Universal Combat CE Activation Code And Serial Number

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About This Game

THE BATTLE IS WAGING.

WHAT ROLE WILL YOU PLAY?
THE CHOICE IS YOURS.
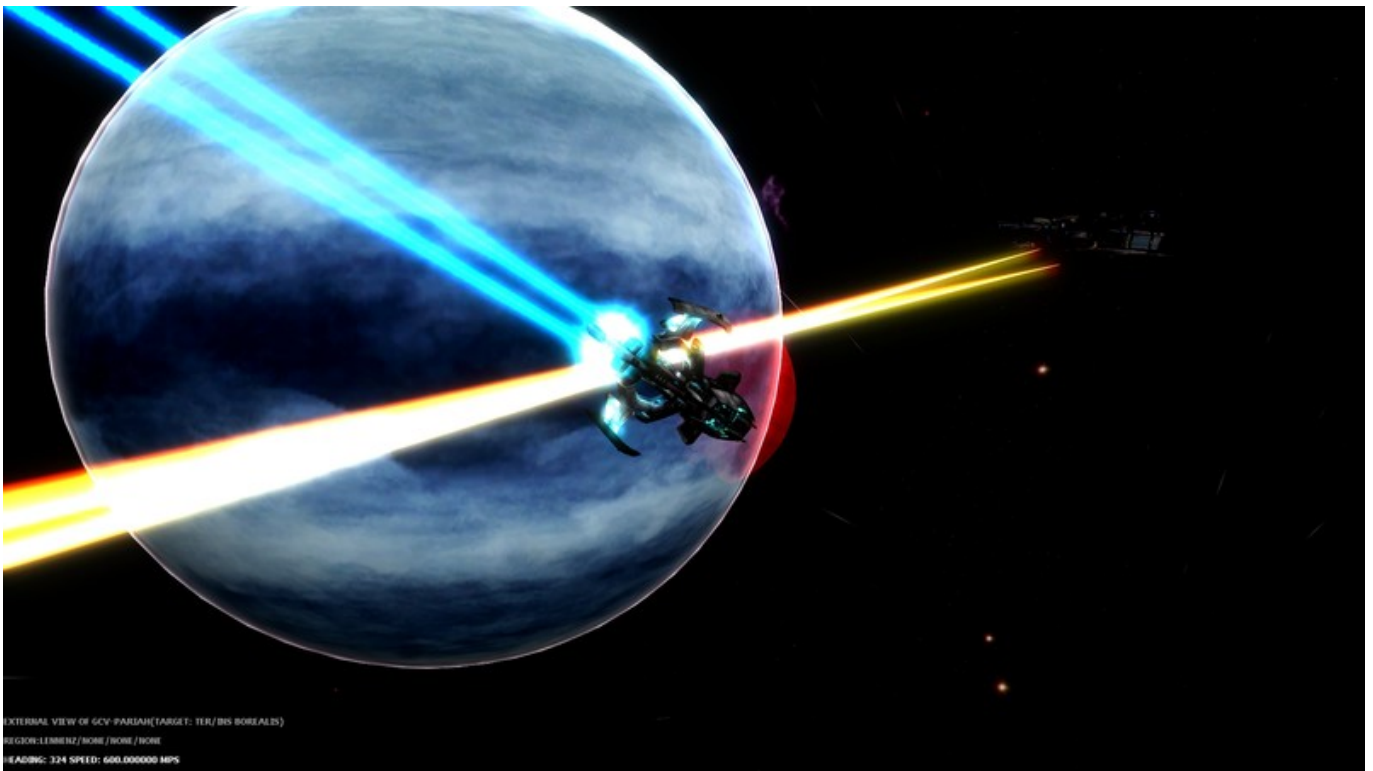
THE MOST ADVANCED SPACE COMBAT CAPITAL SHIP SIMULATOR. EVER. SERIOUSLY.

In Feb 2015, as part of the Battlecruiser twenty-five year anniversary celebration, a refresh of Universal Combat v2.0 was released for FREE for a limited time.

Universal Combat which was first released in 2004, was the spiritual successor to the legendary Battlecruiser 3000AD series of games which made its debut in 1996. Then heralded as the most advanced capital ship space combat game, Battlecruiser 3000AD, the first title in the series, set the resulting standard for high-end capital ship combat games. You not only had control over a massive armed carrier in a vast universe with space and planetary bodies, you also had complete control over the carrier's systems (weapons, navigation etc), support crafts (fighters, shuttles, vehicles) as well as an entire crew that moved around the ship doing various things (e.g. engaging in combat with intruders).

When Universal Combat arrived, aside from new graphics technologies, it brought along with it a host of new features which were not present in the previous Battlecruiser titles. Such features included advanced fps controls which allowed you to not only deploy your carrier crew to planets, control them in combat etc, but it also allowed you to fight alongside them

In 2007, Universal Combat Collectors Edition was released as the final title in the Battlecruiser and Universal Combat IPs.

In 2009, following the 2008 release of Galactic Command Echo Squad SE which had improved space and planetary engines, we again refreshed the Universal Combat CE game with those improved engines, then later released it as Universal Combat Collector's Edition v2.0.

This ultimate space capital ship combat compendium spans over two decades and represents the evolution of hard core space combat sims. It contains all Commander scenarios from every game in the Battlecruiser and Universal Combat series:

- Universal Combat Special Edition (3000AD, Oct 2006)

- Universal Combat A World Apart (3000AD, Oct 2005)

- Universal Combat Gold (3000AD, Oct 2005)

- Universal Combat (Dreamcatcher Interactive, Feb 2004)

- Battlecruiser Millennium Gold (Dreamcatcher Interactive, March 2003)

- Battlecruiser Millennium (EB Games Exclusive, Nov 2001)

- Battlecruiser 3000AD v2.0 (Interplay, Dec 1998)

- Battlecruiser 3000AD (Take2, Sept. 1996)

PRIMARY GAMEPLAY FEATURES

Here is a sampling of the game features, out of hundreds of things that you can do in the game; most of which you can must make up as you go along. And this list doesn't contain any mention of the advanced game engine technologies, especially one of the most advanced AI systems you've ever encountered in a game.

- Command 28 capital ships including carriers, cruisers, transports.

- Command 46 support crafts including fighters, shuttles and planetary vehicles.

- Command a crew of over 100 personnel including key personnel such a Flight Officer, Navigation Officer etc.

- Use fleet command & control to create a massive fleet consisting of your ships and other AI controlled ones.

- Direct control of various ship systems including shields, reactor, engine, cloaking, tractor beam, transporters and various advanced weapon systems.

- Track your ship's AI crew as they go about their on-board duties which include engaging hostile intruders, repairing ship systems, prepping support craft etc.

- Lead your marines into battle on planets using various weapons of mass destruction.

- Deploy an away team of (e.g. marines, engineers etc) in a shuttle, deploy them on various planetside missions; complete with advanced orders.

- Deploy probes to keep track of friendly regions as well as spy on hostile ones.

- Deploy mining drones on planets to mine for precious minerals which you can then sell for profit.

- Dock at various space stations and planetary bases to trade, repair, rearm - and of course engage the hostile ones along the way.

- Capture space stations for your alliance and use them as operational bases, including the ability to use their own fleet of support craft (cruisers, carriers, fighters etc)

- Play the freeform scenario and roam a large persistent galaxy.

- No shuttles? Don't want to risk being shot down? Use the transporter room to deploy your combat away team directly into hostile planets.

MULTIPLAYER

There is no multiplayer in this version of the game.

SUPPORT

There are no more updates to the base game. The final version was v2.00.03 released on 05-28-2015. You can view the 2.0 changelog for more info. Due to the game being improved upon, future updates are only released via The Lyrius Conflict DLC which uses v3.x game engine kernel. You can view the 3.0 changelog for more info.

Title: Universal Combat CE
Genre: Action, Indie, Simulation, Strategy
Developer:
3000AD
Publisher:
3000AD
Release Date: 6 Feb, 2015

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Minimum:

OS: Windows XP SP2

Processor: Dual Core

Memory: 2 GB RAM

Graphics: DirectX SM3.0 compliant with 512MB memory

DirectX: Version 9.0c

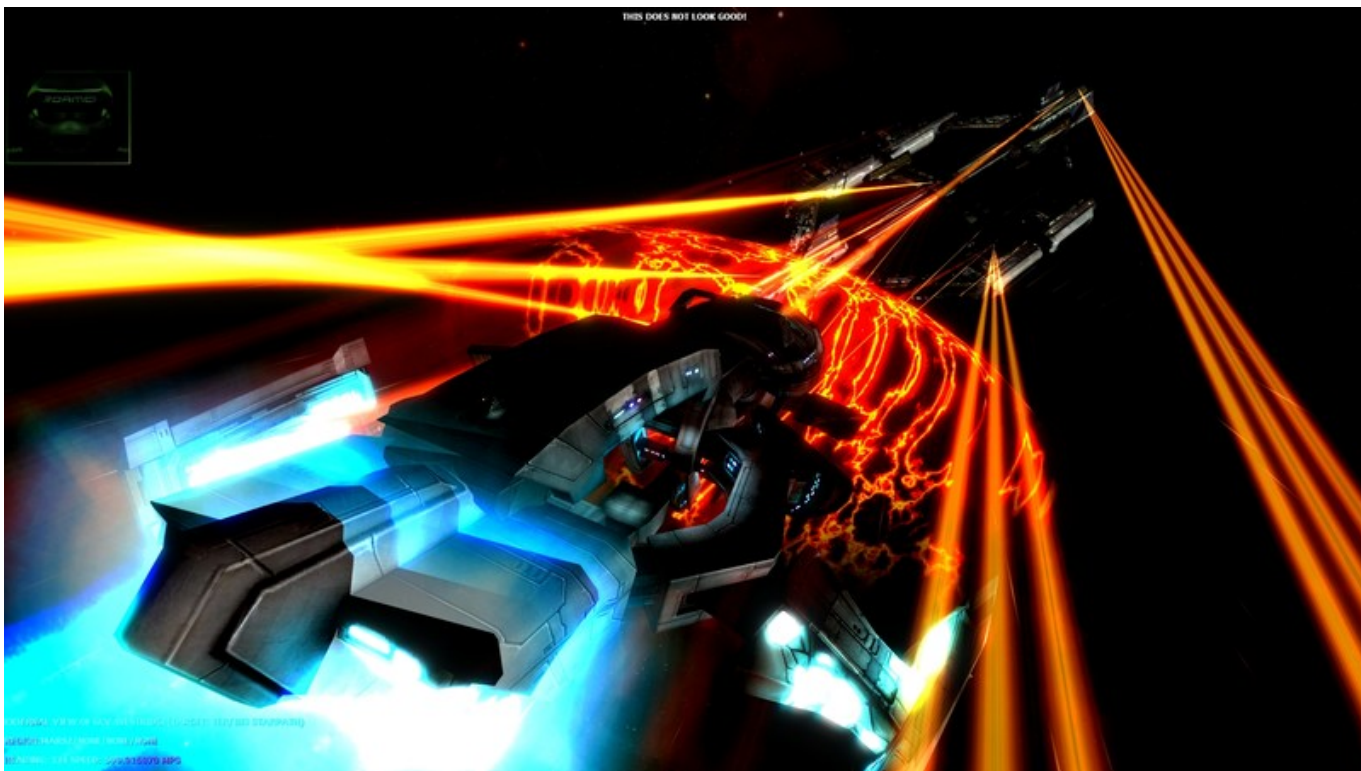**Storage:** 2 GB available space

Sound Card: DirectX compliant

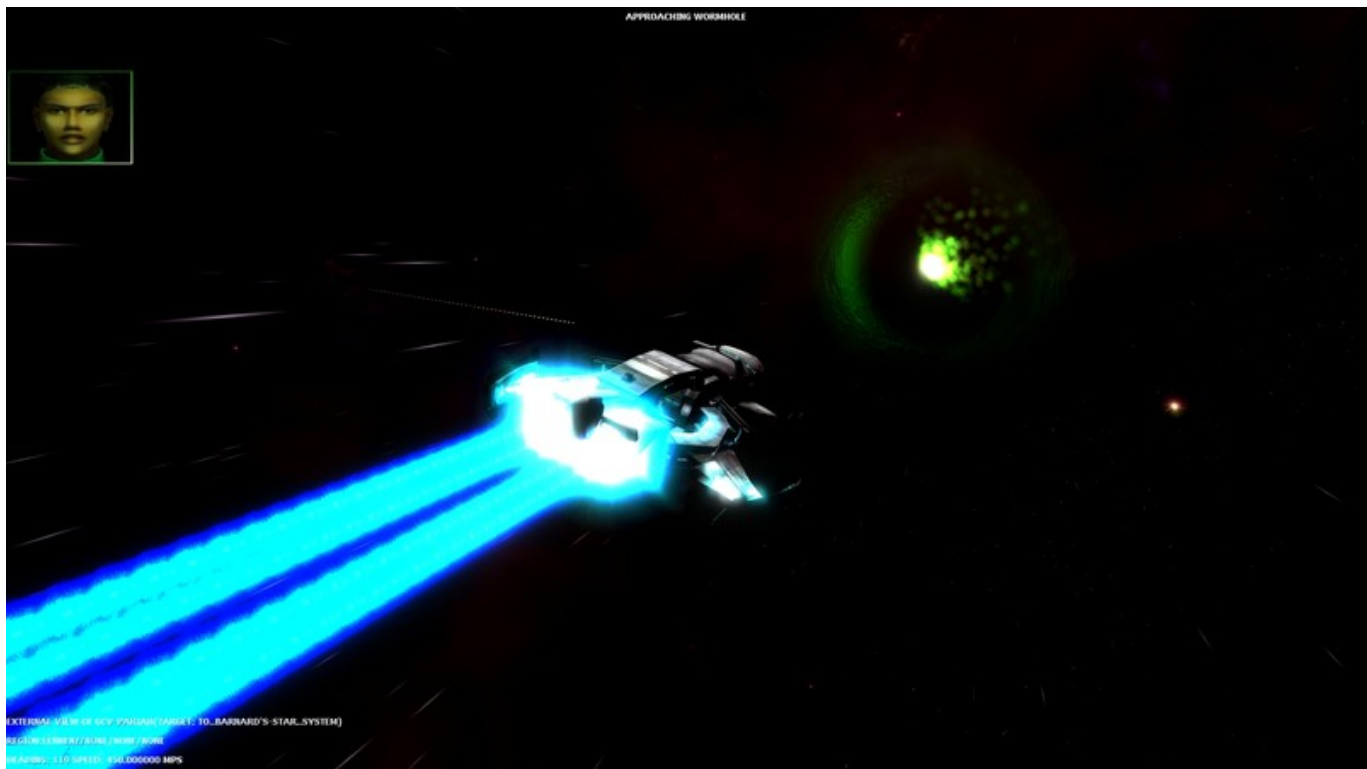
English

YOU HAVE DESTROYED A PRIMARY RAIDER CAPITAL CRAFT

EXTERNAL VIEW OF TER/RAI UCV-IDENT 01 (TARGET: GCV-PARIAH)
REGION:LEMMENZ/NONE/NONE/NONE
HEADING: 345 SPEED: 150.110840 MPS

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Another one of the series. I remember my grandfather gifting me the original BC3000 AD. While the game was awesome and fun, I never really understood it. After all I was just in my early teen. I was quite surprised, when later on more versions appeared and I got Battlecruiser Millenium Gold as well as Universal Combat. It was more or less by accident, when I found this one. Of course it was a must get for me.

I have to admit, that the graphic improvements are cool. The manual has been made more clear since BCMG and the tutorial is especially useful. This said, I have a Terran Military ACM career ongoing and I also have a ROAM trader career going on alongside another ROAM Terran Military career. The game is fun and its quite a diversion. Yes, in ROAM there are no missions, but there are plenty of things to do. As trader you can look out for cargo, buy and sell... or you could be a Raider, attacking other pirates, the military, police or whatever for your gain... as a military ROAM commander, you can escort diplomats, enforce peace, capture stations, and whatever. All you need is some imagination.

Then there is the option to be a Pilot or Elite Pilot... on a planetary base or ship or spacestation. Another option and quite an easier start. Even in ROAM you can get XP and get promoted. Then lastly, there are Marines... though I prefer them in Instant Action. A Marine ROAM game has been quite dull so far... There are attacks every now and then. You have access to the ground facilities, such as Tanks, APCs, Support Stations, Transporter Gates and of course the gunships to move around. Hence you can do a lot, even as a Marine - as long as you are on a planet. But still, in my option it is limited and marines die quickly... though if you are good at it.. a different thing. Then there are the space marines or elite marines.. This part in my opinion is really boring. You have not the options you have on planet and are mostly stuck on top of your station waiting for an attack. Here some improvement would be great.

What i noticed is, that the non-combat professions, other than Traders and are quite dull. Scientists of course can explore the galaxy in a transporter, look at uninhabited and habitated worlds but still its dull. Diplomats essentially have nothing to do, unless you RP travelling to base to imagine some negotiations... then there are the Assassins, constantly looking to hunt pirates. So quite dull too. I have also tried a paramedic career which is quite uneventful in ROAM either. You do not get attacked by anybody usually, but you also get an unarmed transporter with only a handful of shuttles. Of course you get some armed escorts, but still. The only thing I noticed here, was constantly patrolling the galaxy, looking out for a ship in distress. You would then try to get there, tow it to a base and get a reward. Of course you can also trade with your vessel.. Still, quite dull.

I know Derek Smart always said, it is a combat game. Nothing else. However, since these professions are there, it would be fun to make more use of them.. Have colonists colonize planets or build cities, Maybe create some interiors for the ships and have space marines invade them or Paramedics board them to heal injured people after an attack... maybe script some ACM missions for Diplomats and alike.. things like that would make this already great game really awesome!

Once you get higher in rank you can control other friendly units, form fleets. You can start planetary assaults, land in a shuttle or beam down, launch probes, etc. All these parts are complex and difficult, but great and fun! If you take the time to understand the game and read through the manual and do the tutorial of course.

That said, I love the game and I am happy it is still around. It is also very nice to know, that this game is running on Linux. Steam Play works fine and without issues, aside from some very rare sporadic crashes after some hours into the game (Save or Quick Safe regularly) and some unreadable or hard to read text, which in my opinion is also only a minor issue.

Great work on that one. I hope there will be some more patches and further improvement. This game has a lot of potential still and I hope that we will see some of it.

Cheers. How is this mostly positive....oh 14 reviews....right...

Not much has changed sadly. Derek Smart is a legend in gaming but not for positive reasons....

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