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You won't find a better first-person shooter war experience game than in Call of Duty: World at War, the fifth game in the bestseller series. Fan favorite among the franchise Call of Duty, the game takes place in the bustle of theaters of the Pacific and Eastern Front of World War II. Call of Duty: World at War captures intense battles between the United States, the Japanese Empire, the Soviet Union and Nazi Germany. Play as a naval raider and Red Army soldier through a dynamic one-player campaign that once again takes historical battles such as the Malkin Island raid and the Battle of Stalingrad in gritty detail. Cinematic action, combined with an open environment, is a no draw for any fan of FPS games, especially games with exciting eponymous Accurate use of real settings, military technologies of the time, unique enemies and combat diversity will please any war lover. World at War is an exciting PC War experience that still knocks out any modern Call of Duty game. Duty Wars: Empire At War spectacularly captures the Star Wars universe in a real-time war game (RTS) that fans of the series will love. Players can control the Galactic Empire or the Rebel Alliance in epic battles taking place in space and on land, commanding fleets of stormtroopers, X-Wings and even the Death Star. Set a few years before Star Wars: Episode IV - A New Hope, Star Wars: Empire at War gives players three game modes: storyline-based campaign, shootout mode and galactic conquest. Galactic Conquest has sandbox elements where you take over planets, build defenses and explore new technologies as you try to pull out the enemy leader. Command key heroes and villains such as Darth Vader and Obi-Wan Kenobi, who have special abilities that can rock any battle. More than 40 memorable locations and locations of space in the game, including some unforgettable battlefields from such films as Yavin IV, Tatooine and Dagoba. Rome: Total War is an incredibly exciting historical war game for PC with a generous presentation reminiscent of an epic historical film. Everything from large-scale war to soundtrack and voiceover makes it outstanding in the Total War series and a favorite among critics. Rome: Total War shows gameplay with tactical battles in real time in a step-by-step strategic campaign that takes place across Europe, North Africa and the Middle East. Up to 10,000 soldiers can appear on the screen immediately under your control. Each of these legions is classified as infantry, cavalry, archers and artillery. Your army can take over other armies and invade villages in a combat system resembling a complex game of rock, paper, scissors. As you strive to take over the world, you will need diplomats to discuss trade routes that help build your economy and spies to scout out cities and armies to get the upper hand in battles. Before Starcraft became the dominant force in RTS games, Command and Conquer were one of the most beloved war games for PCs, presenting real-time strategy. Team and Conquer the first decade takes the best games out of the first ten years of timeless franchises and bundles them all on one DVD. Team and Conquer: The first decade comes with 12 classic games that still hold up today. The compilation includes the first iteration of the series, 1995's Command and Conquer, starting with the developed 3D gameplay team and Conquer: Generals. The gameplay is simple with the various missions that you have to start building a base, collecting resources, and hoarding an army. You use the usual types of RTS combat units - spies, tanks and helicopters - and can use the power of futuristic cyborgs, rocket launchers and more. If you're having trouble with old classics such as Tiberian Sun and other games, you'll need third-party patches and set up some settings in order to experience to the fullest. Battlefield 1 is a visually striking, first-person shooter that is at its best in its phenomenal online multiplayer mode. Players take part in large-scale theatrical battles (involving up to 64 players at a time), which can last up to an hour on wide open maps with a destructible environment. Battlefield 1 includes the usual online multiplayer modes such as Deathmatch and Domination, but the real fun comes with its chaotic conquest mode. You will start in a squad with four other players by selecting one of four basic classes, such as a medic or scout, each with its own unique weapons and abilities. Once you start securing positions all over the map, the ratchet action is on another level. Imagine rescuing teammates while the explosions engulf you or riding horses past tanks in the Sinai Desert while avoiding the spray of bullets from the planes above. It's just a taste of the amazing action you'll find in Battlefield 1. Located in the open world, Metal Gear Solid V: The Phantom Pain takes place during the Cold War conflicts and has a reliable mix of adventure and stealth gameplay. The year is 1984 and you are in the middle of the Soviet-Afghan war and the civil war in Angola. A fascinating plot has your character seeking revenge while restoring a mercenary unit in the midst of war. Metal Gear Solid V: The Phantom Pain offers many options for how you approach missions. You can choose whether you want hidden incapacitated enemies with a tranquilizer gun or unleash a carnage by calling an airstrike. Part of the charm of the game is its real depiction of key Cold War moments while overheard by Soviet soldiers arguing over the decision of Stanislav Petrov (the lieutenant colonel who averted a nuclear war) or discussing the sting rockets handed over to the CIA mujahideen. You can enjoy Metal Gear Solid V: The Phantom Pain in many ways, from gameplay to the rich storytelling expected from the MGS franchise. While the story is fictional and features more fantastic elements - such as the levitation of a mental child soldier and a nuclear weapons two-legged tank - the game's big ideas will resonate with anyone. Throughout the expansive Metal Gear Solid V campaign, you will face themes of nuclear proliferation and conflicts caused by differences in language and customs that help give the game more than a sense of life. Gary Grigsby's War in the East: The German-Soviet War 1941-1945 is a sideline strategy PC war game played on an epic scale that mimics the Eastern Front of World War II. The game takes place on a giant map of 25,000 hexagonal maps, each of which is 10 miles from Berlin to Mountains. Gary Grigsby's War in the East: The German-Soviet War of 1941-1945 allows for large-scale drama campaigns with approximately 4,000 individual units. The game features unforgiving realism in its terrain, weather, logistics and more. Each detail can be the difference between victory and defeat on the front line. The types of leaders you choose and their attributes play a huge role in these intense battles. Watch out for your supplies, fatigue, morale and the skill of your unit to come out on top. Any gamer who wants unprecedented details, scale and strategies with the ability to edit data and scenarios with the CSV Export and Import feature will fall in love with as far as this game has to offer. Paradox Interactive Company of Heroes 2 is a real-time tactical, real-time PC game that focuses on unit-based tactics in battles on the Eastern Front. Despite the small group of armies you will command, the game allows you to focus deeper on controlled control, which methodically and gives a personalized gameplay experience. Each managed unit type in The Company of Heroes 2 has associated construction costs and recruitment time with different combat abilities; You want to assess the battlefield, weather conditions, and your enemies carefully before you make a move. You will seek to move your soldiers to rush the capture point and increase the flow of resources while gathering near campfires to beat frostbite or bunkering in the building for cover, all in the hope that no one washes you off with a flamethrower or grenade. The game is based on its legendary predecessor with a line of sight function, a system that better emulates the visibility of troops in real combat, so you will need to take into account the vision of your units to anticipate incoming forces, as well as taking into account the sight of your enemies. Shootout Men of War: Assault Squad 2 for PC focuses on a more squad-based gameplay management style with tactical maneuvering as opposed to a full-scale, large-scale war. The intricate detail of the game makes for a real-time strategy experience where nothing from the table and variables come in the form of everything from unit inventory to dynamic tank armor systems. There is no basic building in People of War: Assault Squad 2, instead, you will be responsible for managing about 250 different vehicles and 200 unique types of soldiers, each with their own bags of equipment, strengths and weaknesses. You will control squads (eight-man teams, solitary snipers, or armored escorts) that either defend or attack various targets while diving into trenches, passing through buildings, and securing pillboxes. Aside from its versatility, the presentation of Men of War: Assault Squad 2 is in its earful of sound effects and visual effects, capturing the chaos of constant shooting, crumbling buildings, clanging steel, and the cries of your soldiers. The Order of War covers the last year of World War II by giving you push back the axis of evil in France or play as a German army army to defeat the Soviets in the East. The strategy game works on a large scale, demonstrating the view from above your war zone, but allows cinematic angles so that you can get up close and personal to see every moment of action. The massive game field of the Order of War is a pleasure for the eyes, having you run a dynamic camera overlooking the vast and detailed terrain of fields and pastures from a bird's-eye view as you conduct a massive army to make your bets. You can command multiple types of units containing up to 1,000 soldiers, tanks, artillery, aircraft and more when performing strategic attacks based on actual operations at the time. Striking orchestra creates an atmosphere of impending destruction as you bait the enemy tank squadron for a frontal attack while preparing an ambush with a strategic flank crime in order to capture command points and push your army to victory. If you're ready for the challenge, Hearts of Iron IV offers a complex Real-Time World War II strategy that can take many hours to master but make you feel like a brilliant general. You will be responsible for millions of people, hundreds of factories, and dozens of battles around the world (all at the micro level) that may require you to explore Wikipedia game articles to get an idea of the game. Hearts of Iron IV is designed with huge, comprehensive scenarios based on ingeniously detailed strategic modeling that covers all aspects of World War II. The world map of the game consists of 11,000 provinces, sea and air zones, each with its own climate, terrain, daytime/night cycle and supply lines that have a noticeable impact on decision-making, movement and fighting. You will focus mainly on logistics and resource control as you balance your army needs in special areas, dabble in politics, manage factories, and steer the world in any direction (there are also alternative stories, including Germany, which never goes to war, America invading Canada, or even communist takeover in Japan). Mission Combat Anthology is a collection of Combat Mission series, real-time strategic games that offer a mix of genre using their system. Despite the slower and more thorough gameplay, the series gives you a more focused sense of the decision-making process of combat orders with a comfortable silence between them. The gameplay of The Combat Mission is divided into planning and execution stages, where you first give orders to your platoons and reinforced battalions, and then witness conflicts that arise as a result of orders issued. All this is happening, you have to take into account morale and given to soldiers, taking in their status to see if they are OK, route, tired, and more, while keeping an eye on soldiers who cringe in fear and become constantly affected by the choices you make. Teh Teh called RUSE has you making several decisions covering many strategies, including developing ruses: Deceptive tactics to unleash on your enemies. You'll get a chance to pull off creative directions that change in gameplay, including creating bait tanks (just like the Allies did in WW2), speed up units, spy on enemies to get intelligence, and cause as much deception as possible, calling the enemy's bluff. RUSE is installed during World War II in a European theater with selected peoples, including the USA, Great Britain, Germany, USSR, Italy and France, and each of them has its own specific units, strengths and trends. Players can go into the main campaign mode, which offers 23 different missions or dive directly into custom shootout modes to fight against enemy AI. RUSE shines with its creativity in combat, allowing several combinations of complex attacks that work in unison (for example, staging a fake invasion when paratroopers fall into the enemy's rear). War Front: Turning Point is a large-scale strategy that offers an alternate story in which Hitler dies early and world powers get their hands on experimental technology. You'll get to use everything from historic real-world M4 Sherman tanks to more futuristic weapons such as exoskeleton furs, jetpack infantry, freeze beams, and shield generators. War Front: Turning Point resembles the traditional layout of a real-time strategic game UI, such as Command and Conquer, and follows a familiar resource-gathering formula, building different types of buildings, researching new prototypes, and swarming your enemies with the appropriate unit type. The game's main campaign mode has both primary and secondary goals that are intertwined with other missions, giving an infinite number of strategic decisions you can make to get the job done. You can even go into shootout mode, which is unitary and allows you to attract up to nine different AI in different types of games, changing properties including time of day, weather, army limit, starting points, resources and more. While Codename: Panzers, Phase 2 has three different type of units, including infantry and artillery, its focus and the fun of its extensive tank warfare. WW2 RTS game has a real-time feel to it with several solutions for each of its missions that send you into unfamiliar territory, including the dusty dunes of the Sahara. Details in Codename: Panzers, Phase 2 covers aspects not only of the team you give, but the management that comes with each action. Code name: Panzers, Phase 2 will have you strategically moving and positioning your In order to perform unexpected attacks and flanks, as well as task you upkeep such as repair armor and ammunition resupplies. The more experienced surviving units become, the more likely you are to have to upgrade them, turning your yours The elite tank crews and placing them in more powerful tanks, making them more reliable and deadly. Deadly.

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