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## About This Content

### British Commander: Special Weapons Regiment

The versatile Special Weapons Regiment values combined arms and well-coordinated tactics. Infantry Sections are granted optional anti-tank upgrades and provided with powerful anti-armor grenades. Resupply Half-tracks and Typhoon strafing runs grant your infantry more staying power on the front lines. Use improved Coordinated Fire and devastating Crocodile flamethrower tanks to finish off your foes.

- **Tank Hunters Infantry Section**

Tank Hunter Infantry Sections can be deployed to the targeted area. They are equipped with Boys AT Rifles and can detect nearby vehicles. They also have access to anti-vehicle HEAT grenades.

- **Resupply Half-Track**

Dispatch a Resupply M3 Half-track. This unique Half-track can reinforce units and deploy weapons on the frontline.

- **Hold The Line!**

Infantry units in friendly territories gain increased defense. After a period of time, Hawker Typhoons strafe enemies on the frontlines with rockets and machineguns.

- **Concentrated Fire Operation**

Heavy supporting artillery will fire at the target location.

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- **Vanguard Operation “Crocodile”**

Nearby batteries will fire a quire illumination shot to the target area while a Churchill Crocodile is deployed to the field.

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Title: COH 2 - British Commander: Special Weapons Regiment  
Genre: Strategy  
Developer:  
Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)  
Publisher:  
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)  
Release Date: 3 Dec, 2015

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Minimum:

**Memory:** 2GB RAM

**Processor:** 2Ghz Intel Core2 Duo or equivalent

**Graphics:** 512MB Direct3D 10 capable video card (GeForce 8800 GT or Radeon HD 2900XT)

**OS:** 32bit Vista

**Internet:** Broadband Internet connection

**Hard Drive:** 30GB free Hard disc space

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







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Dimension Drive has two dimensions, so it can kick your♥♥♥♥♥twice and you can fall in love with them both and its not even really cheating on the other. There's no sitting on the fence here. If shoot'em-ups are your thing then this is twice as nice because its packing two stages in each level for the price of one. Each dimension even has sound, so bring both your ears on this one. It really is the best of both worlds.. For a cheap megaman clone, it isn't a total slice of♥♥♥♥♥ Enemy placement is a ♥♥♥♥♥, levels could be better, would I recommend it? If you really like megaman clones.. Faulty lighting, very poor optimization (bad performance, and I have a fairly new and good PC), tons of bugs, I'm not even gonna talk about the sound design, lack of any kind of tutorial, also it seems that more than half of the game is missing... Typical stuff for an early access game, but there's absolutely nothing special about this one besides the character editor. Sadly, I trusted the other reviews and gave it a shot and was disappointed. I cannot recommend this game at all

Go with Starmade, it's better in every aspect.. Unique blend of clicker and linear base builder that's definitely worth the price of a gallon of gas to experience. The pace of the game's progression is spot on - The journey requires heavy interaction to advance, a caveat for idle game enthusiasts, and while I tend to lean more toward incremental & Idle games, I'm enjoying this game every step of the way.

Developer seems incredibly active and responsive and even implemented a change I requested via Discord.

Recommending this game to all clicker and base builder fans - It really represents an epic game experience you shouldn't miss.. Please I need support with this game.

When I want to play online > quick match > I choose my clan and says ready but then nothing happens, seems like waiting for players or what?

Nothing happens if I keep it like that, what is wrong is it a bug or something?

I bought this game to play with people online, did I waste my money??. Trash.

Controller support is laughable. Level Up? Can't return to the game without using the keyboard.

Want to place barricades? It randomly won't let you - no placement icon appears.

All sorts of weird bugs. Lazy cash grab, considering this is just a rerelease of a prior game.. I realize at first it looks like your average shovelware fps, but it's pretty damn good. I feel bad for getting it on sale because it's fantastic and it looks like no one really knows about it.

The gameplay is something I can genuinely call a "Doom clone". You have your faster strafing, 2.5D engine, an arsenal that resembles Doom's (no SSG tho :( ), a great soundtrack...

There's a custom map maker and workshop support but there's hardly any maps on there so I can't really call that a selling point. There's lots of difficulty options, and it runs on just about anything. If you're one of those pansies that complains about hitscanners, there's not any in this.

Overall, very worth it for the \$3 I got it for.. Doesn't work no matter what I do and its bothering me that I wasted my money

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Enjoyable game, but unstable, constant UE4 crash errors at random parts of the game, what is worse is you cant rejoin your friends when this has happened.

But if you can put up with the constant crashing you would enjoy it.

Note: The crash happened with multiple people with different PC builds. Great little engine you need an imagination to put something together with this product and must think outside the box

This game engine if you choose to give it a chance forces you to look at your ideas in a more simplistic manner.

Mind you this is not a heavy duty engine it is a light hobbyist engine

I have enjoyed this program put over 200 hr on the clock and have had the engine from the start. learned a lot about how to make games from concept to exporting to exe. Beyond that it has now been helping me flush out ideas in prototypes for other projects with more powerful game engines like C2 and Unity

The engine is a challenge to work with and that is what I have always liked about it!!

The only Cons is Platfinity Only supports Windows platforms for exporting it would have been nice to put games on other platforms like cell phones or tablets.

Last - Platfinity has been an Awesome Experience for me and I will consider it a Memorable Powerful Little Game Engine...

. This is an honest and independent opinion.

I was put off buying this game for more than 4 years because of negative reviews. Finally got it today. Played it for about 6 hours straight. Played about 5 missions.

I have noticed no problems - minor or major. Except, IF the game won't start, just regular tapping ENTER or ESC at the loading screen (Bit Composer) starts the game.

I have found it to be fun and exciting. I am enjoying it very much. I enjoy switching between Helos and planes during a mission. Rating: 7/8 out of 10.

Ps: I do not like reviewers who think they know what I would like or not like. Don't tell me not to buy a game. Give your honest review and let me decide to buy or not.

I will edit this review in the future if anything needs to be added.. Wish I'd read the reviews before buying. Absolute waste of money for \u00a333.99.

Game was too short, not even an hours game play. Was also glitchy meaning I had to restart a couple of levels as it wouldn't let me click.

Puzzles were too simple and it makes our that level 10 is a level by letting you click 'play' but its not a real level. So in effect only 9 levels.. Simple graphics, cute characters and starships! What more could I want? Just could not pass the sixth stage, it is very difficult! Play nice and addictive!

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Graficos simples, personagens bonitinhos e espaçonaves! O que mais eu poderia querer? Só não consegui passar da sexta fase, é muito difícil! Jogo bacana e viciante!. I've been play cod for years, and I know what I like and this game has it all. Robots and soldiers in space. Online matchmaking needs improvement, number of players in a mode is needed. I give it 3/5.. I Purchase Class 156 some time back I purchase liverpool to Manchester route last week when I go to it will not let me play some of the I have already got.Please can you me.Alan harris. Game mechanics work well, but I'm not sure if its not optimized, when battles start I notice a big frame drop with stuttering... i am running a gtx980ti so it shouldnt have that problem. other than that the mechanics are pretty good... Just needs alot more content than just fighting three robots over and over again.. I honestly thought this was a good game, there was a large variety in puzzles, from lockpicking, dressing up, and matching a mosaic, to navigating mazes, finding a bird, learning chinese characters, italian phrases, and even playing a card game. There was a lot of places and items to interact with and there was also a good number of characters to talk to. Some advice before starting would be a reminder that you can go to sleep to advance to the next day, which you should do when you can't get more



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dialogue options, plus you'll need to be in your room to hear that phone ring. In most ND games the ending involves one puzzle to end the game and catch the culprit, but this one had about 4 puzzles almost back to back in order to catch the "phantom/culprit" and finish the game (so yes, this is a puzzle heavy game). Lockpicking Fargo's door every time got a bit annoying near the end but oh well. Don't rush this game, there is so much to do and if you need money there are a few ways to earn more Dancing, killing the bees and selling the flowers, and searching for change in many areas.

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