
Battle Academy - Fortress Metz Trainer Download



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About This Content

September 1944: the 3rd Army tries to crack the Metz fortresses!

In Battle Academy: Fortress Metz you play the forces of the US 3rd Army as it tries to encircle Metz and cause the city to capitulate. Ten missions based on historical situations will test your skills as a commander. From the early attacks of the newly created, but raw, Panzer Brigades to the desperate attempts by the US infantry and engineers to take the forts, Battle Academy:

Fortress Metz offers the player a wide diversity of missions. Will you be able to use your forces correctly to crack the Metz defenses while trying to fight off assaults of Panthers and German assault forces? Find out in Battle Academy: Fortress Metz !

Battle Academy: Fortress Metz is an add-on for Battle Academy and requires Battle Academy to play!

Features

Play as the US forces as you attempt to encircle and capture Metz in 1944.

Fight 10 single player and 4 MP battles throughout the Metz campaign.

Duel with the new Panzer Brigades as they try and crush your 3rd Army forces.

New units include the Hummel, Sdkfz 234/1 armored car, Sdkfz 251/16 halftrack and US 3 inch AT gun.

Four multiplayer missions featuring three based on historical situations.

Title: Battle Academy - Fortress Metz

Genre: Strategy

Developer:

Slitherine Ltd.

Publisher:

Slitherine Ltd.

Release Date: 27 Nov, 2013

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English,French,Italian,German,Russian

01.00 Nightstone Keep

Nightstone Keep is a location based adventure for characters of 6th to 8th level, and is centered on a ruined, long-dead stone keep in a temperate wild forest area (possibly not far off a caravan road or forest trail). If you are using the Lost Lands campaign setting, Nightstone Keep is located in the northeastern extent of the Unclaimed Lands where they extend between the southern reaches of the Forest Kingdoms and the Climberril Run, the Linciamond Lands are detailed in *ELR: Borderland Provinces* by Frog God Games.

Avoid from the initial carion grave encounter, and any forest encounters or scuttling oversized spiders you wish to add for cosmetic interest as player characters cautiously explore the ruins, this is a foray into a plant colony, characters encounter and fight various plant creatures spawned and controlled by their parent arachnid, a gigantic sentient fungus wrapped around the main treasure of the adventure: a gem of vitality. This magic item is powering growth of the arachnid, so the giant fungus wants to keep it.

● **ITEM: Gem of Vitality**

You should seed the adventure by having several NPCs encounter (at inn, tavern, shop, or friends in nearby peddler's camp) in which the characters are told kind tales of the various battles and lost treasures and rumored hauntings of "ruined Nightstone Keep" and how it got to its present state, a history summarized hereafter.

02.00 Adventure Background

Nightstone Keep is a stoutly built stone stronghold atop extensive cellars stores and an extensive armory. Legend holds that the keep was built more than two centuries ago by Arhel Redhand — "King Redhand" — a self-styled local ruler.

Redhand was a successful mercenary warrior and adventurer who made his fortune slaying dragons. He brought home a long caravan of wagons groaning under the weight of coins and gems and built Nightstone to be the seat of his new realm.

The farming fields of Redhand's flourished while its founder lived but was torn by civil strife when the Redhand died at a ripe old age. Factions led by his hot tempered, young second son, his three grown sons, and his lord-marshal of the guard in the name of Redhand's oldest child (the Lady Ismerelle) all drew swords and fought for the Redhand's throne. Soon, the contested throne was black with blood. When the struggle finally ended, Queen Ismerelle was a scarred wreck attended by a handful of faithful retainers on a lone farm near Nightstone Keep. The forest had taken over all of the deserted lands that now stood in what had once been Redhand's — for everyone else was slain or fled. Then, the sickness came. A brown, furry growth crept along the walls, ceilings and finally the floor of the keep's cellars, making folk cough and choke, leaving them ultimately unable to draw deep breaths. They ended their days as feeble shufflers.

In the end, Ismerelle and her few attendants packed a last wagon and departed for lands to the south, abandoning Nightstone to bandits, roaming beasts, and the elements. The bravest woodcutters and foresters explored the keep from time to time, finding large caches of coins and keeping alive the rumors of huge dragon riches still to be found, but no one tried to live in the keep.

These days, locals warn of giant birds that swoop from atop Nightstone's crumbling ramparts, snatching up and carrying off victims, so that now no one goes near it. Those still alive who

03.00 Nightstone Keep

From a distance, the ruined keep looks like a stout, square black shaft rising out of trees and clinging vines, with crumbling crenellations featuring sharply pointed merlons that look like cracked and missing teeth. This unlikely tower is 80 feet square and roughly 120 feet tall. Its ground floor is windowless, with three floors above.

The vines are widespread but won't support the weight of even a child; they break off and crumple to the ground if any climber mounts them. None of the tree branches reaching close to the keep walls is large enough to support human weights; they bend and then crack and dangle in splintered ruin if any character seeks to use them to reach windows or higher points on the keep's walls. The walls themselves are deep black and polished smooth, even after the passage of so many years, and can't be climbed.

The keep's once-stout wooden doors collapsed into run long ago, and in its springy rotten heaps on either side of the upturned entrance. There's a second open doorway on the facing wall of the keep that leads into a stone-walled flagstone courtyard where wooden stable buildings long ago collapsed and vanished under the onslaught of trees, bushes, and vines. The way between both doors is a curving route, because squarely in the center of the keep, blocking the direct way, is a massive central pillar of fitted stone blocks.

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LIVES: 5
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PISTOL: NA
GRENADE: 0
CREDITS: 99999

CREDITS: 99999

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