Legion TD 2 Crack Exe



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About This Game

Legion TD 2

OVERVIEW

- 2v2 and 4v4 competitive strategy game
- Single-player and cooperative modes against bots of varying difficulties
- Global Servers: Compete against players from around the world
- 75+ unique fighters (towers), 6 legions and more to come, and Mastermind mode (randomized fighters)
- Matchmaking, reconnecting, anti-leaver/AFK/griefer detection, leaderboards, achievements, player profiles, and stattracking
- Balanced for competitive play with weekly balance patches

• Frequent content and feature updates

GAMEPLAY

It's like a tower defense, but instead of building towers, you deploy dynamic fighters that come to life and move, attack, and cast spells automatically. Defend your lane against waves of enemies and hire mercenaries to attack your opponents. To win, you must defeat the opposing team's king before they defeat yours. From start to finish, a match lasts around 20 minutes.

HISTORY

Legion TD 2 is the standalone sequel to the hugely popular Warcraft III mod, Legion TD, which inspired StarCraft II's Squadron TD and Dota 2's Legion TD: Reborn. Legion TD 2 is made by the same team that created the original mod.

THE TEAM

Legion TD 2 is made by an indie team of 4 friends: Brent 'Lisk' Batas, Julian 'Jules' Gari, Jean 'Curing' Go, and Dani. Lisk and Jules have been best friends for over 20 years and have been playing and designing games together since they were kids.

Title: Legion TD 2

Genre: Indie, Strategy, Early Access

Developer:

AutoAttack Games

Publisher:

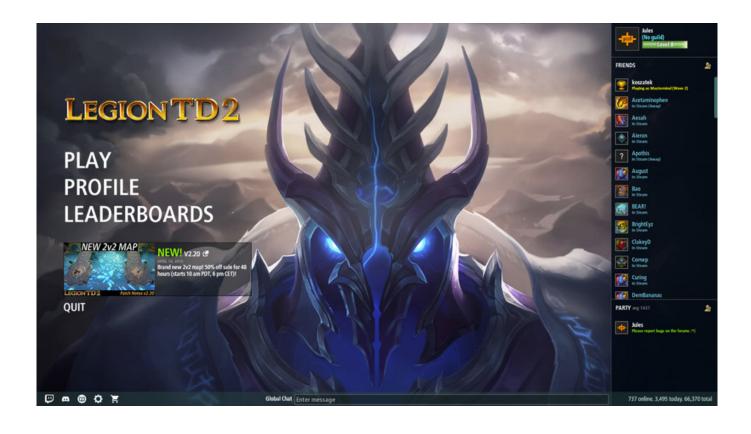
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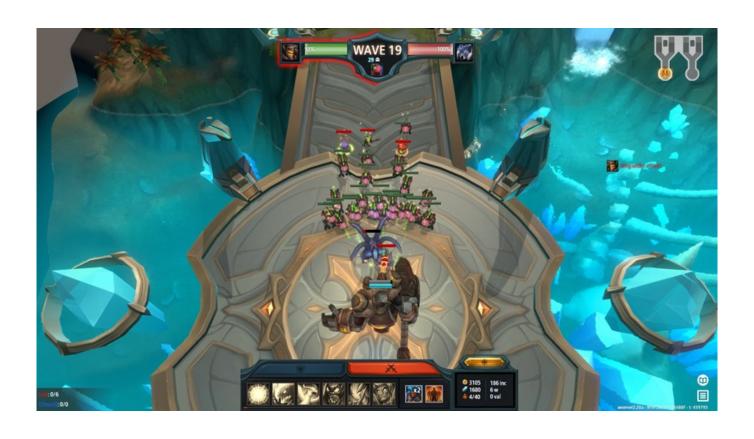
Release Date: 20 Nov, 2017

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English, German, Dutch, Russian, Swedish, French, Polish, Turkish, Simplified Chinese, Traditional Chinese, Japanese

| 17 | Clock Bird | Level 10 | 1632 |
|----|-----------------|------------|--------|
| 18 | Xayunn | Level 7 | 1632 |
| 19 | A Hudelum | Level 1 | 1618 |
| 20 | Neblak Neblak | ■ Level 1: | 1618 |
| 21 | Propensity | Level 10 | 0 1612 |
| 22 | Lagarto | Level 1 | 1 1610 |
| 23 | MONX | Level 1 | 1 1605 |
| 24 | Pzig42 | Level 1 | 3 1604 |
| 25 | Rave | Level 1 | 1604 |
| 26 | Snoobzzz | Level 1 | 2 1602 |
| 27 | y fyrst | Level 1 | 0 1596 |
| 28 | Mokassins | Level 1 | 1595 |
| 29 | Archaikum | Level 1 | 3 1595 |
| 30 | Egekaer Egekaer | Level 1 | 1595 |
| 31 | Naaid Naaid | Level 1 | 1594 |





Very loyal to the classic WC3 and SC2 mod but with its own spins and refreshed mechanics.

The playerbase is still very small and match queues can take anywhere from a few seconds to several minutes. But unlike the WC3 mod, you can play it alone against an AI.

. Way too hard to keep up with good players, and you won't see much newbies. It's a TD where you need to focus every sec, what to send when why, build units etc. Sounds easy but you got few time to actually do it. I can't keep up. I will stay to war3 map mode.. I just read a couple of reviews of the game which made me write this one.

Some people complain that there no longer is legions in the game, which turns the game into a RNG party. That is just false. In ranked (2v2) it is true you no longer can pick a legion, but is it unbalanced? No. The very active devs have made the game balanced by having every damage and defense type present in your roll. They even added some AI roll helper to help new players select a good roll. +1 for that.

However, it is true there no longer is competetive 4v4, but I see that as a positive thing, as your decision has greater impact on the game in 2v2. If you truly love 4v4 you can still play it casually though. :-) If you're a new player (which you still are, even though you played the WC3 mod) i recommend you play 4v4 and learn the basics. How to effectively push workers, good unit positioning, sends, dmgVdefense types etc.

I would say the game has a pretty steep learning curve if you want to play competetively and I love that. Makes the game more fun and strategic the higher elo you climb to :-)

Very active developers ensure that the game is fun to play and doesn't get boring. Many patches are being released. New legions are being added and filled up with new units, it is a project I have loved to follow over the months I have been playing. Look forward to many more months. I currently put 564 hours into the game, a lot of afk, but still quite a few games :p 752 games to be exact :-)

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