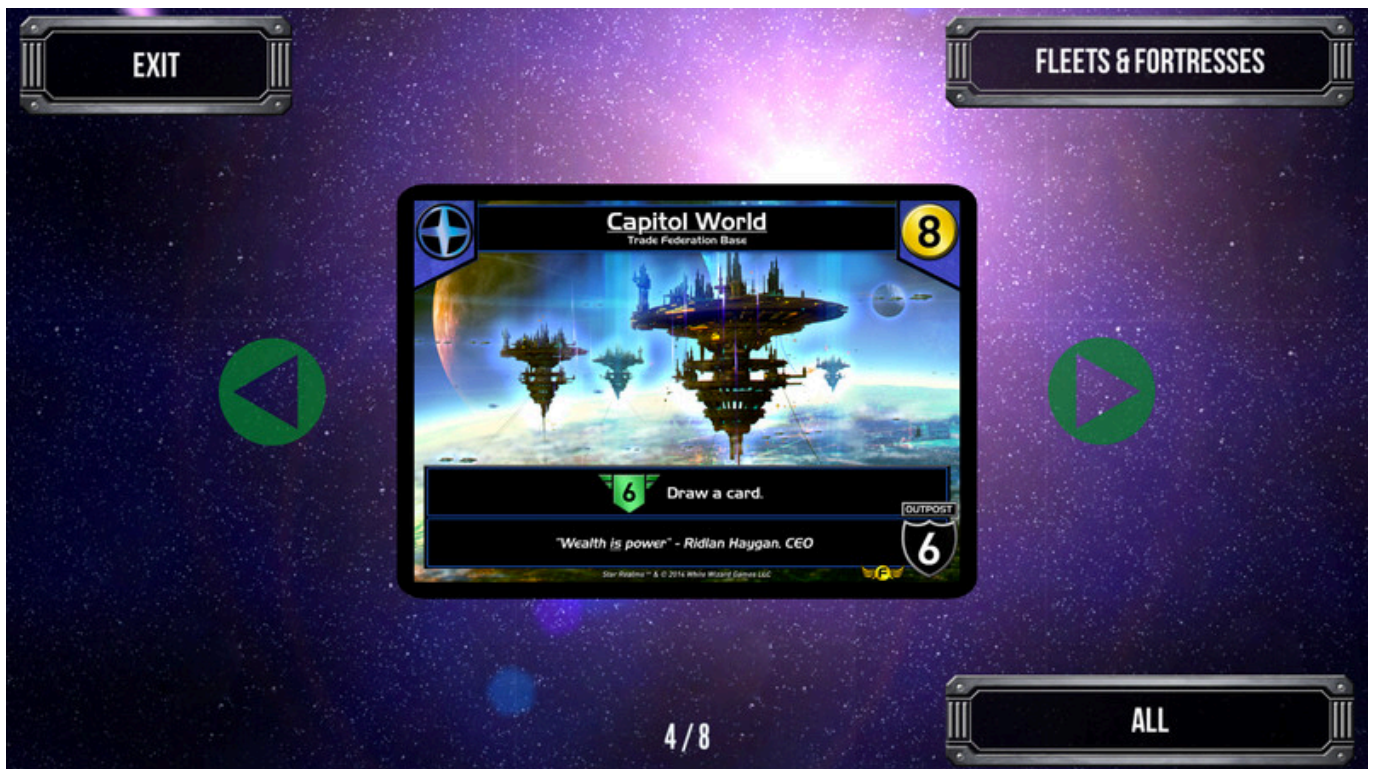

Star Realms - Fleets And Fortresses Crack Exe



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About This Content

The engines of death and destruction are constantly evolving to keep up with the cries for victory.

The Fleets and Fortresses pack introduces eight new ships and bases for your Trade Deck. These range from Spike Pod: an aggressive and useful new one cost ship for the Blobs, to Capitol World: a powerful new eight cost base for the Trade Federation.

This pack contains 12 cards: 1 Border Fort, 1 Capitol World, 2 Cargo Launches, 2 Customs Frigates, 1 Death World, 2 Patrol Bots, 2 Spike Pods and 1 Star Fortress.

Use these cards in online play, versus the AI or a friend, or in the 8th chapter of the campaign.

Title: Star Realms - Fleets and Fortresses

Genre: Strategy

Developer:

White Wizard Games

Release Date: 17 Oct, 2016

b4d347fde0

English

PASS AND PLAY

Player 1: Rob

Player 2: Darwin

Expansions:



Gambits

Promos

Bases

Events

Heroes

Fleets

START

CHAPTER EIGHT: FOR THE EMPIRE!

Player



50

MISSION 50: ROCKS EVERYWHERE

PROTECT THE IMPERIAL COLONIES

You are David Rasmusson, Admiral of the Star Empire. The star Varyan 19 G has exploded, and many of your fringe world colonies have been thrown into chaos. The supernova has disrupted your scanners, and left some bases damaged and many colonies undefended.

Miners



50

NORMAL / HARD

ACCEPT MISSION

1

2

3

4

5

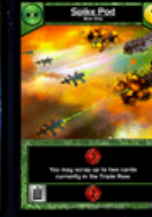
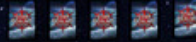
6

BOSS



MENU

Hard AI



0

2

47



Player



0

PLAY ALL

star realms fleets and fortresses. star realms crisis - fleets and fortresses

Adds a few new bases and ships that add variety; though I'd rate this addition lower than 'Bases and Battleships' expansion; the cards are okay, but seem underwhelming compared to cards of similar cost - though I do highly favor the blob 'Death World' (4 Combat; and may scrap non-blob card to draw 1 - helpful if you can grab a cost-1 card off the lineup and scrap it immediately) and the Trader 'Capitol World' (Outpost-6, +6 authority, draw a card - what's not to like?). But the rest of the cards are usually just things you get if there's nothing better on offer.

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