

5 Reasons Why You Should Play *Blades for Hire*

If you enjoy dark RPGs, strategic thinking, and stories where being a hero isn't your job — *Blades for Hire* might be your next favorite game. Here are five reasons why it stands out:

1. You're not a hero — you're running a mercenary guild

Forget about saving the world. In *Blades for Hire*, you're in charge of a guild that's just trying to survive and make money. Your mercenaries aren't loyal because they believe in you — they're loyal to coin. And if the silver runs dry, they might walk away when you need them most.



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2. Your choices actually matter

With over 150 unique events and tasks, every decision you make can shift the story. Your actions influence your guild's reputation, open (or close) new paths, and affect how characters react to you. Morality here isn't black and white — it's a luxury you might not afford.



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3. Tactical combat that keeps you thinking

This isn't your average turn-based combat. Mercenaries act on their own, but you can tweak their behavior and tactics mid-battle. That means building a smart team, anticipating their actions, and using every advantage you can to keep your people alive — and profitable.



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4. A dark but believable fantasy world

The world of *Blades for Hire* isn't pretty, but it feels authentic. It's dirty, cruel, and full of people just trying to survive. The narrative embraces moral complexity and realism, delivering a grounded story far from fairy-tale clichés.



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5. Free demo during Steam Next Fest

Starting **June 9**, you'll be able to play the free demo as part of **Steam Next Fest**. It offers around 30 minutes of gameplay, just enough to immerse you in the tone, test your leadership, and meet the kind of tough choices that define the game.

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

There's also a **livestream with the developers** planned during the event and an opportunity to **sign up for closed beta testing**.



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Looking for a different kind of strategy RPG?

Blades for Hire doesn't ask you to be the hero — it asks if you're smart enough to survive.