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## About This Game

### **Finally, a starship combat game worthy of the name Star Trek.**

Star Trek: Starfleet Command puts you in the captain's chair for an amazing real-time space combat experience.

Pledge your allegiance to the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, the Hydran Kingdom, the Gorn Confederation or the Lyran Star Empire.

Every good tactician knows there's a fine balance between speed and raw power. Choose from four classes of ships and over 50 3-D rendered hull designs.

Experience a 30-year campaign that takes you from Lieutenant Commander of a Frigate to a Rear Admiral in control of a task force including Destroyers, Heavy Cruisers and Dreadnoughts.

Multi-function display panels offer instant access to critical systems: Sensors, Weapons, Shields, Transporters, Marines, Mines, Engineering, Science and Energy Management.

Challenge yourself with dozens of unique missions created by the Dynaverse engine or re-enact classic scenarios from the Original Series.

Numerous multi-player options include "Pass the Tribble" and cooperative Starbase Assault with up to six players. Or go head-to-head over various network connections.

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Title: Star Trek: Starfleet Command Gold Edition

Genre: Action, Simulation, Strategy

Developer:

Interplay Entertainment Corp.

Publisher:

Interplay Entertainment Corp.

Release Date: 22 Nov, 2016

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English







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FG5EB14-COVER

Unidentified Map / Image

4-6 PCS

Adventure

LEVELS 6-8

BATTLE FOR BRIDGEFORT

BRIDGEFORT SAGA PART THREE

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CONTENT FOR USE WITH

FANTASY GROUNDS VTT

2.00 Adventure Synopsis

Chapter One: City Under Siege

The party arrives in the city of Bridgefort just before the attacks begin in earnest. Baron Mercen has already evacuated the citizenry from the city. He is paying a significant amount of gold for any help from seasoned adventurers to repel the oncoming assault. The first order of business is setting up defenses at the main west gate, with the help of Captain Scorena Smyte.

Chapter Two: Foiling the Enemy Plans

After dealing with the initial problems near the front gate of the city, several other districts fall under attack. The party first travels toward the Copper District to deal with several flying humanoids (via potions and spells). They then travel near the Warehouse District and confront enemies tunneling under the city.

Chapter Three: Final Conflict

The last wave of humanoids attacks Bridgefort. For defensive purposes, only one bridge remains connecting West District and East District. The enemy makes a final rush on the bridge, on the backs of flying mounts. The party has to deal with this latest threat, then confront Emperor Che'vak himself. The fate of Bridgefort rests with this final confrontation.

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Love the game, hate the port.. game reminds me of cannabal on ps3. really caused damage to my spacebar

20/10 would destroy my spacebar again. For me this dlc was meh. The only reason i will give it a positive review is that the dlc adds the penultimo delusion mission to any game which is kinda fun. The bulding is meh. It can offer a couple of ok points to your island depending on its state. Sure if you have no clinics its the bomb. Problem is it costs just as much a clinic. So if you have a small population build a clinic first as its medical bonus is better. However for islands flooding with immigrants faster than you can build clinics or hospitals the building is actually quite useful for its medical bonus. Yet the building has other funtions which during the world wars era makes it slightly more useful, the whole shock treatment thing. Yet after that it has a really cool upgrade. All of those droves of citizens who have no role, if they visit they could have a chance to recieve a good role.

So i recommend this dlc only with the caveat that it is on sale for -33% or more. With the added caveat you have moderate or less income. If you have high income or are just plain up to your gills in cash and just can't breath, stop being a tightwad and buy it.. Super fun little game, if you want to play for 10 minutes, show off a cool Vive experience, it's wll worth it's price.. You move the mouse cursor around and if you hold the button down the fairy flies toward it. You can make some cute effects happen by flying through things like grass and flowers. Sometimes barely visible puzzle pieces are laying around the place and you can fly over them to pick them up and add them to the puzzle. Day and night slowly cycle continuously. There's some stuff to look at, like the two people that live on islands in the sky. There's a picture book to look at as well.

The big question is: What the heck am I supposed to be doing here? There's no real goal or purpose. It's just a fairy on a small map with things happening. See the background to the logo at the top of the page? That's the whole map. The fairy is roughly the size of the star on the far left side. (That may actually be the fairy, since that's the starting point.)

Also, the visual effect during daytime makes my eyes lose focus to an extent that is physically uncomfortable. I had to look away from the screen several times.. Accessible but difficult and the "one weird geometry trick" opens up continually interesting wrinkles.. Very bad voice acting, confusing puzzles with bad hints and a boring story.

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This is an excellent roguelike, with a host of foes very capable of surprising you, a . Try the demo first, I have had some troubles with the menus being invisible, but even there I was able to shamle into playing this excellent game.. Best game ever!. bought a 4 pack for me and some friends  
decided to skip tutorial  
picked up a shotgun and followed my friends around  
demon jumped on 2 of me friends and the other tried killing them with his machete  
i ran out of ammo as 10 more demons showed up  
abandoned my team and ran towards a campfire for safety as i heard their screams asking me for help  
live for 45 more seconds after abandoning them  
10/10 would leave my friends to die again  
. My only regret about this simulator\game is that it's not multi-player... competition or co-op. No better way to show-off that new paint!!!. There's a point in the trailer where they show off godawful 3D for no reason and I was pretty happy when I found out that said 3D is nowhere in the game itself.

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