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About This Content

Only the host needs to own this DLC.

2-7 Players | Ages 12 & Up

60-90 Minutes

The Captain is Dead is a co-op game for 2 to 7 players. All you have to do is get the ship's engines (aka "Jump Core") back online and you win; but because there is a hostile alien ship trying to destroy you, that is easier said than done.

You have an impressive star ship full of useful systems that will help you fend off the aliens, and get the Jump Core back online. Each system gives you an advantage while it remains online. The assault from the hostile alien ship tends to keep knocking those systems offline however. So you need to balance your time between keeping the ships system's online, fending off the alien threat, and completing your objective.

Each member of your crew has special abilities and skills. You need to work as a group to maximize the potential of each role. If someone tries to be a hero, you'll all die.

Title: Tabletop Simulator - The Captain Is Dead
Genre: Casual, Indie, RPG, Simulation, Strategy
Developer:
Berserk Games
Release Date: 19 Aug, 2016

a09c17d780

English







This is a terrific co-op game with a very intuitive sci-fi theme! The play feels very similar to Pandemic, but streamlined in a way that seems to eliminate those turns where you're "just" moving around the map, and to make it easier and more rewarding to share cards with other players. Even the initial setup is pretty fun, you get to see the mayhem unfold and discover what random problems you'll start against.

. Looks great, works great, is nicely set up and is everything you could want from official DLC for a cheap, cheap price. If you like co-op board games, this is a must buy.. The mod looks great for one of the greatest games ever made!. Well polished, exciting game, where no two playthroughs are the same. The game's theme is also perfectly set: the frantic dash of repairing the ship, and the troublesome alerts puts everyone into the right mood for teamwork.

I can heartily recommend it to everyone!. Really fun game. I hope Berserk Games add the expansions one day.

Plays a lot like a board game version of FTL. You're being attacked, your ship is in tatters and the only thing that will save you is making a Jump.

The game is fully playable solo, (though you must play as multiple characters yourself) and I found it quite challenging. It required a lot of thinking and planning to get the job done, with the ship constantly in danger of destruction.

Visually the game is quite nice, though some of the text is far too small.. Fun co-op game, and very easy to pick up and play.. I bought this game on kickstarter, along with its expansion (they have a 3rd expansion coming out on kickstarter soon). One of the best Board Games I've played in a long time!

Love this DLC. Plays and looks great, highly recommend it.. As others have said, this is essentially "FTL The Boardgame"
Can pretty easily play solo and it really doesnt take much time to learn (you use actions + colored cards to do things)

(now lemme flex for a second)

I have made a quality of life workshop item that helps with setup and makes the game less frustrating.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1608253683>. Very enjoyable game.

The rules are very easy to learn and quick reminders are placed everywhere so that you'll never forget. The game has a variable difficulty level that you can use to get the right match for you and your friends. Difficulty increases as you go, leading to you often winning on the verge of death. This keeps the pressure on you rather than allowing you to gain momentum and become unstoppable like in many other games. The various roles you can play as also adds to the replayability of the game.

All in all, a great and easy to learn game to play with some friends.. A great game and a great DLC. My only complaint about it is that the figurines are 2d. I wouldn't expect the developers to model 3d figs just for this DLC, but they are really hard to see. If they had been made into thicker "beveled" 3d figurines that would have been nice.. Highly recommended if you like co-op games. It's an incredibly polished game that's relatively easy to pick up but has a great deal of depth. It comes across as well-balanced: none of the characters seems useless or overpowered, and it never feels like you never stood a chance from the beginning. It's playable with anywhere from 1-7 players but the game changes drastically with the number of players since you have more skills at your disposal but each role takes fewer actions. It's full of replay value and doesn't take long to play. It's exceptional at keeping you on your toes and maintaining a tense atmosphere without making you feel helpless. An outstanding game.. Really good fun!. I haven't played it yet but i just had to pick it up after what i assume is the creators video explaining the game. Great video, you sold me! Can't wait to play.. **Playstyle: 100% cooperative**

Play time: default 75 - 90 minutes, but extremely customizable

Difficulty: very high, but very easy to customize with official gameplay tweaks or house rules

Learning curve: not bad - 120 minutes tops for a group to learn the game. Much faster if one player already knows it.

Depth: Very high. With 18 unique character classes, there are a ton of possible strategies

Notable features: Can be played solo; players are never removed from the game

Overall rating: 10 / 10

This game is bad\u2665\u2665\u2665\u2665\u2665 One of the best co-op games I've ever played, and one of the best tabletop games I've ever played. I won't go too much into the premise - you can read the store description - but it's a little like you're playing the crew from FTL. The game is intensely cooperative - you can help each other out in many impactful ways and really are encouraged to work together. Unlike many board games, there's no way for an individual player to get knocked out of the game - you all live as one or lose as one. This is also a game you can easily play solo by controlling multiple characters, another nice thing that's rare to see in games. If you only have a few players, you can also give each player two or even three characters to control.

Each character has a distinct role with really cool abilities that serve their own purpose. Every character is exciting to try and awesome to play and it's fun just thinking about all the different ways the game could play out by changing the makeup of your team. There's a Soldier who can kill an entire roomful of enemies for a single action. There's a doctor who can heal players for free and actually gets paid in Skill cards to do so. There's an Engineer who can fix those engines like nobody's business. All together, there are 18 classes - that's a ton of replay value just in trying them all out for yourself and seeing what works well together.

Another thing I really appreciate about TCID is that it is extremely easy to calibrate both the difficulty and game length. The objective of the game is to fully repair the engines while surviving various "alert" events (Yellow Alert, Orange Alert, Red Alert) that take place. The 'normal' way to adjust the difficulty is by changing how many times you have to repair the engines to win; you can also use this to greatly affect the game length. For example, you could make the game shorter without making it easier by reducing the amount of times you need to repair the engines, but also removing a few Yellow Alerts from the deck so that you run into the more challenging alerts more quickly. Conversely, you can make the game longer without increasing the difficulty by increasing the number of times you need to repair the engine but also recycling some of the Yellow Alert cards instead of discarding them once they are used. Or you can make the game short and hard by setting the number of engines low but removing all of the Yellow Alert cards so that you start in Orange. It's rare to see a game that makes it so easy to customize the time and challenge to your liking.

Overall I'd give this a 10\10 and definitely recommend it for anyone who likes co-op.

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