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Upgrades are like training wheels on a bicycleyou'll soon find that the campaign is not much of a challenge, even on Hard level, if you use them.Companies overviewYou fight the Ardennes Assault campaign with three companies. The default companies are Able Co. (Airborne), Baker Co. (Mechanized), and Dog Co. (bog-standard infantry). A DLC gives you also Fox Co. (Rangers). For the style of campaign described here, your best choices are Baker, Dog, and Fox.In terms of specific missions for which you have a choice, Baker is generally your best bet for Houffalize, Eschdorf, Tank Grab, Stavelot, and Ouren. Dog is best for St. Vith, Stoumont, and Espeler. Fox is best for Preservation, Watchtower, Armored Assault, and leading the Siegfried Line final assault. The remaining missions (Total Domination, Hard Point) don't seem to favor any particular company. One thing you don't want to do is use Able Co. for the Espeler missions; paratroops will raise the German alert level and basically blow the mission in general, all initially available squads, except Fox Co.'s Rangers and Bakers can't riflemen, cannot fight effectively until they are outfitted with weapons such as BARs, LMGs, or bazookas, and supported by HMGs and AT guns. The less experience these companies have, the fewer units they will start with on each mission, so the weaker they will be. Note that difficulty levels 4 and 5 are usually very challenging for most missions. For Tank Grab, Watchtower, Armored Assault, Houffalize and Stavelot at these levels, expect to take 10-20 casualties at least.Im assuming the player is already familiar with the many bugs, AI cheats, and other design/execution flaws in Ardennes Assault, but in the mission discussions I will note any mission-specific bugs.To maximize your campaign score, 1) never reinforce or upgrade squads on the strategic map, 2) minimize your casualties, 3) maneuver on the strategic map to block German escapes only when really necessarybecause each movement in enemy territory costs you more casualties, 4) go for the gold medal in each mission, 5) achieve side-missions (the achievable ones), and 6) drag out missions to build veterancy (goal is vet level 3 for all companies) when you can do so with minimal extra casualties. No matter what you do, though, it is very difficult to get a score much above 48,000.If you want to cheat for any reason, you can edit the campaign file, and/or use console commands. Company of Heroes 2: Ardennes AssaultgreatCoH 2: Ardennes Assault is an adept interweaving of the strategic, tactical, and personal facets of warfare.Laena Hafaer Ardennes Assault is the second expansion pack for Company of Heroes 2, and balances out its precursor expansion, The Western Front Armies, by adding singleplayer campaign content. Singleplayer Campaign[]The singleplayer Campaign of Ardennes Assault takes place in the Battle of the Bulge, a brutal conflict on the Western Front lasting from December 1944 to January 1945. Although the campaign is non-linear, allowing players to pick their own conflicts, there are several historical missions available for play. The campaign is considered to be more difficult than the Soviet campaign, as you are not only struggling against the formidable OKW, but with a limit to company strength.Companies[]The US Forces Companies in the single player Campaign are unique and are not available for use in multiplayer. In addition, each Company only has four commander abilities, but have different Intel bulletins. Each commander ability can be upgraded with in-campaign Requisition points as well. Furthermore, several encounters may give unique units as a reward to the company that completes a particular mission in time.Dog Company: Support[[]Commander: Captain Kurt DerbyCompany Perks:[[]Commander Abilities:[[]JOC-Plan the Defenses 20Munitions:All US Forces in cover receive defensive bonuses for a temporary duration. Affects units in frontline sectors.ICP-Assault Engineers 280Manpower:Calls in a squad of Assault Engineers to the battlefield.5CP-105mm Artillery Barrage 110Munitions:Orders 105mm batteries to fire on a location, saturating the area with high explosive shells.6CP-AT Overwatch 40Munitions:Orders artillery to target vehicles in the indicated area.Baker Company: Mechanized[[]Commander: Captain Packard Bell Bill EdwardsCompany Perks:[[]Commander Abilities:[[]JOC-Combined Arms 20Munitions:Infantry and Vehicles who are near one another coordinate to improve their combat effectiveness.2CP-Off-Map Cavalry Riflemen 250Manpower:Calls in a squad of specialized Cavalry Riflemen squad mounted in an M3 Halftrack to the field.6CP-Time on Target Artillery 40Munitions:Calls in a concentrated off-map artillery barrage on a target location.8CP-Armored Support 700Manpower:Calls in a pair of tanks to provide immediate armor support. 2x M5A1 Stuart.Able Company: Airborne[[]Commander: Lieutenant Johnny VastanoCompany Perks:[[]Commander Abilities:[[]JOC-Airdrop Paratroopers 380Manpower3CP-Strafing Run 50MunitionsP-47 Thunderbolt will strafe the target location with machine gun fire.4CP-Supply Drop 225Manpower:Drops a supply crate on the target location, which can be picked up by allied forces.6CP-Rocket Run 75MunitionsA P-47 Thunderbolt will strafe the target position with rockets. Rockets are effective vs light armor.Fox Company: Rangers[[]Commander: Captain Monte DuranteCompany Perks:[[]Veteran Medic-Squads that are vet 1 heal slowly while out of combat.Grenade Supplies- Grenades are unlocked immediately at company HQ and grenade abilities have a reduced cost.Extra Capacity- Squads can carry two additional special weapons.Officer Rally- Officers can halt the retreat of all soldiers.Commander Abilities:[[]JOC-Rangers 400Manpower:Calls in a squad of Rangers to be deployed to the battlefield. Rangers are an elite unit trained in all aspects of combat, such as marksmanship and demolitions.Upgrade 1-1: Costs 10R Recon Training- Rangers are better trained in reconnaissance tactics, increasing the line of sight of the squad. Increases call-in cost by 40Manpower.Upgrade 1-2: Costs 10R Survival Training- Rangers are better trained in field combat tactics, making them better at evading damage. Increases call-in cost by 50Manpower.Upgrade 2-1: Costs 15R Add Bazookas- Rangers are equipped with two bazookas, increasing their capability to destroy vehicles. Increases call-in cost by 100Manpower.Upgrade 2-2: Costs 15R Pilfered Equipment- The Rangers replace their Bazookas with captured Panzersheks and Bundled Grenades, which are more effective. Increases call-in cost by 50 Manpower.Upgrade 3-1: Costs 10R Cost Reduction I- Reduces the cost of deploying Rangers. Decreases call-in cost by 10%.Upgrade 3-2: Costs 15R Cost Reduction II- Further reduces the cost of deploying Rangers. Decreases call-in cost by 20%.2CP-Company Requisition 100Munitions:Command releases additional support, providing additional manpower. Grants 800 Manpower.Upgrade 1-1: Costs 5R Fast Deployment- For a brief period, infantry squads and reinforcements can be dispatched to the field much faster. Increases ability cost by 10Munitions.Upgrade 1-2: Costs 10R Free Reinforcements- While this ability is active, infantry squads can be reinforced with no manpower cost. Increases ability cost by 70Munitions.Upgrade 2-1: Costs 15R Additional Support I- Company command provides an additional 150 Manpower. Increases ability cost by 25Munitions.Upgrade 3-1: Costs 10R Cost Reduction I- Reduces the cost of activating Company Requisition. Decreases ability cost by 10%.Upgrade 3-2: Costs 15R Cost Reduction II- Further reduces the cost of activating Company Requisition. Decreases ability cost by 15%.4CP-M83 Cluster Bombs 80Munitions:Scatters a number of M83 Cluster Bombs across the target area. Each bomb has an anti-handling device, making them act like mines.Upgrade 1-1: Costs 15R High Density Explosive- The cluster bombs are packed with high density explosive increasing the area of the blast. Increases ability cost by 10Munitions.Upgrade 1-2: Costs 15R Anti-Vehicle Cluster Bombs- Larger ordnance in the cluster bombs makes them more effective against vehicles. Increases ability cost by 15Munitions.Upgrade 2-1: Costs 15R Larger Drop Area- More cluster bombs are dispersed over larger target area. Increases ability cost by 25Munitions.Upgrade 2-2: Costs 10R Impact Detonation- You can choose to use M129 fuses, causing the cluster bombs to detonate on impact.Upgrade 3-1: Costs 10R Cost Reduction I- Reduces the cost of dropping M83 Cluster Bombs. Decreases ability cost by 10%.Upgrade 3-2: Costs 15R Cost Reduction II- Further reduces the cost of dropping M83 Cluster Bombs. Decreases ability cost by 15%.4CP-Pinpoint ArtilleryA small artillery support battery fires a pre-ranged round very accurately at the designated target.Upgrade 1-1: Costs 5R No Warning- With the help of additional spotters, the artillery battery no longer will use ranging smoke and is better able to surprise enemy targets.Upgrade 1-2: Costs 20R Larger Caliber Shell-The artillery battery fires a larger 155mm shell at the target, increasing the blast radius. Increases ability cost by 50Munitions.Upgrade 2-1: Costs 5R Quick Response- Reduces the time it takes for the artillery battery to fire at the designated target. Increases ability cost by 10Munitions.Upgrade 2-2: Costs 20R Designated Battery- A battery is attached to the company, allowing unlimited access to artillery support. Reduces the ability cost and removes the ability cooldown. Decreases ability cost by 10%.Upgrade 3-1: Costs 10R Cost Reduction I- Reduces the cost of calling in Pinpoint Artillery. Decreases ability cost by 10%.Upgrade 3-2: Costs 15R Cost Reduction II- Further reduces the cost of calling in Pinpoint Artillery. Decreases ability cost by 15%.External Link[]Official Page for Expansion Pack [2 July 2023]This guide is for the Ardennes Assault campaign on Hard level. It should be most useful for players who know the basics, but want to master the campaign, achieving gold medals on every mission and campaign scores >48,000. That means nosquad upgrades. Upgrades are like training wheels;you'll soon find that the campaign is not much of a challenge, even on Hard level, if you use them.Companies overviewYou fight the Ardennes Assault campaign with three companies. The default companies are Able Co. (Airborne), Baker Co. (Mechanized), and Dog Co. (bog-standard infantry). A DLC gives you also Fox Co. (Rangers). 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Details (Off-Map Cavalry Riflemen) Cavalry Riflemen come equipped with an M1919A6 Light Machine Gun.Costs 20R Ability cost increased by 40 Cavalry Riflemen detail nearby tanks, and show their position on the minimap.Costs 10R Cavalry Riflemen can upgrade to a stolen German StG 44 assault rifle with attached Infrared scope.Costs 15R Ability cost increased by 30 Reduces the cost of calling in Cavalry Riflemen.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in Cavalry Riflemen.Costs 15R Ability cost reduced by 20%Time on ArtilleryCalls in a concentrated off-map artillery barrage on a target location.Costs 40 Munitions Details (Time on Artillery) The size of the target area reduces, concentrating the barrage more.Costs 5R Ability cost increased by 15 Any Vehicle hit by the artillery will be temporarily stunned.Costs 10R Ability cost increased by 20 Additional shells are fired throughout the barrage.Costs 10R Ability cost increased by 15 Further additional shells are fired throughout the barrage.Costs 10R Ability cost increased by 15 Reduces the cost of calling in the Artillery Barrage.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in the Artillery Barrage.Costs 15R Ability cost reduced by 20%Armoured SupportOrders Artillery Batteries to target vehicles in the indicated area.Costs 700 Manpower. Details (Armoured Support) Replaces the first Stuart for a M10 Tank Destroyer.Costs 10R Ability cost increased by 50 Replaces the M10 with a M4A3 Sherman Bulldozer Tank.Costs 15R Ability cost increased by 180 Reduces the cost of calling in Armour Support.Costs 20R Ability cost reduced by 10% Further reduces the cost of calling in Armour Support.Costs 25R Ability cost reduced by 20%Specializations Grenade and LMG suppliesThe Mechanized Company begins each mission with Grenades and the LMG weapon rack unlocked. Backbone of the army!The Mechanized Company takes less company strength damage from squad losses. Priority FuelThe Mechanized Company receives a higher fuel volume. Frontline CombatInfantry fighting in sectors adjacent to enemy-owned territory are more effective. UnitsM3 Half-Track M10 Wolverine Tank Destroyer Cavalry RiflemenAble CompanyAbilitiesAirdrop ParatroopersCalls in a squad of Airborne Paratroopers on a target location. Paratroopers can specialize at long or short ranged combat with weapon upgrades.Costs 380 Manpower. Details (Airdrop Paratroopers) A P-47 Thunderbolt flies ahead to scout out the area, allowing airborne to drop in the fog of war.Costs 5R Ability cost increased by 20 A second P-47 performs a strafing run, trying to suppress any enemy at the drop zone.Costs 5R Ability cost increased by 25 A .50cal HMG drops alongside the Paratroopers to provide ground support.Costs 10R Ability cost increased by 40 A second Paratrooper squad drops alongside with the first.Costs 25R Ability cost increased by 200 Reduces the cost of calling in Paratroopers.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in Paratroopers.Costs 10R Ability cost reduced by 20% Strafing RunA P-47 Thunderbolt will strafe the target position with machine gun fire. Effective vs Infantry and light vehicles.Costs 50 Munitions The P-47 flies quicker to designated target.Costs 5R An additional P-47 is deployed to the designated target.Costs 15R Ability cost increased by 35 The pilot to attempt evasive maneuvers to try and avoid being hit by AA fire.Costs 5R If the P-47 is shot down, this ability will be available to call in again immediately.Costs 5R Reduces the cost of calling in a Strafing Run.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in a Strafing Run.Costs 15R Ability cost reduced by 20% Supply DropDrops a supply crate on the target location, which can be picked up by allies.fores.Costs 225 Manpower Drops in a second Munitions Crate alongside the first.Costs 10R Ability cost increased by 50 The second munitions crate drops bazookas when retrieved.Costs 20R Ability cost increased by 75 Adds a fuel crate to the drop, alongside the munitions crate.Costs 15R Ability cost increased by 100 Adds a 57mm AT gun to the drop, alongside the crates.Costs 20R Ability cost increased by 75 Reduces the cost of calling in the Supply Drop.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in the Supply Drop.Costs 15R Ability cost reduced by 20% Rocket RunA P-47 Thunderbolt will strafe the target position with rockets. Effective vs light armor.Costs 75 Munitions The P-47 reaches its designated target with greater haste.Costs 5R An additional P-47 is deployed to strafe the designated target.Costs 20R Ability cost increased by 70 The P-47s fires Armour Piercing rockets, more effective against medium armour.Costs 10R Ability cost increased by 25 The P-47s fires even stronger Armour Piercing rockets, more effective against all armour classes.Costs 20R Ability cost increased by 25 Reduces the cost of calling in a Rocket Run.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in a Rocket Run.Costs 10R Ability cost reduced by 20% Specializations Infiltrate PathfindersAirborne Pathfinders can be called in on a target building- if unoccupied, they will spawn from that building and exit. Fast captureAirborne units can capture and decapture territory faster than other companies. AssassinatesAirborne Pathfinders gain the Assassinate ability- allowing them to take down specific targets. Extra Manpower and MunitionsThe Airborne Company begins each mission with bonus Manpower and Munitions.Units Fox CompanyAbilitiesDeploy RangersCalls in a squad of Rangers to be deployed to the battlefield. Rangers are an elite unit trained in all aspects of combat, such as marksmanship and demolitions.Costs 400 Manpower Rangers are better trained in reconnaissance tactics, increasing the line of sight of the squad.Costs 10R Ability cost increased by 40 Rangers are better trained in field combat tactics, making them better at evading damage.Costs 10R Ability cost increased by 50 Rangers are equipped with two bazookas, increasing their capability to destroy vehicles.Costs 15R Ability cost increased by 100 The Rangers replace their Bazookas with captured Panzersheks and Bundle Grenades, which are more effective.Costs 15R Ability cost increased by 50 Reduces the cost of deploying Rangers.Costs 10R Ability cost reduced by 10% Further reduces the cost of deploying Rangers.Costs 15R Ability cost reduced by 20% Company RequisitionCommand Releases additional support, providing additional manpower.Grants 800 Manpower.Costs 100 Munitions Details (Company Requisition) For a brief period, infantry squads and reinforcements can be dispatched to the field much faster.Costs 5R Ability cost increase by 10 While the ability is active, infantry squads can be reinforced with no manpower cost.Costs 10R Ability cost increased by 70 Company command provides an additional 150 manpower.Costs 15R Ability cost increased by 25 Company command provides an additional 150 manpower.Costs 15R Ability cost increased by 25 Reduces the cost of activating Company Requisition.Costs 10R Ability cost reduced by 10% Further reduces the cost of activating Company Requisition.Costs 15R Ability cost reduced by 15%M83 Cluster BombsScatters a number of M83 Cluster Bombs across the target area. Each bomb has an anti-handling device, making them act as mines.Costs 80 Munitions Details (M83 Cluster Bombs) The cluster bombs are packed with high density explosive increasing the area of the blast.Costs 15R Ability cost increased by 10Anti-Vehicle Cluster BombsLarger ordnance in the cluster bombs makes them more effective against vehicles.Costs 15R Ability cost increased by 15 More cluster bombs are dispersed over a larger target area. Costs 15R Ability cost increased by 25 You can choose to use M129 fuses, causing the cluster bombs to detonate on impact.Costs 10R Reduces the cost of dropping M83 Cluster Bombs.Costs 10R Ability cost reduced by 10% Further reduces the cost of dropping M83 Cluster Bombs.Costs 15R Ability cost reduced by 15% Pinpoint ArtilleryA small artillery support battery fires a pre-ranged round very accurately at the designated target.Costs 80 Munitions Details (Pinpoint Artillery) With the help of additional spotters, the artillery battery no longer will use ranging smoke and is better able to surprise enemy targets.Costs 5R The artillery battery fires a larger 155mm shell at the target, increasing the blast radius.Costs 20R Ability cost increased by 50 Reduces the time it takes for the artillery battery to fire at the designated target.Costs 5R Ability cost increased by 10 A battery is attached to the company, allowing unlimited access to artillery support. Reduces the ability cost and removes the ability cooldown.Costs 20R Ability cost reduced by 10% Reduces the cost of calling in Pinpoint Artillery.Costs 10R Ability cost reduced by 10% Further reduces the cost of calling in Pinpoint Artillery.Costs 15R Ability cost reduced by 15%Specializations Veteran MedicSquads that are Vet 1 heal slowly out of combat. Grenade SuppliesGrenades are unlocked immediately at company HQ and grenade abilities have reduced cost. Extra CapacitySquads can carry two additional special weapons. Officer RallyOfficers can halt the retreat of all soldiers.UnitsRangers WC51 Military Truck w/ .50 Cal HMGMeta-Map The MetaMap. Truly a Commanders best friend.This will be where you command the 3 Companies to attack or trap the Germans. The metaMap also contains information on the kraut strength at a location, where the number of symbols means the harder it is to capture the area. As you finish missions you gain Requisition Points these points are used to improve your companys abilities. Requisition Points can also be used to reinforce your company strength, but loses some of your company veterancy experience.Extra Requisition Points are added to your final score at the end of the campaign. Sometimes your company will encounter some events, some are good some are bad. Like for example: Your company spots a caged puppy down the road. Release it? [F]cK Yeal/Let it die[]As you release the puppy, a ambush occurred. -10 Company Strength, +1 Puppy.Are you going to let your men die for a puppy? After a tough battle, your company will lose a few men, and to replenish them you neither:Reinforce them with Requisition Points Leave them to idle.eg. Able company is on standby in friendly/enemy territory. Fox Company attacked Leningrad and finished. Able company will recover back 5 company strength w/o losing experience.Attacking/TrappingOriginally posted by Sun Tzu:Invincibility lies in the defence, the possibility of victory in the Attack. Attacking back those Krauts is the only thing we can do, and to do it efficiently we will need intelligence!The sitrep should tell you what you should be expecting, use this to your advantage and send it which company you think is the best suited for. When you clear out an area of those krauts, they tend to split themselves and to their own territories and reinforce them, making it more difficult to attack that sector.This is where Trapping comes in. Surround the sector that youre going to attack with your 3 companies, so when the enemy retreats they will meet the other companies then their allies.ObjectivesEach missions has different objectives. Some involves holding down victory points, some about securing air drops and some are about destroying the enemies with vehicles. They are what you need to win. Simple. These are what that matters if you want that medal.These medals improve your final score. There are only 3 side missions and all of them are random on each mission. Help stranded Allies in a building/These can reinforce your company for 15% Very good for lategame. Help HQ recover German intelligence/Gives you more requisition points/Destroy disabled tank/Gives you 15% company experience.Score BreakdownSurviving Companies: 2000/eachRemaining Requisition Points: 150/PointCompany Strength: 15/PointVeterancy Ranks: 500 Points/vetMission Completion Medals Gold Medal : 500 Points/medalSilver Medal : 250 Points/medalYoull need:5000 Total Points to get the Bronze Ardennes Assault Medal10000 Total Points to get the Silver Ardennes Assault Medal20000 Total Points to get the Gold Ardennes Assault Medal Rewards[]You will receive the following: Intelligence Bulletins, Skins and Faceplates Cheap Team Weapons-M1 AT, M1 Howitzer, 50 Cal are 8% faster to Build.Bazooka Stores-Bazooka upgrade costs 10% less. L/M/H Dog Company Skin L/M/H Winterized Dog Company Skin Ardennes Assault Bronze/Silver/Gold Dog Company LMG Supplies-Unlocking the M1918A2 BAR costs 10% less.Backbone of the Army -Riflemen & Rear Echelon Troops train and reinforce 10% faster.Priority Fuel-Fuel Caches are 5% Cheaper and 10% faster to build. L/M/H Baker Company Skin L/M/H Winterized Baker Company Skin Ardennes Assault Bronze/Silver/Gold Baker Company Fast Capture-Pathfinders and Paratroopers capture and decapture territory 5% faster.Assassinates Pathfinders have 5% increased sight range and 2% increased accuracy.Extra Munitions-Munitions Caches are 5% Cheaper and 10% faster to build. L/M/H Able Company Skin L/M/H Winterized Able Company Skin Ardennes Assault Bronze/Silver/Gold Able Company Veterinary/Veteran Medic-WC51 Ambulances healing ability recharges 10% faster.Officer Rally-The Lieutenant, Captain and Major reduce the suppression taken by nearby infantry units by 6%Grenade Supplies-Riflemen, Lieutenant and Paratrooper grenades cost 7% less to use and recharge 5% faster. L/M/H Fox Company Skin L/M/H Winterized Fox Company Skin Ardennes Assault Bronze/Silver/Gold Fox Company Note: You only receive what you play. You will only get the rewards from the companies you played [15 August 2023]This guide is for the Ardennes Assault campaign on Hard level. It should be most useful for players who know the basics, but want to master the campaign, achieving gold medals on every mission and campaign scores ~48,000. That means no squad upgrades. 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No matter what you do, though, it is very difficult to get a score much above 48,000.If you want to cheat for any reason, you can edit the campaign file, and/or use console commands. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. UKF USF OKW SOV OST Page 2 Posts: 116 Good review. The price is indeed a bit too high (30 would be a fair enough price). Now I must admit that I am not a fan of single-player gaming, but I hope AA still will. Posts: 574 A quality, sensible and in-depth review. Marcus, I largely echo your final analysis; good quality, but too expensive. The same applies to all Relic DLC so far. 4 Posts: 4301 | Subs: 2 Jump back to quoted post 12 Dec 2014, 09:53 AMJames HaleA quality, sensible and in-depth review. Marcus, I largely echo your final analysis; good quality, but too expensive. The same applies to all Relic DLC so far. +1 | Posts: 590 | Subs: 10 Good review Marcus class=dim|title=9 Posts: 1094 | Subs: 20 Good reading Marcus. I'm still disappointed that they haven't released Ardennes Assault alongside with Western Front Armies. A campaign for both factions would have been awesome. I gladly would have payed 40 for that. But I'm not a fan of seperating content and selling it piece by piece. 4 Posts: 480 | Subs: 1 I had high expectations for Ardennes Assault. And in fact Ardennes Assault was a bit disappointing from me. First of all a expected an actual campaign which means unique missions with unique objectives. Sadly there are many "dynamic mission" which is an euphemism for skirmish. And that sucks. The MeaMap was also a big disappointment. Did someone of you play Dawn of War: Dark Crusade? This was the first Relic game with a MetaMap. You chose one of 7 (7, not just 1!) armies and try to conquer the howle map. And the other factions, played by the ai, tried the same. There was a dynamic on this map. Territory was lost, reconquert and so on. The only way to beat a faction was to conquer there fortress. This mission where scripted with unique dialogs for each faction. So you wanted to play with all factions to know the howle story. There were also some Territories which over special boni. You need to fulfill specific objectives to conquer these Territories. You also had the requisition point mechanic which allows you to garrison convert sectors, or buy new units for your commanders honour guard. Success on the battlefield also gave you the chance to upgrade your commanders equipment. The only problem about this mechanic was the repetitiveness. You played on the same map several times, sometimes as attacker, sometimes as defender. I expected Ardennes Assault to be like DC, just better. Which means: -i wanted more cool, scripted missions, playable from both sides as attacker and defender (not just as attacker and as US Army), maybe even maps which keep there status of destruction to represent that there was already a fight going on in this area -i want my enemy to move around the MetaMap and try to beat me I like the company mechanic and the fact you have to minimize losses. The briefings and intros are also very nice. But the MetaMap is just there, nothing happens on it since the opponent is nothing more but a punching ball. Okay, there are random events but they are nothing but props. Oh and yes, you have to decide about which territory you conquer in which sequence because of the retreat mechanic but thats it. Thats just not enough for 40 (!) Euro, considering i payed about 50 Euro for CoH2. And CoH2 had a singleplayer (a campaign, singleplayer missions, coop mission, skirmishes) and a multiplayer. Also DoW 1: DC cost around 50 as well and you got 2 new factions plus the campaign. Id say 15 -20 Euro would be ok, 40 are way too much. It should have been a part of WFA for this price. Posts: 834 | Subs: 2 I didn't read, but nice review markus Kappa Posts: 2819 Thanks Marcus, very nice Posts: 130 Posts: 708 | Subs: 1 This is the reason i dint put on facebook page its too spencive for portuges and brasilian markets the price cost for a game of 5h dosenent compare for the price cost truly disappointed they could have add the Wfa army for free it its this purchase or just add any multiplayer mode the point its not for the singlplayer to buy stuff but to increase the online market you need a good multiplayer server and addt off player base ^^ just my opinion you game you rules !! Posts: 27 Nice review. I really enjoyed Ardennes Assault, I've played through it twice so far and expect to play it again at some point. It is certainly more interesting than the vanilla campaign. I do feel though, that the enemy strength is a little inconsistent. A mission vs 3 strength enemy during my first playthrough was much easier against a 5 strength through my second. This could simply be attributed to the fact that I knew what to expect the second time around, however, I'll find out when I play again the next time. Posts: 179 I'll buy it when it hits \$10. I'm not going to get suckered into content that should cost about a fourth of what they're asking. It's the equivalent of selling a used pickup truck for 60k. 14 Posts: 10665 | Subs: 91 user is browsing this thread: 1 guest

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