Ground Pounders: Tarka DLC Activation Keygen

Download ->->->-> http://bit.ly/2SJRAxA

About This Content

Ground Pounders is a hex-based, turn-based strategy wargame. Inspired by classic strategy games like Panzer General, and steeped in the lore of the Sword of the Stars universe, Ground Pounders offers a new generation of gamers an updated taste of turn-based strategic warfare. Best of all, you can play it cross platform between desktop machine and mobile devices.

Ground Pounders: Tarkan Campaign lets players control a third faction, the Tarka Imperial Army. Seen as an AI opponent in the base game, the Tark army is now comprised of dozens of different unit types. You will lead your ground pounders across a variety of worlds, increase their experience levels and abilities over the course of two campaigns, and use them to unlock special action cards that can add special effects to single-player games, or to up the stakes in your cross-platform multi-player battles.

NEW FEATURES

- Control a third army from the Sword of the Stars universe – The Tarkan Imperial Army!

- Whole new campaign to play through, comprised of 19 battles!

- New units covering land, sea, and air!

- New battle cards!

- Enjoy a SotSdex filled with new Tarkan Lore details on famous units, personalities, battles and weapon systems

Title: Ground Pounders: Tarka DLC
Genre: Indie, Strategy
Developer:
Kerberos Productions Inc.
Publisher:
Kerberos Productions Inc.
Release Date: 24 Sep, 2014

 a09c17d780

English

0 / 6

Reach Haodo Kal'Orr before the Humans find him, load him into your APC's, and get him safely to the evacuation area. Avoid contact with the enemy if possible--every soldier lost is a wasted life.

INTEL UNAVAILABLE: AVOID CONTACT

DEPLOYMENT ZONE

OBJECTIVE: FREE PRISONERS

Scenario: Human Resources

The prank is worthy of Sardo himself, if only you can pull it off. Your engineers have rigged new controls for the Human APC's, and your strike team is loaded into the trucks. Sol Force has some powerful ground forces in the region, and their scouts are moving freely thoughout the area searching for Haodo Kal'Orr...and although they don't know it yet, for you. If you can avoid close contact with any of the Human scouts, you can probably load the old man into your APC's and drive to the evacuation area without firing a single bullet or shedding a single drop of blood. If the Humans catch you, however...this will get messy fast.

Close

Veteran
Recruitment Point Cost 0
Experience
950 / 1200

Experienced
Recruitment Point Cost 0
Experience
350 / 700
Fatigue
17.6
Div Cmd Units only

Veteran
Recruitment Point Cost 0
Experience
750 / 1200
Fatigue
17.6
Div Cmd Units only

Veteran
Recruitment Point Cost 0
Experience
950 / 1200
Fatigue
27.6
Div Cmd Units only

Veteran
Recruitment Point Cost 0
Experience
750 / 1200
Fatigue
17.6
Div Cmd Units only

Experienced

6   TURN 0

Liir Infanfry Battalion

Designation: Infantry Battalion
Platform: Battle Suit
Weapon System: Energy
Movement: Telekinetic
Tech Level: 7

TURN   3

COMBAT: Move units into position, attack the enemy while providing support.

Combat Results

Close

Infantry Cmnd Bt

8

6

MBT Co

⌖HEX ID: 97

ATTACKER SUPPORT
1 READINESS LOST

x2   x1

DEFENDER SUPPORT
0 READINESS LOST

x1   x1

CARD ON UNIT

Odds	20
Roll	8
Odds Shift	-3

20   **Odds**   15

Odds	15
Roll	6
Odds Shift	-3

CARD ON UNIT

1 - 2

0 READINESS LOST - ATTACKER REMAINS

DRAW

0 READINESS LOST - DEFENDER REMAINS

TURN