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## About This Content

The Snathi have risen from the ashes of their Precursor prison world. They have only one goal: revenge. The Snathi have vowed to put down those who kept them from taking from their rightful place as the heirs of the Dread Lords.

No race is safe from the true face of EVIL... even if it is as cute as a button.

## Features:

- **The Snathi Revenge:** The Snathi are an ancient race of extremely intelligent and bloodthirsty squirrel-like creatures. They were created by the Dread Lords as the ultimate weapon, but were locked away... until now.
- **Revenge of the Snathi Campaign:** Lead the Snathi as they break free from their prison world to take their place as the face of evil in the galaxy.
- **New ships:** Completely new Snathi ship styles and ship parts.
- **Scavenge Faction Ability:** The “Scavenge” ability allows Snathi to salvage the ships of their vanquished foes.

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Title: Galactic Civilizations III - Revenge of the Snathi DLC

Genre: Indie, Strategy

Developer:

Stardock Entertainment

Publisher:

Stardock Entertainment

Franchise:

Galactic Civilizations

Release Date: 10 Sep, 2015

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**Minimum:**

**OS:** 64-bit Windows 10 / 8.x / 7

**Processor:** 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core

**Memory:** 4 GB RAM

**Graphics:** 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)

**DirectX:** Version 10

**Network:** Broadband Internet connection

**Storage:** 12 GB available space

**Sound Card:** DirectX Compatible Sound Card

English,French,Russian,German

SHIP DESIGNER

COMPONENTS

DESIGN MODE    EQUIP

HULLS

Core    Hull    Downloaded

SMALL

57.5    95    12.9

MEDIUM

115    142    28.4

LARGE

287    190    64.4

HUGE

575    475    216.4

CARGO

11.5    171    21.4

OBsolete    DELETE



DESIGN DETAILS

0    0    0

0    0    0

Manufacturing Cost 216.4

Maintenance 1.6

Hit Points 575

Moves 3.8

Tactical Speed 35

Ship Range 25.2

Sensor Range 4

Logistics 10

Hull Size Huge

Ship Role

0    8    4

Capital

OPTIONS    CANCEL    SAVE

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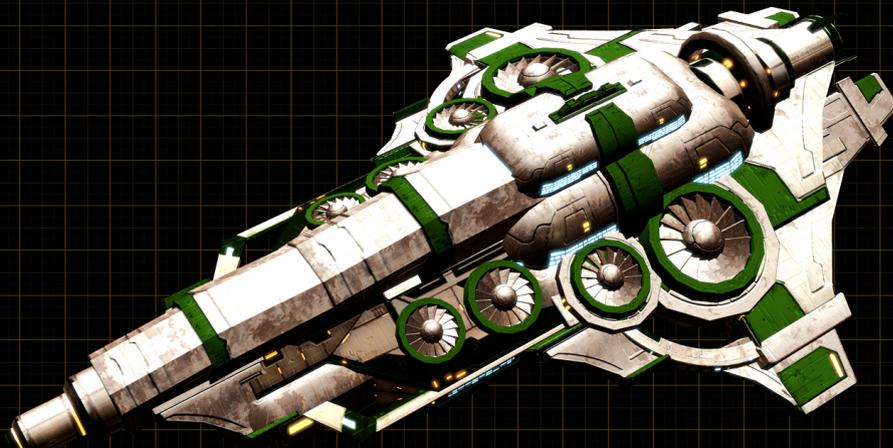
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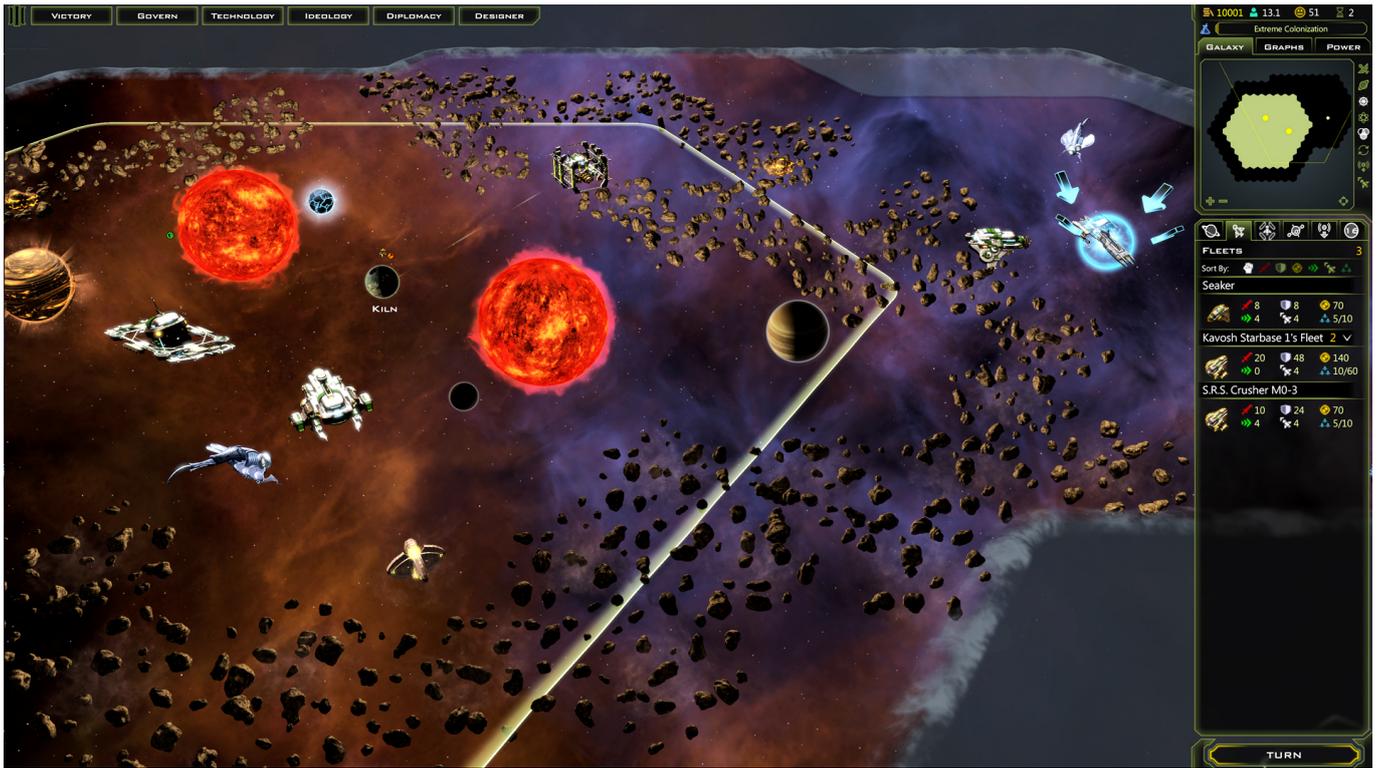
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0    8    4

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This is by far the best "campaign" DLC released to date. The Snathi campaign maps are fun and interesting; they present some very different geography that has a slight effect on tactics and strategy, and that's a really welcome turn of events.

The Snathi faction is also a welcome addition. They are aggressive and malevolent in nature. Another "evil" faction to play against, which is a good thing.. AWESOME. When I played older GALCIV games I always helped out these space squirrels and now I get to play as them and learn their backstory. Love the Snathi and now I can lead them to galactic domination.. The Snathi were a minor race in GC2. I don't know about GC1. It's nice to see them as a galactic power, however what I'd like to see in a race creation system is an expanded version of the avatar creator in the Elemental series. The ships and ship parts are nice espically the Dread Lords ships. Now what about the Arnor?

. Encountered these guys in a couple of games now, and boy are they nasty. You'd think an evil squirrel race was just a gimmick, but their new ability Scavengers is no joke. Stealing defeated ships just makes their military score go up and up and up... The Snathi Revenge are everything you could want from a militaristic civilization - far, far more threatening than the Drengin - and you can even take their ability and use it on your own custom civs after purchasing.. Ah, now this is more like it, this is the type of DLC I want to see more of.. Who doesn't love chaotic evil fuzballs?. The Snathi were a minor race in GC2. I don't know about GC1. It's nice to see them as a galactic power, however what I'd like to see in a race creation system is an expanded version of the avatar creator in the Elemental series. The ships and ship parts are nice espically the Dread Lords ships. Now what about the Arnor?

. Well I think it is just one scenario, and pretty easy to win. The terrans and drengi fight each other more than you. I wish the regular campaign was more than 3 maps!. The scavenge ability is amazing, especially if you research the techs associated with it. The campaign is also kind of fun too. (Especially with how hammy the leader is, really makes it feel that much more like a GC2 callback.)

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