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Command Ops 2 FULL

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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 reac 5d3b920ae0

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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I've been interested in the world of historically accurate, detail-heavy warsims but have always bounced off of more traditional, hex and turn-based sims like War in the East, but the pausable real-time and hexless system feels more understandable. The mechanic of issuing orders to HQ units and relying on the AI to complete their own plans (which is an optional way to do it, but recommended!) is fun and makes it feel more like you have a staff working to coordinate the battle. The basics are relatively simple - issue orders, configure those orders, watch the AI execute - but the attention to detail makes it's a dense, deep, tactical encyclopedia of a sim. I'd highly recommend YouTube walkthroughs and 'Let's Play's' - the Introduction Walkthrough by Lock n Load Publishing itself, TortugaPower's Return to St Vith series, and DeReam's Race for Bastogne playthrough in particular - to get a good idea of how to make war. It's a serious game, not for everyone, but deeply rewarding for those players who are into complex simulations. And hey, there are three scenarios free, which by itself should give someone many hours to learn if they'd like more.. Pricey, but man you could spend hours playing this game.. This game is like a Homeless Bum, it sticks its foot in the door all humble, then asks for an AMAZING amount of charity! these people definately think Highly of thier DLC!. i bought cauldron on 20July15 and have been playing since. There was a nice learning but it was worth it. i really like the real time management aspect. make a plan. watch it all go wrong and adjust. great fun great game. really great game. thanks Inl i want my steam key for cauldron. still playing version i bought. not using steam version but can't wait. at least i hope i might geat a steam key for cauldron. i will buy others.. Best operational level wargame I've ever played. All other similar wargames are turned based with gridded maps, this is realtime.. Looked interesting, but. after having downloaded, installed & tried it. have to say that the tutorial. leaves a lot to be desired. it completely bites. no teaching of what does what, whatsoever. leaving one, completely & utterly confused. The game developers, wish to correct this serious game design flaw. I might. MIGHT. be persuaded to give it another try. until then. i. CAN NOT & WILL NOT recommend it.. I've been playing Panther Games' Command Ops in its various iterations for a number of years now. It's by far one of the best WWII operational wargames I've come across. The graphics are spartan - essentially you see a map similar to the ones a commander like Patton or Rommel would have seen in his field headquarters, and use it to issue commands to your subordinates. Depending on their situation, supply, morale and fatigue, and the inevitable orders delay, your plan will either play out or you'll be forced to adapt as contact with the enemy leads to more accurate intelligence, and the fearsome A.I controlling both the opposition and your own commanders kicks in. The research, map accuracy and orders of battle (down to detailed T&E listings for each unit) are staggering and although the scenario packs may seem a little pricy compared to other games you'll get a nail-biting experience in accurate simulation second to none. Fortunately the core game is free and comes with three scenarios for you to play through to see if it's for you. I also highly recommend the developer's introductory video tutorials (for an earlier version of the game but still an invaluable guide to the system and packed with useful tactical tips). From a grognard's point of view Command Ops 2 knocks just about every other wargame into a cocked hat (except, perhaps, Command: Modern Air/Naval Operations and Graviteam Tactics: Operation Star/Mius Front).

[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.. 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.. [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).. 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.

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