Slizer Battle Management System Best 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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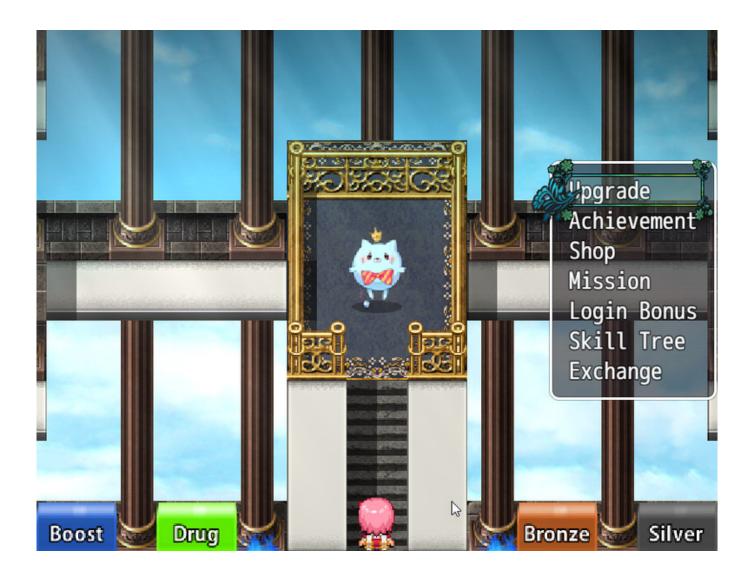**Minimum:**

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.. **Fixed game file showing 0 mb to download**:
Fixed game file showing 0 mb to download. Sorry for the inconvenience, but you can go play it now!
. **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 v1.19b17 Released**:
Version v1.19b17 has been released. Patch highlights are:

- Mission 14's secret unit fixed, making the mission completeable

- Added sound effects for the Orage and Hurricane B's plasma abilities

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

Have I mentioned the game is fully released?. **SBMS v1.19b18 Released**:
Version v1.19b18 has been released. Patch highlights are:

- Missions 15,16, and 19 fixed bringing up the wrong mission

- Missions 14 and 16 fixed not giving the player the ship rewards

- Fixed Enemy Mines not ebing removed when dying, causing them to count a kill every frame until the game crashed.

- Finished Enemy Plasma Tower

- Mouse is now centered at the top left of the cursor image

- Battlecruiser Power States button in the Settings menu now correctly shows which one is active

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

Tell me if you want the mouse cursor position changed back. I expect it will confuse some people.

If you have already completed missions 14 or 16 and did not get the rewards, you should retroactively get them now. **If you do not, please tell me in the "discussions" page which you can access from the Steam Store page for SBMS, on the right.**

Have I mentioned the game is fully released? And yet, still filled with bugs.. **SBMS v1.19b16 Released**:
Version v1.19b16 has been released. Patch highlights are:

- Mission 22 now has the proper "Rush" AI, scram and beam cannons now spread out so they don't hit each other, fixed campaign end text not disppearing unless you restarted the game

- Mission 21 has the starting location moved to be out of danger

- Zooming now keeps the screen centered

- Mission 10 ending requirements made easier

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

Wow that new zoom looks much more like a proper game would have.. **SBMS v1.19b11 Released**:
Version v1.19b11 has been released. Patch highlights are:

- All missions previously removed have been re-inserted. The original campaign (missions 21-44) will cause the game to crash because I need to add a workaround to make them compatible with the new mission briefing system.

- Bug fixes

- Biofuel file added to the Technology section of the Library

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

To complete the game for full release, I'll be adding some missions and making them functional / better. Along with the full release will be the expansion, ABMS, which has many major changes, and most importantly looks prettier. I'm planning to release this as $5 paid DLC. It has all the features of SBMS plus new units, updates abilities to increase tactical use, damage system has been redone to include the "pressure" variable vs armor, damage drop goes to 0 damage at max range with weapon ranges vastly increased, and finally when complete it will have a different campaign. If you're wondering why I didn't make these changes in this version, it's because they make stylistic changes which I feel make it too different from how it originally was played.

This version of SBMS will be to get feedback on the added missions so I can improve them before full release.. **v1.19b2 Released**:
Small patch, doesn't fix any of the problems that have been reported. Check this link for details:

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