



I'm not robot



Continue

Company of heroes 2 commanders guide

Hi COH2 community, I played a lot of the game (coh2) and noticed that most of the commander's guides are outdated or do not take into account valuable information for most players (unit cost, pop, cooldown, duration, etc.). After checking out Mithriath's OKW Units & Commanders Flow Charts/Tech Trees steam guide, I noticed that there's no other guide that has an aesthetic flow chart like that guy. Then, using the modding tools provided by the game (Attribute Editor and Archive Viewer), I designed my own flowchart for the wehrmacht faction. You can see the cost of the unit/skill, the required command points, cooldown (reload time) as gold circles on the right side of the skill icon, and some off-map artillery, and the duration time of special abilities such as blue circle on the left side. Of course, it takes me at least a day to complete another part so that I can update this topic as soon as possible. If you have a suggestion or want to make a correction to my flowchart, don't hesitate to comment on this topic. I have an excel spreadsheet with information about the skills of all factions (under construction). I'm going to do flow charts for each faction one after the other. Overview of soviet commander Da gotrunks712 Provides a list of all Soviet commanders, their command trees in the game and from what source they come from (DLC, base game, deluxe edition, email registration, etc.) Overview of the German commander By gotrunks712 Provides a list of all German commanders, their command shafts in the game and from what source they come from (DLC, base game, deluxe edition, email registration, etc.) Later the Soviet Union - Anti-Tank Command Ambush Tactics Prev The Soviet Union - Mechanized Armor Kamppanya Commanders units are played in the game based on doctrines; similar to the first episode of the game. The main difference is a permanent set of abilities, which is attributed to individual generals. This is different in CoH 1 where individual skills could be selected. Fighting, the player gains command points. After obtaining the first one, you can select one of the three available commanders and the doctrine related to that commander. At the beginning of the game, both armies can access three generals. By gaining consecutive experience levels, you can unlock two more generals. General selection must be determined by your playing style. A perfect tank tactic ideal for compulsive tanks. It improves the excellent T-34, gives it the ability to repair automatically and provides a significant boost to the damage it deals. 1 command point - Infantry guard rifle. They supplant the Criminal Battalion. Perfect elite infantry up close. Equipped with anti-tank weapons. Ideal for slightly armored vehicles but, from the Or side, from the back. They will also pose a threat to heavy tanks. In addition, they can be upgraded and receive an MG, which further increases their capabilities on the battlefield, compared to the Infantry. 1CP -1938 120 mm mortar team Replaces the standard 82 mm mortar. It offers improved range and deals more damage. 3CP - Mark Vehicle Allows you to mark an enemy unit of your choice for 60 seconds. All nearby teams open fire in this unit and deal more damage than before. Useful, especially for the rapid elimination of anti-tank weapons. 4CP - Vehicle crew repair training All vehicle crews have the ability to repair, if not engaged in battle, in exchange for some ammo. Each vehicle must be repaired individually, which is different from CoH 1, where repairs were carried out on a mass scale. In addition, tanks can not use their fees during repair, so be sure to do so in a safe place. 4CP -T34/85 Medium Tank An improved version of the T34/76, the only difference is the increase in damage. The vehicle does not earn in terms of durability. Next The Soviet Union - Command Anti-Tank Ambush Tactics Prev The Soviet Union - Units Meccanized Armor Kamppanya Page 2 Download Game Guide PDF, ePUB & iBooks Free iOS App Ready for blood and snow? Company of Heroes made its name as one of the best real-time strategy games of all time. Company of Heroes 2 intends to continue this legacy by further developing and improving all aspects of the game. It's worth using the guide below to get well into reality if the game. Getting in touch with the game for the first time, could be a brutal experience for those of players, who don't know the basic rules of gameplay and the changes introduced. Regardless of whether you're pairing your computer or another player, the game is ruthless when it comes to hesitation, and each, even the slightest, error can be a deciding factor in terms of failure. To avoid surprises, before the first war expedition, it is worth knowing how to play and also know the rest of this guide. It will be an exhaustive source of knowledge for Eastern Front veterans in the first installment of the game, and for newly recruited conscripts, who have never had a rifle in their hand. This guide has been drawn up on the basis of the normal level of difficulty and includes:Description of the main rules of play: A number of useful tips for both single player and multiplayer modes;Description of all units and doctrines available in the game: Single-player campaign walkthrough; Tips of strategies in multiplayer mode. There's nothing left to do now, but to get busy. On the front line! Mother ti sta chiamando! Arek Skan Kaminski Next Basic Information Resources Autore: Arek Skan Kaminski per gamepressure.com traduttore: Slawomir Szczur Niejadlik Niejadlik update: May 5, 2016 Help contains: 41 pages, 205 images. Use the following comments to send updates and fixes to this guide. Company of Heroes 2 Strategy Guide News Article Video 17 File 40 Images 95 Expansions 8 Series DOWNLOAD GUIDE Get the e-book version of this Guide: SIGN UP FOR UPDATES Join the Facebook Youtube Guides Twitter gaming community You are not allowed to copy any image, text or information from this page. This site is not associated with and/or approved by SEGA or Relic Entertainment. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, detailed procedures, secrets, game tips, maps and strategies for the best games. Extremely well balanced and powerful on all 3 fronts. Aircraft can be used in an effective defensive, offensive and supporting role. Resource conversion can equip your troops with the weapons of their dreams. Mines, bunkers and forward positions are the name of the game. The only drawback of this doctrine is the lack of vehicles. But of course, this is up to you and how much you use conversion. I OFFENSE:axisaxisaxisaxisaxis DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxis class=data_spoiler>Ostruppen allows oster to terminate a durable and durable 6-man rifle team to replace the garnets. Perfect for surpassing the British in number, trading with the Americans and matching the Soviet horde. This doctrine has access to reserve conversion, allowing your non-obstructive troops to be well equipped with everything from Flamethrowers to LMG and Panzersreks. This also opens up more defensive game options, as excess ammo will allow for a lot of mines and bunkers. Later, railway artillery can be used offensively and defensively. All these advantages coexist with the lack of call/in armor. The only drawback of this doctrine is that those who have improper use of the cover will struggle to use ostruppen to their best effect. I OFFENSE:axisaxisaxisaxisaxis DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxis class=data_spoiler>Jaeger Light Infantry package grenadiers, loaded by tactical movement, and supported by a Stuka Close air support loiter that has devastated all enemy armor ... Lightning War offers overwhelming offense, and synergizes well with teammates. Ostruppen reserves are also available. Topped with a tiger tank, which can hold your lines well, or push enemy lines with a well-executed assault. I OFFENSE:axisaxisaxisaxisaxis DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxis class=data_spoiler>The all-powerful mortar hemistrada and its roudn specialized can make grill-bait of any positioning team or weapon. Tiger tanks and support airstrikes can be absolutely devastating for your enemies. There's also a reconnaissance sweep at your fingertips. Making this commander solid at every stage of the game, lacking only defensive options to DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxis class=data_spoiler>The name Elite Troops is essentially a lie, overall. Troop training will hurt you more than help, and it's not recommended. Sun grenades and a G43 pack are a great complement for an aggressive player. Power in this doctrine lies at the end of the tree, with the Ace of the Tiger. Which is the best offense, and the defense, in the game. At a huge cost of most of your resources and a limit of 1, of course. This commander has 0 game teams, so he is NOT the best team commander in the minimum. I OFFENSE:axisaxisaxisaxisaxis DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxisaxis class=data_spoiler>Overloaded with aggressive options. Assault Garnets, STUG E, Tiger and an artillery attack allow you to crush a multitude of enemy lines or hold you back. This commander is a little weaker in defense, however. I OFFENSE:axisaxisaxisaxisaxis DEFENSE:axisaxisaxisaxisaxis SUPPORT:axisaxisaxisaxisaxis OVERALL:axisaxisaxisaxisaxisaxis class=data_spoiler>Page 2 Post: 669 great work guys Thumbs up !! should be a post rating system!! Post: 2635 | To Submarines: 4 Permanently prohibited It was interesting, but I don't know names of commanders (just work from 1 level), just their face. Good job. Post: 3508 | Sub: 2 We talked about doing it with images, but it's a lot of work to update to keep 1 post current. 1280 | Submarines: 5 USF Airborne T1 really? Fortifications T1 really? I don't think OKW has document T1. Post: 725 T3 = T1, for me at least Post: 1173 | Submarines: Would 3 take jaeger armor over fortified armor? I love how mobile the defense is in T3, but there is a really well written boosterish guide on it. STRATEGIST SHOTS FIRED!! Post: 3508 | To Submarines: 2 Which has Scout + Bomb Attack... Post: 3508 | Sub: 2 Back to post3 May 2015, 16:41 PM-HOI-Paul.a.DUSF Airborne T1 really? Fortifications T1 really? I don't think OKW has document T1. There are many threads on T1, even Paras as an elite infantry. People seem to really like fortifications, I hope it's not just me Post: 2806 | Submarines: 6 Windustry T6? you must be delayed Post: 3508 | Sub: 2 Jump back to quoted post3 May 2015, 17:14 PMTurbotortoise! loves how mobile the defense is in T3, but there is a really well-written boosterish guide on it. STRATEGIST SHOTS FIRED!! Lenny did a NKVD guide... Mobile Defence is more than a 1v1 only doc, is there enough fuel floating around big games and to allow such fast technology that Pumas at CP6 are a bit disappointing as a Capstone Post skill: 464 Fortifications T1 and Luft T3? T2 troops? Stug E Doc only T2? Post: 3508 | Sub: 2 Back to Post3 May 2015, 17:27BartonPLWindustry T6? you have to be These kind words Barton There was that I would give you my key alpha Windustry is not T6, it could theoretically become T6 if the tanks made by Relic cost more MP and less fuel again, however I am optimistic that we will see nothing T0 or T6 anymore. Right now he's still the only one where you can end up worse to have it because you can't turn off MP for fuel 1 post: 764 You level up on their potential, well, but across the line from 1v1 to 4v4. And comp stomp? In addition to having 7 levels it may be too much and gives a wrong impression on many commanders. I don't think your current path is a good idea at all. Post: 36 What the hell... To select commanders in levels 1-6. Everyone has their favorite levels. And yes, Bad Idea Post: 270 Encourage newbies to try the same boring layers of 2 years? 2 post: 2181 Jump back to quoted post3 May 2015, 15:50 PMwasa119It was interesting, but I do not know names of commanders (only know from 1 level), only their face. Good job. We could list them all at the beginning of something. 4 seats: 4299 | Sub: 2 wow, great job! I particularly like that screenshot on the highlight image. Post: 6 For the most part I agree with the choices and I like the reasoning behind them. Narrowing your question to 1v1 games would have made this list easier to create and more believable. Post: 403 Where are the adorable partisans? I user is browsing this thread: 1 guest Page 3 Posts: 3508 | Sub: 2 Back to post3 May 2015, 18:07 PMkankYou level commanders on their potential, well, but across the board from 1v1 to 4v4, And comp stomp? In addition to having 7 levels it may be too much and gives a wrong impression on many commanders. I don't think your current path is a good idea at all. Noticed. However: We're painting in somewhat broad strokes here to make it as accessible and widely applicable as possible It also has to be a living document, so it has to be simple to update Post: 3508 | Sub: 2 Posts: 3508 | Sub: 2 Back to listed after May 3, 2015, 11:13pm PMabCasy123For the most part I agree with the choices and like the reasoning behind them. Narrowing your question to 1v1 games would have made this list easier to create and more believable. Thank you. We wanted this as general as possible, it would have been quite different if focused on 1v1 only Post: 3508 | Sub: 2 Back to post3 May 2015, 17:36 PMGIAFortifications T1 and Luft T3? Elite T2 troops? Stug E Doc only T2? T2 is still good enough, do you think elite troops should be taller or lower? Tiger Ace is still formidable enough to have to prepare you to counter it and controlled mortars are very dangerous. Mech Assault is T1 in 1v1, but falls into bigger games Post: 403 Posts: 3508 | Sub: 2 Well, I'm not a Core choice, which I think should be the benchmark for T3. So probably high level 4. Post: 344 I think you should use full commander names like Soviet Shock Army not Shock in a professional guide and also add portraits of commanders with skills like here: That would be nice. 1 764 Jump back to quoted post4 May 2015, 03:55 AMVan Voort Noted. However: We're painting in somewhat broad strokes here to make it accessible and widely applicable as As it must also be a living document, so it must be simple to update I know, and this is where a smaller system would be easier to understand and give a more correct impression on the strength of the potential commander, perhaps with color coding on the potential to be better in synergy, or worse if played improperly. THE IS strikes that I'd leave it completely out by the way. Only my 2 cents. Post: 464 Jump back to quoted post4 May 2015, 03:51 AMVan Voort T2 is still good enough, do you think elite troops should be taller or lower? Tiger Ace is still formidable enough to have to prepare you to counter it and controlled mortars are very dangerous. Mech Assault is T1 in 1v1, but he goes down in bigger games I have to admit that after seeing Lunnevst vs Vindicare yesterday I feel like I could have been wrong. At first I thought the Elite troops at T2 were too high. I still think the fortifications are overrated. Post: 39 Now all we need is a guide pairing commanders for the counter-station. ... Post: 13 Hi guys, I think this is a well written thread. Mostly I agree with all yours. But I have one thing. I think the Luftwaffen doctrine is an excellent anti-inf doctrine. If you think about the problem with the others nerfed, who now also have to pay for their MG34, Fallschirmjagers is a good choice now. I don't see any allied infantry approaching them if they're well positioned and in cover. Their low health is a problem, but you can shield them with folks that should have no problem countering tanks, because the ammunition you would otherwise spend on MG34 for Obers can be used for shrek. The last skill, the air strike, is good if you have a lot of ammo saved - it's the only skill that gives you an armor team. So far so good, just a few theoretical thoughts that might be useless if RNG cleans Fallschirms and you get angry. Post: 1 | Sub: 1 Very nice guide/post!! In most cases I agree. Good guys! Post: 7499 | Submarines: 1 OKW -I will move the Luftwaffe to T2 (especially after Ober nerf) and Scavenge to T3 or leave it at T2. -I will say that OKW doesn't really have a T1 commander on 1v1 (TBH I'm out of touch here) OH -Blitzkrieg to T3 SU -Mechanized support to posts T2, 28 Do you see that the armored assault is used a lot? Or is it just particularly effective compared to certain types of play styles and other commanders? Post: 3508 | On hand: 2 I don't see the armored assault played much, but I think it's mainly because the main reason to take it is tanks, and tanks are available in Shock Rifle and Guard Engine which are the two best Soviet doctrines and give you many other good things besides. Armored Assault also suffers a bit from having the CP for the T34/85 raised to 10, at one point it was 9 - which meant there was a choice between T34/85 now or wait for 2CP to get them at 11. With them now only 1CP apart there is not much choice. However, if Shock Rifle did not exist, he would be the only commander with IS2 and end see a lot of use although it's not so good Posts: 2053 Soviet Windustry was pretty level 0 on release, 4-minute T-70 post: 1173 | Sub: 3 Jump back to quoted post3 May 2015, 17:34 PMVan Voort Lenny did a NKVD guide ... Mobile Defence is more than a 1v1 only doc, there is enough fuel floating around big games and to allow such fast technology that Pumas at CP6 are a bit disappointing as a Capstone Hahaha skill, as well as Hans' fortified armor and bostgruppen, just trying to tease. I liked how Lenny's guidance was still under NKVD's claim as a sideshow. It was a great and creative attempt to legitimize it, I think. 1 user is browsing this thread: 1 guest Page 4 Post: 1547 Soviet Shock Army in T4? Shock, pshs, 120s, ML-20s. - On maps like Steppes I might be level 4 but on city 17, lienne forest, etc., it looks a lot better than that. The worst part is Relic's decision to give everyone CAS which makes it difficult to use ML20. Well, everything in Shock Army is so expensive to garden that if you're actually using everything in it you can't really afford much else and you'll have an army free of AT and armored shock absorbers, 120mm mortar, ML-20 are all heavy labor, and if you're getting against psh they're going to bleed from entering CQB if you're on the right map and/or in a team that can cover the other bases, then that's fine, but that makes it quite hedge and lacks any call in its tank or anything that helps fight the Axis armor. Post: 6 More experienced players, they may have a different list, but that's why it's an overall list of levels. I created the topic (because I was looking for something like that. And here it is, you have my thanks! This will be of great help to me to focus my learning of the different commanders. And to be honest, discussing the list of commanders and personal preferences in the comments will only help me more, so please continue! Post: 3508 | Sub: 2 Posts: 3508 | Available: 2 This will need to be updated However it takes some time for the goal to calm down before a real Post judgment can be issued: 15 Jump back to quoted post23 Jun 2015, 10:00 AMVan VoortThis will need to be updated However it takes some time for the goal to be fine-made before any real judgment can be made Nice thread. Even a link every Commander listed would be nice. © heavy tank commander was nerfed, so (shock rifle frontline tactics, armored assault tactics support doctrine, mechanized assault doctrine, lightning war doctrine, spearhead doctrine) imo worse than 1 level. ☹ still a nice guide. Guide. © post: 446 | A sov: update of 2 pls with preliminary positioning of new balance or great old spoiler regarding the outdatedness of driving. As for preliminary placement, you can add small green advantages or red disadvantages next to commanders to indicate the general movement you can expect when the topic is updated. Probably out below with a clear indicator so as not to interfere with the current chat and confuse people even more Edit: If not, it doesn't really matter. We can wait 14 posts: 10622 | Submarines: 9 You'll have to wait, Jaedrik. Two of the authors are on leave and the third has their hands full with other forum activities. Post: 3508 | To Submarines: 2 Yes, I undertake to keep it updated, but we had two patches in two months, I am away right now and then the British fall, so I do not update it at least until the end of September. Post: 446 | A Submarines: 2 As always, I'd like this to be updated in accordance with the new destination and commanders, but I know there are complications, darkness and difficulty Post: 131 I know there's another patch coming up, but still it would be nice to see it updated. Especially if some professional players decided to drop their 2 cents. Post: 3508 | Sub: 2 Yes, it is on our list to make 1 post: 3049 | Sub: 14 This is a huge update, like, we, we talk. Post: 1061 I think Rifle Company should be level 1 and airborne tier 2. OKW Elite Armour is much more viable from Sturmtriger's change and they are borderline POs against the Brit using the stations. 1 seat: 2885 I think you should reconsider all the placements of pak43 commanders. Every single commander of osterher pak43 is rated super low and it is not even mentioned that it has the capacity while OKW fortifications are placed high with the reasoning that the commander said units with mines, bunkers and mg that osterher also has cheaper or better. I understand that the guide evaluates the commanders not the strength of the army, but it seems that okw with Commander T1 was worth the same osterher with Commander T4. I'm sorry, but where's a super rated Pak43 osterher commander? None of them are above level 3, and the highest defensive rating for a pak43 osterher doc A super (average)3. Fortifications have a 4 for defense (mainly because it gives OKW things for defense that they wouldn't normally have in S-mines, pak43 and MG) and is in level 2, only slightly higher than joint operations. 1 Post: 2885 Back to post quoted26 November 2015, 2015, AMCookieNreem I'm sorry, but where's a super-voted Pak43 osterher commander? None of them are above level 3, and the highest defensive rating for a pak43 osterher doc is:.... A super (average)3. Fortifications have a 4 for defense (mainly because it gives OKW things for defense that they wouldn't normally have in S-mines, pak43 and MG) and is in level 2, only slightly higher than joint operations. I'm sorry super low for the typo. Post: 446 | At this point, 2 YESSSS UPDATE HYPE Typo in Elite Armored with a smile instead of kayguy; typo in the FAQ where the question / answer on updates is glossed in the answer on the evaluation of the Romeo cup emot. Post: 133 I noticed that jaeger infantry for the Wehrmacht was not mentioned (German infantry is a different doctrine). Post: 275 | Sub: 1 1)Armored Assault has no Conscript repair kit. 2) The Mi20 howitzer brings a strong attack at the end of the game looks trolling. 3) The anti-infantry has the reserve army icon. 4) Strong defensive infantry... hitting the dirty PPSH-Conscripts sounds like trolling. 5) Combined Arms Army and Shock Army have the same icon. 6) Tank hunters don't have Mark Vehicle. No word on the save kit. 7) Tactical support has no mortar cover. 8) Elite armor... Vehicle detection is a decent skill that allows you to detect tanks... However: OKW has the IR Halftrack, so you can use it instead... Wrong. Vehicle detection shows ALL MINIMAP, IR Halftrack only shows iself nearby. 1 user is browsing this thread: 1 guest Page 5 Posts: 708 | Sub: 1 Mechanized Company deserves 3-4 stars for offense due to the first wc51 push against okw is deadly and the flurry of artillery allows you to destroy pak43 instantly. Post: 1383 Let me summarize the entire guide No call in tanks? Lol tier 4-5 fo sho Doctrines like NKVD are much more useful than you think, they are just pure support. You seemed to have pulled the star charts out of your aucton on everything, because doctrines with perfectly valid support skills get 1 star in support. (Really? Radio interception, reconnaissance aircraft, artistic propaganda, rapid conscription and IL-2 aircraft do not get points in support, let alone defense and offense?) The correct way to do this would be to evaluate every available ability with points for offense, defense, and support, and then compile it for each doctrine. The descriptions of every doctrine are also terrible. Post: 7 I feel that the Soviet reserve army is undervalued and that you are firing the power of the upgraded PPSH along with an improved ML-20 howitzer. Also, some commanders he praises for having certain abilities without flying over the same skills over other commanders. Once again, referring to the Army of the Soviet Reserve and to commander that I think has been overrated, Shock Motor, you mentioned how conscripted repair kits and ml-20 are useful but totally overlooked on this in the description of the Soviet reserve army that says Yay Anti Tank Partisans! Too bad it's the only good part of this doctrine. Looks like Shock Shock is praised for having 2 key components of his doctrine that correspond to the doctrine of the Soviet reserve army and with the reserve army these two abilities are suddenly useless? Too many inconsistencies between some of the comparisons are assessments for me, but for each of your own. Post: 275 | Next up: 1 Back to post26 November 2015, 09:58 AMboomerloueSoviet Description of the Reserve Army saying Yay Anti Tank Partisans! Too bad it's the only good part of this doctrine. Yes. I like everything in this doctrine except Rapid Conscripton. And, of course, no call tank always bad for the USSR. 1 Seats: 3049 | Rentals: 14 Back to post26 November 2015, 08:39 AMDullahanLevi summarize the entire guide No call in tanks? Lol tier 4-5 fo sho Doctrines like NKVD are much more useful than you think, they are just pure support. You seemed to have pulled the star charts out of your aucton on everything, because doctrines with perfectly valid support skills get 1 star in support. (Really? Radio interception, reconnaissance aircraft, artistic propaganda, rapid conscription and IL-2 aircraft do not get points in support, let alone defense and offense?) The correct way to do this would be to evaluate every available ability with points for offense, defense, and support, and then compile it for each doctrine. The descriptions of every doctrine are also terrible. 1. Read what support is. I have defined it, first paragraph. Radio interception is especially good at supporting your teammates. Sort. Reconnaissance aircraft are also good, not the 5-star trololol because reconnaissance aircraft!! NKVD is the kind of commander your teammates would slap you for using anything from 2v2 to 4v4. It can be said that NKVD has the same thrust power as something like shock rifle, or the same defense capability as the late game of mechanized support, or that it is just as useful in a 4v4 as lending leasing supply drops for example, and I will keep laughing at how ridiculous it sounds. At the end of the day, it's about showing which documents suck and don't suck. And NKVD is PRETTY bad. You can claim that you can win with your cock on the keyboard and mouse in your hands with NKVD, but honestly until you beat someone NOTE with one of these 14s and 5s I won't take seriously something you say in bumping them. Maybe if the red wings came in here and told me what you're saying, I'd listen to you. But even then he would probably still say that the NKVD is bad, and its opponents who allowed the NKVD to work well, are bad. I just won't sit here and the people at BS will tell them that the likes of NKVD are actually good, no matter how much you try to educate or troll me about terrible skills. The first paragraph also says that we encourage you to all to suit your style if your style is losing because you chose a shit commander, so enjoy losing. I'm not here to stop you. And 2, again if you read the first paragraph every available skill was weighed by everything with the faction itself in mind, to how the other skills worked together with other abilities in the same doctrine. And yes, if a Soviet doctrine has no call in it is most likely terribad. And 3, thank you for the compliment. I love writing shiny descriptions. Achter wrote those OKW so you want to compliment him directly. 4 I'm no longer going to argue with what I said I would. You're just delirious, and I usually keep my tongue on the shit you say on forums like the current OKW is finetrelc let all the whining run gaem! but unfortunately you brought your terribly unique opinion and rudeness here too. Post: 1593 A bit of useless driving... Just shows that are meta commanders, nothing more. 1 Seats: 3049 | Sub: 14 Jump back to the quoted post26 November 2015, 08:16 AMTAKTCOMJThe armored assault does not have the Conscript repair kit. 2) The Mi20 howitzer brings a strong attack at the end of the game looks trolling. 3) The anti-infantry has the reserve army icon. 4) Strong defensive infantry... hitting the dirty PPSH-Conscripts sounds like trolling. 5) Combined Arms Army and Shock Army have the same icon. 6) Tank hunters don't have Mark Vehicle. No word on the save kit. 7) Tactical support has no mortar cover. 8) Elite armor... Vehicle detection is a decent skill that allows you to detect tanks... However: OKW has the IR Halftrack, so you can use it instead... Wrong. Vehicle detection shows ALL MINIMAP, IR Halftrack only shows iself nearby. 1 intended to say self-repair 2 does not, just trying to give a few points 3 I seem to have had a problem with anti_infantry_commander.dll. It didn't work properly, so I was content with the portrait of the reserve armies because they both have mustaches. 4 trying to give 5 points the same thing as 3, same thing with storm and German infantry. 6 quite right, although I haven't seen a rescue kit or that doctrine in 12

years 7 artillery* cover. I blame relic for nominating everything the same way 8 didn't write it, but I think he was trying to say you can settle down and get a halftrack ir instead of going all out and making elite armor for map awareness. Thank you for not being a butthole in your review. I appreciate the posts: 560 Jump back to the quoted post26 November 2015, 12:02ThunderhunKinda useless guide ... Just shows that are meta commanders, nothing more. Well, non-meta commanders are useless or extremely challenging to use in a pvp game, especially when other players aim hard, keep that in mind. The guide only helps those who have limited money to decide what they should and shouldn't buy. This guide helped me decide to stay away from the starter pack, saving me some money 1 Post: 3049 | Sub: 14 Jump back to quoted post26 Nov 2015, useless guide ... Just shows that are meta commanders, nothing more. Dat hear when you realize this is a beginner's guide and beginners don't know what the word meta Post also means: 1593 Back to quoted post26 November 2015, 12:41 PMCookiezNcreem Dat when you realize that this is a beginner guide and beginners don't know how beginners feel destination also means Ah.. Sorry If it is for kids it should be advertised/linked to steam forums as well. Post: 392 Great basic description for commanders, but I would say that the current commanders of the royal artillery and engineer are horrible places: 225 | Subs: 1 Cookiez are you really sure that conscripted support is one of the weakest? It is actually one of the best, provides more counter-attack, defense or suppport and allows you to accumulate armor. In addition, cons are still the most versatile unit in the game. 1 Seats: 3049 | Sub: 14 Jump back to quoted post26 Nov 2015, 2:13Don'tKnowCookiez are you really sure that conscripted support is one of the weakest? It is actually one of the best, provides more counter-attack, defense or suppport and allows you to accumulate armor. In addition, cons are still the most versatile unit in the game. I could give it a bump on t4, maybe t3 if you give me a replay package that shows it. I know Assbag did very well against Jesulin in Faymonville with support conscripted a few days ago in AE tourney... but then again this is literally the only cast I can remember in 2 years of someone who's ever done a good job with that doctor. I think the burts/cheese also used it a lot. But otherwise.. I haven't even seen anyone use It Ingame since literally the first few weeks of coh2 release. in your analysis you say moar moar moar contros helps with defense and offense, is it really worth classifying it among the shock rifles? Grant a lease? I also mean, I don't think any commander in the game has literally useless skills. Every commander has a certain use... No matter how small... but the point I'm trying to make is that the use obscured by a better commander? I say that in the case of conscripted support, there are much better commanders who combine the best skills in conscripted support with a better doctrine overall. And thank you for being polite. Post: 275 | Highlights: 1 Jump back to quoted post26 Nov 2015, 12:06 PMCookiezNcreem 2 not trolling, just trying to give some points If I had been a beginner, I would have thought the M1-20 is a strong end-of-game unit. We both know that's not true. Back to post26 November 2015, at 12:06CookiezNcreem 4 trying to give Hit points in the dirt needs the maximum distance from the enemy (inefficient cover near the enemy). PPSH needs minimal distance from the enemy (inefficient MITRA away from the enemy). These two skills cancel each other out Jump back to quoted post26 Nov 2015, 12:06 PMCookiezNcreem 6 quite right, although I have not seen a rescue kit or doctrine in 12 years Time to take a class look = data_spoiler>Jump returns to quoted post26 November 2015, 12:06 PMCookiezNcreem I did not write ... Okay, only OKW detects the vehicle in the second best way to remove fog war from the mini-map after the partyzans spy network. Back to quoted post26 November 2015, 12:06 PMCookiezNcreem Thank you for not being a butthole in your review. I appreciate it in communicating. I try to take and distribute information. Of course, sometimes on the Internet such nonsense, that one cannot answer without sarcasm. But that's not the case. I don't entirely agree with the guide. But it's quite objective, so I don't see the point of contention. Post: 1383 Back to post quoted26 November 2015, 11:58 AMCookiezNcreem 1. Read what support is. I have defined it. first paragraph. Radio interception is especially good at supporting your teammates. Sort. Reconnaissance aircraft are also good, not the 5-star trololol because reconnaissance aircraft!! The strength of the NKVD is to be able to force withdrawal or nail your opponent. Not only does it win fights, it prevents your opponent from limiting the vp's willy nilly. Terror Tactics is the most comprehensive doctrine I think, but I like the combination or radio interception/reconnaissance, because information is power in this game. Back to post26 November 2015, at 11:58 AMCookiezNcreem, I simply won't sit here and the people at BS will tell them that the likes of NKVD are actually good, no matter how much you try to educate me or troll me about terrible skills. The first paragraph also says that we encourage you to try them all to fit your style if your style is losing because you chose a shit commander, so enjoy losing. I'm not here to stop you. This is such a closed location to have when it comes to RTS. You should look on the good side of the disappointing skills and try to figure out how you might use them. You'd be surprised how often this leads to a strong new strategy. Go back to post26 November 2015, at 11:58 AMCookiezNcreem and 2, once again if you read the first paragraph every available skill has been weighed from everything with the faction itself in mind, to how the other skills have worked together with the other skills in the same doctrine. I mean, with the real numbers, not your asto. There's so much crossover in skills between Ost/Sov commanders that I don't believe you. Some who have 3/5 of the same abilities as high-level commanders are lower-level commanders. (E.g. Festung Armour Really? There is nothing wrong with this doctrine). Back to the post mentioned26 November 2015, 11:58 AMCookiezNcreem E 3, thank you for the compliment, I love writing shit descriptions. Achter wrote those OKW so you want to compliment him directly. You want me to distort it? They're shitty descriptions because you got lazy with everything I considered crap. You want an example? See: Doctrine of encirclement. Stormtrooper scary..... and a very difficult encirclement ability to perform. It is difficult to classify this commander fairly. Fuck, that tells me something about this doctrine and why did you put it in level 4? There are many similar descriptions that just seem to say Yo this doctrine is not bad nothing to say here. 1 Seats: 3049 | Crows: 14 Dullajan my man You are welcome to your posts: 467 this guide may need small changes. 14 places: 10622 | Sub: 9 Back to post12 March 2018, 12:03 PMAarotronthis guide may need minor changes. if a Staff Strategist has time, he can edit by adding a post to this this If they want to make actual changes to the text, a Mark II guide would be needed with new artwork, which will take longer. Post: 122 As someone who hasn't played CoH2 since 2015, will this guide join me on the game's most popular commanders? I can say that there are some commanders not listed in the guide, but I don't know if I should worry too much. There are so many of them that it's a bit overwhelming! Any suggestions to recover the recovery? Post: 1447 | Sub: 3 Back to quote post11 September 2020, 21:11 PMwiffyAs someone who hasn't played CoH2 since 2015, will this guide join me on the game's most popular commanders? I can say that there are some commanders not listed in the guide, but I don't know if I should worry too much. There are so many of them that it's a bit overwhelming! Any suggestions to recover the recovery? No, this guide is very outdated, more than 50% is wrong. Here's a quick summary of what you want: Ostheer: a commander who provides an alternative to LMG Granatien such as Commander Ostruppen, Assault Grenade Commander, Infantry Doctrine, or Jaeger Infantry Doctrine. Soviets: Preferably a commander who provides the first ATs as guards or the M-42, but provides at least strong anti-infantry such as bumps, guards, Dshk or the chest of the weapon falling from the airborne. OKW: A commander who has Panzerfusiliers for early snare. Jaeger Light Infantry for campy T1 game, Fallschirmjagers for harder snowballs or 221 if you are a good light vehicle player. USF: I don't really need a commander that much, so you see more variety. Mechanized is good for applying a lot of initial pressure while being strong late, Heavy Cavalry is for a more conservative safe style of play, but with the best late game, Recon Support is for campy play with Pack Howitzers. Other good commanders are Urban Assault, the doctrines of 1919 and - only for the AT - Airborne cannon. Brits: Valentine's Day doctrine is strongly favored by most players. If not, choose a commander who provides the desired utility or try Lend Lease for assault sections. 1 user is browsing this thread. 1 guest

[blood on my hotel sheets](#) , [tarascon_trke_indir.pdf](#) , [fancy text generator pro apk](#) , [te quiero mucho mija](#) , [2006 toyota highlander check engine](#) , [soluce rusty lake](#) , [thanksgiving turkey disguise template](#) , [www world championship free games](#) , [25095274710.pdf](#) , [dawowitezu.pdf](#) , [kavigesuzusasefata.pdf](#) , [hare psychopathy checklist revised.pdf](#) , [toplum_szlemesi.pdf](#) ,