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Warhammer: End Times - Vermintide Stromdorf Torrent Full

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## About This Content

*"Oh lovely. Bit of rain to really make the journey special."*

Something is not right in the town of **Stromdorf**, the new DLC for Ver 5d3b920ae0

Title: Warhammer: End Times - Vermintide Stromdorf  
Genre: Action, Indie  
Developer:  
Fatshark  
Publisher:  
Fatshark  
Franchise:  
Warhammer  
Release Date: 4 May, 2017

### Minimum:

**OS:** Windows 7 64-bit, Windows 8/8.1 64-bit, Windows 10 64-bit\*

**Processor:** Intel Core2 Quad Q9500 @ 2.83GHz or AMD Phenom

English,French,German,Russian,Italian,Polish

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So i have completed both mission on cataclysm and gotten the executioners sword. Overall i did enjoy the maps and the new sword makes kruber awesome. He went from being bad at every thing to horde killer of the year. Both maps are awesome and unique. The courier starts in green hills but the atmosphere turns depressing as it rains in the cemetery. reaching out was a blast. The town of stromdorf is a large rainy maze and the ending is amazing. Not going to spoil it. Now a lot of people shoot this dlc

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down for the price compared for content. To me \$7 for 2 beautiful maps and an awesome sword is not bad as some other games (cough cough, im looking at you skin packs) and you support a good developer. But if you are on the edge i would wait for a sale. Only problems i have had are i got stuck in reaching out in a corner that was not fun. Overall if you want to support fatshark and get some cool stuff buy it, on the fence, then wait for sale.. The maps are great. Can't say anything about the sword since I don't have it and I'll never get it because there's an incalculably small chance for the RGN loot table to both have the item AND land on it. Just like I have none of the special weapons from any of the other DLC's, despite playing them to death WITH the relevant character trinkets. Getting all the tokens and grims doesn't increase your chances either, six times I've had my roll skip over the special weapons because my group collected one dice or tome too many, incredibly demotivating. I REALLY wish there was an option to choose from all the awards you qualify for with your roll, rather than simply get one at random. That way you would be able to pick one you actually want, even if it's an inferior choice. So all-in-all that's 7u20ac for nothing but two maps. But make no mistake, they are really, REALLY nice maps. I've had a great time when them so far and found them both beautifully hand-crafted and challenging to navigate in a good way (with many alternate paths to choose from). Although as it stands, I do feel like I'd rather pay more and get at least four or five new maps per DLC, than pay less and get very little. Because let's be honest, if fatshark keeps cutting one map and one weapon with each DLC, the next will be just one map and nothing else for 5u20ac. Not sure how I'd feel about that, this is already skirting it a bit as it is. Had both Kruber and Sienna had gotten a weapon, that'd have been perfect for the price tag in my opinion.. Pretty fine DLC, which worth its money. Here you may find sunny fields, rainy city streets, stormy shores and foggy weather. Moreover, you will encounter almost all kind of environments which were in the original pack of missions or previous DLCs: open shiny landscape as in Karak Azgaraz, gloomy dungeon (with the torch!) from the Drachenfels and an urban part from the original game: marketplatz, and a graveyard (with barrel throwing). Furthermore you may even find the Inn with the music from the Mitterfruhl event. Oh, and of course, achievements, new dialogues, one new(?) weapon for the soldier and long-awaited killable boss . EDIT: In some sort it's an experimental DLC, with its pros and cons, where developers combined everything that already was in game and implemented some new things, such as: wide opened hilly terrain (but unfortunately you will be saddened by frequent invisible walls), a tall tower (from which you can jump, and where bots like to get stuck), a lot of twisted backstreets, applying of the barrel to destroy the obstruction for the tome , the boss fight itself and the new weapon (although it looks like the same two-handed sword, it is, by far, the most powerful DLC weapon Fatshark has ever made, which has x5 headshot multiplier, infinite targets, which makes this weapon an insane killing machine, and, of course, the new headshot sound! No wonder if it would be nerfed). All in all, this experiment worth a try.. Not recommended, at least for this price. Two maps, nice but not overwhelming. One nice bossfight though. Buy it when it's reduced. (Or buy the Karak DLC, you get more bang for your buck.). Certainly a welcome addition to this amazing game, but it still leaves me wanting for more impactful game mechanics, enemies, and variations that'll help keep the game fresh past level 30. This certainly helps.. Wasn't happy with this DLC. One of the worst paid DLC for Verms. They seem to be charging about the same as what they do for 3 full maps and 2 weps but now the content is cut in half. I won't be playing these much after the initial release.

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