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Occidental heroes map

of enemies and choices. Also, I think that decisions should affect the player more, as often times you can only choose whichever option you benefit from most, even if it is contrary to previous decisions and usually has no consequences. Overall, however, it's a great game that deserves more attention and is a must-play, especially given that it's free w/o for all IAP (that I've seen). We have detected that JavaScript is disabled in this browser. Enable JavaScript, or switch to a supported browser to continue twitter.com your browser. You can see a list of supported browsers in Help. Help Center Edit Share Welcome to the Occidental Heroes wiki! It's a work in progress at the moment. Occidental Heroes is a mobile/iPad pixelated RPG game where you go on missions, explore and fight enemies in a series-based setup! It is very similar in principle to the well-known video game Battle Brothers, and the game is set in a colonial period settlement - similar to the 1600-1700 new world colony. Unfortunately, the available weapons are quite primitive, only bows and hand blunt force weapons can be obtained in the game. Gameplay Edit The game begins by selecting your character and creating your company. Specifically, 3 types of playable characters exist: Men-At-Arms, who are the basic tank unit of the game, Fencers, who can use special combination moves, but not significant protection, and archers who are the cut long distance unit of the game. There are several ideal combinations for players to choose from, but most usually consider Noble's second son (Vissnir du Cireon), Unscrupulous War Profiteer (Simi the Boxman), and naturalist (Dr. Kirran Laviotti) as the optimal characters to start with. After selecting your personal character, handpicking members of the company, and editing buff settings, you can then proceed to baptize the company and edit the coat of arms (it does not affect any game). Once the company is established, the game will send you off to a randomly named ship designated to travel to West Trentier. Disembark there to land auhert's Beacon and start your adventure. From this point, I recommend that you first buy a map on the market and then play at least two rounds of fighting pits: the first would stand Bandits make it easy to pick off the arrows, and the second would be slightly more challenging but feasible. Battle game is simple, but requires a lot of strategic movement: try to use bottlenecks and cover your advantage. Then it would be ideal to accept the first couple of missions to the local pub (The Silky Siren), which were cutting a pack of wolves and bears. After that, feel free to travel across the map: just keep yourself busy for 3-6 missions at a time and stock up properly on the food market from time to time. Remember that it is best first to stay in the immediate vicinity of Auhert's Beacon: wherever you go, you will always lose a certain amount of food portions depending on the ground on which you travel. The main goal is to achieve each character's goal, which varies wildly depending on the character's biography and earn enough money for them to retire/resolve personal issues. There are other places on the map where you can do more missions. All areas appear here on the Places page. Social content is available under CC-BY-SA, unless otherwise stated. There's more room on the west side. Different types of sites work differently. Content[show] CitiesEded Cities, where you can sell loot and buy supplies at a good price and with their unique features. Cities have characters you can recruit in their pubs. The cities are also home to powerful people and you need to have a good reputation for having access to them. There are four cities: Auhert's Beacon Bessemburg Grionti Capriss TownsEdit Towns small villages and not much to offer, but you can still get missions, sell loot, and buy resources here. There are seven cities: Eltevéd Cosgrave Point Hettering Deadlake Hrok's Crossing Artahanna MonasteriesEdit Monasteries are places in remote locations that give you missions and possibly give you weapons and armor if you complete a certain mission. You can also purchase supplies for monasteries after completing the Errant Monk mission. St. Agar's St. Gyle's St. Cithia's Forts Forts Edit Forts are places in remote locations run by the army. They don't give you many missions, but completing the Lost Colors mission gives you access to their exclusive weapons and armor. Right now, you only have one fortress. Native Village Edit Indigenous villages are extremely remote places, usually requiring packs of animals to reach. It requires a lot of missions to go to the indigenous village. Supplies, and later equipment, can be purchased here for loot. There is currently only one indigenous village: RuinsEdit These sites can be used as hideaways for the enemy, and certain missions can be linked to them. If you interrupt the indigenous ritual, you will find valuable artifacts in the ruins. A collapsed lighthouse in Old Volinth The destroyed fortress of Riglam redoubt The Scourge Of An Ancient Watchtower Of Sorrow Bridges Edit Two main types of bridges: regular bridges, and gated (reinforced) Closed bridges are like their normal counterparts, but at the top there is a castle-like structure. They need a travel permit to cross. Normal bridges: Bridge south of Auhert Beacon Gated Bridges: Ironpass Bridge (located on the road some distance southwest of Bessemburg) Auhert's Crossing (located on the road some distance west of Auhert Beacon) the Long Bridge (located on the road some distance north of Grionti) TerrainEdit Roads - Basic Roads with many random encounters and minimal supply consumption. Agricultural land - Empty farmland that minimises supply consumption. Grasslands - Grasslands that have little cover. Slightly increases elastic consumption. Bridges - Similar to a road, but there is water between two sides. Rare grasslands - As well as grasslands, but increase supply consumption to a greater extent. Badlands - Like grasslands, but consumes many supplies. Bog / Swamp - An area that is difficult to navigate but does not affect long-distance attacks. Increases the supply of consumptionhills - An area full of more rocks than grasslands, increases the consumption of supply. Forest - An area that is likely to be full of wild animals, the forest interferes with vision, and long-distance weapons are less effective. Increases supply consumption. 6/19/2019 Systems /mechanics update. Here's what's new: Optional enterprise traitsIf you're starting a company you'll be able to create some baseline conditions that affect how you experience your occidnt. All five traits have a compromise, and some are mutually incompatible. In-app purchase to remove adsA surprising number of players who are upset because they can't pay to get rid of ads. I thought they'd be nervous about the ads, but instead they're nervous that they can't give you any money. Well, now they know and that the purchase includes all future paid content in the game. It doesn't promise when or how much it does. Optional female bendingI decided to go full awakened SJW and recognize that women exist, so now I will be able to choose the starting character's type. Keep an eye on any deviation from the pronouns because I've probably missed a few. If you purchase the aforementioned ad-free version, you can change the name and gender of each character you can rent. You can name them as friends/family and feed them bears or something. Goal of the wandering naturalistNow the wandering naturalist will be able to achieve his goal by visiting tiles whether they were previously discovered by the company or not. The number of tiles needed to achieve the goal has decreased significantly, but neighbouring tiles no longer count and (as before) neither roads, farms, settlements or ruins. Composite bow Reduced the damage penalty for the composite bow, because -30% looks very bad. A note here: the bonus/penalty rating for an item does not refer to absolute damage, but only the part of the damage, depends on the type of element (which (which significant than the part that depends on the user's level). So the -30% was not a good reason not to use the composite bow, and the -20% of the actual penalty in terms of damage dealt with is probably not even noticeable. Italic textIt's been crazy hard to implement, and as expected, it looks like, but that's how things used to go back to the Dark Ages before anti-aliasing. I promise I won't overdo it. I'm still working on new content. I can't tell you when it's going to be available, but remember, I've been working on the game since 2014, and it's not even half ready, so... Yes. Any change in this version took less time than it took to write about say the mercenary captain's quest to be given an idea of how time consuming it can be to add content. 6/16/2019 Short answer: lack of foresight. Long answer: lack of foresight. When I started working on Occidental Heroes in 2014, I added a lot of systems and mechanics to the game, and I only put off introducing female characters because I was thinking about them in terms of content rather than systems. As a result, a huge amount of text was used in static male pronouns. To implement female characters, I need to analyze each text in the game and mark each pronoun that refers to a party member, and then the game will ask them for their type and insert the correct pronoun into the text. So that's what I did, and now the game's textual content should be supported by female party members (although I've probably missed quite a few pronoun checks, so I'd appreciate it to keep an eye on you). It should be noted that there are no canonically female party members in the game as of yet. This is content and will be added in the future. 2019/6/3 2019/6/9 2019/6/11 This is a bug fix update on Android. yes, I know I'd rather live, just like I would. This game is the most important project, but that doesn't mean I can work on it as much as I would like. Anyway, the changes 1.0.5 1.0.6 1.0.7: he added: it fixes that nasty mistake where party members come back from retirement and suddenly end up in the main menu unable to continue playing; you can now give up the search for hrok's grave by reporting your findings to the head of hrok's crossing; If Harland du Grier dies during an independent quest fight, you don't have to do the quest fight again; resolution fixes 1080x1920+ devices. Shout if something's wrong with a device. The game must support 480x800 and above. the crossbow is now automatically recharged when the number bowman is cornered and unable to move; parties with multiple carts/prisoners are now much less likely to be trapped in tactical maps. If you experience this, a screenshot may be useful; rewards for delivering keening ore now spawn only items useful for the party. For example, it doesn't spawn an enthusiastic steel shield if you don't have a man-at-arms company; adjusted the critical chance bonus for impoverished noble +40%; corrected a lot of typo; some extra analytics cases where automten gets messed up. Thank you for reporting typos, errors and all the oddity you encounter. Extra special thanks to players who allow for an anality in the game as it is often the only way to find/fix bugs. 2/4/2019 Bug fixes and minor modifications, but I decided to make this version 1.0.0 instead of 0.9.10 because it gives me an excuse to celebrate. So ... 1.0.0 out, woohoo! 1/12/2019 Happy current year. It's a minor update. Some changes: he added five more challenging fights to auhert's beacon arena. These will be available at random intervals as soon as the company gets the champion and the company is notified of the fight available when visiting Auhert's Beacon; the impoverished noble is 50% more likely to land critical hits than other fencer who have trained him in dueling; The goal of the wandering naturalist now takes into account only tiles in the wild. Road tiles don't count towards the finish, but now fewer tiles are needed, so the difficulty of reaching the goal can be about the same; a slight change in the points of hit of fencers and archers; fixed all reported crashes and some typo. Thank you for reporting typos, errors and all the oddity you encounter. 12/8/2018 t!;dr This beta version adds character progression, inventory (weapons, armor, shields) and changes the way combat damage is handled. There are a number of new missions, but no new map regions have been added. This update does not invalidate the current progress of the game, but it is recommended that you start a new game. Changes to the current release version include: Character progressionParty members can now gain experience / level that affects the damage dealt with and get in the fight. If a new party member is taken up, they will have far less experience than current party members. Also, the money needed to hire a new party member depends on the level of experience, so in the beginning it will be cheap to replace party members. Damage in combat is now treated differently Characters now have many more hit points and weapons dealing variable damage based on character level of the attacker and target, weapon of the attacker, weapon + armor + shield of the defender, as well as chance. There are critical hits in the fight to increase the damage of the attackThe chances of critical hits rising as the party member rises to levels. Fencers are more likely to get critical hits when they make special attacks. Archers are more likely to criticize when shooting from behind friendly people. Now you can upgrade weapons and armor for party members, as well as shields for men-at-armsIt can only be done in markets or places that are armorers. Some places tend to have a higher chance of spawning items than other places you guess. Some character backgrounds will have their own unique elements, Now you have access to the ledger and map, while you figure it out in places (cities, encounters and so on). Party members lose resolve if they lose more than 50% of their hit points in a battle They will regain some resolve if they win the kondilem of the battle with overwhelming odds (Epic victory) either without any party member getting a scratch (Flawless victory) or when completing some quest or encounter. You will no longer lose your pack of animals during hail Earlier in a failed hail event (one where there is not a survivor-type of party) you would lose your pack of animals. Given that hail events are quite common, spending money on packing animals was not a good decision for most playthroughs. Now you have a company score that tracks your overall success Based on the number of party members who have completed their goals and earned enough money for a comfortable retirement. Permadeath is still in place, but in a twist, if the entire party dies, voluntarily retired party members come out of retirement to keep the company alive. If you haven't retired, the game's over. Previous companies will be saved from the Book of HeroesIf they just start a new company without first retiring party members or getting them killed, the previous company will not be saved. There are many minor changes that I can't bother to listThey're all good though, so don't worry about them. If you have any questions about the game or feedback that requires an answer, please support@ensitmedia.com support@ensitmedia.com

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