Slizer Battle Management System Download With Crack

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About This Game

[BLACK SCREEN BUG: Windowed mode ([Alt]+[Enter]) fixes black screens for Windows 10 users]
Single player, sci-fi, minimalist Real Time Tactics game similar to battle management software used in the science fiction genre.
Strategy without the stress: complex movement, damage, and detection replaces intense micro and economy management. Units are selected and outfitted before going into battle with very limited reinforcement. Played over large scales to slow the pace down to give you time to react.

Every unit lost limits your options, but every enemy destroyed limits theirs. Plan ambushes and tactical manoeuvres to defeat forces larger than your own through well thought out choices instead of mechanical skill. Unlock more equipment to give your units diverse strategic and tactical options, or to specialise them for a given role. Inspired by the RTS, squad based tactics, and turn based tactics genres, this game focuses on the strategic and tactical choices that turn the tide of battle, while limiting the effectiveness of and need for micromanaging units.

Accuracy and Damage

By fighting on a large spatial scale, movement is slow, weapons have difficulty aiming, and bullet drop decreases damage, slowing down the pace of combat and increasing the Time-To-Kill. These three factors have complex systems which mean the size, speed, and distance to a target make it harder to hit, while the speed and accuracy of your own units affect their ability to hit a target. This affects not only whether they hit or miss, but how long it takes them to aim, and whether or not their weapon turrets can even turn fast enough to acquire the target.

This makes fighters harder to hit, close range units devastatingly powerful, and snipers deadly accurate.

Movement

There are four different movement types, giving units more variety than simply being slow or fast. Most units accelerate slowly, and bigger units accelerate even slower, which makes positioning important as changing positions takes time. Acceleration applies to both translation and rotation, allowing you to catch a battleship in its blind spot to deal damage to it before it can rotate to attack back. A fast unit might not have time to dodge an area attack if caught stationary, or it might take too long to change direction, while a slower, more agile unit might be better equipped to evade. Deceleration means that heavier units cannot simply stop at once, further impacting decisions based on range and area.

Health

With high health pools and bullet drop, units take a long time to be killed. This means you're less likely to lose entire squads due to poor reaction time or forgetting about them in a mess of multitasking. It also gives you more time to decide to reposition them, give them cover, or change their abilities, state, or orders if you see the fight is not in your favour.

Health does not regenerate and healing is very rare and very slow. This means you cannot recklessly attack the enemy and fully recover from your lack of attention. Every point of health lost is a strategic consideration until that unit is destroyed, and when that unit is finally destroyed it (usually) cannot be replaced. Your force going into the fight is all you have, so careful unit selection and equipment is key to surviving. This changes the way the battle is fought, as every hit you deal to the enemy is a point in your favour, as is theirs.

Planning

Before most missions, players select which unit types and how many of each unit to use, and place them in a starting formation and direction. Unit weapons and armour can be selected for a given role such as anti-aircraft/anti-building/anti-ship, or to use a specific weapon type (laser/firearm/plasma/shell/etc.). Weapons are usually multipurpose and can serve multiple roles for flexibility while offering specific advantages as well.

More importantly, units can be fitted with special equipment: the Ambush equipment keeps a unit hidden until it moves or attacks enough for an enemy to detect them, the PAV propels units quickly to a designated location as long as it has fuel, the SL shield gives units a non-rechargeable shield to survive longer, and the beam rifle gives a unit a long range, high damage attack with slow reload. Equipment is limited so units must be carefully selected for their use.

Units

- 10 aircraft
- 10 destroyers
- 10 player buildings
- 11 battlecruisers
- 2 enemy factions
- 40 enemy units

Modes

- 12 story missions
- 10 aircraft-only scenarios
- 4 ship-only battle modes
- permadeath mode
- Simulation mode for custom scenarios with any units

- Tutorials for everything from RTS basics to the complex mechanics of S:BMS

ABMS: Rogue Mode

Play as a different faction with a completely different menu and renamed units as you pick your battles on the world map. Every unit lost is a permanent death, and if your capital ship goes down, so does the captain. OK, to be honest I'm not a huge fan of permadeath, but I thought it made a lot of sense to add this mode.

Menus

Enjoy immersive menus themed as a futuristic military operating system, with a high degree of customisation and as many graphics options as I could fit in. Sorry, no FoV slider. Change background colours and images, change image and unit art styles, lower or increase the amount of alerts that can be shown at any one time, lower or raise the volume of different types of sound or even individual sound files if you find them annoying. Make the menus lemon yellow, go crazy.

Rebind most ability, unit order, menu navigation, and options keys to whatever you like. Almost whatever you like. Enjoy a clear visual to show you which keys do what.

Known Bugs

Windows 10 is currently showing a black screen when starting the game. To fix this, press [Alt]+[Enter] to switch the game to windowed mode. You can then change the resolution in the Settings menu. This is considered a major bug and is the current priority to fix before release.

Other versions of Windows may show a white screen upon starting up if you tabbed out of the game during the initial loading process. If this happens, simply tab outt and back in. This may be required to be done twice. Using windowed mode does fix this issue. This is considered a low priority bug.

Save files may be corrupted upon new versions of the game releasing. There are two ways to fix this: use hotkey remapping in the Settings menu to fix keys changing, or editing the save file and options file. These are both located in the following folder:

C:\Users\-your_windows_user_name-\AppData\Local\SBMS

If ships that you select are constantly trying to make you cast the missiles abiliity, it's probably because the hotkey has broken. Go to the Settings menu to change any abilities that don't have a hotkey.

Title: Slizer Battle Management System
Genre: Free to Play, Indie, Simulation, Strategy
Developer:
slizer88
Publisher:
slizer88
Release Date: 7 May, 2018

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Minimum:

OS: XP

Processor: 1.2 GHz

Memory: 4 GB RAM

Graphics: 512 MB

Storage: 20 MB available space

Additional Notes: Limited testing showed no performance issues when run without other programs active. Tested on Windows 7, 8, and 10.

English

slizer battle management system gameplay. slizer battle management system

SBMS v1.19b23 Released:
Version v1.19b23 has been released. Patch highlights are:

- Planning Room: PAV, SL Shield, Beam Cannon fixed not updating availability when deleting a unit.

- Mission 20 allied units now attack their nearest enemy at the start

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

Major issue where deleting a unit equipped with a PAV, SL Shield, or beam cannon would keep the number of used equipment the same, so deleting two units would permanently set that equipment to being unavailable until you left the Planning Room. I can't believe I never finished that and didn't notice. Or that anyone else didn't know. I also noticed in mission 20 that the allied Princeps units were just sitting there, so I ordered them to help that poor Venator.. **SBMS v1.19b8 Released**:
Version v1.19b8 has been released. Patch highlights are:

- Navigation Room now has more data on locations

- Moved the visuals for intercepting enemy transmissions in-mission up so it wouldn't overlap with older messages

- Mission Briefing room looks nicer and can use spacebar and enter to skip messages

- Aquila and Reaper tech, and an Aquila unit are now offered as mission rewards

- Fixed Alliance Hoverplanes Tech now giving the player access to building more of them

- Missile Turrets now only fire one missile when ordered to attack and have an ability to switch to continuous mode

- Added Disruotion Field heavy missile to the ship optional heavy missiles list, so you can build them as an extra ability for Praetors

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

I'm debating having the next patch be the last one, and having all new additions (unless theres something this version clearly needs) into a heavily updated new version of the game that I hope to price at 5 USD and regional equivalents. If I haven't addressed an issue that you think is necessary or even just would be very nice to have, please tell me in the game's Steam forums so I can add it ino the next patch before working on the paid version of the game. This free version will always remain free and will get new content, but, I feel there are some major changes that would better go into a new game.

Thank you to everyone who's helped improve the game, but more importantly to everyone who's enjoyed it.. **SBMS v1.19b15 Released**:
Version v1.19b15 has been released. Patch highlights are:

- Improved missions 21 and 22, and added a small ending scene

- Fixed several game crashing bugs

- Unit side views finished or have a "no image" image

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

Full game release on the seventh of May, 2018. Thank you to everyone who played the game.. **SBMS v1.19b10 Released**:
Version v1.19b10 has been released. Patch highlights are:

- Fixed Shards crashing the game if their mothership died

- Two Aircraft Missions added

- Fixed the start button overlapping the weapons window in AIrcraft Missions

- Typos fixed

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

This is the final version until I release ABMS. I think the main additions for the next versions will be more campaign and Aircraft missions.. **SBMS v1.19b19 Released**:
Version v1.19b18 has been released. Patch highlights are:

- Previous story dialogue can now be viewed in the pause menu

- Missile alert sound is played when Missile Towers, Berkut, and Enemy Mine fire missiles

- Plasma Tower now checks for stealth before firing

- Fixed Remote Missiles not being a ground unit (fixes targeting issues)

- Rebel Heavy Missile and Rebel Plasma Cannon now have sound effects

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

The story dialogue button in the pause menu is a bit hard to see, I'll change it next patch. It's left of the "Return to Mission" button. Please tell me if it's actually hard to see.

Released Friday, 22 June, 2018. **v1.19b3 Released**:
Patch highlights

- Fixed non-standard weapon types in the Planning room cycling through all the weapon type icons

- Building weapon loadouts are now shown in the Library

- Ship weapons are now shown in the library

- Added multiple sizes to game icon

- Added some sound effects for abilities

- Added more dialogue

- Added enemy search party ship on Navigation map

- Fixed units with passive flares using them when offline

- Fixed the wrong units trying to evade dangerous abilities

- Gunbarrow now has an image for its Siege Mode ability

- Fixed crashes in mission 9 and Ships tab of the Library

- Fixed Remote Missile Silo not applying the right speed to its missiles, giving them the wrong range

Full Patch Notes
http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/. **SBMS v1.19b6 Released**:
Version v1.19b6 has been released. Patch highlights are:

- The game now starts in borderless windowed fullscreen mode. This should fix the black screen issue for Windows 10 users. Again, please don't post negative reviews based on a bug unless you plan to change it once the bug is fixed. If you have Windows 10, please do not use true fullscreen mode.

- Starslash's Starburst ability fixed and updated.

- Mission 5's Seagulls have less damage on easy mode.

- Triarus supply cost increased.

- Food supplies added to Mainbase status menu.

- Added key tutorials in first 2 missions.

- Mission briefing arrows look better.

- Mission menu shows when in easy mode.

- Added aircraft abilities in the Aircraft section of the Library.

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/. **SBMS v1.19b14 Released**:
Version v1.19b14 has been released. Patch highlights are:

- Fixed E-Mail, Messenger, Library, and Navigation rooms crashing the game after certain missions

- Mission 17 remade, since it was the exact same map being used in the old campaign

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

Fixed game crashes. I'm not gonna pretend this is the last patch.. **SBMS v1.19b13 Released**:
Version v1.19b13 has been released. Patch highlights are:

- Old missions (past mission 22) now use the planning room, fixed crashes

- Missions 15 and 16 remade, since they were the exact same maps being used in the old campaign

- Missions 21 and 22 improved and made less difficult

- Added Internal E-mails for missions 14-22

http://www.indiedb.com/games/slizer-strategy/news/sbms-v119-updates/

How many times have I said this will be the last patch? Not enougn, that's how many. Seriously though, 2 more patches.