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About This Content

This DLC adds 4 successor chapters to the game.

- Novamarines
- Crimson Fists
- Angels of Redemption
- Flesh Tearers

Each of these are fully playable as separate chapter option in the game with identical traits as their parent chapter.

Title: Space Hulk: Ascension - Successor Chapter Pack

Genre: RPG, Strategy

Developer:

Full Control

Publisher:

Full Control Studios

Release Date: 12 Aug, 2015

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Minimum:

Additional Notes: Same as core game

English

SERGEANT EURIC
T-6T RANK 7%
SERGEANT

REINFORCEMENTS

- DEMETRICOS ✖
- GARADON ✖
- MAKAN ⚙
- REXAM ⚙
- BALDRIC ○
- ESHARA ✖
- NORMAN ✖



LOADOUT SKILLS
APPEARANCE ATTRIBUTES
EQUIPMENT

EURIC ALARD ODAN MORIX MARTIN TYNON HATHUS ABRAN WARIN EMERALD
Squad Euric Squad Tynon

CHOOSE CHAPTER



- ULTRAMARINES
- BLOOD ANGELS
- SPACE WOLVES
- IMPERIAL FISTS
- SALAMANDERS
- DARK ANGELS
- NOVAMARINES
- FLESH TEARERS
- CRIMSON FISTS
- ANGELS OF REDEMPTION

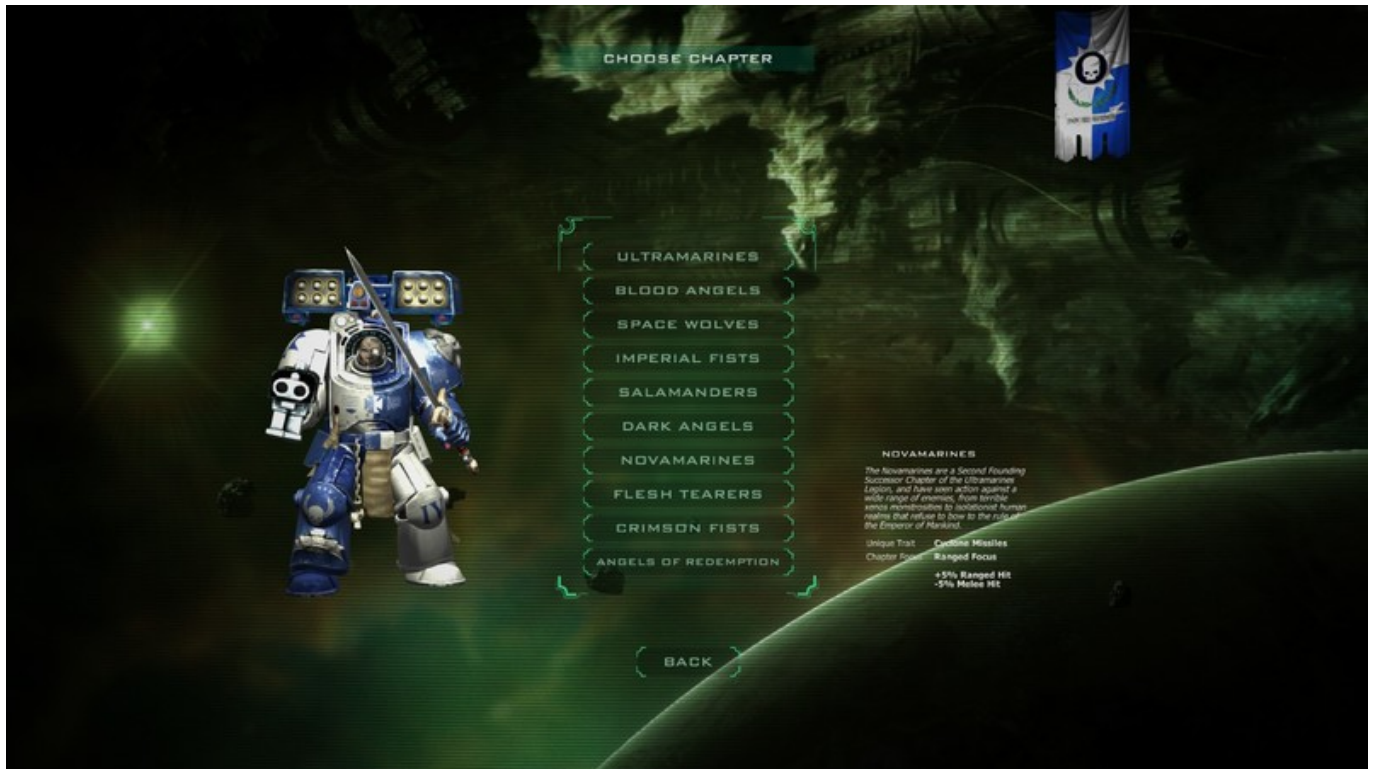


FLESH TEARERS

The Flesh Tearers are the smallest Second Founding Successor Chapter of the Blood Angels, and are known for their bloodthirsty nature in battle, bad temper and feared for the flasks.

Unique Trait	None
Chapter Skill	Versatile
	+5 Focus Points
	No CRW Adjustment

BACK



space hulk ascension successor chapter pack

Dam Right! CRIMSON FISTS!

10/10. This is only a cosmetic DLC as far as I know, I am fine with that personally althou I find it a bit overpriced. The description says it already, but I thought I might as well put this down here as I personally am more likely to browse through the reviews than the text the developer put up somehow.

I will give this a No I guess, as I feel, like I said, it is overpriced. I really like the main game tho, and I do think the other DLCs are worth the price as they provide a different gameplay experience with each of the new chapters.

This comes from the view of someone who already owns all of the current DLC, might be worth it without owning Dark Angels and/or Imperial Fists, since Angels of Redemption and Crimson Fists copy these.. This DLC gives only extra chapters to play with. There are only difference with the look, because their stats and abilities are the same like chapters You already have. I suggest buying it only on sale if You really want to play with Your favourite chapter.. Novamarines:

"The existence of the Alien is a problem with but one solution: Extermination. When Mankind is alone in the cosmos, only then will we have achieved our destiny."

\u20142014 Lucretius Corvo, first Chapter Master of the Novamarines

Crimson Fists:

Chaplain: There is only the Emperor

Reply: He is our shield and protector

Angels Of Redemption:

Chapter Master:\tUnknown

Homeworld:\tUnknown

Fortress-Monastery:\tUnknown

Specialty:\tUnknown

Strength:\tUnknown

Battle Cry:\tUnknown

Flesh Tearers:

"You foster discord, Seth. You thrive upon it!"

The Flesh Tearer smiled. "I stand corrected. You do understand my kind after all. You've cut to the heart of me."

\u20142014 Chapter Master Gabriel Seth and Lord Commander Cervan Dante of the Blood Angels debate during the Conclave of the Scions of Sanguinius. Not as terrible a DLC as other reviews lead to believe.

Pros:

-If you haven't bought the other chapter DLCs yet, this is a good way to give two (Imperial Fists and Dark Angels) of them a test drive before you feel like sinking the same price as this DLC on just one Chapter and matching Campaign unlock.

-Ultramarines, but not smurfs.

-Blood Angels with Black Arms. I like this because I like Blood Angels play style, wouldn't mind not seeing their arms flailing around in the grimdark.

-Crimson Fists, probably the most important part of this. Like Tarantula Turrets? Don't care for Heresy? Don't like banana yellow? Like probably the most straight up Gs in 40k?

-Vote for Pedro

Cons:

-Could just as easily have been an army painter dlc or something that allowed you full color customization and to just choose your parent chapter's stats to use.

-Angels of Redemption look really weird when you throw the green tabard on them in appearance, but this is avoidable by not using that option.

-Price point. A bit much for this DLC, but I can see ways in which it is definitely worth it if you dont have other DLCs yet.

It is pretty nice that this DLC gives you more options, but I would've liked to see these chapters get their own campaigns, as well as differences in play style to separate them from their parent chapters. While the other three DLCs each give one chapter with new weapons and a new campaign, this one just gives you four new chapters to play as with similar styles to the already existing ones, two of which (Angels of Redemption and Crimson Fists) have the styles of two of the DLC chapters, so you can use them to get a feel for those chapters if you haven't bought their DLC yet.

If you're thinking of buying this DLC, I actually do highly recommend it if you like having the extra options. But if you want more out of your \$8 than just some new units to play through the campaigns with, go for any of the other three. You'll get a whole lot more for the exact same price.

EDIT: As a side note, Black Templars would've been a better choice than Crimson Fists.

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