Heathen Engineering's Terran Activation Code Generator
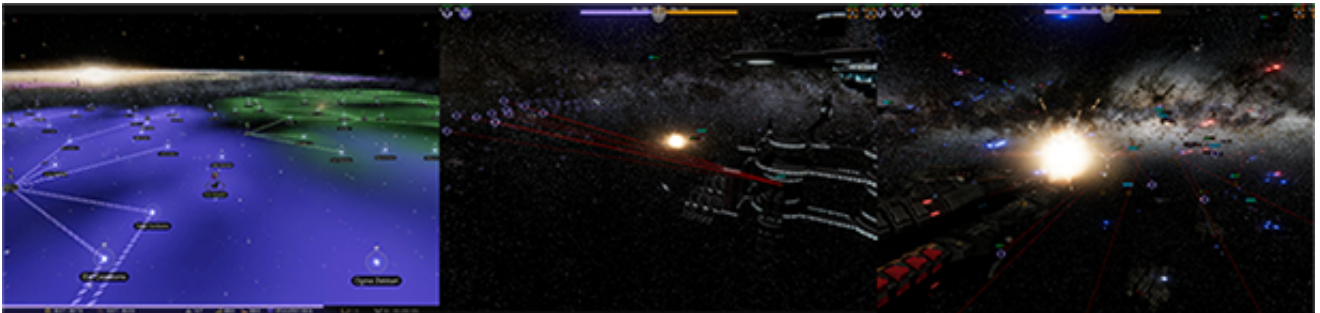
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About This Game

Galactic Strategy | Tactics | Action

Found a Terran government, corporation or armada and compete for influence and control over the galaxy's resources in Heathen Engineering's Terran.
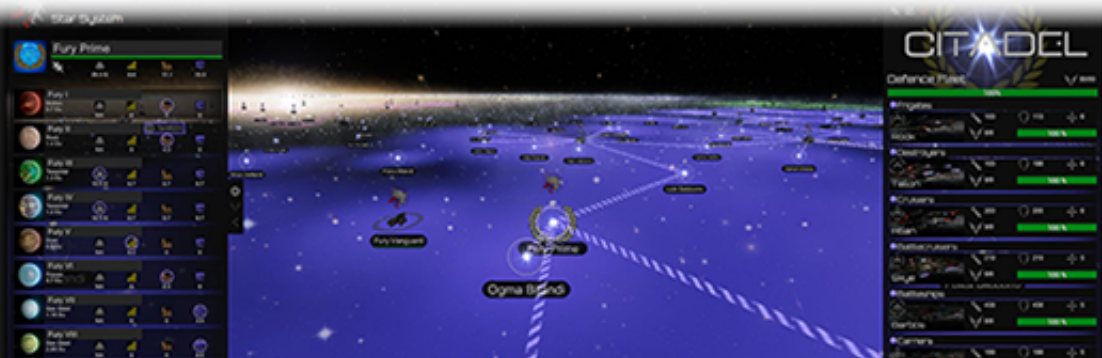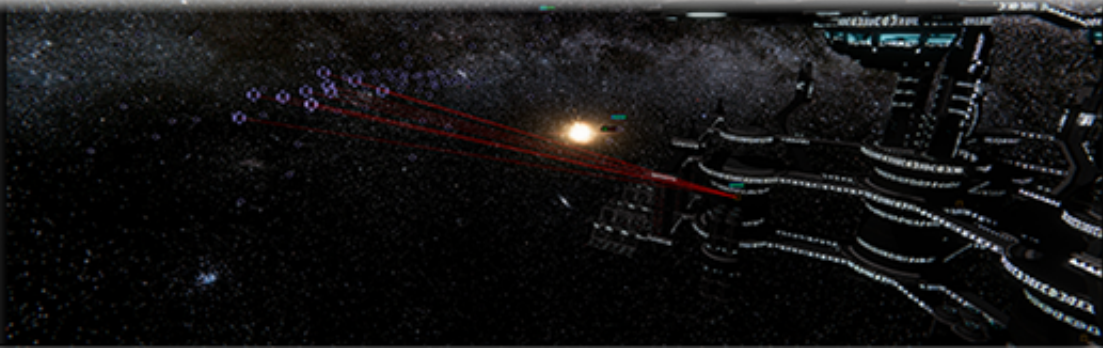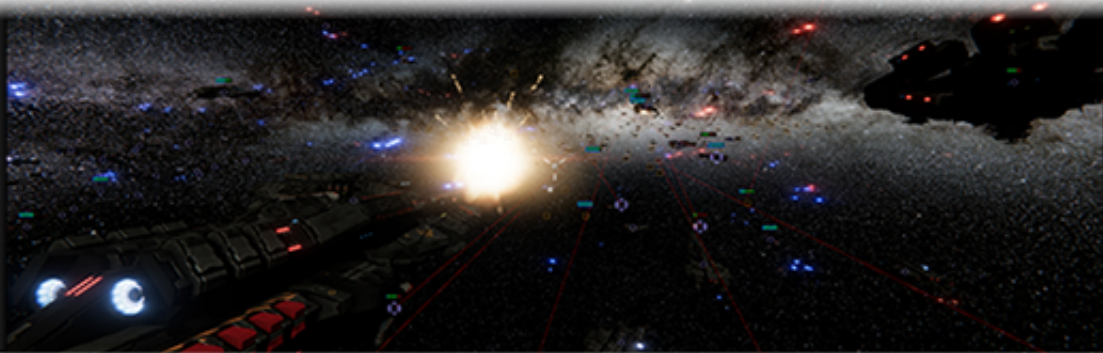

Grand strategy meets real-time tactical battles meets 3rd person space shooter action.

Manage your empire across thousands of stars developing systems, stations and fleets to spread your influence across the galaxy.

Take command of battles issuing orders and assigning targets to orchestrate the downfall of your competition.

Lead your battle groups from the front as you take the helm of powerful warships and turn the tide against impossible odds.

Features

- Strategy + Tactic + Action:
  4X meets RTS meets 3rd person big ship space combat; manage resources and build an empire on the strategy map to fuel your growth, issue orders to your battlegroups in combat to control the flow of battle and take direct control of powerful warships to turn the tide in your favour.

- Fleet Combat:
  In combat you take the role of battle commander and warship pilot. Issue orders to your battlegroups in 'Command mode', an RTS style view or switch to 3rd person view to take direct control of any warship in your fleet.

- Organization Types:
  Choose from one of three organization classes to start your empire, each with its own unique perks and unique origin on the progression grid.

- Gar Capital Ships:
  Choose a powerful Gar capital ship to serve as the seat of power in your organization and a symbol of your empire. Each Gar has a set of 5 unique abilities and related research options available. Initially 3 Gar are available to choose from with more to come.

- Research Technologies:
  As your empire grows you will unlock new technologies and enhance your efficiency and capacity by researching new tech for planet improvements, ship design and Gar abilities.

- Influence:
  Gain influence by developing your Science, Economy, Industry and Military power. Watch nearby systems fall under your control as your influence spreads across the galaxy.

- Citadels and Stations:
  Build powerful citadels and space stations to hold back the rising influence of your competition and provide defence from invasion.

- Massive Galaxy:
  Expand your empire across a massive procedural galaxy containing thousands of star systems and tens of thousands of worlds.

Title: Heathen Engineering's Terran
Genre: Action, Indie, Strategy
Developer:
Heathen Engineering
Publisher:
Heathen Engineering
Release Date: 21 Mar, 2019

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English

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DON'T MAKE EYE CONTACT!

TL;DR: $40 for this? You make me laugh! REFUNDED! (Or at least tried, but I am over time limit of course)

A little more detail:
+ micromanaging for planets. No such thing!

+ Gar "flagship" adds interesting dynamic.

+\/- System defense mechanic marred by micromanagement.

---- (yes that is 4 minuses) AI is dumb.

- Limited tutorial.

--\/+ Not a true 4x, but maybe that is a good way to shake up the usual formula.

- Plenty more shown below.

I love to read a wall of text!:
It is hard not to look at a game and make other comparisons to other experiences you have had with past games. I am going to try to give an opinion from my own perspective. You may like what I do not and you may not like what I do. I myself have a long history of strategy gaming (both board and computer) and very much enjoy 4x games.

Sci-Fi has always been my absolute love for these games and Spaceward Ho! was the first I played in this genre that led to playing other games such as the Master of Orion series, the Space Empires series, Emperor of the Fading Sun, Stars!, Ascendancy, Sins of a Solar Empire, Galactic Civilizatons series, Endless Space, StarDrive and Stellaris. So yes, I do have high expectations.

I will start with what I consider the Pros:
  - I immediately liked how little micromanagement there was at least for planet\/resource management. I am not saying there is not some micromanaging going on in this game, but not needing to micromanage this can be refreshing (read on in Cons about other micromanaging).
  - Your Gar "flagship" is a creative and interesting component to the game. You now suddenly have another goal other than preventing your empire from being crushed via invasion, you also have to make sure this ship (which is very powerful in comparison to other ships) does not get killed and you can eliminate another empire by killing that empires Gar.
  - There is a system defense mechanic that exists for stations. Interesting idea to have that ties in to your stations, but, see Cons.

… Ya that is about it for the pros…

Here come the Cons (better have the damage control teams on standby):
  - The AI is dumb as a brick. Period. I have the game beat on my first playthrough against 30 AIs, all I would need to do is clean up. I feel like I clubbed a baby seal that was already mauled and clubbed by a polar bear.
  - Tutorial is very… limited…
  - The emphasis placed to the Xs of Expand and Exterminate is not bad in itself, but the execution is cumbersome.
  o Expand? In fact, the best strategy to Expand is simply to off another empire and the empire's remaining systems are now yours. After the first early phase of the game, taking the time to grow into your systems on your own is silly. Kill Gar\/Citadel and win! Wait, that is exterminate...
  o Exterminate? Boom, build your huge♥♥♥♥♥fleet and troll every other empire's Gar or Citadel system to beat them. Game, set, match. Easily reproducible… Each… And… Every… Time…

o Explore? There is no fog of war for stars. You may not be able to see the planets in a system past a certain range, but you know the stars are there. Oh and you can see where every other empire is and which is their Citadel, so… Take your monster fleet, fly directly to their super far away Gar\/Citadel and slaughter it!

o Exploit? Well, don't mind if I do with my huge troll fleet! Nom Nom Nom. Oh wait, that would be Exterminate… Once I started gobbling up other empires, managing resources was unnecessary.

- Diplomacy is completely non-existent. Some will say that this is refreshing and I can even agree that it is a creative choice that can add something new, but not one that I will favor given the rest of the mechanics for this game.

- The micromanagement of your fleets is awkward both in movement and reinforcing. System defense uses ships, but seems very nebulous.

- The interface is at best mediocre and often clunky.

- The tech tree is VERY limited. A tech is present for each planet type, each Gar ability and each ship type. Once you research a tech, you can upgrade it 5 times I believe. Some may like this as it streamlines the process, but not me.

- Ability to drop in to a battle and FPS with a ship, but… Kind of feels like a bad attempt to micromanage at a very VERY low level. I am an empire leader not a ship captain, why would I want to manage a single ship? But I can still say creative idea and maybe a good chance to change up the 4x thought process.

- The influence feature for owning a system is wonky!

Conclusion:

While I see some interesting ideas and find the possibility some may like the game mechanics, for me this is a very low entry into the 4x genre. The Cons far outweigh the Pros as they are game breaking and while the Pros are creative, they don't hold enough interest to counter the Cons.

PS: $40 for this? You make me laugh! REFUNDED! (Or at least tried, but I am over time limit of course)

Patch 1102:

Patch 1102 is available for PC, Mac and Linux with a host of system and gameplay improvements with more to come. Terran may be released but that doesn't mean we have stopped listening. Many of the adjustments you'll find in this patch were inspired by your feedback.

Want to see what's coming next? check out the Terran Roadmap on Trello[trello.com]

Patch 1102 Key Updates:. **Beta Patch 525**:
Patch 525 is available for PC, Mac and Linux now on the beta branch. Don't know how to access beta? Read this.

Manufacturing Preview. **Beta Patch Update 637**:
Patch 637 is available in beta for PC, Mac and Linux now. Don't know how to access beta? Read this.

For more details on patch 637 check out the Terran Roadmap on Trello[trello.com] where we have added additional detail outlining the tasks currently in progress, items pending release, the latest release items and much more.

Summary. **Release Date Announcement!**:

Heathen Engineering's Terran will be released on March 21st 2019!. **Beta patch 545**:
Patch 545 is available for PC, Mac and Linux now on the beta branch. Don't know how to access beta? Read this.

Patch 545 introduces a number of changes and improvements to NPCs, contacts and the tasks and missions they offer. Rena Borsch has been updated and will offer players a series of repeating tasks which reset on the 3rd 'Investigation' task. Over the next few patches we will be introducing additional tasks and two new contacts Saige Marie and 12CE881.

Notes. **New Patch Update!**:

Build 1.0.20160330.23. **Beta Patch 471**:
Patch 471 is available for PC, Mac and Linux now on the beta branch. Don't know how to access beta? Read this.

Patch Notes. **Patch Update 1034**:
Patch 1034 is live for PC, Mac and Linux!

Patch 1034 addresses a critical bug identified with the previous patch (#1024) where in with the system panel while viewing an unclaimed system. The bug could cause build buttons to be disabled when they should be active thus preventing players from claiming the world.

A hot fix has been built, internally tested and released to both Beta and Default targets. We will continue to iterate with frequent small patches over the coming weeks with Steam Announcements reserved for hot fixes and major patches.

For the latest view of whats being worked on head over the Terran Roadmap on Trello ... find it here[trello.com].. **Patch Update 743**:
Patch 743 is live for PC, Mac and Linux! 743 adds 3 new ships to the game in addition to bug fixes and optimizations.
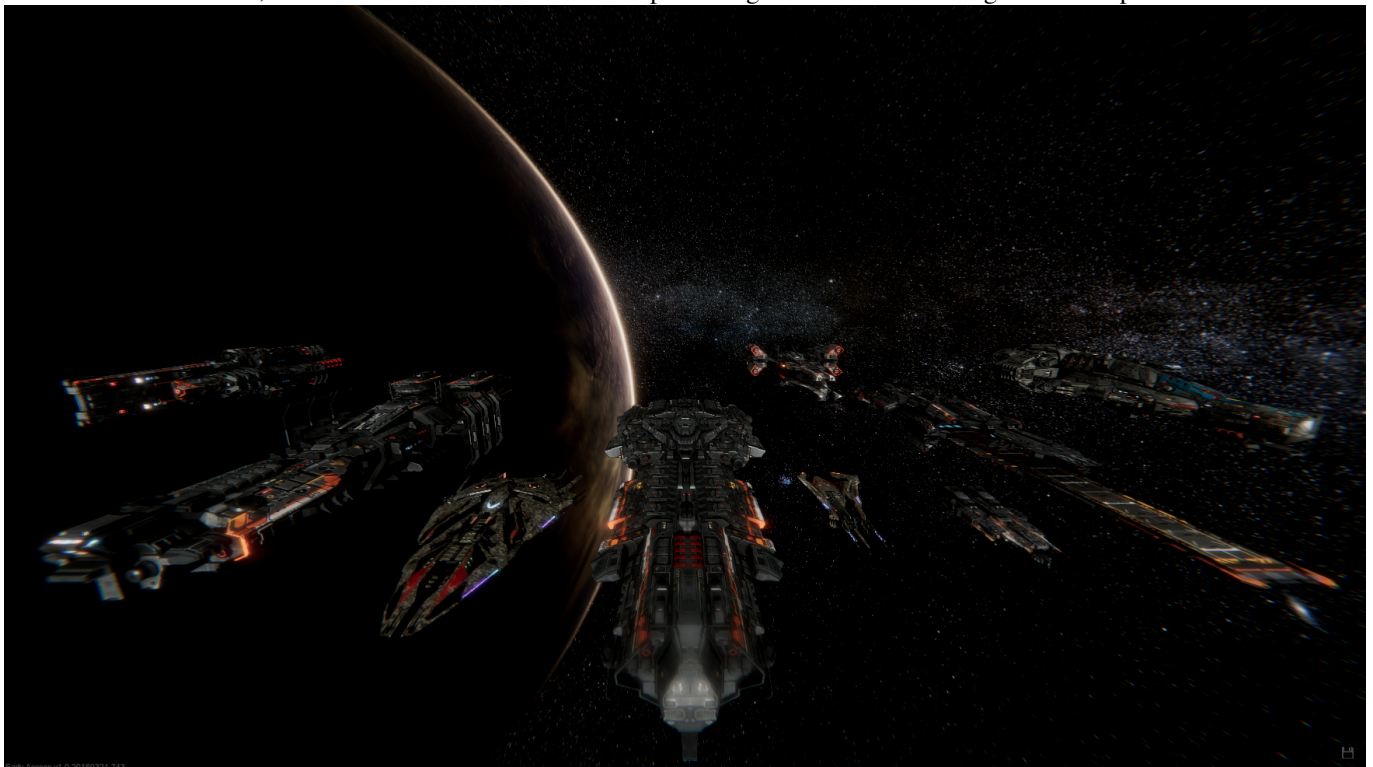
New Ships

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