Strategic Command WWII: World At War Torrent

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About This Game

Fury Software's Strategic Command series is back, and this time it will be taking on the world!

Strategic Command WWII: World At War is your chance to re-fight the 5d3b920ae0

Title: Strategic Command WWII: World at War
Genre: Strategy
Developer:
Fury Software
Publisher:
Slitherine Ltd.
Release Date: 6 Dec, 2018

English,French,German

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Just an early recommendation. Very much enjoying my first play - veteran setting , 1939 start, now March 41 as I work up to

Barbarossa and the Pacific war, also I have just landed in North Africa as the British take Tobruk early because I forgot to reinforce the defending armies and corps for one turn. Early aggressiveness in China cost me a couple of armies and corps in the meat grinder, but I am slowly pushing the Nationalists back - it is very similar to the previous title and that is a good thing. Only possible down side is the lower hex resolution, roughly half compared to the War in Europe, increasing the chance of congesting the battlefield as there is no stacking. Sometimes this plays like a shuffle puzzle (EDIT: you can swap units in position using SHIFT - as explained to me by the developer and stated in the manual). Solid experience, happy with my purchase and looking forward to continuing my campaign. Additional notes: Renaming units - check, so if you want to go 2nd SS Panzer Korps, go ahead. Purchasing - check, you go the the tab, purchase a unit, wait until it is ready to be deployed. No, no it not a John Tiller wargame, but neither is War in the East, War in the West or any Decisive Campaign game. JTS has a diffrent focus, apples and oranges. AI turn times, too slow? No, it may take a couple of minutes, but how much time did you take as a human Intelligence? Depending on the situation, but it will always more than the AI. Id rather have a good AI than a fast one. That said, the AI in World at War is anything but slow compared to similar games.. So a strategy game with counters at army level No corps, no divisions Not worth looking further. This scratches a hex wargame itch that has been rather itchy for a while. Big scale, but reasonable complexity for what it is representing. Using the PBEM feature, no complaints, everything is smooth with email reminders and you can save to the server if you can't do your whole move at once. I like the combination of elements, low level tactical decisions on the front, interesting cat and mouse in the naval war (especially for the UK), diplomatic options, and the always tense decisions about how to spend resources. Do I research for the future, upgrade units in the field, reinforce a critical point on the front, or build new units? Love the real historical events thrown in as well, so much history to learn in this era (like the scuttling of the Graf Spee).. 150 hours into the game and I can say, I enjoy it. If you're a fan of Avalon Hill strategy games or Victory Games military simulations then you'll like Strategic Command WWII: World At War. Learning the game mechanics is fairly simple. If you've ever played Avalon Hill's Third Reich or any of their other WWII strategy games, you'll pick up on the mechanics for playing Strategic Command, pretty quick. The game doesn't bog you down in massive amounts of minutia controlling industry, economics, detailed politics, etc. You just plan your strategy and fight the war your way while buying the military equipment, spending money on basic R&D and very simplistic diplomacy. In no time, Avalon Hill's 'Old Guard' will be completing a full turn (both sides completing a turn) within 30 minutes. The option to 'hotseat' in head-to-head is a major breath of fresh air in the computer gaming world! There are some random political events to add some flavor but most events you get to choose if you want them to occur or not. Like whether or not to deploy the Afrika Korps or, after the fall of France should the USA keep all those plans France paid for but never received in time or do you give them to the Commonwealth? These are just two examples. The point being I don't have to spend more than a few seconds thinking about what to do with funding R7D and diplomacy or dealing with political issues. The majority of the game turn is spent executing military operations. The furthest the game goes into micro-management is whether or not to upgrade your forces with new technologies discovered by your R&D efforts. Such as improved weapons for your infantry and better munitions for your tactical bombers, etc. The game isn't perfect: The flat game map causes some, unavoidable, issues with geographical accuracy. Despite hex size, you can't stack units (I'm still on the fence to whether this is a good thing or bad). The inability to create forward supply depots seems a poor game choice, in my opinion. And I have some personal issues with the random weather (but that just might be me seeing patterns where none exist). But these are all minor complaints. Overall, I think the game deserves a look. And if you're like me; one of Avalon Hill's Old Guard, this game is a must.. Lots to like but in the end I can't enjoy a game that takes 2 min21 seconds for all the AI factions to have their turn. Pity. If that doesn't bother you you'll likely enjoy.. Great game, as are all the previous ones. Great developer with longterm support.. boring and akward to play, many better games out there. As of writing this interview I'm only 10 hours in but feel like I have a decent grasp of the game. Far less complicated than your average Slitherine game (and that's not a bad thing!) - it's complicated enough to keep your attention, simple enough to jump right in. The combat is straightforward and I've still not had to turn to the manual, in fact I feel a person just passingly familiar with computer wargaming will be able to pick this up without any kind of tutorial. I'd add I feel production+supply are handled far more intuitively in this game than what I've become used to from other games in the genre. The only criticism I can really hit it with is how long the turns can drag on, but thankfully you can turn off animations for the AI and the computer will essentially just do all the calculations behind the scene, significantly speeding things up. The scale is incredibly large, at times it feels too large, a handful of units being able to cover adequately cover entire borders with other countries, but it is afterall *world* at war, so I suppose it couldn't have been avoided without making the game overly cumbersome. -------------------------------------- TL;DR - Fun game, worth the money. Chief complaints aren't related to the gameplay.. If you like playing Axis and Allies or Risk, you may like this game. If you play World in Flames or strategic command: war in Europa there is a big chance you will not like this game. World map, Turn length, production and research, the hole game feels like a bad and cheap mod of sc3: war in europe. No worth the price You cant play on the pbem server with more as 2 players.. Spent 100 hours in less than a week. I could not put this game down. This is a must-buy for any RTS/WW2 fan.

Strategic Command WWII: World at War Screenshots : Hi everyone! Strategic Command WWII: World at War development is proceeding very fast, and soon we will be able to reveal the release date. In the meantime, you can have a look at this new batch of screenshots , featuring different starting positions and situations in 1942 and 1943.. Strategic Command WWII: World at War - Scenarios : Strategic Command WWII: World at War release is approaching (dont worry! We will be revealing the date very soon) and we know that many of you are eager to fight WWII on a higher scale. Today we want to show you the starting positions of both the Axis and the Allies in three different scenarios, featuring the years 1939, 1942, 1943. Every block will have its own advantages and disadvantages and it will be up only to you to carve the success even of the most difficult situations! Take a look at them here [www.matrixgames.com]. Strategic Command WWII: World at War out on December 6th : Mark the date, as you will be able to fight the whole of World War II very soon. Strategic Command WWII: World at War , the latest title in the Strategic Command franchise , will hit your shelves on December 6th! Take command and change history! www.youtube.com/watch?v=Xv7hHmwhtyI&feature=youtu.be. Version 1.02.00 Available : Hi Everybody, Strategic Command WWII: World at War has been updated to version 1.02.00! Check the full changelog below: Game Engine Changes/Fixes Fixed a mouse hover delay error after conducting combat in game. Fixed a Major01 custom bitmaps retrieval error for mods or other custom campaigns. Fixed a Diplomacy screen text display error when the number of friendly majors investing exceeds 6 majors. Fixed an error that in some cases did not recon all the hexes along a flight path. Fixed an upgrade, reinforcement and supply error that allowed some instances of upgrades, reinforcement and supply from non cooperative hexes. Fixed a unit movement error that allowed units to move a second time under a rare combination of circumstances. Fixed an error where an artillery unit with no shells could attack under fog of war during a surprise encounter. Fixed AI Strategic Bomber and Rocket attacks to have a higher priority on available resource targets. Fixed a convoy protection message error that output the same name for the recepient and sender countries. Fixed a unit display error that would show enemy unit experience under FoW when mouse hovering over an enemy unit. Fixed several text errors on the map for the German language, i.e. Zum Roten Meer to Rotes Meer. Fixed a bug that did not allow non mobilized major units to force march in occupied territory such as Italian units in Italian Abyssinia at the start of the war. Fixed a bug that allowed naval units to enter sea ice hexes. Fixed a PBEM++ replay error on the first or second turn that sometimes did not display. Fixed a bug that did not turn fog of war off for when a game over state was achieved in PBEM++. Zero supply units, HQs excluded, automatically lose 1 strength point per turn if and only if they are at least one hex beyond traceable supply. Automatic interception will now select fighters with an optimal combination of high readiness and advanced aircraft research level. Information tips added to Diplomacy screen to help further indicate the diplomatic status of the majors listed at the top of the country list. Upper left country flag selection in the game screen will now default to the first non AI controlled friendly major country ID on your side when playing an AI game. Selecting a major in the upper left country flag selection area of the game screen will now determine the first major country ID selected when navigating the various interface screens. AI will no longer disproportionately focus on Coastal Guns with its navy, and will try and avoid Kamikaze attacks on enemy subs since they are likely to dive. POPUPs specific to AI controlled Majors on your side will no longer appear during your turn. FoW will no longer be recalculated before a friendly Major is controlled by the AI on your turn. Hidden resources on the map will no longer appear in any reports screens and/or totals. Reclaiming a diplomatic chit will now warn you before finalizing the action. NATO sprites will now also mirror their facings as needed, similar to 3D units, which will be useful in some mods. PBEM++ in game messages to opponents now increased to 130 characters from 65. PBEM++ games will seamlessly work if you switch from one computer to another between turns. Abyssinian unit activation sprites changed from Italian to Commonwealth. Editor Changes/Fixes Forced march and naval cruise range multipliers are now editable. Max strength for resources amended to 15 from 20. All Campaigns Road network on Saipan and Tinian improved to improve supply there (Mithrilotter). Terrain on hex 214,94 changed to reduce the chance of bottlenecks between Lae and the Kokoda Trail, and that on hex 212,92 changed to reduce the chance of bottlenecks between Lae and Wewak(Mithrilotter). O.S.S. Strength scripts corrected (dhucul2011). The weather effects in the Southeast Asia Tropical Rainforest zone 64 reduced (Mithrilotter). Railway line from Narvik-Tromso-Alta removed (Captjohn757). Land-sea hex at 35,36 in Canada amended to prevent any subs from diving into it (Xwormwood). Correction made to the Strength scripts where Italian Human Torpedoes Attack Allied Shipping At Malta! (Mithrilotter). DE 619 now provides 4 rather than 2 Volksgrenadier Corps, and their formation boosts German National Morale by 5,000 rather than 2,500 points (LLv34Mika). Increased Japan and Italys Anti-Tank Build limits from 1 to 2. India can no longer invest in Anti-Tank Weapons. Decreased land units Operational Costs from 15 to 10%; air units from 30 to 20%. Aircraft occupying Marsh or Mountain now benefit less from the terrains defensive bonus if they are attacked by infantry or armoured units (room). The cost of Motor Torpedo Boats reduced from 100 to 75 MPPs (Mithrilotter). The cost of Kamikazes reduced from 100 to 75 MPPs (Mithrilotter). The cost of Mechanized units has been increased from 200 to 250 MPPs (Pocus). Japanese DE 804 removed; instead Seoul is now an Alternative Capital (Mithrilotter). Removed the mention of Vichy from the Unit script for the deployment of the Lorraine Battleship (Taxman66). The triggers for DE 106 when the UK moves its capital amended so that it will fire when there is an Axis unit in either London or Manchester (Aksully; Shahmat Simplex). Dummy DE 453 added to ensure that Axis vessels are only attacked at Vladivostock (see DE 407) if Vladivostock is still in Allied hands (Xenocide). All Plunder scripts amended so that they will only fire when the plundered country is still in the war (Bryan

Hawkins). The wording of the Soviet National Morale boosts when Allied forces are in France and Italy amended, so they will also feel right when these forces havent landed but have instead marched into France or Italy from elsewhere (Xwormwood). Soviet National Morale boost for the Allies liberating France amended so that it will only fire when Paris is in Allied hands (Numdydar). Chance of all types of Transport retreating increased to 75%, with the potential retreat range for Transports and Amphibious Transports (Long Range) increased from 2 to 3 hexes. Subs Hidden Attacker Readiness Bonus reduced from 15% to zero. Cost of Coastal Guns doubled from 100 to 200 MPPs so as to increase their repair costs. Arakan area in Burma made more accessible through the removal of the coastal jungle strip and the addition of some dirt roads (Mithrilotter). Effectiveness of the Strength script where Axis naval units outside Vladivostock receive damage increased (Philippe). Atlantic widened in the area just to the west of Iceland. 1939 World at War & 1939-45 Race to Victory Panama now starts fully mobilized so that US ships can pass through the Panama Canal prior to the US entering the war (JPFisher55). Italian East Africa is now accessible to Italian units prior to Italy entering the war. Mobilization1 scripts added for the USA or Italy to immediately enter the war if Panama or Italian East Africa are declared war upon by the Axis or Allies respectively. If the Allies declare war on Panama then the US will swing 15-25% towards the Axis, and they will swing 8-15% towards the Axis if the Allies declare war on Italian East Africa. If the Axis declare war on Italian East Africa then Italy will swing 25-50% towards the Allies, and the US will swing 8-15% towards the Axis. Norwegian Batteries Strength scripts corrected (dhucul2011). The Capture of Guadalcanal will now increase Japans National Morale by 3,000 points (Pocus). The Capture of Batavia will now increase Japans National Morale by 5,000 points rather than 2,500. Indias National Morale will now fall by 5,000 points when Singapore falls. Thailand now has a 50% chance per turn of joining the Axis at any time that Indochina and Hong Kong are in Axis hands (Numdydar; jjdenver). Indian Unit scripts for Homeland Defense Corps In Delhi and Lahore disabled, and the Indian Tank unit now deploys at half strength when India joins the Allies (EvilSpaceFascist). Strategy Guides updated to reflect that an Axis declaration of war on the USSR will trigger a pro-Axis Finland to join the Axis (tindillere). Strategy Guides updated to correct the text for DE 805. Text for DE 808 amended to remove any mention of Vichy (Numdydar). Mobilization 2 script Axis Advances In Siberia (USA?Allies) amended so that rather that swinging the US 30-35% towards the Allies, it will have a 33% chance per turn of swinging the US 5-8% towards the Allies (MrLongleg). Added a German Garrison unit for the Axis AI when it seizes Tunisia (Mithrilotter). If either London or Alexandria have fallen to the Axis when DE 102 fires to deploy the 7th Armoured, then they will now automatically deploy at Manchester in the UK. If Manchester has fallen then they will deploy in Newcastle or Glasgow (Pocus). From January 1942 Communist China will now have a 25% chance per turn of swinging 1-5% per turn towards the Allies providing the USSR is fully mobilized. (Mithrilotter). Dummy Decisions added to check that Iraq will only surrender when Allied units are near Baghdad when there are also no German units nearby. A separate Surrender2 script that could have fired regardless of the Axis sending any aid to Iraq has been deactivated (terje439). Supply scripts reducing Axis supply permanently in Fort de France, Madagascar and Guyana amended to be one time events only.. A new Strategic Command is arriving : The Strategic Command WWII franchise expands and this time the entire globe will be your battlefield! In Strategic Command WWII: World at War , youll have the chance to test the ultimate limits of your strategic skills. Building up your War Machine and leading it into battle wont be enough. Underestimating the benefits of a well-balanced alliance or forgetting to keep the production running will be the perfect recipe for disaster. Fight all over the globe in a detailed top-down hex-based map by taking command of the Axis or the Allies, and discover what leadership truly means.. Strategic Command WWII: World at War has been released! : 1939. The sand is slipping fast through the hourglass and the clouds of war are gathering all around the globe. While in Europe Germany is ready to finally challenge the order established with the Versailles Treaty and Italy is eager to expand its colonial dominion, in the Far East the Empire of Japan already embroiled in a bitter war against China has already proved to be a formidable adversary and soon it will have to face the rising American hostility. Can Germany, Italy and Japan triumph and construct their new world order, or will triumph turn to disaster as the rest of the world mobilizes to meet force with force? Are you eager to see the game in action? Join us today on our official Twitch Channel at 6 PM GMT! [www.twitch.tv]. Strategic Command WWII: World at War on Twitch : Join us today on our official Twitch Channel at 6 PM GMT as we will play Strategic Command WWII World at War!. Strategic Command WWII: World at War updated to version 1.01 : Hi everybody! Strategic Command WWII: World at War has been updated to version 1.01.00! Check the changelog below Changelog v1.01.00: Game Engine Changes/Fixes Fixed an error that allowed escorts to fly from bad weather hexes. Fixed an error that allowed land units to amphibiously embark from any position as this should have been limited to Special Forces only. Fixed several AI GUARD script errors and other AI optimizations. All Campaigns Trigger position for the National Morale script USSR Morale Boosted From Allied Landings In France amended (Mithrilotter). Text removed from a Belligerence script when China surrenders, and an additional script added so Italian units could enter a surrendered China (Bryan Hawkins). Makassar port in the Celebes moves (Fishbreath). San Juan on Puerto Ricos name corrected (dwrobel). Resource.txt files updated for Hunters Point, Bushehr and San Juan (PDL). 1939 World at War & 1939-45 Race to Victory Mobilization2 script for when the Axis seize Kuwait corrected (Bryan Hawkins). Increased the per turn chance in the War Entry script for South Africa joining the Allies from 25 to 50% (Xwormwood). Reduced the swing for Persia and Turkey when Persia is declared war on from 50-75% to 20-35% towards the other side (Philippe). 1942 Axis High Tide & 1942-45 Race to Victory

Nauru now starts the campaign in Japanese hands (Mithrilotter). India now starts with a chit invested in Mobility research (Mithrilotter). 1943 Allies Turn The Tide & 1943-45 Race to Victory India now starts level 1 in Mobility research (Mithrilotter).

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