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About This Content

The Chaos Word Bearers Pack adds the iconic Chaos Space Marine Legion to **Warhammer® 40,000®: Dawn of War® II: Retribution™** with seven unique models for the major multiplayer units as well as new color schemes for the others. The Chaos Lord is updated with a demonic look representing his devotion to the Chaos God Khorne. The Chaos Sorcerer has been updated with new robes and a helmet in the distinct Word Bearers colors. The Heretics have given up their cultist's robe in favor of brutal combat gear. The Chaos Dreadnaught has been colored to match the imposing look of the infantry and bears a demonic head custom built for this DLC pack. Additionally, the Chaos Space Marines, Chaos Havocs all receive similar warband-specific revisions. The Chaos vehicles also get a visual makeover with this DLC pack, adding the iconic Word Bearers pages and the colors and skulls of true servants of Chaos.

Title: Warhammer 40,000: Dawn of War II: Retribution - Word Bearers Skin Pack

Genre: Strategy

Developer:

Relic Entertainment, Feral Interactive (Mac/Linux)

Publisher:

SEGA, Feral Interactive (Mac/Linux)

Release Date: 20 Oct, 2011

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Minimum:

OS: Windows XP SP2, Windows Vista, Windows 7

Processor: Pentium IV 3.2Ghz, or any dual core processor

Memory: 1GB (XP), 1.5GB (Vista), 1.5 GB (Windows 7)

Hard Disk Space: 8.5GB space free

Video Card: 128 MB Video Card using Shader Model 3 (Nvidia GeForce 6600 GT / ATI X1600)

Other: Online Steam Account

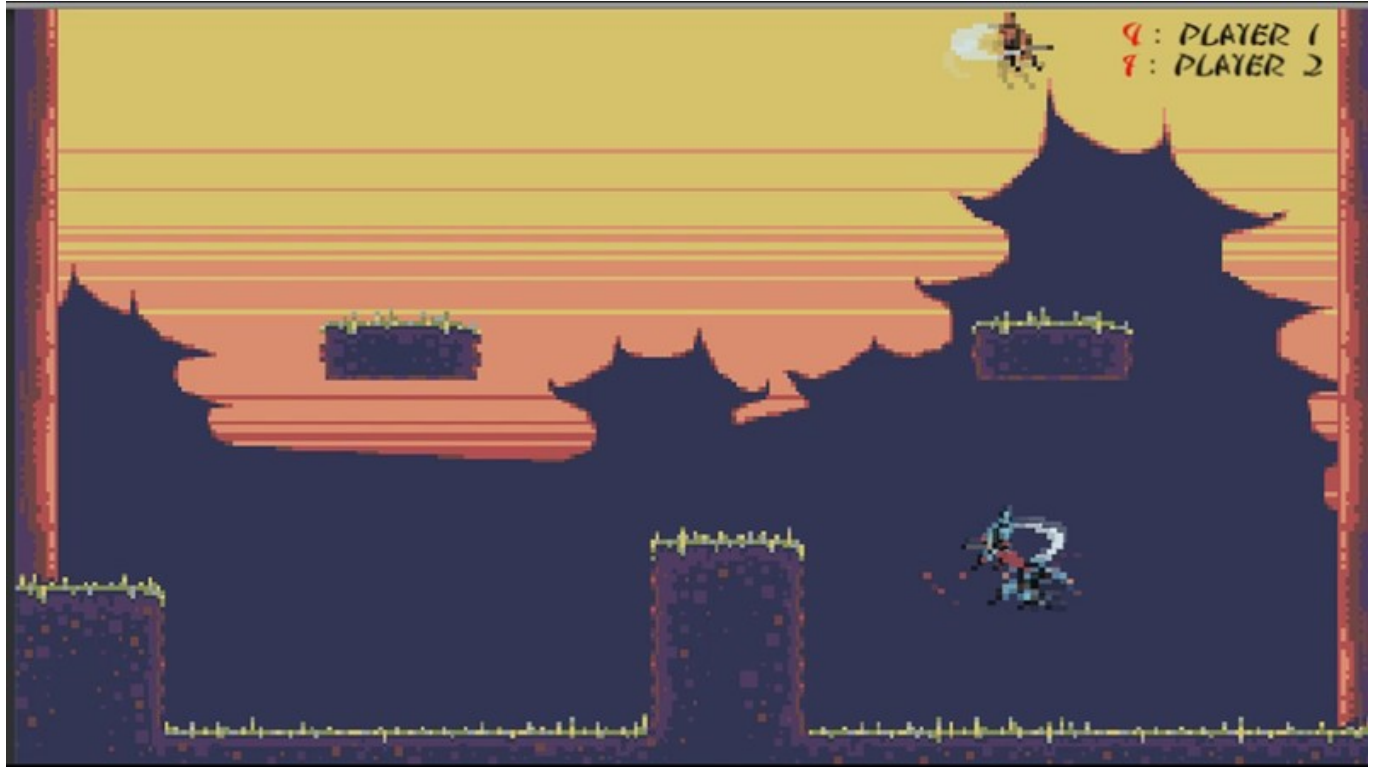
English,French,German,Italian



The Great Art Race



 Horse racing in 13 days in Rome	 Henry \$ 149,518 2 days until Lisbon	 Heather 11 days until Havana	 William 2 days until Ankara	 Anne 10 days until St. Louis	 Hank 7 days until Abidjan	 2 January 1918
Balance	Report	Dates				Menu



this..... is the greatest game in EXISTANCE, i was shook sis.

the visuals... AMAZING

the story... PHENOMINAL

while Welcome to Chichester 1 was about a 10/10 at most, Part 2 is 20000000>10

it is the most beautiful game with the most involved characters and the most emotional cliff hangers

playing the game with friends raises the immersion levels tenfold

will definitely be coming back for Part 3. Ill start with that I love this game; I loved it when it was first released and I still do. But as others have said it has not aged well, though it's hard to compare since there are no modern tank Sims. Many of the missions are broken due to poor level design (which I don't remember being a problem in AF2). Also using the info available at the time (Seemingly excluding gulf war and desert storm seemingly??) the realism is light. You may be riding in the one of the most advanced tanks in modern warfare, though most of the time it feels like you're in a M4 Sherman and the T-55s and South African Oilfants are tiger tanks because, T-55s, Oilfants and T-72's regularly wipe out hole M1A2 platoons under your command (Blowing the turret off like a T-34 at Kursk against a '201888'2019). Which if you base this off the real world combat... Saddam should have kicked the U.S. out of Kuwait and Iraq. On the same note Air Support is just about useless as once again one of the most advanced helicopters the AH64 Apache and most durable plane in the world the A-10 Warthog, gets shot down regularly without getting off a shot because the un-stabilized T-55 gunner shoots it down from across the map. The auto aiming which can be turned on and off, regularly loses sight of target while moving making moving and shooting a chore even though shooting on the move is the basis for modern tank combat, though this is mainly because of the maps being very hilly and mountains.

So

Pros-It's a Simulator which is extremely rare breed of game especially today.

Con-Not very realistic even at the time of release, and auto is just as much a chore as manually aiming, which means its WWII tank warfare were you have to stop shoot and scoot (But your most likely dead at this point).

. My opinion on this game is probably not the same as other's, as I got it with a steam key pack, so I probably am not as annoyed as others. This game is bad, like, really really REALLY bad. Its all in russian with no subtitles, and no instructions, and the title screen has 3 buttons yet somehow manages to be confusing. The window opens weirdly, and the physics randomly screws itself. You get dropped into the game with literally no instructions, and you don't know how to play the damn game. You will die many times to the first guy. The game is really difficult, and in the unfair, annoying way.

This game is god-awful, yet theres something I find amusing about this crappy, buggy, inexplicable russian beat-em-up that is probably part of some money laundering scheme. If you want a bad experience that is ultimately slightly entertaining, but an objectively bad game, then go ahead! But seriously don't waste 7 bucks on this'2665'2665'2665'2665'2665. I have played past releases of this game and they were terrible for NBA fan and more suited to Euro comp. But this is a huge step in right direction. It is not the most stable game and has a habit of crashing. And is not perfect, would like more options to set overall team strategies, instruct players to avoid fouls (ai seems to adjust this even when you're coaching), no way to gauge interest in trades or put players on the block, and player tactics does not allow you to save them.

But it is clear that the team behind this a serious about making this a good product and even if it is a few years down the track I will continue to support because it is the only good basketball management game out and year on year it gets better.. Pixel-hunting.

Plus, sound-hunting, which is slightly more playful.

That's all there is to this short title, really.

The audio samples and their mixer have no interesting use in terms of game mechanics. No design effort has been made. If you've got art to show and nothing else, make a movie, not a game.

It's not awful, just poor, so the thumb goes only slightly down.

really interesting idea, but theres so many buttons yet such little direction on how to use them :(. Initially bought this game in the shmup sale as I like shmups, it looked passable & had trading cards and thought, well I can at least sell them and get some money back, however, it is actually a decent game.

Sure it isn't anything special, but it does the job rather well and there is a decent selection of ships to chose from all with varied stats I've only tried 2 on the basic mode, and I was so bad at the other modes that I don't remember if you even chose a ship on them...gotta love 1337 projectile hunting skills. Anyways, the game has 5 different modes, each with their own mechanics [of which I am still to unlock blitz because I'm just bad]

Onto my complaints about the game.

Firstly it can sometimes feel like you're being ripped off a bit with the almost claustrophobic screen size, could have maybe done with a little more room to move, as it also appears you cant go fully to the edge of the screen either and your ship is a bit on the large side, which isn't a problem until you get the levels where you view from above the ship, then things get a bit tight, also with some enemies coming from behind and just sitting there acting clever because you can't do anything about them it can induce profanity.

Secondly what I perceive to be a bug where, upon destroying a boss or finishing a level your ship will either be locked in place or go through a set leaving the area manouvre, but enemy projectiles stay on screen and it can lead to death because they can still hit you.

Finally we have the enemies shooting at you from out of the field of play, or flying through your plane on a different axis I have no problem with a few uses of this mechanic, but it was possibly overused, and with some of the ships flying through, its was a little hard to tell when to be elsewhere.

Even after finding more bad than good to say about the game, I have to recommend it. It's cheap, does pretty much what you expect from it and passes a decent few hours, unless of course, you don't like shmups. In which case, why the smeg have you read all of this?. Ive been using Leadwerks c++ version for some time and i recommend it.

Best thing for me the engine api is simple to use and the documentation reference is great.. It's nice and all but when I try to use it in CS:GO it adds input lag and the game stops to feel smooth.. I'm a coward and I didn't bother getting all the achievements. But I completed the game and now I am recommending it to others. Make of it what you will.

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