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About This Content

Hannibal: Terror of Rome offers a comprehensive level of detail and historical accuracy. This is a true simulation that puts you in the place of the main commanders of the Ancient World. You're in charge of building, managing, organizing and maneuvering armies, whilst taking into account the economic, military and political situation. And do not forget that other factions are following their own interests and are likely to join conflicts or take benefits from the wars you will wage.

This expansion is particularly focused on the smaller states and tribes (Capua, Taranto, Macedonia, Numidia, Syracuse, and Gallic and Hispanic tribes) which were key allies to the biggest factions vying for supremacy in multiple theaters of operations.

Using the successful and well-know AGE engine, Hannibal: Terror of Rome is a turn-based strategy game with one turn corresponding to one month. The map depicts the Western part of the Mediterranean with the cities, mines, roads, fortifications, realms and tribes of this period.

There are hundreds of historical leaders, units, options, events (hypothetical or real), and five campaigns from 230 to 201 BC that ensure hundreds of hours of gameplay in the solo or PBEM multiplayer modes.

This expansion of Alea Jacta Est features the following scenarios:

- The First Illyrian War (230-228 BC) sees Rome opposing the aggressive Illyrian pirates and the Greek cities of the South in the Adriatic Sea. To contain the pirates activity, military forces were sent by the Achaean League and even Rome. For

the first time the Roman consuls focus on the East.

- The Cisalpine War (225-222 BC) confronts Rome with a ferocious Celtic tribe. It's time for revenge as these Gallic warriors sacked Rome in 390 BC.
- The Second Punic War (219-201 BC) is a major campaign that started even before the clash between Rome and Carthage; when Roman legions fight in the Second Illyrian War, and Carthage finishes its conquest of Hispania...
- Cannae (216-201 BC) begins with panic in the Roman army after its catastrophic defeat at the Battle of Cannae. The scenario starts with the withdrawal of Syracuse, Capua and Taranto from the war in Italy. The situation is critical!
- Scipio Africanus (211-201 BC) narrates the Spanish campaigns of the best Roman general of the war, and his final fight against Hannibal in Africa.

Title: Alea Jacta Est: Hannibal Terror of Rome

Genre: Simulation, Strategy

Developer:

Ageod

Publisher:

Slitherine Ltd.

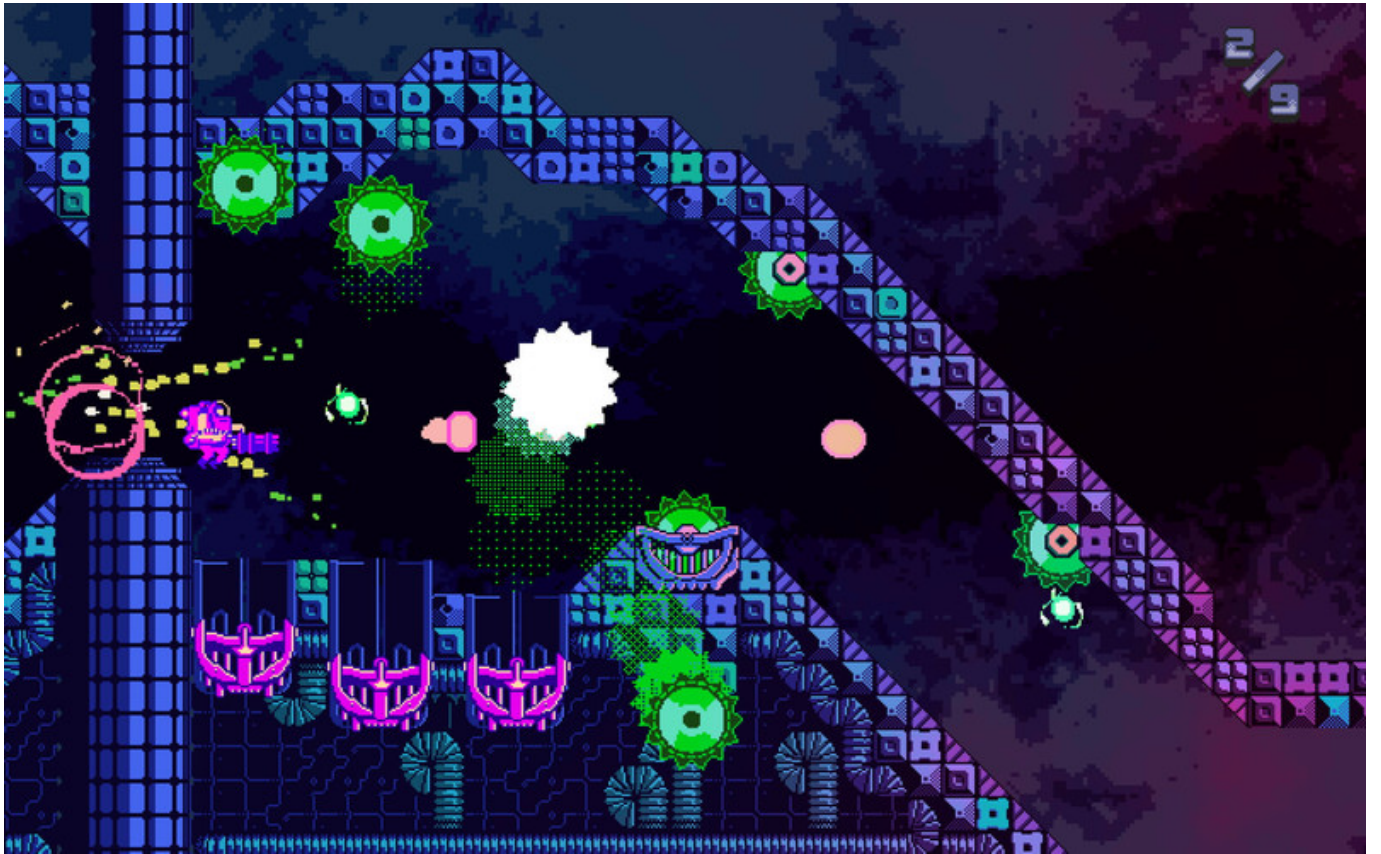
Release Date: 13 Oct, 2015

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English,French,German







alea jacta est hannibal terror of rome

I really didn't see the plot twist coming XD. Nice game but finished within 2 hours, not worth the money for such short game play.. its pretty garbadge. oh god no i waited too long i can't refund it anymore. Panda is love, panda is life! <3. Best Worms game since Worms World Party. (∴ Game is pretty fun for a short game, not too bad :)

8/10 Why can't i have a cute girl as firewall :(Let's face it kids, battleships are cool! You got big guns, explosions, hard metal and loads of sea...worthy vessels. All Guns On Deck brings its own unique take on these mammoth vessels with Action/RPG elements. This brings in ideas from FTL and combines them with the gun blasting action of an arcade game. There is loads of customization ranging from weapons, ships, parts, crew, and that's just in Early Access. Combat itself is quick, vicious, and full of satisfying explosions and crew maintenance. You may be gunning down enemies but don't pay attention and your ship is full of water and everyone drowns, or burns to death, or dies by radiation poisoning. There are many elements to master and battles to be won. This is what makes All Guns on Deck fun and unique. The drawback is that the game still has quite a long ways to go. There is plenty of room for optimization and tweaks that would make the game much more friendly to the average gamer. Things like tooltips, a decent tutorial and resolution control are still missing making the quality of life in the game difficult at times. All that aside there is still plenty of potential for some awesome dynamic combat. Throw in giant sea monsters and you got me hooked. Let's just hope the developer can deliver.

I personally can't wait to see the final product and conquer the huge open world of All Guns On Deck!

I made a video preview to show off some of the features and gameplay of this game!

<https://youtu.be/8krEk37dFUg>

I hope you enjoy!

Martyr. I have been waiting so long for a dlc like this. THE only con is that there are only 3 new cars, i would have like at least 5-7. It still is awesome. Totally worth it.

I found this helpful because early in the game I was able to upgrade not only my gear faster, but the gear of my followers..
10V10 Would bread again.. GREAT Game, but steam ver is too buggy!. \u2665\u2665\u2665\u2665 this game and its tornados.
You'd better spend your 50 cents on lollypop. My first ever review on Steam, I'll be short.

If you like simplistic text-based sim like the old editions of Football manager, or more recently, Age of Gladiators(only with more depth), the slow and grinding process of starting from the bottom of the ladder and meticulously building your way onto the world stage and looking for hours to burn, it's worth a Big Mac.

To me, it's worth a medium rare at the Ritz. A cult game in the making.. too expensive

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