

# COMPANY OF HEROES 2™

## REVIEW NOTES

### Game info

Press resources: [Company of Heroes 2](#)

Rating: PEGI 18, ESRB Mature 17+

Supported languages:

- Text and audio: English, French, German, Italian, Spanish, Russian, Polish,
- Text only: Czech

Players: Single player and 2-8 online multiplayer

Multiplayer support:

- Steam – Mac vs Mac and Linux vs Linux using Steamworks (no cross-platform play)
- Mac App Store – Mac vs Mac using FeralPlay (working title) matching service

Genre: RTS (real-time strategy)

Release date: 27 August (Steam), 10 September (Mac App Store and Feral Store)

Platform: Mac and Linux

Website: <http://www.feralinteractive.com/x/mac-games/companyofheroes2/>

System requirements: [for Mac and Linux](#)

### Background

Company of Heroes 2 is the sequel to Company of Heroes, one of the highest-rated PC strategy games of all time. Both games were originally developed by [Relic Entertainment](#). This is the first Company of Heroes game to be published on Linux and it will be the first Mac Company of Heroes game to be released on Steam.

CoH 2 is a real-time strategy game, where players must fight and win battles through combat and by meeting specific objectives. Players must manage resources, construct buildings, capture strategic locations and rout enemy forces using superior military tactics.

### Plot and characters

Company of Heroes 2 takes place on the Eastern Front during World War II and encompasses:

- The Battle of Stalingrad
- Operation Barbarossa
- The Battle of Berlin

Players take part in historical battle recreations that make up these campaigns. Campaign mode is narrated through flashbacks told by Soviet lieutenant Lev Abramovich Isakovich.

### General gameplay notes

Players assume control of the Soviet army in Campaign mode, although they can also play as the Wehrmacht (German) forces in Theatre of War missions and Skirmish mode, which can be played online, with other players (see below for more details on game modes).

## **Controlling units**

Company of Heroes 2's main tactical challenge revolves around moving and positioning units effectively. Using cover is crucial: if your units are stranded in the open, they will not survive for long against enemy fire.

Most units will automatically open fire on the nearest enemy unit they see. Heavy weapons like machine guns and field guns must be manually pointed towards the enemy.

Constructing production buildings enables players to call in reinforcements and new unit types, while building field defences prevents enemy forces from moving freely around the battlefield.

## **Weather and environmental hazards**

Cold, snow and ice will affect gameplay. Troops caught out in sub-zero temperatures may freeze. The effect of cold weather can be countered through the use of campfires, by garrisoning units in buildings and by using vehicles to transport soldiers around the battlefield.

Blizzards will hamper your movement on the battlefield further and will render special attacks such as air strikes obsolete. Snow, in general, will slow the movement of all units. Tracks left in snow can be used to locate enemy units.

The ice on frozen lakes is destructible. Moving tanks over this ice will weaken it, eventually causing it to collapse; mortars and anti-tank guns can be used to destroy the ice. Any units caught on the ice will plunge into the icy waters and suffer a hypothermic death.

## **Customisation**

Players can customise their army to suit their command style by selecting different Commanders from the Army Customizer screen. Commanders provide access to new units, abilities and special attacks. Each Commander will have different styles of command: some may be defensive, while others offensive. Up to three Commanders may be selected at a time.

## **TrueSight**

Units cannot see everywhere at once; neither can they see behind objects that you would expect would block their sight. Anything taller than a soldier will affect line of sight. This TrueSight system can be used tactically to set up ambushes and it is dynamic: destroying buildings and walls will enable your soldiers to view previously blocked areas.

For further gameplay hints and tips, please see [Tutorials on the Company of Heroes 2 minisite](#)

## **Game modes**

### **Campaign**

The single player campaign consists of 14 objective-based missions.

Players take command of the Red Army on the Eastern Front and must repel the Nazi invaders.

Missions take place on a variety of battlefields and under different battle conditions. You will fight in cities, in open country, at night and in the depths of the infamous Russian winter.

Players must complete numerous objectives during each mission. Objectives include capturing territory, destroying targets and defending areas from enemy attack and counter-attack.

Objectives must be completed with a pre-determined set of units: reinforcements may be called in during a battle but these are limited on a per-battle basis. Some unit abilities are unavailable until later in the game.

### **Theatre of War**

Contains 18 missions split into Solo and Co-op: **Scenarios**, **Challenges**, and **Battles**. These game types are distinct in the following ways:

**Scenario:** A longer game type based on completing a series of objectives before engaging in a climatic battle.

**Challenge:** Much shorter than Scenarios, Challenges give the player a single objective to complete with an often-unusual set of units (e.g. a solitary tank).

**Battle:** A straightforward game type where the player must attack or defend a target area.

Based on Operation Barbarossa, these missions take place from both the Soviet and Wehrmacht perspectives, meaning the player can command either. They are separate from the Campaign's story and are playable in any order.

Co-op games can be completed by a single player – AI-controlled teammates can be used in place of human players.

### **Online & Skirmish**

Skirmish mode, which can be played either online or offline, comprises custom battles against AI or human players, or a mixture of the two. Skirmish battles require players to capture or hold victory points on the map, or destroy all of their opponent's base buildings.

Online multiplayer is supported through Steam, which offers Mac vs. Mac and Linux vs. Linux online multiplayer.

For games purchased through Mac App Store and/or Feral Store, online multiplayer is supported through FeralPlay, Feral's new online matchmaking service.

Players can choose to play multiplayer in both online and offline modes. Multiplayer supports up to 8 players (4 on each side) and there are 4 different modes to choose from:

- **Automatch vs Player:** Ranked match against other players. (online)

- **Automatch vs AI:** Random map with standard options against AI. (offline)
- **Create custom game:** Choose map and options, play against other players, friends, or AI. (online and offline)
- **Public game list:** Search for public games created by other players in 'create custom match'. (online)

All online game modes are available for both Mac and Linux versions of Company of Heroes 2.

### Contact

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