
Fractured Space - Starter Pack Password

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About This Content

Save 80% and jump in to the battle with the Starter Pack, perfect for new players and veterans alike. Build up your fleet with four great ships and four superb skins, pl 5d3b920ae0

Title: Fractured Space - Starter Pack
Genre: Action, Free to Play, Indie, Strategy
Developer:
Edge Case Games Ltd.
Release Date: 3 Oct, 2017

Minimum:

OS: 64bit Windows 7 SP1 / Windows 8 / Windows 8.1 / Windows 10

Processor: 2.3+ GHz

Memory: 4

English

fractured space starter pack

The pack gives you 4 ships you need to be able to fill every role that's needed: Tank (Colossus), Medic (Protector), Cloaker (Ghost), Buff and debuffer (Venturer) The ships are around 600.000 (570.000) credits worth. Iu00b4m just gonna write the strengths and weaknesses of the ships in the last part: Colossus: +Lots of health +Lots of Armour +ignores Cover +Rapid fire in all directions +Shots have a large AoE, which are able to hit multiple targets at once +Shots detonate at a predetermined range (the locked target's distance), making it impossible to dodge +Can hit small craft at range +Excellent against Disruptors and bouys +Can shutdown enemy engines for 3 seconds +/- Large hitbox ++Heavily excels in Gamma -Really slow -Really weak armour on the rear and stomach ---Canu00b4t really kill anything above lights on its own or things that keep their range Shoot at things youu00b4re teammates are shooting at and disable them if they want to get away. Light

ships are scared of you because you practically can't miss them and you ignore shields like Raider's and Centurion's shield wall and Reapers shroud. You want to be shot at instead of your allies. With your large healpool and Extensive Armour, you gain more health than others by medics. Protector: +relatively fast +Small hitbox (if not attacked from above or below) +++Large, (potentially) long range, hitscan heals. +Has drones that can heal the protector if they damage enemies +Shots track their target +Can disable abilities for 15 seconds (Blink, boosts, heals from enemies, Pull etc.) or Disarm a ship for 5 seconds ++Can protect their allies of 50% of incoming damage for 20s (the bouy variant can't be destroyed) -below average damage -Weak armour -Power hungry -Lack of damage -Small healthpool Either stay at the rear or right behind your allies (depends on the enemy fleet). Try and stay in cover and only peek to place your protection bouy, heal their teammates or/and disarm/disable an enemy. Ghost: +++The fastest medium ship +++Largest burst damage with the addition of its ambush ability, which increases its damage by 200% for 8 seconds +Cloak +Blink (teleport) to target ---All abilities rely on energy (except decoy) -Weak armour --Extremely long reloads between shots --Hard to use to full extend -Shots are slow Don't attack if you're alone. You die REALLY fast if someone decides to shoot at you (except medics and some attackers and colossus). Try get the attention of medics. You'll kill most of them with only 1-2 salvos with ambush. If possible, shoot broken armour. The previously mentioned colossus is a great distraction: attack the ships that attack the colossus while it distracts them and hinders/stops them from following you, allowing you to slip back into cloak. Venturer: +Can place a bouy that protects its allies of 33% of the incoming damage in a 3km radius until being destroyed by an enemy or until a second one is placed +++Has an AoE heal pulse that heals every ally by 20% in a 5km radius and immediately repairs all armour, giving them 30% of their health back and making them operational (on level 0 and without implants) +Strong missiles ++Hitscan lasers which deal good damage at close range and keep cloaklers from slipping back into cloak +Armour break weapon that does tremendous damage against armour only +++Good health and armour for the only ship that can put up a fight while also being able to heal and protect its allies -Below average speed ---Large hitbox --Bouy has a 120 second cooldown on level 0 and is easily destroyed by enemy fire (colossus' flak can even destroy it behind cover) -All abilities have long cooldowns --Lasers optimal range is 4,5km, everything after 6-7km just tickles the enemy Fly it like a more aggressive support ship: only fly with an ally or group and break the armour of heavily armoured targets to clear the path for their weapons. Stop cloaklers from slipping back into cloak, no matter how little damage you do. Try to place the bouy in hard to reach places. All its abilities are based around buffing its allies and breaking the armour of heavily armoured targets (Heavies and Brawler for example). Try to keep your medics alive and time your heal in a way that heals as many of your teammates as possible, the cooldown is 45 seconds on level 0.. If you want a little platinum and don't want to pay \$4.99 for 1000 platinum. this dlc will help you (when it on sale).. Worth Every Penny, COOL STUFF!. If you want a little platinum and don't want to pay \$4.99 for 1000 platinum. this dlc will help you (when it on sale).. The pack gives you 4 ships you need to be able to fill every role that's needed: Tank (Colossus), Medic (Protector), Cloaker (Ghost), Buff and debuffer (Venturer) The ships are around 600.000 (570.000) credits worth. 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