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## About This Game

Set on a distant uncharted & hostile planet, where descendants of a crashed colony ship endure the harsh wasteland while hoping for salvation.

However, decades have passed without contact from the fleet and skirmishes between different factions over limited resources have escalated.

A full blown war of conquest looms on the horizon that could risk humanity's fragile existence on this harsh new world.

As the chaos approaches, you take the role as the leader of a rag-tag bunch of scavengers / mercenaries. Your goal is to scavenge, trade, sabotage, hunt, fight and help conquer your way to fame and glory.

Along the journey, you will meet allies that will join in the struggle to survive the wasteland, and perhaps together, you can unravel the mystery on the origins of the colony and change the fate of all those who call this barren world home.

### KEY FEATURES:

- A world where your choices matters as the factions try to survive and wage wars of conquest.

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- A highly dynamic economic simulation ensures not only your actions carry consequences and present new opportunities, but also the actions of various NPCs.
  - Competitive gameplay that involves other free roaming NPC scavengers that fulfill the same role as the player. They can trade, scavenge resources, take on missions, and fight hostile raiders or xenos. Competition can be fierce, so beware!
  - Mercenary contracts that carry consequences. Be it clearing raiders for a faction to help their economy grow, or sabotage their enemy's outposts to cripple their war capability.
  - Recruit and equip your squad with many different weapons, each providing a unique balance and tactical options. Train their combat skills as they gain levels, and specialize them further with a selection of many perks.
  - Hunt the xenobeasts on this hostile world and use their skin, carapace, and organs in crafting useful items and armor.
  - A sandbox that is also character & story-driven, with an sci-fi story themed on loss, duty and personal responsibility, along with side-quests and random encounters.

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Title: Nomads of the Fallen Star  
Genre: Indie, RPG, Simulation, Strategy  
Developer:  
Huy Phan  
Publisher:  
Huy Phan  
Release Date: 30 Jan, 2019

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English







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I am having quite a bit of fun.. Fun little game with potential to be something more later on.

Prepare to use the save functions alot :). Didn't play much yet but its awesome, first thing i do is raid a caravan im evil!. Game looked promising but a lack of balance and impossible difficulty makes it not enjoyable. The general comparison is Battle Brothers, I find that comparison reasonable but the difference is while both games are difficult, you are limited in this game to amount of party members leaving you vulnerable if random combat starts with no option to escape. For that reason I just can't recommend the game. Applied for refund.. Great game, Combat is well done, the crafting sistem is neat. if you liked battle brothers imagine it with an RPG twist, sci fi background and trading and scavenging all made by one hell of a developer, well thats it.

. This game is awful.

Honestly, it is one of the most luck based games I seen in my life, the idea of playing this in ironman mode is unthinkable, any encounter, and I mean ANY ENCOUNTER can be deadly for the first 10 hours you play it, not to mention the absurd low amount of time you have to do the missions, even after you complete it, if you don't return to the city in time the mission fails and you loose reputation, and it's not a little, if you fail a SINGLE mission because of the ridiculous low amount of time you have to do them, you loose the equivalent of 5-6 successful missions, so if you fail one single mission due to RNG you just wasted 2-3 hours of gameplay.

But wait, you did kill the raiders? yes, but that does not matter, I was 5 minutes too late.

And how do you get better gear? only unlockable by gaining reputation.

Armor in the game is borderline useless, it's practically a consumable on the melee character, it breaks in 1-2 hits.

You also can't hire other mercenaries until your renown is high enough, but to get renown you need to do missions that are completely RNG.

Combat is also determined almost always by who is lucky enough to land the first hit, even if you move your units in a way that you will be the one to deal the first hit, if you miss, it's usually game-over.

I do not recommend this game AT ALL, I love this genre, but this game is absurdly poorly balanced. It Is a great little game and the Dev seems active. Would recommend if you like these sort of games!. I thought it was going to be like Battle Brothers. Horribly painfully wrong.. So far I have been enjoying it. Very similiar to Battle Brothers with more emphasis on economics. I will update as I progress more.. Excellent tactical Sandbox. Challenging, tough and rewarding. Game has a lot of depth. Highly recommend.

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This is a deep and expansive project from a very responsive solo dev. Improving on a daily basis and well worth supporting. Where my battle bros at?. I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

. Fun game with many features - grid turn based combat, crafting, skill system, perk system, trading, reputation with different factions, questing to get the next upgrade, varied weapons and items, group management ( food/water/salary/positioning/item durability ). The moment I booted up the game, I could tell... This is an incredibly less polished sci-fi version of Battle Brothers. And for a game of this genre, if you try to see if it gets good or not along the way, you are out of refund time. If you really, really like the theme, go for it. Otherwise, if you enjoy the genre, Battle Brothers is better.. I'm sorry but have to say that it is not a good game. The interface is uncomfortable and poorly made. And whole design feels mediocre at best.. Decided to buy this game because of the love put into it. And the developer's backstory of how this game came into being.. Discovered this through Space Game Junkie's curation and since I like single player sandbox RPGs, particularly those with a sci-fi theme, decided to try it out. I was pleasantly surprised! There is an interesting story and background lore, a living, dynamic world with inter-faction wars, and a good core mechanic mix of both trading and turn-based combat encounters. Also gives me great nostalgic vibes from games I played as a kid, and the developer listens to feedback & updates the game frequently with improvements & bug fixes.. I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

#### **Update #11: Trade mission log & bribing militia warbands:**

Patch notes:

- The communications log for trade missions also displays the quantity of tradegoods that the town or outpost seeks.
- Fixed a dialog bug when attempting to bribe hostile faction militia warbands.
- The faction militia warbands have learnt to demand fraction-based bribes instead of a flat amount.

As always, thank you for the support. If you enjoy the game, please leave a review to help me able to remain a gamedev.

I plan to make a grand Heroes of Might & Magic 3 inspired dynamic open-world game as my next project, and I know I'm going to bite off more than I can chew, but I'll have fun doing it.

Have a good week!

-Huy. **Patch Notes (v1.08) & Misc Updates:**

**Changes in v1.08:**

- \* The slider when buying tradegoods has been changed to be less fiddly, it's now more precise for smaller amounts.
- \* NPC scavengers when they have a bounty hunt contract vs player squad will now accept smaller bribes.

#### **Misc notes from the developer:**

I've ported the game over to mobiles, both iOS & Android recently, making the UI & text more suitable for smaller displays and



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touch interface.

Android: <https://play.google.com/store/apps/developer?id=Halfgeek>

iOS: <https://itunes.apple.com/us/developer/anh-huy-phan/id896041754>

### **Future game project:**

I had two game in mind that I wanted to work on moving forward, a fantasy open world with empire building inspired by Heroes of Might & Magic (3), or a new sci-fi space epic focused on large fleets & empire building.

I've always loved space theme and sci-fi more than fantasy, but I hesitated to go down that route for the next game due to the many titles in this genre. Games like Star Sector and Stellar Tactics where its a one-man dev effort have raised the bar so high that I was afraid I had no chance to come close.

But after much thought, and recalling why I became a gamedev in the first place, I decided to go back to my favorite genre: space. To travel among the stars as a nobody, to eventually becoming the leader of an empire and deciding the fate of the galaxy is too big a calling to ignore. :)

With this game, I want to capture the dynamism and economic depth from Eve Online (I was an avid player back then in its early days), where player factions would wage war on each other, driven by the economic engine of resource gathering, shipping and production. Combat will be an expanded Star Nomad 2 style, real-time with tactical pause, with a focus on mixed fleet and space carrier warfare.

While I may never reach the same level as those talented one-man devs out there, I will try my best to not disappoint gamers who also love this genre.

Finally, I want to thank all of you guys for your support on this gamedev journey.

### **-Huy. Update #12: Small bugfix and minor balance change:**

Patch Notes (version 1.07.3):

- Fixed some typos and a few dialog choices.
- Increased the NPC Scavenger jealousy AI factor, when you compete with them on trading and trade missions, they will be more envious and it could lead to anger and other bad things.
- Slightly reduced the maximum amount outposts will pay for Fuel Cells & Firesand. Both are lightweight tradegoods with too high profitability making it a no-brainer choice.

Thanks for playing and I hope you all enjoy it, have a good weekend!

### **-Huy. Update #8: Auto-pause on worldmap and a tweak to DC faction standing:**

Just a small one today based on player feedback.

Patch notes:

- Added option to enable auto-pause when entering the worldmap from town or battle. You can toggle it on (default is off) in the Options menu.
- Doing the Merchant Guild patrol missions and escorting caravans will also increase standing with Derelict City up to neutral. This should help those who found themselves on the bad side of DC and unable to enter to recruit a squad member.

Thanks for the support and have a good week!

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**-Huy. Update #16: Tweaking time (QoL):**

Patch Notes (version 1.07.7):

- \* Added separate icons for the current time mode, pause, 1x and 2x time in the top-left menu, besides the time-dial.
- \* Clicking on these time icons will trigger the appropriate time mode. The current method; [Spacebar] to cycle through pause/1x/2x modes, will remain as is for those who prefer less clicks.
- \* When entering menus where time is paused, the game will remember your previous time mode. When you exit menus, it will no longer force 1x resume, but it will select the previous time mode.

Thank you for playing and providing feedback. If you enjoy the game, please leave a review to support me.

**-Huy. Update #13: Camera control changes & improvements:**

Patch Notes (version 1.07.4):

- Camera panning with the [Shift] key will extend further, enabling you to pan across the entire worldmap. You may also right-click on the map and the camera will position there, releasing right-click will snap back to the squad.
- The player squad will only interact with resource nodes on the map if they directly click on it. This should prevent annoying unwanted interactions during travel.
- The 3rd squad member can be recruited earlier, this change is intended to improve early game progression.
- Outposts will only show the mission icon if there is an available mission from random events (Raiders & Xenos). Major towns always have the mission icon active.
- NPC faction militia will sometimes mention that to be their ally, you have to help them fight their enemies directly.
- Fixed a bug related to crafting time and completion during resource scavenging.

Thanks for playing, if you enjoy it, please leave a review! Have a good week!

**-Huy. Update #15: Some QoL feature requests:**

Patch Notes (version 1.07.6)

- Added a function to discard unwanted cargo & equipment. In the squad inventory menu, [Ctrl] + Left-Click on tradegoods or equipment icon to throw it away.
- Expanded the Communications Log to include more older messages by selecting the next page icon (if there's older logs).
- Updated tooltip for the Handgun Specialization Perk to indicate that it does not apply to Energy Weapons.
- Changed the way the repair tools function, the squad will now only repair equipped weapons, armor and shields to not waste repair tools.

Thanks to all of you guys for playing and supporting me.

Have a great week!

**-Huy. Update #14: Balance change & bugfix:**

Patch Notes (version 1.07.5):

- Lowered the crafted armor optimal level for all recipes. The intent is to make armor crafting more attractive and viable compared to high tier armors from the factions.

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- Lowered Lamellar Armor damage resistance from 40% to 35% (damage threshold/absorb remains unchanged), it was previously too good for the common availability with stats similar to more advanced synthetic Combat Armor.

- Fixed a bug with the Perk "Quickfeet", it should now correctly trigger +2 AP on movement once per turn.

Thanks for playing and supporting my gamedev journey!

Have a good week,

-Huy. **Update #9: More UI & QoL improvements:**

Some more improvements based on player feedback.

Patch notes:

- Added a "Get All" icon in the post-battle loot menu to improve QoL. The tooltip will warn of the potential of carrying too much weight.

- Added a weapon comparison tooltip. It will cycle through your recruits and find the most appropriate equipped weapon to compare with the mouse-over target when in the barter menu. When inside the squad inventory menu, it will compare with the currently selected recruit.

- Changed the armor crafting to mention Takaya's level for more clarity.

- Caravan guards on the map will carry more munitions so they can put up a better fight vs hostiles.

Non-patch notes:

It's been a slow start on Steam, but if I am able to earn enough money to pay the bills, then I will remain on the gamedev journey and begin a new project (while fixing bugs and polishing Nomads of the Fallen Star).

For the next game project, I'm quite torn, so if you want to share your feedback and thoughts please do. I have narrowed it down to 2 game ideas.

1. A Heroes of Might & Magic 3 inspired dynamic open-world. Fantasy setting, with the focus on Empire building and management. Taking care of the supply chain to keep your people happy and productive, while you hire heroes to lead armies (with various mercenary recruits) on a worldmap. You can build farms, workshops & armory etc. in towns that you liberate to produce equipment for your armies.

2. A grand scale space epic, focus on larger fleet battles and Empire building & management. There's lots of spacesims these days, which is why I am hesitant to go with this option, but in my mind, I see the potential for a much better Star Nomad 2 style game as I've learnt a lot over the past few years to create meaningful depth.

-Huy

ps. If you enjoy the game, and want to say thanks, please leave a review! :). **Update #10: Some more improvements:**  
Just a small one today.

Patch notes:

- The Option to auto-pause the worldmap on loading from town/battle also applies to when crafting is complete. The intent is to help players who miss the notification not waste crafting time idling.

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- Expanded the comparison tooltip (on mouse-over) for Weapons added in the last update to Armor & Shields too.
  - Fixed a bug with the squad sometimes moving to a new destination when clicking on the dialog choices to exit an interaction.

The weekend is nearly here, have a good one all and thanks for the support! Oh, happy Valentines! :)

-Huy

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