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Star traders frontiers ship builder

This app is only available in the iPhone and iPad app store. You're the captain of a ship that's going through a massive open universe. Customize your crew and take command at the helm of your own ship while exploring a galaxy torn apart by internal struggles, alien threats and political intrigue.Command your ship and crew like space pirate, merchant, bounty hunter, and more in Star Traders: Frontiers - epic space RPG from Trese Brothers Games. Immerse yourself in a massive open universe, rich in the adventures and erudi of star merchants. Choose your path by collecting and commanding your personal crew and spacecraft in an ever-evolving galaxy torn apart by internal conflicts, political intrigue and alien threats. Will you fly like a pirate terrorizing the sea ways, join the solar wars as a military captain, or track targets through the stars like a fearsome bounty hunter? - Explore a rich, open universe: Discover endless, procedurally generated galactic maps, meet unique characters, and take on enemies to conquer the galaxy! - Become an intergalactic captain: Take on the role of spy, smuggler, explorer, pirate, trader, bounty hunter and more (26 jobs total!) - Customize your own spaceship: Choose from more than 350 upgrades and 45 ship hulls to build your own ship to embark on most of the space. - Collect and sew loyal crew: Assign talents and equipment to specialized equipment for each member of the spaceship. - Experience the ever-changing narrative: Decide to make friends or enemies with other factions and influence political, economic, and personal views. - Mold the crew of your choice: As you make decisions and set the tone for your ship, your crew will grow and change to match. Destroy enemy ships with all hands on deck and your crew will become bloodthirsty and savage. Explore distant worlds and prey dangerous wilderness and your crew will become fearless and smart... or scared and half-crazy. - A variety of difficulty options! Play with save slots to try out different builds or storylines or turn on the character curtains and enjoy the classic roguelike experience – Achievements Unlocks: achieve history and challenge goals to unlock additional optional (but not better) content such as new launch ships and new initial contactsFirst is the way out - when the survivors of a great war leave the ruins of galactic core in search of a new home in the stars. Scattered worlds have been claimed at the end of the galaxy. Every pocket of survivors held on to an isolated set of worlds as it tries to rebuild under Shalyn's great law. Three centuries later, technology brought them back together. The discovery of the hyperworld has intertwined a once unimaginable distance between distant colonies long lost political factions. With this unification came great economic well-being. The hyper-control discontinued reconstruction restores the carriage of goods, goods and technologies between quadrants, but has also led to major disputes. Political rivalries have been ignited, blood has spilled into centuries-old feuds, and the flames of war have been ignited. Amid the political struggles, a relentless revolution is rising, and the ardent researchers of the hyperwarp have awakened something that is better to fall asleep. Our first game, Star Traders RPG, took hundreds of thousands of gamers on the interstellar adventure. The success of Star Traders and the extremely positive reception helped launch The Sober Brothers Games. It was the adventures of our captains, crossed with a star, that put us on a trajectory to share more of our worlds, ideas and dreams. We took on the loneliness, courage and friendship of those living together in a spaceship floating through the stars. It is with great pride that after the release of four other games in the Star Traders universe, we created a sequel to star traders' original RPG. Step on the bridge of your ship, go to the stars, and create your own story in Star Traders: Frontiers. 28 December 2020 Version 3.1.15 - Added 900 new gear combinations to the game - Added accurate glove control for your team - Fixed issue with all Trait Conditioning crash if you lacked impact, Rep or Credits - Fixed problem with ships pools caching after certain landing zone services - reported crashes and type Steep learning curve, huge depth, true triumph of 4 gamex. Once you've taken the ship and crew statistics/weapons, you're almost inconclusive, to the point that it becomes little more than a misplaced, slow, space-themed little repetitive bring and deliver exercises. But even then there's enough here to keep you busy - definitely weeks of play - making it astonishingly profitable for money compared to many of the thin/light/paid things that are so common to iOS games. Buy it, you won't regret it. I've been a fan of their games for eternity and it's probably my favorite so far (TBF is the contender)There are so many variables and it's not dumb to DPS or anything- a few ways to play done for a lot to explore! One problem that makes me feel a little dissatisfied is balancing the battle game - it would be great to get more visibility of what affects your stats and abilities. Mainly because I regularly roll into a ship's battle, so I can't even start with a hard time! Great game, complex and engaged. It can be played as a slightly simpler version of the elite dangerous (just turn and down), or as I've been by presenting a slightly alternative version of firefly, only in another galaxy, with different characters and aliens instead of blazing! Keep up the good work, another brilliant game! The developer, Trese Brothers, has indicated that the app's privacy practices may include data processing as described below. For more information, see the privacy policy Developer. The following data can be collected but not related to your identity: identity: practices may vary depending, for example, on the features you use or your age. Learn more Developer Website App App Support Privacy Policy Star Traders: Borders & Feedback & Suggestions & Component Builder on topic details It would be nice to be able to mess with different types of components and see how they affect the ship without actually installing them, and maybe once you are satisfied with the final construction just press the build button? maybe it's in the game and I can not find it? feels very uncomfortable installing components one by one without seeing the full picture of what you want at the end.youa) need money to make delayed contributions) can not go over weight and does not count other weight reduction until you install them Last edited by bulbats; 2 Aug, 2019 @ 7:20pm Note: This is only to be used to report spam, advertising and problematic (harassment, struggle or rude) posts. Nice to meet you. I played Star Trader Frontiers (STF) for 2 months, and it was really fun! But I have a question in shipbuilding about Katela Titan, my character is a killer, the difficulty is difficult. Thanks to Mele Captain Compilations (#Template_Creation), My crew team wins every battle of the crew. But in the battle of the ship, my ship and crew suffer too much. Especially the fight against the ship Terrox Xeno. Since I don't want to run away from a ship's battle on Xeno, I want to analyze my planned construction and optimize the fight against Xeno. To Terox Xeno and Jeet. My Cautela Titan plans construction is: -Large component: -T4 Bridge-Warhammer engine-Longhull FTL steel-driven steel sthala (65 cargo +40 fuel)-T7 Gravity Cannon-T4 FuelMedium component: -T5 with reinforced barack barack -T7 Lance array*2-T2 Fuel recovery * 1-reinforced officer pack *2-Passenger Suite *1-Combat Medical Clinic *1-Plague Ward*1-T5 Reinforced Structures *2-T4 Adc. Mass dampener * 1Small components: -T5 Weapon Locker * 1-compact barack * 1-T7 Autocannon * 4-T4 mass dampener * 2-T4 boarding system * 1-T4 target matrix *1-T5 Armored barrier * 1-T4 protection Pattern Matrix * 1This is my planned construction. I did almost 60%-70% construction. My battle plan is: 1. Approach an enemy ship (range 2-3)2. Fire the Gravitational Cannon and the middle cards, and it's starting to go up. (Autocans shoot against Jyeeta small craft) 3. Chop up enemy teams as much as I can; I have six attackers and they have attacking skills on board. I've got six attempts to get on an enemy ship. By killing the enemy captain or killing many enemy teams, the enemy has become a tin ship. This plan works in the fight against another faction ship. But there is a huge problem in the fight against agar Xeno. Terrox Xeno has a good weapon in close range. I think their gravitational waves and weapons are more powerful than the weapons of other factions. Xeno inflicted more than 300 damage on xeno's ship with a gravitational cannon, Xeno inflicted more than 300 damage with his gravitational cannon, as I recall. My ship breaks down when we fight in close range. Range. Range 2-3. I have a hit from the Xeno ship too much, so much of my ship module indicates damaged status. I can't shoot Xino's ship. Would you recommend that Titan's ship build? I want to fight the aggressor ship Zino. He's not backing down or running away from him. But it shows too much of a win or the ship is destroyed, my best choice is to escape Xeno's ship. And another question: Is a Warhammer-class ship or a Broadsword-class ship better than the Battlecruiser Sword (SBC) or Cautela Titan in a ship's battle? When the Fine family's plot was almost over, I was buying SBC or Titan for a warship. But the two ships have six large slots, 12 medium-sized slots. Almost felt Too little to fight + do missions, then I saw a Warhammer class and a Broadsword-class ship had 7 large slots. Of course, they have fewer average slots. But I think 1 larger slot gives more choice to build. I want to hear your opinion.

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