
Command: Chains Of War Download Blackbox



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About This Game

PACIFIC WATERS RUN RED

20 minutes into the future, a spark erupts in the Korean peninsula that will lead to a theaterwide conflagration embroiling the entire Western Pacific and drag all major powers into it. With nothing less at stake than control over the world's busiest trade routes and containment of the emergent superpower, the Pacific becomes the world's stage - and the players are getting down to brass tacks, for this is the game that no side can afford to lose.

The geopolitical nightmares of the new century: The creators of the award-winning "Northern Inferno" shift their gaze from the Atlantic to the Pacific and bring into focus the challenges of the early 21st century: The ever-present tensions between North and South Korea reach a boiling point, while China and the US vie for control of the strategic choke points and bases through which the world's commerce functions. Will the US maintain its strategic pre-eminence in the most important world theater or will China complete its ascend to superpower status?

The new gears of war: Think the new war in the Pacific will be just like the 1940s but with better bullets? Think again! All-new systems and technologies radically change the face of modern high-level conflict. Network and cyber attacks pull apart carefully constructed communications networks, leaving forces in the field blind and separated from their consorts. Electromagnetic pulses delivered from high-altitude nuclear detonations or tactical EMP weapons fry vulnerable electronics, disarming powerful units in a split-second. Massive anti-ship ballistic missiles threaten to turn aircraft carriers into sinking, burning hulks. Railguns deliver accurate, punishing fire at long ranges, challenging the post-WW2 reign of guided missiles. Anti-satellite weapons disrupt the critical communications & intelligence nodes orbiting high in the stars. High-energy lasers burn their targets with intense beams invisible to the naked eye. Are you ready for the intricacies of 21st century war ?

Chains of War is a new DLC release for **Command: Modern Air/Naval Operations**, the premier game of air & naval combat and the Pentagon's hottest new simulation tool. Twelve campaign scenarios walk you through an erupting crisis in the western Pacific that threatens to bring chaos to world order, while an additional four bonus standalone scenarios take you back to hotspots in the past that did not lead to conflict - but could easily have.

The Chains of War are rattling loose. The world is right to fear their tremble; for a new superpower war may prove to be mankind's last spectacle.

FEATURES

- A standalone expansion for Command: Modern Air/Naval Operations.
- 12 thrilling campaign scenarios and 4 bonus standalone scenarios written by Mike Mykytyn, founding member of the CMANO development team.
- **NEW! Communications disruption by network/cyber attack or any other arbitrary factor:** Isolated units realistically limit their tactical awareness to only what they themselves can detect and engage, and are completely of their parent side's control. Say goodbye to Borg-view of the battlefield!
- **NEW! Cargo, landing and airdrop operations.** Load mobile forces on ships, aircraft and even submarines, and unload them on any suitable point on the battlefield. Platforms are realistically limited by volume, weight and crew on what they can transport.
- **NEW! Comprehensive damage model for aircraft.** Aircraft may be shot down outright or receive damage that will still allow them to limp back home. Different aircraft can absorb different punishment on their fuselage, cockpit and engines. Depending on the amount of damage received a plane may be "mission killed" if its repairs take so long that it misses the fight.
- **NEW! Advanced weapons for the new age of war.** Tactical EMP weapons, railguns, high-energy lasers and more

Title: Command: Chains of War

Genre: Simulation, Strategy

Developer:

WarfareSims

Publisher:

Slitherine Ltd.

Release Date: 18 May, 2017

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English







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OK little game. The interface is a little difficult to use, and I am not sure the mechanics quite hang together in a fun way. Also seemed very easy on standard.

The constraints on the zoom and view angles were pretty frustrating at times and it was hard to gather information easily.

Creative mechanics though. Personally I think I would have enjoyed a trading game more where the routes were persistent, and this also would have ameliorated some of the interface and view problems. It is not good to make players keep interacting with the weaker elements of your game again and again.. A prime example of when an indie game shines in the less is more style... And for some odd reason this reminds me of Montezuma's Revenge... And the funny part is, these two games are different...

Does this warrant a purchase? Most definitely... Try it you won't be disappointed.. No horned helmets for the teutonic order. 6/10. it's an issue and it didn't work. I would agree that pashaBiceps is the best video. He has drive, and shows it inside and outside of gaming. A lot of people are told "pursure your dreams, and get good at it" but if it's gaming, then they're told "well, that's just a game. It's not a real job." pashaBiceps proved all those people wrong by having a family, buying a house, and still playing CS:GO as a full-time job. Tumbs up for paving the road of greatness pasha.

It's a good for a short distraction.

Get it on a HUGE sale, or when the next Humble Bundle comes along.

6/10. A very short slideshow of a sort, if you fancy something that takes 5 minutes of your time, go for it. A fairly relaxing experience.. needs more levels :\. For a VR game the graphics are pretty good. The enemies shift in and look great, the sounds work well enough, the platform makes sense. The one thing I couldn't get past is that there's no arrow drop. You shoot an arrow and it goes in a strait line into infinity. That's not how a bow and arrow work? If that doesn't bother you the rest of it is fine. I feel like this is one of those basic mechanics that make take me out of the game completely. Recommended with caveats.. Hard to list all of what this game got wrong but man was it bad. Horror elements are pretty much nonexistent. You rely on mana to do pretty much everything in this game and you lose some of your max mana every time you die. It is entirely possible for you to lose enough mana that you cannot progress the story due to lack of mana and at the time I played through it there was no fix. The game seems to want to be a shooter to an extent but your gun has very limited bullets. You get one later that uses mana but it only works against a singular enemy type to be prepared to use the axe they give you for the vast majority of your fights. Gonna leave it at that and seriously recommend people give this game a pass as it just feels like a subpar barely finished game that would be better off as a free download.

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