

# Gears Tactics: A tactical but action-packed genre

Despite the familiar Gears brand, Gears Tactics is not a third-person shooter but a calculated turn-based strategy game.

## Background

The content of Gears Tactics takes place 12 years before the events of the first Gears of War, and introduces the player as Gabriel 'Gabe' Diaz. This is a familiar character for gamers of the series after appearing in Gears of War 4 and Gears 5. If you do not know this character, he is the father of Kait Diaz, the main character of Gears 5.

At this time, people living on the planet Sera have only recently learned the threat of Locust and their cities are constantly falling before the flood of enemies. Your job is to establish a force strong enough to prevent the Locust's attacks to protect survivors and create the valuable time that humanity needs to reestablish its ranks.

Meanwhile, your enemy is also very familiar: Ukkon, a 'scientist' Locust responsible for creating new Locust warriors in Gears of War. He is a character appearing in the comic Rise of RAAM and is mentioned in the novel Gears of War: Bloodline. As a genetic scientist, Ukkon is the creator of horrifying monsters like Brumak, Corpser and some of the new monsters you'll encounter when playing Gears Tactics.

## Ability to customize characters

This is a feature that the development team attaches top importance to Gears Tactics, in addition to the game's tactics. According to the developer, the game has the most detailed character customization system ever, allowing gamers to change both the appearance and stats of the character. You can express your personality and interests through images, symbols pasted on the weapon armor as well as the skills you choose for each character. Besides, everything can be unlocked through gaming, without any microtransaction or P2W mechanisms.



To be honest, for me, the fact that an offline game like Gears Tactics brags that it doesn't have microtransaction or P2W is quite funny, but when looking back at the situation of the current game village with the games full of microtransaction and P2W even when it's just an offline game, it becomes a "sad laugh." But at least, Gears Tactics is reminding gamers of the time when the beauty of the skin was synonymous with qualification, not wallet.



Have you ever had a headache when choosing a game to play? If you've scratched your head, don't know what game to choose, or say "no game to play" in a mountain of games, this article is for you.

## Gameplay

With the core of a turn-based strategy game, being compared to XCOM is unavoidable. Indeed when watching the first images and videos of the game when it was announced at E3 2019, I immediately thought of XCOM, but actually Gears Tactics has a lot of gameplay differences.

First, to make a difference with XCOM and perhaps to keep the spirit of the Gears series, the game development team tried to speed up the game. Instead of having just two actions like in XCOM, the characters in Gears can now perform up to three actions in one turn so they are much more flexible. You can choose between standing

still and attacking three enemies to increase damage, or shoot - move - shoot (something that characters in XCOM do not do). So, just a small change is enough to create a variety of tactics for the game.



Next, Gears 'brand' saws were cleverly used as a gameplay mechanism for Gears Tactics. Every time your character uses it to finish an enemy, the game will reward the character with a turn of action. It goes without saying that you can guess how much a reward this is in a turn-based strategy game, so I guess it will make the game's pace very high.

With these changes, Gears Tactics promises to give gamers a game that requires both tactical calculation and a sense of action, something that rarely happens in turn-based titles. Therefore, the game promises to be a fascinating and bold Gears experience.

## 'True PC game'

The game development team said that Gears Tactics is not a console game that was ported to the PC, but quite the opposite - the game was completed on the PC first and then adapted to the Xbox One. Choosing a PC platform allows game developers to create a truly strategic game that runs smoothly on the PC and supports the best mouse and keys possible.



In addition, Gears Tactics is also one of the first games to mark the 'branching' of Gears brand of Microsoft. Now in addition to traditional shooting games, we also have Gears Tactics and Gear POP, a strategy game and a mobile game. This ramification could benefit Microsoft and the Xbox console in the future, because it allows the Gears brand to reach more gamers and expand its reach, while also bringing fans to the series. This adds new content about the world they love.

Gears Tactics will be released on PC on April 28 on PC (Steam) and Xbox One. The game is also available on the Xbox Game Pass for both PC and Xbox One.

You finished reading the article "**Gears Tactics: A tactical but action-packed genre**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.