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Battle brothers cheat engine experience

Home » Battle Brothers Battle Brothers: Table Cheat Engine v1.2.0.19 + aob (win32) {AlexS} Table Battle Brothers 1.2.0.19 + aob (win32). - Stats - Perks - Worthy - Map How to use. Stats - open inventory screen, activate the script, select the desired fighter, remove/put any devices. The values are displayed in the table (HP, AP, fatigue, resolution, ...). Change them. Start/put any device again, new values will appear in the game. Turn off the script. Perks - Open inventory screen, activate script, cursor cursor to poke. The table shows the number of the perks of this fighter. Change it. Exit the

inventory screen and re-enter it, the game will display a new perks number. Turn off the script. Worth - Open the inventory screen, activate the script, hover over any item. The table shows the value number (base, 100% of the item). Change it. The value of the game changes immediately. Turn off the script. This script also works in stores for all products (you can buy 0, change the price and sell 9999999). Map - go to the world map, activate the script, turn on the time of passing. A map of the world opens, showing all cities, objects and enemies. The script can always be enabled. When you deactivate the script, the map and fixed objects remain, and the move disappears. * Important: Perks and Worth scripts do not work at the same time, contain only one at a time. Edit Comments, the mark level is a value between 1 and 11 and the actions experience battle. The fun rises to levels when they gain experience and are able to increase their characteristics and get perks that make them better mercenary. Level Total XPneeded 2 200 3 500 4 1000 5 2000 6 3500 7 5000 8 7000 9 9000 10 12000 11 15000 Mercenaries fight and gain experience they level up. At each level your brothers receive perk points and can increase three different attributes. Introduction to Veteran Levels allows mercenaries to level even further than level 11. Each level above 11 (= Veteran level) requires 4000 + 1000* (current_lvl-11) XP and no perk point given and stat rolls are reduced to a maximum of + 1 for three stats. The actual limit is 33 (before the DLC Warriors of the North it was 42). Attributes can be divided into two different categories: Primary Attributes can be increased at each level by 1-4 points, depending on the characters talent Melee Skill Melee Defense Strict Defense Strict Defense Secondary Properties can increase each level by 2-5 points, depending on the characters talent Strict Skill HP Fatigue Solve Initiative (3-6 points) Some recruits from military backgrounds may already have some levels of their belt. If you hire a brother who already has one or more levels, you can share his perk points and stat Level ups after you hired him like you do a regular mercenary. Some backgrounds: Starting Levels Deserter Militia Bastard DisownedNoble RetiredSoldier Barbarian Raider Sellsword Swordmaster 1-2 1-2 1-3 1-3 2-3 2-4 2-4 3-5 XP prizes enemies[edit | edit source] Some details xp value enemies. The person who did the killing blow gets 20% XP value from the enemy (Killer XP table below). The remaining 80% is distributed equally among all men (XP/kill in the table below). Killer XP and XP / kill values table below are based on off analyses given XP after battle victory screens and values are updated to Build 1.1. Older data in parentheses (build 0.6.0.21) are still included. Overall, XP with many units across the board got a little momentum. Direwolf and Fallen Hero XP were reduced. Kills made by Wardogs result in a total XP value that the mob is divided evenly between all surviving men instead of 80% of the total XP value because Wardog can not level and therefore can not 20% of the total XP value to the killer. In other words, kills made by Wardogs do not cause killer XP to waste. All total XP values in this table are unofficial rough guesstimates based on extrapolation. Expect at least a +/-5 error. Divergences resulting from the cuts are likely to be common. Enemy XP kohta tappa (12-mees pool) Killer XP Hinnanguline kogu XP väärtus Inimesed (Brigands) Bandit Thug 8 (7) 25 (22) 125 (110) Bandit Salakütt 9 29 145 Bandiit Marksman 12 (9) 38 (30) 190 (149) Bandit Raider 13 (12) 42 (37) 210 (185) Bandiit Leader 22 (19) 68 (60) 340 (299) Master Archer 22 (19) 68 (60) 340 (299) Hedge Knight 22 (19) 68 (60) 340 (299) Swordmaster 22 (19) 68 (60) 340 (299) Swordmaster 22 (19) 68 (60) 340 (299) Inimesed (tsiviilisikud) Talupoeg 5 17 85 Caravan Hand 6 21 105 Miilitsa 8 25 125 militsa laskesaar 8 25 125 Miilitsa Veteran 11 34 170 Miilitsa kapten 17 52 260 Inimest (palgasõduransamblid**) Palgasõdur (tüüp1) 13 42 210 Palgasõdur (tüüp2) 17 51 255 Mercenary (tüüp1) enary (tüüp3) 19 59 295 Inimesed (Noble House) Footman 13 42 210 Billman 13 42 210 Standard Kandja 13 42 210 Arbalester 13 42 210 Seersant 19 59 295 Knight 25 76 380 People (Event mobs) Cultist 11 34 170 Goblins Goblins 11 (9) 34 (30) 170 (149) Goblin Ambusher 13 (9) 42 (30) 210 (149) Goblin Wolfrider 13 (9) (see * below) 42 (30) 210 (14 9) Goblin Wolf 5 (2) 17 (7) 85 (35) Goblin Shaman 17 (15) 51 (45) 255 (225) Goblin Monitor 22 (22) 68 (66?) 340 (330?) Orcs Orc Young 13 (12) 42 (37) 210 (185) Orc Berserker 19 (17) 59 (52) 295 (260) Orc Warrior 22 (17) 17 68 (52) 340 (260) Orc Warlord 28 (19) 85 (60) 425 (299) Greenskins (Crisis Mobs) Greenskin Catapult 5 17 85 Beast Wardog 4 12 60 Caravan Donkey 5 17 85 Nachzehrer (Ghoul) 6 (4) 21 (15) 105 (74) Direwolf 11 (15) 34 (45)) 170 (225) Bird wurm 44 136 680 Zombies Wiederganger 5 (4) 17 (15) 85 (74) Wiederganger (armored) 8 (7) 25 125 (110) (110) Hero 13 (17) 42 (52) 210 (260) Risen Wiederganger 0 (0) 1 (1) 5 Elevated Armored Wiederganger 0 2 10 Fallen Hero 0 4 20 Geist (Lost Soul) 12 (10?) 38 (33) 190 (165) Necromancer 22 (19) 68 (60) 340 (299) Ancient Dead Ancient Auxiliary (Skeleton) 8 (7) 25 (22) 12 5 (110) Lost Mob (Skeleton Bowman) (7) (22) (110) Ancient Legionary (Skeleton Guard) 13 (12) 42 (37) 210 (185) Ancient Honor Guard 19 59 295 Ancient Priest 25 76 380 Necrosavant (Nerve-Racking Vampire) 22 (19) 68 (60) 340 (299) * Goblin Wolfrider award 13xp for a 12-man party and another 42xp for the man who struck the killing blow. After death, they either spawn the Goblin Skirmisher, which then rewards 11xp for the 12-man party and another 34xp for the man who was hit with a killing blow. Or they spawn the Goblin Wolf, which then awards 5xp for a 12-man party and another 17xp for the man who was hit with a killing blow. So Goblin Wolfriders can give either 24xp per mob total (13 + 11) or 18xp per mob (13 + 5). **Mercenaries are at least 3 types. Although all of these are displayed as mercenary on the battle card, they give different xp values and very likely have different stats (Melee Skill, Defense, etc.), with the weakest of them no better than the usual Brigand Raiders and having similar xp values. The connection content is available under CC-BY-SA unless otherwise stated. Download your cheat tables here (No applications) AlexS Expert Scammers Posts: 109 Affiliated: Sun Apr 08, 2018 15:46 Maine: 73 Post by AlexS » Friday December 07, 2018 7:14 pm Google Translation (sorry ...) == The latest version of the table is here viewtopic.php?f=4&t=83677#p93677 == How to use this cheat table? Install Cheat Engine Double-click . CT file to open it. Click on the PC icon Cheat Engine to select the game process. Keep the list. Activate coach options by checking boxes or setting values 0-1 Last edited by AlexS on Friday February 28, 2020 1:48 pm, delivered 4 times in total. anl93 Expert Rogue Posts: 130 Joined: E May 29, 2017 10:12 am In Maine: 20 Post by anl93 » Fri Dec 07, 2018 9:52 thanks dude but only map and perk script works for me (im not amateur) cheat stat beiska it shows like: Hp .... 5465465468 ... 0 Re............... 6836505655 In .... 5855858550 Mina...... 0 etc im on 1.2.0.19 Thank you (you can make a teleport cheat or something fast moving) AlexS Expert Cheaters Posts: 109 Joined: Sun Apr 08, 2018 3:46 Image: 73 Post by AlexS » L.08.2018 2:04 anl93 wrote: ^Fri Dec 07, 2018 9:52 Thanks dude but only map and perk script works for me (im not amateur) stat cheat activates bur it shows like: Hp .... 5465465468 (Google Translate) Try this. This is a statistics script with a different filter. anl93 Expert Cheater Posts: 130 Joined: Mon May 29, 2017 10:12 am 20 Post by anl93 » Sat Dec 08, 2018 2:46 pm (Google Translation) Try this. This is a statistics script with a different filter. Yes this one works with Ty Still you can make a card speed (or teleport) cheat? Sogameth What is cheating? Posts: 1 Joined: N Feb 22, 2018 09:10 Maine: 0 Post by Sogameth » P Dec 09, 2018 12:48 Pm Hello, BB was a bit of a gripe for me, as I always had questions about doing exactly what I want through CE. If you want to check it: it's a save editor, just read the instructions, and follow the instructions carefully. As mentioned in the second topic regarding BB - it is easier to change the save than the memory in this game. Alexs Expert Rogue Posts: 109 Joined: Sun 08 Apr 2018 3:46 pm Maine: 73 Post by AlexS » Sun December 09, 2018 5:34 pm (Google translation) Try this. Teleport. Version of the game 1.2.0.19. How to use. Activate the script on the world map, turn on the time pass. When you press the *button on the numeric keypad, the group teleports to the map point in the middle of the screen (if there is water in the middle of the screen, water). Note. When teleported away to another area of the map, the squad icon sometimes disappears. Click on the map so that the team starts to move, then the icon will appear. Another option is to enable / disable CAMP. anl93 Expert Cheater Posts: 130 Joined: Mon May 29, 2017 10:12 am in Maine: 20 Post by anl93 » P Dec 09, 2018 18:23 AlexS wrote: ↑Sun 09, 2018 5:34pm (Google translation) try it. Teleport. Version of the game 1.2.0.19. How to use. Activate the script on the world map, turn on the time pass. When you press the *button on the numeric keypad, the group teleports to the map point in the middle of the screen (if there is water in the middle of the screen, water). Note. When teleported away to another area of the map, the squad icon sometimes disappears. Click on the map so that the team starts to move, then the icon will appear. Another option is to enable / disable CAMP. it does not activate unfortunately, but hey ... Thank you for your work. Alexs Expert Cheater Posts: 109 Joined: Sun Apr 08, 2018 3:46 pm Maine: 73 Post alexs » Sun December 09, 2018 6:59 pm anl93 wrote: ↑ it's not activated damage, but hey ... Thank you for your work. (Google Translation) Strange... I checked versions 1.2.0.19 and 1.2.0.17 (win32 steam release Codex ...). Is the script not activated or teleportation not working? anl93 Expert Cheater Posts: 130 Joined: Mon May 29, 2017 10:12 am in Maine: 20 Post by anl93 » P Dec 09, 2018 7:06 pm script not activated in the first place (can not tick the box) I tried restarting, but still the same AlexS Expert Scammers Posts: 109 Joined: Sun Apr 08, 2018 3:46 Reputation: 73 Post by AlexS » Sun December 09, 2018 9:00 pm anl93 wrote: ↑ script does not activate in the first place (can not tick the box) I tried restarting but still the same translation) Check these scripts for the test. Turn on time on the world map and try to activate AOB from Scripts 1 and 2 AOB scripts. Any work? If so, what does the line below the script show? anl93 Expert Cheater Posts: 130 Joined: Mon May 29, 2017 10:12 am in Maine: 20 Post by anl93 » Sun Dec 09, 2018 9:35 pm can activate script 1 but can not activate script 2 script 1 seems to show the coordinates, but editing it a little risky because yo do not know where teleport also using * numpad key sets float value 1 and my men stack the seas in the middle That's a far west map here on... You do change it: do not know why I can not activate the script 2 and the float value is irregular number when moving. edit2: I assume the script 1 conrols horizontal soordinate wile scrit 2 is vertical. Edit 3: I did this job you need the opportunity to script 2 adree to bb211 and cursor C now we have to work teleport AlexS Expert Cheaters Posts: 109 Joined: Sun April 08, 2018 3:46 Image: 73 Post by AlexS » P Dec 09, 2018 10:02 pm anl93 wrote: ↑ can activate script 1 but can not activate script 2 (Google translation) Now check out this test. Turn off time on the world map, activate the script test 1 AOB and activate the script test 2 (red). Important: This script script test 2 without aob, if it does not work if you need a game can be frozen. If it works, did the coordinates appear in the row below? If so, click the Game button center camera (red arrow). The values from scripts 1 AOB and script test 2 should be the same. They're the same? anl93 Expert Cheater Posts: 130 Joined: Mon May 29, 2017 10:12 am I have In Maine: 20 Post by anl93 » Sun Dec 09, 2018 10:17 pm last script works perfectly I can change the coordinates directly I tested the caravan quest and it also works that too you will see if it will break the game somehow I can gladly save my savefile AlexS Expert Cheater Posts : 109 Joined By: P 08 2018 3:46 Pm Maine: 73 alexs » Sun Dec 09, 2018 10:26 pm anl93 wrote: ↑P Dec 09, 2018 8:17 pm Last script works perfectly (Google translation) Good. Try this teleportation. At the same time, the *button on the numeric keypad is * . It works? Users who browse this forum: Augur, Baidu [Spider], busterblader123, Darne, eawallace, Google Adsense [Bot], iAmAce, Matsilagi, NaCLY Af, necropolish, NootingtonTheThird, ReZpawner, san, subeng, Winget, York2016 York2016

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