TAC-CORP VIP Access Ativador Download [FULL]



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# About This Content

Unlock the level editor and ship customization by purchasing VIP Access! No pay-to-win here!

### TUNNEL EDITOR
The TUNNEL EDITOR is the official mapping tool for TUNNEL DIVERS. Create your own maps and upload them to the workshop. You can use it for as long as you like and upload as many maps as you want.

### SHIP CUSTOMIZATION
Edit the colors of your ships, give it a cool pattern and even it's own afterburner effect! With ship customization, you'll stand out from the crowd of boring bland grey ships while battling in deep space.

Title: TAC-CORP VIP Access
Genre: Action, Free to Play, Indie
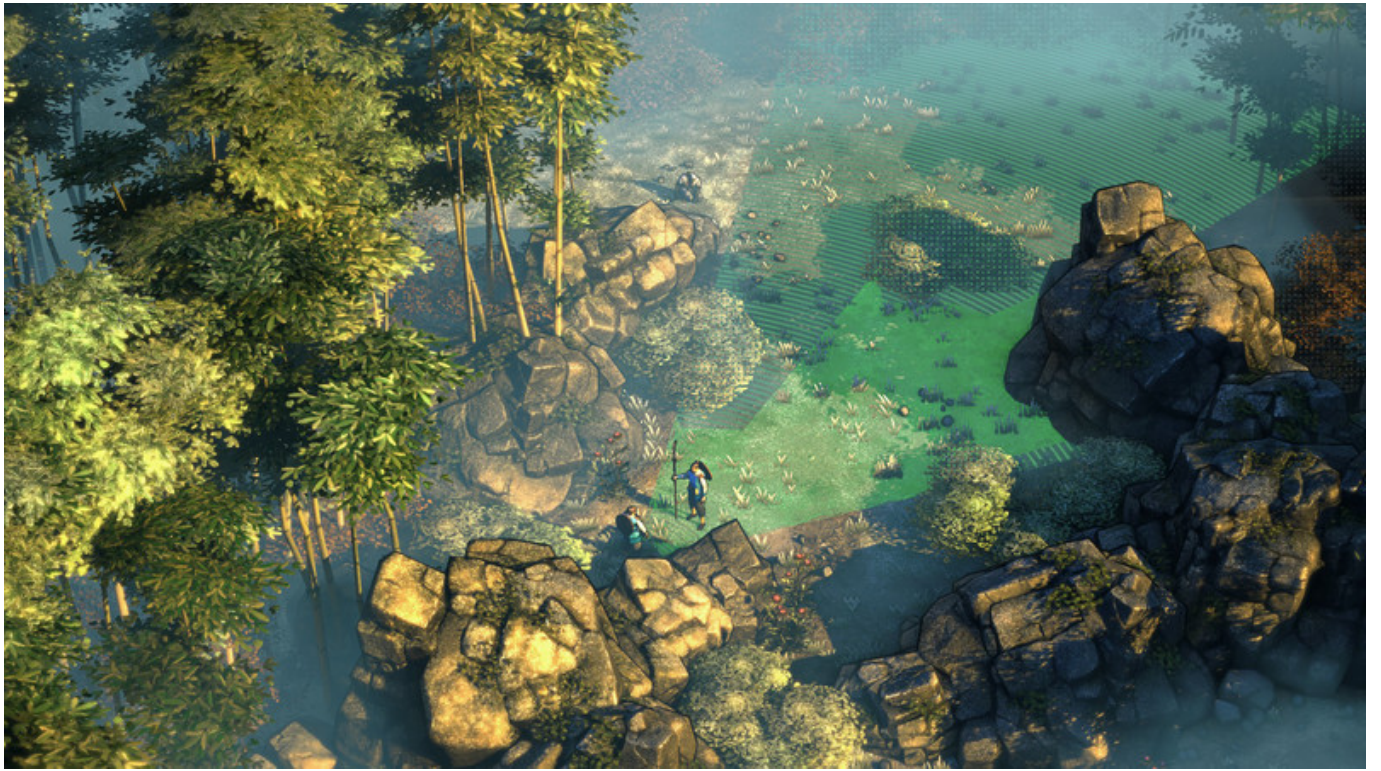Developer:
Spasman Games
Release Date: 13 Oct, 2017

 b4d347fde0

English

# TIBETAN

## BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as noble cavalry.

<table>
<tr><th colspan="11">TIBETAN</th></tr>
<tr><th colspan="11">Territory Types: Hilly, Mountains</th></tr>
<tr><td>C-in-C</td><td colspan="6">Great Commander/Field Commander/Troop Commander</td><td>80/50/35</td><td colspan="3">1</td></tr>
<tr><td rowspan="2">Sub-commanders</td><td colspan="6">Field Commander</td><td>50</td><td colspan="3">0–2</td></tr>
<tr><td colspan="6">Troop Commander</td><td>35</td><td colspan="3">0–3</td></tr>
<tr><td rowspan="2">Troop name</td><td rowspan="2"></td><th colspan="2">Troop Type</th><th colspan="3">Capabilities</th><th>Points</th><th>Bases</th><th>Total</th></tr>
<tr><th>Type</th><th>Armour</th><th>Quality</th><th>Shooting</th><th>Impact</th><th>Melee</th><th>per base</th><th>per BG</th><th>bases</th></tr>
<tr><th colspan="11">Core Troops</th></tr>
<tr><td rowspan="3">Noble cavalry and retainers</td><td rowspan="2">Only before 1650</td><td rowspan="2">Cavalry</td><td rowspan="2">Heavily Armoured</td><td>Superior</td><td rowspan="2">Bow*</td><td rowspan="2">Light Lancers</td><td rowspan="2">Swordsmen</td><td>19</td><td rowspan="2">4–6</td><td rowspan="3">0–18</td></tr>
<tr><td>Average</td><td>14</td></tr>
<tr><td>Any date</td><td>Cavalry</td><td>Armoured</td><td>Superior</td><td>Bow*</td><td>Light Lancers</td><td>Swordsmen</td><td>16</td><td>4–6</td></tr>
<tr><td></td><td></td><td>Cavalry</td><td>Armoured</td><td>Average</td><td>Bow*</td><td>Light Lancers</td><td>Swordsmen</td><td>12</td><td>4–6</td><td>16–72</td></tr>
<tr><th colspan="11">Optional Troops</th></tr>
<tr><td rowspan="2">Archers</td><td rowspan="2"></td><td rowspan="2">Warriors</td><td rowspan="2">Unarmoured</td><td>Average</td><td rowspan="2">Bow</td><td rowspan="2">–</td><td rowspan="2">–</td><td>5</td><td rowspan="2">6–8</td><td rowspan="2">0–16</td></tr>
<tr><td>Poor</td><td>3</td></tr>
<tr><td rowspan="2">Matchlockmen</td><td rowspan="2">Only from 1590</td><td rowspan="2">Warriors</td><td rowspan="2">Unarmoured</td><td>Average</td><td rowspan="2">Arquebus</td><td rowspan="2">–</td><td rowspan="2">–</td><td>6</td><td rowspan="2">6–8</td><td></td></tr>
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<tr><td rowspan="2">Spearmen</td><td rowspan="2"></td><td rowspan="2">Warriors</td><td rowspan="2">Unarmoured</td><td>Average</td><td rowspan="2">–</td><td rowspan="2">Light Spear</td><td rowspan="2">–</td><td>4</td><td rowspan="2">6–8</td><td rowspan="2">0–24</td></tr>
<tr><td>Poor</td><td>2</td></tr>
<tr><td>Nomads and similar with slings</td><td></td><td>Light Foot</td><td>Unarmoured</td><td>Average</td><td>Sling</td><td>–</td><td>–</td><td>4</td><td>6–8</td><td>0–16</td></tr>
<tr><td>Nomad horsemen</td><td></td><td>Light Horse</td><td>Unarmoured</td><td>Average</td><td>Bow</td><td>–</td><td>Swordsmen</td><td>9</td><td>4–6</td><td>0–24</td></tr>
<tr><td>Fortified camp</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>24</td><td></td><td>0–1</td></tr>
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<tr><td colspan="11">Mongol allies – Mongol</td></tr>
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