Command Ops 2

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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 react at the operational level just like a real Corps, Division and Brigade commander.

What sets Command Ops 2 apart from the competition is the most advanced and realistic model of command decision-making implemented to date in a commercial wargame. It is based on:

* Hi-fidelity modeling of continuous time and space;
* Realistic command structure and process;
* Macro management; and
* Orders delay.

For that, Command Ops 2 is different than any other simulation wargame: no hexes, no turns, no micro management, no click fests. That is why it is in a way simpler and more fun to play but at the same time more challenging, because it makes you command like Commanders do.

Command Ops sports some of the most advanced and impressive AI ever devised in an operational-level wargame. It is your choice whether to manage every detail of your army or have the friendly AI manage the war on a lower level while you plan the larger scale maneuvers designed to make short work of your enemy. Just as a historical commander, you can choose where you need to step in and when you need to stand back and let your subordinates do their jobs.

The enemy AI will use its skill to launch well-timed and coordinated strikes as it probes your lines for weakness while realistically reacting to your movements! In addition, for the enthusiastic mod community awaiting Command Ops, powerful tools like MapMaker and ScenMaker allow for the creation of maps and scenarios further adding to already near limitless replayability.

Command Ops 2 game application has a new user interface (UI) and enhanced artificial intelligence (AI). The smartest and most realistic operational level wargame just got a whole lot better. Command like a real commander in this pausable, continuous time simulation of WW2 operational warfare, where the emphasis is on planning, anticipating and reacting to enemy developments. This is not a click-fest, and you don't have to issue orders to every unit. The world's smartest operational level AI can be trusted to do a reasonable job of managing your forces. Also included are the editors (MapMaker, EstabMaker, EstabEditor, and ScenMaker) for modifying or developing your own scenarios. The Core comes with three scenarios, including the tutorial Return to St Vith, Manhay Crossroads, and Greyhound Dash, all focussed on the Epic 1944 Battle of the Bulge.

* Realistic command decision-making at the operational level
* Assess, plan, order and react just like a real Corps, Division, and Brigade Commander
* No hexes, no turns, no micro management, no click fests
* One of the most advanced commercial AI opponents ever developed
* A contender for the best AI in any wargame
* The AI can manage subordinate commanders and handle micromanagement
* Automated bridge building
* Advanced force allocation algorithms to keep your army balanced and sharp
* Multiple force group structures to enable cross attachments and different ways of displaying the order of battle
* Reaction and reassessment code for smarter responses from both the enemy and friendly AI
* Scheduling code to better manage the sequencing of tasks
* Multiple route finding algorithms so units can rush to battle but become exposed, avoid enemy firepower, stick to covered terrain or take a safe but slow route
* Formation movement code, including phase lines
* Enhanced sighting code
* Enhanced basing code
* Intuitive powerful interface
* Configurable Interface layout. Just drag dialogs to where you want them and it remembers the layout for next time.
* Multiple Screen Support so you can position your dialogs on your second monitor.
* Clear and concise tutorial movie to get you up to speed
* Order options give you more control including attacks, bypasses, ambushes, stragglers, basing, retaking of position, avoiding friendlies, rest at night etc.
* Automate units and let the cutting edge AI manage smaller units while you concentrate on the big picture
* Order timing controls to coordinate tasks
* Order supply level settings so you can set resupply priorities
* Order of battle display to help you organize your forces
* Estab Data views to access weapon and vehicle performance data
* Plan dialog so you can see all your orders at a glance
* Fire Support dialog so you can manage your heavy hitters (artillery)
* Reinforcement dialog so you can manage your new arrivals
* Supply Arrival dialog so you can see what resupply you are getting
* Filtered Message Log
* Auto Save
* Interactive Recordings that you can replay and, at any point, change your orders to try out new courses of action
* Map patterns now change with the weather
* Pathing tools provide estimate of duration
* Tons of Replayability - many scenario options, including multiple random reinforcement schedules
* Extensive unit, vehicle and weapon estabs, including German, American, British and Italian forces
* Full construction set includes editors to create units, equipment, ammo and formations (EstabEditor); maps (MapMaker) and scenarios (ScenMaker) for any battle.

* An Estab Editor to modify or create Forces, Equipment, Ammo, Formations, etc.
* Mod various aspects of the game, including map patterns and victory messages.
* Utilize a big range of force lists for rapid scenario creation
* Situation Awareness Maps for easy scenario selection.
* and many other features.

Title: Command Ops 2
Genre: Free to Play, Indie, Simulation, Strategy
Developer:
Panther Games
Publisher:
Lock 'n Load Publishing
Release Date: 15 Mar, 2015

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Minimum:

OS: Windows 7+

Processor: 2 Ghz

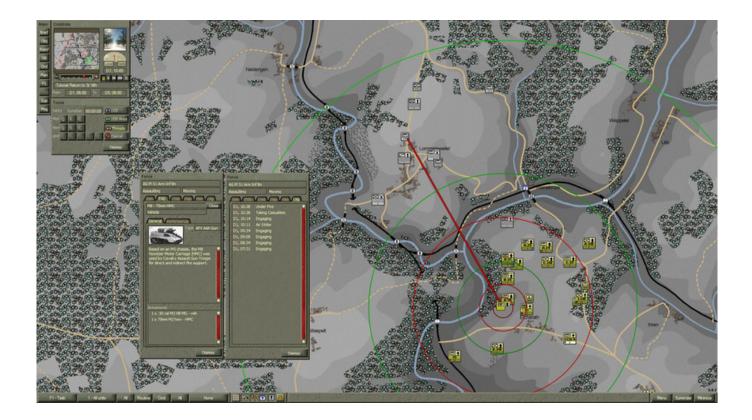**Memory:** 2 GB RAM

Graphics: 64 MB

DirectX: Version 9.0

Storage: 2 GB available space

Sound Card: 16 bit

Additional Notes: Display Resolution: Variable. Min 1366 x 768

English

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Disclaimer - Ignore hours played, I own non Steam version and have played many hours.

Ya, a fantastic tactical simulator, perhaps the best 2D RTS wargame ever made, it's manna from heaven for all armchair generals who want to experience how it must have felt to command forces at the operational level during WW2, no hex nonsense, no gamey turns, just you, your assets, the enemy and time.

Attention to detail, historical accuracy, so much hidden depth and complexity, but surprisingly simple to play once you get to grips with the UI, no fiddly micro management (unless you really want it), ya, all key wargame boxes have been ticked.

The free flowing nature of the game means virtually unlimited replayability, there are as many ways to approach problems as your imagination can conjure, if you fancy yourself as a bit of a tactical genius, playing this game will allow you to discover whether you are correct, or not.

It's free to try, you can even design your own scenarios for free, but if you find yourself enjoying the game then the modules are definitely worth a look, they are all extremely well designed missions that offer many varieties of tactical challenge, they are not cheap, but they offer a serious amount of high quality wargaming.

Niche developers who create work of such excellence need support, so please, if the core game impresses buy a module or two, that is where this game shines and it's a great way to show your appreciation for the amount of passion and expertise that has clearly been invested in this remarkable piece of software by genuine enthusiasts, sadly in this industry a dying breed.

9/10. Complicated but good. I have been intrigued by this game since the command ops 1 series. I haven't played it until now for various reasons the main ones being: 1) price, 2) I like lots of games and it just kept not being at the top when I made a purchase and 3) it is so ridicolously grognard I was scared of it!

Now that I am finally played it I confirm its fantastic! I also confirm that it is ridiculously deep as a game. As far as game play goes its not nearly as difficult to get into as I percieved. However watching the intro video at panther games or at least some of the lets plays that are starting to be produced is a must to get any idea of how to play. Then unless you want to be frustrated to the point of rage quit keep the manual handy to refer to. After all this is not an arcade game.

With those caveats and a little effort I can see this 'game' (or more accurately a game like military command sim) will reward manyfold. Despite the abstraction of the unit icons and this stripped back graphics this game is very immersive giving a very real feeling of how command may really have worked in WW2 combat and the impact down to company level.

PS I really like the maps and unit graphics....perfectly suited for operational planning and command!. One of the greatest real-time operational wargames ever conceived. The fact that people can get in on a couple scenarios for free is huge, because most of us, who have played this for several years already had to drop $30-40 to figure just how good this game is. Now people who love this kind of game don't have to commit a bunch of cash and get to experience the game engine firsthand.. Forget my

previous comment, for those who dont know check the buttom tabs to to control your troops specially using ORD tab. I've definitely enjoyed my time playing the Command Ops series. There's nothing like it at this level that isn't a hex-and-counter dinosaur. The AI is very crafty and you'll find yourself with a company of Panthers rampaging through your supply lines if you're not careful.

It does have it's downside. The UI is a bit clunky. The windows don't dock. The pan and zoom can feel a bit weird at times. But you've got a ton of info at your disposal so I can give them some leeway on how to best present it all.

The really cool part of the game is selecting an HQ unit, setting an objective, and watching as it coordinates an attack between a bunch of different units and pulls off a better victory than you could have micromanaged on your own. I'm not aware of any other game that you can delegate command like that and actually see it happen.

I'm looking forward to some user made scenarios in the steam workshop. First person who makes a Red October Factory scenario gets a cookie!. looks like fun, but i can't for the life of me figure out how to play even with a guide, it would be cool if the devs made it easier to play. i like the concept of this game because it is a hyper-realistic strategy game and it stands out but they need a proper word based turorial level because i dont know how to even move the units but i have only been playing for twenty minutes

I've been playing Panther Games - from Highway to the Reich, to Conquest of the Aegean, to Command Ops 1 and Command Ops 2, for at least the last 10 years. Great to finally see them on Steam.

There are literally hundreds of WW2 video games. So why should you care about another one? Well Command Ops 2 does what no other game does - puts you in the shoes of a real commander in highly detailed scenarios set in different theatres of the war. From the German invasion of Greece, to North Africa, Malta, Operation Market Garden, the Battle of the Bulge and on to the Westwall.

The Good:

- **Unlike traditional wargames (and Civ 6), this game gets rid of hexes and turns and models everything in pausable real time on an open map, making the gameplay more dynamic.**

- **The AI. If you're sick of dumb units who couldn't pathfind themselves down the Yellow Brick Road, this game has no such issues. You can order units to take the quickest route or safest route to a goal. They will probe, attack, fall back, bunker down, rout, regroup and defend as the battles ebb and flow. The game also models pretty much everything about each company, from morale and cohesion down to the number of bullets they have for each gun. The upshot of this detail is it gives your units a personality in how they behave. Weaker units (or poorly thought out attacks) will fail. Stronger units and organised planning will result in the enemy going away with a bloody nose or worse;**

- **Although you can micromanage every unit, Command Ops uses automation to let you delegate tasks to subordinate brigade and company commanders who will attempt to carry out your plans (and do a reasonable job). A neat twist to this is the game also models the delay that would occur for your orders to travel from HQ down to the front line. So the game rewards careful planning and anticipation of events, rather than twitch based responses to new threats. In other words, it is a strategy game with real strategy.**
The Not So Good.

    - **Yes, this is a wargame. That means your units are just small squares with numbers on them. Two dimensional wargames are a definite niche that most people (justifiably) pass over. The graphics are functional, but dated. Same with the game sounds.**

    - **The game makes few concessions for newcomers to the genre. There is one tutorial mission (which is in the demo), but after that, you're left with a series of complicated scenarios and a 200 page manual. There is no grand campaign that gradually introduces you to units and strategies. You're sent straight into battle where you're expected to know the difference between a Sherman Tank and a Panzer Mk IV. Summing Up: Funnily enough, the game that Command Ops most reminds me of is Dark Souls. They're both games that focus on providing a certain 'old school' type of gameplay and unapologetically ask the player to make an investment to discover the solid gameplay mechanics at their core. That's an investment that has repaid me many times over.**

    5 Stars.. 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).. Pricey, but man you could spend hours playing this game.. A real treat for all the armchair generals amongst us. A great WW2 strategy game on an operational level.

The cool thing about Command Ops 2 is its command structure. Every unit you get is part of a hierarchy, ruled by HQ's. Let's say you want to capture a small town. You can just detach one of your brigades from your division HQ and order them to attack the town from a certain flank. The brigade with all its companies will deploy itself and move out in a coordinated fashion.

If you have bigger objectives you can coordinate with multiple brigades. The AI (both friendly and enemy) does a good job of actually reading each situation and reacting to it. Don't like what your subordonates are doing, intervene and give them new orders. It is also possible to micromanage and give orders to each of your companies individually. This is only ever useful in smaller scenarios or some specific situations like deploying fire support units or using recce units.

Daunting at first, but really enjoyable if you persevere. Also, this is a hardcore military sim and will definitely NOT be for everyone. And finally: Command Ops 2 is only a shell with three scenarios (including the tutorial). To play more scenarios you need to buy one of the costly DLC packs.. As a wargamer since my apple IIc, i just want to say i have become obsessed with Command ops lately. You really can allow the computer to control everything well enough, or tell every unit what to do. A combination of both is best, taking control to ideally place certian units.

I don't feel like writing some in depth review, and mainly wanted to address the people who are unable to figure things out. I hesitate to say you might be looking at the wrong game. I found the videos on youtube informitive, and with any wargaming history you should figure out the rest just by replaying the core scenarios over and over. Thats what im doing.

The negative reviews are from lazy and/or ignorant people. if you're a wargamer you'll like it. I have purchased two campaigns but am still playing, and enjoying, the core scenarios. I am very much enjoying the game.

[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.

Intro. 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).

Disclaimer. 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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