

Blades for Hire – The Mercenary RPG That Doesn't Care About Your Morals

There's something refreshing about games that don't try to be morally uplifting. In a world oversaturated with chosen heroes, world-saving storylines, and fantasy clichés, *Blades for Hire* shows up like a punch to the gut — raw, grounded, and unapologetically grim.

This is not a game about saving kingdoms. It's about surviving in one that's already broken — and making a living out of its misery.



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You're Not the Hero. You're the Boss.

In *Blades for Hire*, you don't play a legendary warrior or a noble knight. You run a struggling mercenary guild. Your crew? A bunch of misfits, cutthroats, idealists, and opportunists. They follow you not out of loyalty, but because you pay them — and you'd better pay them on time.

Each character has their own quirks, ethics, and limits. One will rob a priest without blinking. Another might refuse to extort a starving villager. Some bond with your leadership. Others couldn't care less. And when money runs dry or your decisions go too far, they might leave — or worse.



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No Grand Narrative, Just Dirty Work

There's no main quest about stopping the apocalypse. Instead, the game offers over 150 contracts, tasks, and moral dilemmas — from escorting shady nobles, to blackmailing peasants, to deciding whether to burn down a rebel village for coin.

Everything you do shapes your guild's reputation and opens or closes opportunities. The Church might refuse to deal with you. Underground factions may offer more lucrative (and bloody) jobs. It's a sandbox, but with actual consequences.



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Combat That Rewards Planning, Not Clicking

Unlike many tactical RPGs, *Blades for Hire* doesn't give you full control in combat. Mercenaries act on their own initiative, but you can tweak their tactics on the fly. This adds a layer of unpredictability — and realism.

You're not playing chess. You're managing chaos.

Combining the right team, predicting behavior, and managing morale becomes the key. Because in this world, dead men don't earn silver.



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Short Demo. Lasting Impression.

The playable demo launching during **Steam Next Fest on June 9th** offers around 30 minutes of gameplay. That's enough to recruit your first fighters, take on early missions, and start feeling the weight of your choices.

https://store.steampowered.com/app/3180000/Blades_For_Hire/

The devs are also planning a **livestream** during the festival, where they'll show more advanced content and answer community questions live. Players can also **sign up for beta testing**, which is a great way to get involved early.



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If you're into dark fantasy, sandbox RPGs, or games where morality is a luxury — *Blades for Hire* might just be the surprise of the year.