
Jagged Alliance - Back In Action: Shades Of Red DLC Torrent Download [FULL]



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About This Content

It's time to get **Back in Action** with the new Jagged Alliance **Shades of Red** add-on content!

The threat of a nuclear disaster has never been greater! The nefarious terrorist Ante Silevic has captured an atomic weapon and plans to attack a meeting of the world leaders in Eastern Europe. Three hardened mercenaries are our only hope to save the world from total chaos. Ivan Dolvic, Kyle 'Shadow' Simmons and Cynthia 'Fox' Guzzman must infiltrate the enemy base deep in the woods and put a stop to his activities. But in an unfortunate turn of events, Fox is captured by Silevic's henchmen before the mission even starts. Can you manage to free Fox, complete the mission and save the world?

- New action-packed mission based on the Jagged-Alliance novel 'Shades of Red' by I.M. Wong
- More than one hour of additional play time
- Delve deeper into the backstory of three of Jagged Alliance's most popular characters
- New Steam achievement

Title: Jagged Alliance - Back in Action: Shades of Red DLC

Genre: RPG, Simulation, Strategy

Developer:

Coreplay GmbH

Publisher:

THQ Nordic

Franchise:

Jagged Alliance

Release Date: 15 May, 2012

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Minimum:

OS: Windows XP (SP2), Vista or Windows 7

Processor: Core 2 Duo Processor (1,8 GHz or better) or similar AMD

Memory: 2 GB RAM

Graphics: Shader 3.0 compatible graphics card (Ati 2600, Geforce 8800 or similar) with 512 MB RAM

DirectX®: 9.0c

Hard Drive: 3 GB HD space

English, German, French, Italian







Fox, Ivan and Shadow are on the task to stop nuclear missile launch. Fox already got caught so you need to free her too.

One map, 3 mercs, 40+ dumb enemies, 4 new achievements, at max one hour of gameplay, NO replayability (nothing changes with higher difficulty except the fog of war).

Grab it if you enjoy this game, if this thing is on huge sale or if you are an achievement collector like me.

Otherwise ignore.. \$5.49 with an hour of content but nothing notable being added.

No.. Review for Jagged Alliance - Back in Action: Shades of Red DLC

This is only one map and you can't choose the mercs, but it's a good map.

I bought it on a sale action and had fun.. Q: Do the specifics to the scenario matter?

Nope. You can make up any back story and the game would play the same. RPG elements are not the game (or DLC's) strong point.

Q: Is it worth buying?

Only if it's deeply discounted or part of a bundle and if you're a JA fan or TBS fan.

Q: What about the scenario itself?

It's fairly limited/straightforward, as many of the reviewers here have already commented. It's basically a single mission and with a very linear progression. There are mines blocking your progress so that you are herded in specific directions (there's no one in your team with high enough explosives skill to disarm, and medkits are tricky to find initially). What I really disliked about the JA:BIA series is that the environment is not fully destructible. I like having multiple ways of breaching, etc.

Q: Any other tips/thoughts?

Don't waste your time trying to take everyone out. Just kill those that are necessary. Ivan's silenced weapon is very useful, and Shadow's stealth for sneak knife attacks can come in handy. A prolonged firefight with your two mercs (Fox doesn't add much, expect medic skills, and I hate her voice) spells almost certain failure.

Given all my reservations above, I would vote this a qualified "recommended."

5.5/10

p.s. it says 0 hours game time as i guess it's tracking my overall JA:BIA game time (over 160 hours). I've already completed this DLC -- it took about 2-3 hours.. For five bucks, this is a nice little add on to JA:Bia. Five bucks is pushing it. It's one map and the roll playing elements are very weak. One brief conversation with Fox. I do like that they have a paradrop point with supplies for your team. I would like it much better if your team was sent in with sane equipment in the first place. Bringing a knife to a gunfight here is quite literal for Shadow. Do your sanity a favor and use an editor to hand him a gun. I do really like the concept of DLC mini missions for JA: BIA but if we could make it 3 maps and a choice of mercs that would be a big improvement. It would be nice if money was a victory condition as these are mercs. It would be a sensible trade off if you could get better starting equipment but only by paying for it and bribing smugglers or something. Victory level set by how much money you make. Still it's a fun little map and a chance to play JA without committing to a long campaign. THAT is very welcome. It's not a bad team and it's cheap, so it's a worthwhile add on.

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