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About This Game

Space Hulk: Ascension

Set in the isolated corridors and tomb-like chambers of ancient vessels lost in the graveyard of space, players lead a small force of fearless Space Marine Terminators in a ferocious fight for survival against hordes of predatory, alien Genestealers.

The standalone sequel to Space Hulk brings an all new and improved single-player experience for the turn-based strategy game.

New Ultramarines Chapter

An all new Space Marine chapter, including a Terminator armed with Cyclone missile launcher.

Terminator Progression and Customisation

Earn XP during missions and level up attributes and skills, and give your Terminators a personal touch by customising their names, weapon loadout and appearance.

Campaigns and Missions

100+ missions spread out over 3 complete campaigns, and all new flash missions. These are opportunistic mini-missions encountered as you explore the deep unknowns of the Space Hulk that can yield a tactical advantage or be a deadly trap.

Rogue Mode

Play random generated Hulks in this all new way to play Space Hulk collecting points to challenge friends and foes on Steam Leaderboards.

Exploration and Discovery

Terminators reveal the layout of the Space Hulk as they venture deep into the darkness.

Additional Weapons, Tactical Options and Game Rules

Game mechanics have been reworked to make Space Hulk Ascension a true video game experience. Combi-weapons (Combi-Melta, Combi-Plasma and a Combi-Flamer) have been added to the game as well different firing modes like aimed shots and alternate flamer patterns.

Genestealer Variations

Genestealers with Fleshhook, Feeder Tendril and Acid Maw biomorphs have been added to the game, each with their own special game mechanics. You can also encounter biomorphs with scythes that have multiple attacks or carapace for increased armor.

Title: Space Hulk: Ascension
Genre: RPG, Strategy
Developer:
Full Control Studios
Publisher:
Full Control
Release Date: 12 Nov, 2014

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Minimum:

OS: Windows 7

Processor: 2 GHz Dual Core

Memory: 2 GB RAM

Graphics: GeForce 400+, AMD Radeon 4000+

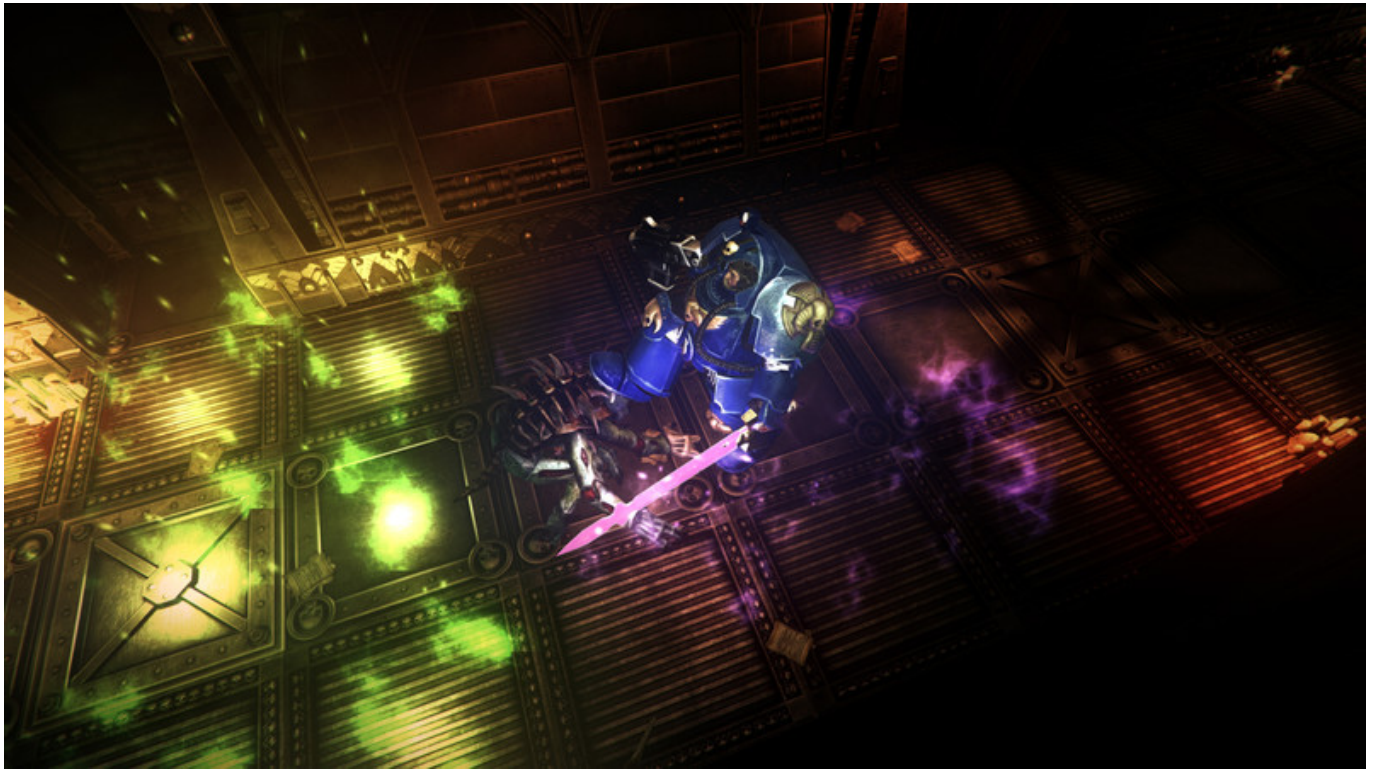
DirectX: Version 9.0

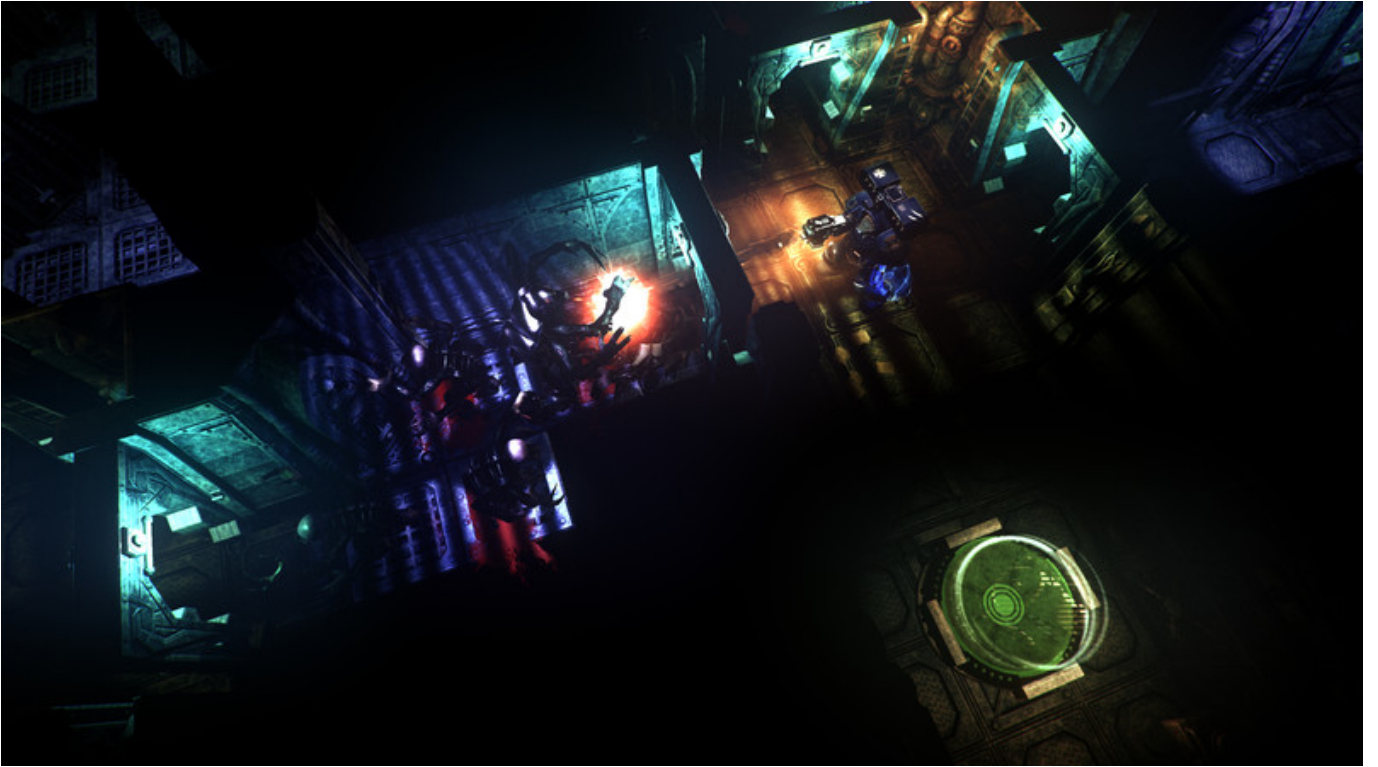
Storage: 15 GB available space

Additional Notes: Dedicated graphics highly recommended

English







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Space Hulk: Ascension takes the board game and tweaks the systems a bit, replacing things like weapon jams on dice rolls with an overheat mechanism. Soldiers gain experience, with higher-ranked units having access to a wider variety of skills and weaponry.

It's hard to tell for whom this was intended. Space Hulk fans may be put off by the divergence from the standard rule set, while PC gamers accustomed to open XCOM-style maps may find the game's narrow corridors claustrophobic. I felt like the maps had slightly less of a puzzle feel than they did in Full Control's previous Space Hulk game, with more "rooms" you can shift around in. I think the game succeeded in being a bit more accessible than its predecessor, but I feel like it lost some of its Hulkiness.

Graphically the game is much darker than the previous one, with parts of the ship you haven't visited dimly illuminated. Sometimes it's hard to tell where the paths lead until you walk into them. This adds a bit to the atmosphere, but is sometimes annoying.

At times the game felt a bit like Blue Byte's Incubation: limited APs, reliance on overwatch, overheating weapons, etc. However, Incubation had a more interesting level structure and a more meaningful skill and weapon progression, as well as a more interesting cast of murderous aliens. There's a variety of nasties in SH:A, but you rarely notice because so much of the action happens during overwatch.

There's not a lot of variety in the missions, but the game is fun in small doses.

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