
Command Ops 2 Cheat

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About This Game

Assess, Plan, Order, and React – The Decisions are Yours!

Command Ops 2 is a wargame engine that lets you assess, plan, order and react

Title: Command Ops 2
Genre: Free to Play, Indie, Simulation, Strategy
Developer:
Panther Games
Publisher:
Lock 'n Load Publishing
Release Date: 15 Mar, 2015

Minimum:

OS: Windows 7+

Processor: 2 Ghz

Memory: 2 GB RAM

Graphics: 64 M

English

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its ok but ill give it a Thumbs up but i dont know how to play can you make a sandbox and a starter campaign with rules and it makes you do things instead of get stuck in the game saying "What do I do?" But the landscape ingame makes me do a thumbs up :). This game uses a very unique approach to wargaming: no hexes, real time, realistic chain of command and hyper realistic historical OOB. All of this with the incredible added value of a competent and challenging AI. The package, as grognards can imagine, is pretty incredible given the industry standards as no other game attempted (let alone succeeded) in offering such a complete array of features. The UI/UX leaves a lot to be desired together with the underwhelming documentation (but users produced nice assets both on the official forum and on youtube). The interface needs some time to get used to but it still hinders the experience and doesn't help the learning process. All in all this game is a real must for real wargamers. Also the pricing model is a very fair one with three free scenarios (easily 10 hours of playing time) and many collection of scenarios for a price that gets discounted now (summer sales) of 50%. Highly recommended.. Command Ops 2 seems like a pretty decent strategy/sim game from what little time I have put in so far. I would recommend fans of either genre check it out.. Command Ops 2 is a very good game and I wish there were more like this on steam.. This is a great wargame. I used to play Highway to the Reich, and it's good to see Command Ops 2 carries on that tradition - the AI is one of the best I've seen in a wargame if you let it do its thing and don't try to micromanage too much. Of course, if you want to issue orders to every unit you can, but where this system shines is in its ability to translate your general orders (attack/move/defend/probe etc) into meaningful actions on the ground. It doesn't always get it right, or rather, it will sometimes put a plan into effect that has you scratching your head and wondering why it had chosen to carry out your orders in such and such a way, but that's part of the fun as well - reacting to your subordinate commanders' decisions and re-planning gives an idea of the sorts of challenges senior commanders faced in the field all the time. I had some trouble initially getting the game to run, but Dave and his team at Panther Games went above and beyond to get it fixed, so a big thanks to all the guys at Panther Games for their excellent customer service. As far as the actual game goes, I've got a couple of bits of DLC downloaded for later play, but at the moment I'm focusing on the St Vith scenario and re-acquainting myself with the game engine - trying out variants, getting used the streamlined interface and the like. I'm really looking forward to the battles to come. TLDR? Highly recommended, very tight wargame from an experienced developer.. Really unique. The AI requires some "coaxing" from time to time but for the most part it's surprisingly intelligent.

[DevBlog] Weapons and Vehicles of Khalkhin-Gol DLC : Soviet soldiers and tankers inspect captured Japanese equipment
Today is another post from dev blog series. This time we'll talk about weapons and vehicles available with Khalkhin-Gol DLC. As usually, everything we mention or describe below is a work in progress. Any methods, numbers, figures and visuals posted in devblogs are not final and may change by the time DLC will be released officially.. Command Ops 2 Steam Workshop goes live : Our Steam Workshop goes live this weekend, new functionality is already in place and the guide is up to date. Please give us your feedback, also don't hesitate to send your bugreports and suggestions. In the Workshop there is an excellent Caen scenario pack by Bie available for subscription.. [DevBlog] Direct firing gun accuracy for Eastern Front DLCs : As we have mentioned before, we will be posting regular devblogs about the progress of our Eastern Front DLC development. Here is the first one (and sorry: it's really big).. Our first Eastern Front DLC pack to be released in 2019 : Guys, We are happy to announce that we are resuming our Eastern Front scenario pack development. The first one we plan to release later this year and it will be covering Soviet - Japanese border conflict in May - August 1939, known as Battle of Khalkhin-Gol or Nomonhan Incident.

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