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About This Content

SOVIET COMMANDER: URBAN DEFENSE TACTICS

Muster your defenses to fight the enemy street to street and house to house. Plant traps and build forward emplacements to strengthen your line.

- **INCENDIARY ARTILLERY BARRAGE**
Areas of the map can be bombarded with incendiary rounds to burn infantry and deny access.
- **BOOBY TRAP TERRITORY**
A trap can be placed on a point that will automatically attack enemy units who try to capture that territory.
- **ARMORED VEHICLE DETECTION**
Conscripts and elite infantry are able to detect enemy vehicles at about double their sight range due to the vehicle's particular noise signatures.
- **M-42 45MM AT GUN**
Special light M-42 45mm AT Gun can be deployed to the battlefield. Click and select location to deploy.
- **FORWARD HEADQUARTERS**
Allows ambient buildings to be converted into a forward headquarters. This strongpoint can reinforce, heal and inspire

nearby infantry units to fight on.

Title: CoH 2 - Soviet Commander: Urban Defense Tactics

Genre: Strategy

Developer:

Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)

Publisher:

SEGA, Feral Interactive (Mac), Feral Interactive (Linux)

Release Date: 24 Sep, 2013

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Minimum Requirements

OS OS X 10.10.3

Processor 1.8Ghz Intel

RAM 4GB

Hard Disk 35GB

Graphics 512MB (Nvidia 6xx series or later, AMD 7xxx series or later and Intel Iris Pro).

Internet Broadband Internet connection

Input Keyboard & Mouse

English,Czech,French,German,Italian,Polish,Russian







I'm reposting this review because for some reason my last review had the "received for free" box checked. I didn't receive this for free, it was purchased full price.

I digress.

I'll keep this short. Very fun, feels old school, very funny and witty with an overall tone of comedic style that I enjoyed. The artstyle is very wonderful - I even found myself admiring the dragon! Very well done.

I'm extremely curious as to why this game hasn't been blown away with reviews on youtube and whatnot and I think it deserves its fifteen minutes of fame!. So I'm nearly a decade late playing this masterpiece as I've had it in my library for years untouched (I know right?!). With this being the first time I've played it nearly ten years later, I understand the hype. The graphics are still stunning, the physics are perfect, and the storyline and gameplay are on a level of their own. This game gives you that sense of epicness that so many FPS's lack. It does get linear towards the end, but the action picks up so I wasn't disappointed. One of the best games I've ever played, hands down.. I enjoyed this game until the part where it wanted my character to cast spells. It totally ruined the game for me. I wish more games would leave magic out of their games.. Good concept and characters but the game was too short. A few nice paintjobs! Thanks. Awesome detailed simulation game but really, that just 6 campaigns killed my interest. Please make more campaigns available and I will give u a thumb up:-). this is a very fun and fast and game it only takes like 11 minutes to download on steam and the levels are so challengeing i give this five stars. Millenium isn't a bad game, but with all the RPG-maker games out there, why settle for middle-rate RPGs ?

The gameplay is very classical and won't be a surprise. The settings are nice and detailed but there is a lot of stock RPG-Maker characters in the background. The drawings of the main characters are nice but aren't consistent with their 2D-sprite (the main character wears a kimono in combat and a sleeveless dress out of combat).

There is a lot to customize (difficulty, randomness of the encounters, guiding arrows) and this is cool.

Now, what prevented me to finish this game ? First and foremost, the scenario. It's just incredibly stupid, with caricatural characters and cheesy lines. What's the main motivation of the heroine ? She saw squirrels helping each others... I swear I'm not making this up.

And I hope you're not allergic to giggles because you'll see a lot of them.

Here's an example :

- This forest looks so scary. We should head back home.
- Come on. You're a guy, you shouldn't be afraid. *giggle*

Yes it's that bad.

I could have overlooked this (with gritted teeth), but the dungeons are also far too long. And the numerous quests ? Fetch quests that have nothing to do with anything (find a cute dress for a random girl, find 10 grapes for a random guy...).

In the end, I see what people could like in this game. But it clearly isn't my style.

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