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Gameplay screenshot

[Update 1.04 for 'Armageddon Empires' Released!](#)

Aside fixes, the update also brings a couple of new features

Armageddon Empires gamers have good reason to start up their **PCs** today and play their favorite turn-based strategy title, as **Cryptic** Comet (developer) has just announced the update 1.04 for Armageddon Empires. According to the official announcement, the update can be obtained at [the company's website](#). The fix also brings a couple of new features. Why don't you read on and find out what those are. Yes, not only does the update fix numerous issues, but two new UI features have also been implemented, allowing players to easily identify which cards in their hand can be directly played to the board and which hex the enemy is attacking by checking for a marker on the mini map. Also available in a separate download is an optional mod for players with color blindness who are having difficulty distinguishing between the resource icons on the game map, the report confirms. Here's some stuff on the game (key features to be precise), just in case we have Armageddon Empires newcomers among us:- Turn based strategy game in a post-apocalyptic setting versus 1 to 3 **AI** opponents.- Hexagonal maps depicting the ravaged wastes of earth circa 2345 featuring 3 map sizes ranging from normal to huge.- 4 playable factions each with unique units, art and playing styles.- Over 75 faction heroes lead your armies into battle. Heroes allow for larger, more effective armies and have their own special abilities that can change the tide of battle or even create new weapons and technology cards.- Over 200 unique units wage battle across the savage landscape; command infantry, cyborgs, robots, powered battle armor, armor, artillery, mecha, biomecha and many more.- Over 80 unique special abilities for heroes and units; abilities like multi-targeting, shock attack, double attack, fanatic, military genius and valor allow you to find exciting combos of play just like you would in a collectible card or miniatures game.- Collectible card game flavor without the expense. Each hero, unit or facility is a card that can be added to your play deck.- Board game mechanics. Roll a unit's attack die versus another unit's defense die and play special abilities and cards to alter the results.- Assassinate enemy heroes, sabotage enemy facilities, gather intelligence through espionage and stealth, hunt down enemy heroes and hold them prisoner.- Drop thermonuclear weapons on your enemies or load out your units with tactical nuke cards created by your leading technologists.- Challenging goal based AI agents see the same game you do and must gather intelligence, build armies and formulate plans just like you: "No cheating." For the update or for the full Armageddon Empires game, see [Cryptic Comet's official website](#). And if there are indeed newcomers among us, I suggest they click [HERE](#) to download the Armageddon Empires demo and see what it's all about.