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About This Content

SOVIET COMMANDER: Soviet Industry Tactics

Using the built up Soviet industry, make use of more and stronger vehicle units at the cost of infantry numbers.

- **KV-2 Heavy Assault Tank**
A KV-2 Heavy Assault Tank can be ordered in to the battlefield.
- **KV-8 Flamethrower Tank**
A KV-8 Flamethrower Tank can be ordered in from the Tankoviy Battalion Command building.
- **Vehicle Crew Repair Training**
Vehicle crews gain an ability to repair battlefield damage on their vehicles once they leave combat.
- **Allied Supply Drop**
A cargo plane will deliver available fuel to the target location, varying in amount based on availability. The cargo plane is highly vulnerable to anti-air units.
- **Repair Station**
Allows engineers to build an immobile repair station which sends out engineers to repair nearby vehicles.

Title: CoH 2 - Soviet Commander: Soviet Industry Tactics

Genre: Strategy

Developer:

Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)

Publisher:

SEGA, Feral Interactive (Mac), Feral Interactive (Linux)

Release Date: 12 Nov, 2013

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Minimum Requirements

OS OS X 10.10.3

Processor 1.8Ghz Intel

RAM 4GB

Hard Disk 35GB

Graphics 512MB (Nvidia 6xx series or later, AMD 7xxx series or later and Intel Iris Pro).

Internet Broadband Internet connection

Input Keyboard & Mouse

English,Czech,French,German,Italian,Polish,Russian



Very good, i only wish that the Industry upgrade reduces the pop cost of vehicles.. Release Date & after a small nerf :
Good Soviet Commander

now

December 2015 patch:

So where is the Industry part of the commander now?

Soviet Industry - ability has been removed, and replaced by Allied Cargo Drop.

Pay 100 munitions to watch an Allied Cargo Plane get shot down by enemy AA guns (HQ AA guns if playing against OKW)..
Used to be Amazing but now it SUCKS there is absolutely no reason to ever use this commander at all. The t70 rush was not over powered, just build AT and GG ez. You can thank the crybabies who don't know about MINES or ANTI TANK GUNS to counter this commander! Absolutely worthless WORTHLESS. DO NOT I REPEAT DO NOT BUY THIS. If you thought this was OP you probably sucked throbbing\u2665\u2665\u2665\u2665\u2665\u2665at defending in COH 2. I really wish I could refund this after the nerf.... I have learned from World of Tanks that a KV-2 heavy tank crew reloads the 152mm M-10 main gun in approximately 24 seconds.

In Company of Heroes 2, the KV-2 main gun fires every 8 seconds and when the whole crew assists in the process - immobilizing the tank - the reload takes only 5 seconds.

The Father of Nations is not dissapointed comrades. I could almost say, he is pleased in you!

Oh, and you spawn tanks almost instantly, repair them easily on the field with the drawback of gaining much less manpower than normally.

Just a warning the video is misleading because the "Soviet Industry" ability is no longer part of this commander and has been replaced with the "allied air drop" ability. As a result of losing it's namesake ability what has this commander unique has been removed. However if you like KV tanks or just want to play a more supportive role to your allies this commander provides the abilities to supply fuel to your team (Provided the plane doesn't get shot down by AA guns) and quickly repair you and your allies vehicles. But seeing as the commander is no longer the same as it was on release I can't recommend this.. Release Date & after a small nerf :

Good Soviet Commander

now

December 2015 patch:

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Not worth it after nerf.

nerfing is ok but CHANGING the core component of commender is not. I really wish I could refund this after the nerf.... Got called hacker few times,

Even mid game, some infantry skirmishes and then BUM!

Rolling out 2 or 3 T34V76 and a T70 in less than a minute.

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