First Strike: Final Hour License

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About This Game

Welcome commander, you are now in power of one of the big 5d3b920ae0

Title: First Strike: Final Hour
Genre: Action, Indie, Strategy
Developer:
Blindflug Studios AG
Publisher:
Blindflug Studios AG
Release Date: 31 May, 2017

English,French,German,Russian,Simplified Chinese,Traditional Chinese,Turkish,Italian,Polish

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Three words: I love nukes.. Ok I love this game but it does not F**KING work anymore and the Dev team still has not figured it out or released any information on it and I know im not the only one with this problem so until they fix it which might never happen don't buy this game.

Train Station Renovation Warlords.io 5/11 Update & Bug Fixes : This round of patches and updates are fairly minor as we are finishing up the early development stages of the new War mode that we hope to bring to you by the end of this month! Well be releasing another update in the coming weeks further elaborating on what we hope to create with this new mode and how you, the player(s), can help us shape this mode ! Until, enjoy the updates and see you on the battlefield or the newly updated beaches of Long Shore ! Updates: Updated Aiming mechanics to prevent players from turning tinto beyblades when aiming close with Mouse/Keyboard controls Updated sand terrain on Survival Map Long Shore and on TDM map Long Shore Updated Survival Enemy Netcode to rely more heavily on Server/Host for position and rotation Survival Enemy Spawn rate and algorithm tuning Updated missing and outdated game logos General Project cleanup in preparation for the upcoming War mode Bug Fixes: Fixed Enemies Targeting Cloaked players on hit/damage Fixed Healing Drones attempting to heal dead players Fixed Rocket Launcher Friendly Fire in Survival Fixed Enemy Bomb Car explosions not dealing damage to Enemy survival minions when killed by player Fixed a flamethrower turret bug that caused unlimited damage and burn time on enemies on death. First Major Update: UI update, Feature additions, and Survival Balancing : Hey Everybody, First off, to those of you who have purchased my game, I am indescribably grateful for your purchases. Making games for a living is dream I intend to pursue with every ounce of effort within me, but I could not do it with out you, the players, who support Nerd Herd Games by purchasing and playing our game. So again, we thank you and hope you continue to enjoy our game (and future titles) as much as I enjoy working on them. On to actual news, we just push our first update with several bug fixes and balancing changes. The full list of changes is available below. New Features! Added Graphics Settings to the Settings menu (also available in pause menu Players receive a notification in the kill feed when a player joins the game Levels can now have pre-built fortifications that spawn in at the start of the game. This will allow us design levels with destructible cover in mind and can be seen in the changes made to "Stomping Grounds" Added prompt when no match is found from "Browse Matches" to ask players if they'd like to host a public match Added a Survival in game "scoreboard" that lists players in the match with their class, level, health, and available money Survival Balancing Decrease Enemy Buffs from +.25X Health & +.25X Damage to +.20X Health & +.20X Damage Increaded Price of Cube Decreased HP of Cube Increased Damage of MG Turret Increased Damage of Trip Mine Decreased price of Trip Mine Breaker Enemies Focus on Base, but Target Barricades in front of them Bug Fixes: Fixed Friendly Turrets target teammates Fixed bug with MG Ability cause players to not be able to move on respawn Fixed a bug that prevented players from canceling the weapon selection UI at the intermission screens Fixed Broken Achievements Fixed Friendly Turrets target teammates Fixed bug with MG Ability cause players to not be able to move on respawn I am Rock (win as the last man standing in a boss wave) If it bleeds, we can kill it (kill 100 bosses) I. Survived? I Endured. AK Weapon kills no longer unlock AR Mastery Thanks for playing Warlords.IO and we can't wait to see you on the battlefield! .and frag you ;). Added Ghost Cam & Ability to Buy Respawns : Hi Warlords, Quick update on what we've been working on this week. We've fixed a few minor bugs in the survival mode and have been working on the Major Survival Update/Overhaul which we hope to bring to you before the end of the year. The most notable change this update, you can now purchase respawns in the Survival mode for the low cost of $2000! 2000 just felt like a nice round number to start out at, and we may increase it, if it becomes to easy to spam respawns. NOTE: If you're the last one alive (or playing by yourself) and you die, the game ends and you can't purchase a respawn. If you can't afford to buy a respawn, we've added a ghost cam for you to enjoy so you no longer have to stare boringly at your dead self! With the Ghost cam, you can move the camera around similar to how you move your player (with WASD or Left-Thumbstick) and can switch between a hard-lock on your teammates. This ghost cam will be available in all team-based game

modes (i.e. Team Deathmatch).. Survival Update 2: Perks of the Job : New Survival Map Zen Garden. Survival Update Part 1: Strike Back : Hi Everyone, This weekend we release the first part of our plan to overhaul the Survival mode for Warlrods.IO! The main feature of this update is the addition of Strike Packages ! Strike packages can be split into 2 categories: UAVs & Drones. The UAVs include the Reaper Missile , Attack Chopper , and G.O.D.S. Hammer . These are player-controlled single use "Strikes" that the player can purchase and use to level large amounts of difficult enemies. The list of Drones includes an MG Drone , a Laser Drone , and a Healing Drone . Drones can provide the player with addition firepower and sustainability in the battlefield, but are easily destroyed by explosives and are also destroyed if the player dies. Additionally, we've added a new 2 new barricades for players to build their defenses with: the U-Wall and Razor wire . We've also added 2 new turrets, a Flame Turret and a Rocket Turret , that are highly effective against groups of enemies at close and long range, respectively. Finally, we've buffed the MP16 secondary, since we felt it was vastly out gunned by the P9 at long and mid-range. We want the MP16 to be something of a pocket AR, that players with long range weapons can utilize as a reliable CQB to mid-range automatic in the early levels. We've buffed the base damage from 7 to 11 and tightened up the overall accuracy. Hop back into your favorite survival maps and give the added firepower a try to see if you can top your previous high scores in the leader boards! We're working on Part 2 of our Survival overhaul, and expect to ship it before the end of the year. Part 2 will feature the addition of "Perks" players can choose from for their class to add some form of buff in the survival mode. These buffs can range from a lump sum of starting cash, to increased maximum health, to increased turret damage, or to decreased barricade costs. Perks will be locked by default, but will be unlocked as the player gains experience for that class through play time (Experience which we are already tracking with Steam Stats and players are already earning through gameplay in all modes). We hope this will add a new dynamic and to the character class selection and give players something to grind towards. We're contemplating the use of the Perks in the upcoming war mode, and would love to here your feedback on this! Again, thank you all for your continued support of this project and we can't wait to see you on the battlefield! -Rock Patch Notes: Reorganized the Survival Fortifications Wheel into three sections Barricades Turrets Strike Packages Barricades + Added U-Wall + Added Razor Wire Turrets + Added Flame Turret + Added Rocket Turret Strike Packages + Added Reaper Missile + Added Attack Chopper + Added G.O.D.S.

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