

Goblins units

Goblins are the first army that you will face in the game. Their units have a lot of soldiers. This is the only advantage of this faction. They don't have powerful units with special abilities. Most of them have a small amount of health points and almost no damage reduction.



Goblins are your main enemy during the first few missions. They aren't great warriors and they don't have any special units (except Battle Mages). However, they make up for it with their numbers.

Most of the times you will face their infantry - **Runners and Archers**. Unlike most of your ranged units, some missions feature Warwolves, a Cavalry

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About This Content

The official guide for Hex Commander is a complete and practical document that will help you understand all aspects of the game. Our step-by-step solution contains descriptions of all 120 humans, elves, greenskins and dwarves missions and is illustrated with numerous images. These images show where to lead your units and where the enemies come from.

The guide for Hex Commander features detailed descriptions of all units available in the game. It also teaches you how to attack and line up defense. We didn't forget about the castle's description and tips for developing your base. This guide not only helps you with completing all missions but it also teaches you how to survive in the dangerous world of Hex Commander. Grab a sword and lead a powerful army!

After purchase and download you'll find guide in PDF and EPUB formats within the Steam directory: \steamapps\common\Hex Commander Fantasy Heroes\Guide

Title: Hex Commander: Fantasy Heroes - Official Game Guide

Genre: Free to Play, Indie, Strategy

Developer:

GRY-OnLine S.A., Home Net Games

Publisher:

Home Net Games

Release Date: 24 Jan, 2018

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Minimum:

OS: Windows XP

Processor: Core 2 Duo or equivalent - 1.5 GHz or higher

Memory: 512 MB RAM

Graphics: 256 MB VRAM

DirectX: Version 9.0b

Storage: 200 MB available space

Sound Card: DirectX compatible

English



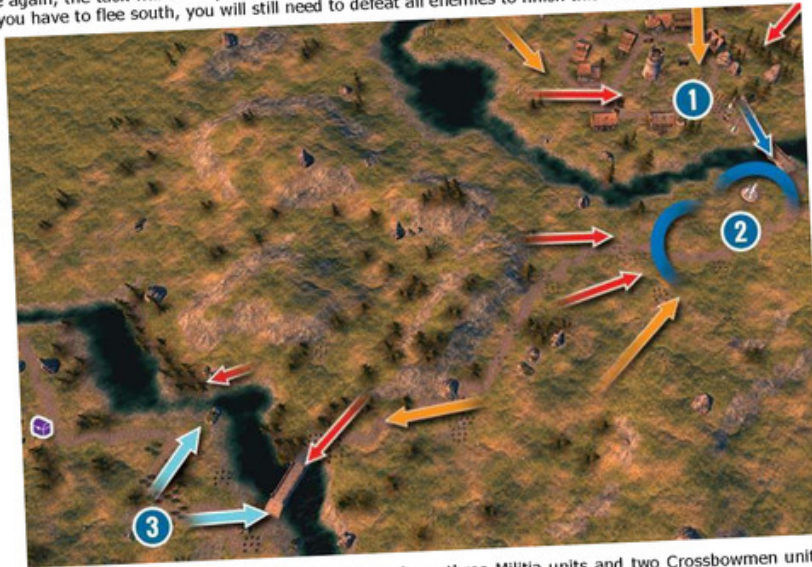
The map has two teleporters (**the blue arrows**). You can leave one or two squads and summon them in the later part of the game. **Order all your Crossbowmen to take positions on the wall around the gate's entrance but you should also make sure that they can quickly shoot enemies inside the walls.** Orc units are resistant and well-armored but they aren't that numerous. You can use a Mage who can slow enemies down.

Their main forces approach from the south. However, Orcs will also come from various directions (**the small red arrows**). **Their heavy infantry is hard to defeat so use the Rage scroll when they get near their allied units (the big red arrow).** Orcs have a lot of spearmen which means that attacking them with Cavalry isn't a good idea. The best way to defeat them is to use ranged units. After a few turns, enemy reinforcements will approach from south. It is time to use the second teleport to summon Infantry or Cavalry to eliminate enemy mages. **The Orcs' hero will be the biggest challenge here.** He likes to attack gates - use this information and keep dealing damage to him. He has a lot of health points and strength so use all nearby forces to stop him.

Place your Crossbowmen around him and shoot at the Orc hero when he gets inside the first part of the castle. This position is good for you because your units can shoot both inside and outside the castle. Again, enemy units like to attack gates. Use Infantry that is inside the castle to eliminate foes.

Finish the mission on a higher difficulty (orange markings on the map). Goblins join in the fight. **After using the southern teleport then you must get**

Once again, the task will be to protect the villagers and evacuate the settlement. Even though the objectives say you have to flee south, you will still need to defeat all enemies to finish this scenario.



The scenario begins in the village (1), where you have three Militia units and two Crossbowmen units. The first task is to get everyone to the other side of the bridge (2). In the south (3), you have some reinforcements. **If you're playing on normal, they will be able to survive on their own (the red arrows).** Near that army, there is a chest containing scrolls (**Angel Shield and Raise Dead**), but don't bother - getting there would take a couple precious turns. When you have all your men at the teleport, there will be two alternatives for you to choose from.

The first one is to summon as many cavalry units as possible and deal with the enemies across the river (south from the village) while digging in at the bridge with infantry (after crossing it). This will allow you to have your cavalry units crush the goblins.

Battle Mage



The Mage prevents the heavy infantry from - and then the rest of your troops finishes them off.

Battle Mage is a special unit that can prevent the enemy from moving or attacking. This effect is randomly applied after an attack. **This is the perfect unit for stopping and weakening the most powerful units, such as cavalry or heavy infantry.** What's more, the mage can attack enemies from a distance and ignores obstacles that normally stop projectiles. When it comes to disadvantages, Mages have poor health and are only effective after a few upgrades. You should recruit them after summoning a few regular units.

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