
Tactical Breach Wizards Crack Download Offline Activation



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About This Game

Tactical Breach Wizards is a small-scale, turn-based tactics game where you play a team of wizards in modern-day tactical gear, breaching and clearing rooms full of armed hostiles by making clever use of interesting spells. It's still in early development, so everything about it might change!

Right now, combat is about finding clever ways to use your spells to smash your enemies into walls, knock them through windows, or trick them into shooting each other. They're mostly fighting back with guns and grenades, though as the game progresses you'll probably come up against enemy magic users too.

Between fights, we're planning on branching dialogue where you learn more about your team of unique characters and chat about their next objectives. We'd like to also give you some choice of equipment and skills, but no grand strategy layer or base building.

We're imagining it'll be a story driven campaign, maybe 8 hours ish, not a roguelike or permadeath game.

Title: Tactical Breach Wizards
Genre: Adventure, Indie, RPG, Strategy
Developer:
Suspicious Developments
Publisher:
Suspicious Developments
Franchise:
The Defenestration Trilogy
Release Date: When it's done

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English







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Enemies and motives:

At the start of the video we put up yesterday I said you'd be breaching 'drug dens and terrorist hideouts' - that's actually not a great characterisation of what we have planned, and a few comments made me realise it might have given the wrong impression. So I thought I'd go into some more detail about our current ideas for who you'll be fighting and why. It's all very likely to change, of course, but it might give a better sense of the tone we're going for.

You're a team of rogue agents - you don't work for any government or organisation, and you've all left your various jobs to deal with urgent personal crises by breaking into rooms and knocking people through windows. The two characters we've shown are the cop-like ones, but the other four have backgrounds in guerilla resistance, military, medicine, and 'ambiguous', respectively.

These are the ideas we have for who you might be fighting:

The Rival Team

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