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Company of heroes 2 soviet strategy guide

Written by Big Chungos / October 29, 2019 Welcome for example making orders from the Soviet Union and US forces. This guide specifically builds an order or parts of a build order that you can practice and find some success with. These build commands are based on trial and error and current patch knowledge. The reason why I personally enjoy playing USSR and USF is that they are very mobile, aggressive and all-military. This makes them somewhat challenging to play according to fixed micro management, but quite fun as a result. Very well, therefore, the SOVIET Union has very efficient units for its own expenses, but this comes at a cost. The price of shortages of units or equipment is of high quality. Yet the Russians make up the job by having numbers. That's why Miko's management is so important here. Basically, you want to overshadow your opponent with numbers in the fire fight. Note: It's not a stain. The requirement for this build order: Soviet Union and Guard Motors Coordination Tactics Commander. Order your inaugural build is going to the squad -> squad soldier -> squad engineer -> tier 2 building (Kompania Weapon Support) -> Field Clinic. Although overstating and outseing your enemy may work early, the lack of quality and training in your front-soldier squads will be quite obvious. So, from the Tier 2 building (Kompanya weapon support), you want a maximum squad to support your infantry in attacks or to hold onto a strategic department. The next unit to build depends on the commander that you decide to choose, but one of my favorite commanders is the Guard Engine Coordination Tactics, and frankly this is a build order based on that commander. You want to deploy squad gun guards and upgrade them with dp 28 machine guns. The platoon is an early style anti-tank unit that can properly fight the infantry. They will be tackling any vehicle the enemy support style decides to use against their front soldiers teams. Whether they are supported by Maxim or soldier and they do a very good job against infantry or light vehicles. Now, you want to go to the Holy Grail mid-game. For ussr, that light tank is T-70. This unit will be very useful in creating dominance around the battlefield. However, it should be brought before the 10-minute mark, since then the axis will likely have access to medium tanks or very strong anti-tank capability. So, keep Hun or invest in your achievements (on a communist way), build a Tier 3 building, and save fuel until you can build a t-70 light tank. In addition, in anticipation of an enemy tank or vehicle coming out, you also want to build a Zis 3 anti-tank gun after the t-70 light tank. The next unit now depends on your needs, you may have another maxim, or a mortar team to harass the enemy (especially if they are digging and building defenses), or requiring zis another 3 to deal with vehicles or tanks. I personally prefer to have 2 Zis 3 anti-tank guns to cover Anti-tank parts. Past the 10-minute mark, you need to go for the Tier 4 building to bring out the big guns towards the late game. Now that you have a Tier 4 building, you want to produce a T-34/85 tank that is available thanks to the Command Tactics Coordination Engine Guard. Build 2 of it, since the tank is decent against armor and infantry. If you need more anti-tank firepower, then go with 1 T-34/85 and 1 SU-85. The SU-85 provides long-range visibility and can annoy enemy tanks from a distance, but is quite vulnerable to flanks, which is why the T-34/85 should support it. Now that you are late in the game, you want to mobilize the reserves on your frontman to make them more effective, and give them Molotov and anti-tank grenades. Use the soldier to give back support weapons or merge with those units to keep them on the battlefield (but don't do that if you lose the squad in doing so). Here's a veneer of this Soviet build using the Guard Engine Coordination Tactics Commander: Soldier -> Soldier Soldier -> Soldier Soldier -> Engineer Platoon -> Weapon Support Building Kompania -> Clinic Square -> Maxim Machine Gun Crew -> Rifle Squad Guard -> Tier 3 Building -> T-70 Light Tank -> > zis 3 anti-tank rifles > units you see fit into scenario > tier 4 building -> T-34/85 -> T-34/85 or SU-85 -> mobilise storage -> molotov -> anti-grenade tank -> anything else you see fit for scenario. The USF is very entertaining (in my opinion) and is a all-in-one faction that relies on aggressive gameplay. This faction needs a lot of micro-management and is often heavy infantry. However, the use of U.S. tanks for hybrid arms warfare makes the USF a strong force, although they lack artillery sectors. First, you want to build a Marine squad. The backbone of your army, these GIs will trade a lot of damage in the medium range due to their semi-automatic rifle, the good Esé M1 garand. Build another Musketeer, and another, so that you have a solid force of three gun squads. Now, you want to get the lieutenant from the platoon command building. This unit is important in order to obtain the basic capabilities of playing anti-tank light with bazooka upgrades, which cost 50 ammo. If you are harassed by kubelwagons early, this unit can harass them with bazooka. Next, you want some area and crowd control. Give yourself a 50.50 cal machine gun crew, which suppresses and damages decently. Because the caliber is larger than the Maxim or Wickers machine gun, it will do more damage to light vehicles. Always support your .50 cal crew so they effectively pin down units without getting flanked. You also want to upgrade the squad command to provide you access to the Stuart Light tank. This light tank gives you some momentum and map control. Watch out for Panzersreks, RacketenWerfers, or Clean 40s. Are too close to the infantry that Panzerfausts (Grenadiers & Volks). It is effective against light vehicles and infantry. Now Hopefully you have been controlling key parts with your offensive game style, getting the weapon rack open. You want to equip each Marine platoon with 1 bar, and to Lieutenant Bazooka 2. It basically increases the damage output from your infantry squad and helps them to scale mid to late in the game. If you have a lot of fuel, open your own grenades, but I'd rather store the fuel than get a big string at this point as soon

as possible. Once you have 120 fuels, apply a major so that you can gain access to heavier tanks. Then, when you have 110 fuels, get a Sherman. Shirman is very good at killing infantry with high explosive rounds, but not so strong against medium enemy tanks. It's a good support tank as long as you have infantry near though. To get a stronger anti tank capability, I'd like to use the M36 Jackson. Although it can be easily killed if out of position, Jackson can deliver some serious anti-tank firepower at large range. It's a quick, accurate, and hard hit, at the expense of low armor and health. It's basically a glass canon. Now, if you're using a heavy cavalry commander, you'll have a heavy tank of late games known as Pershing. It's the American equivalent with a punter tank, but it has better anti-infantry capability. If you're still late in the game, you can deploy a Captian to unlock anti-tank guns, wipe howitzer, and anti-aircraft haftrack. Here's a veneer of this USF build using Heavy Cavalry Commander:Gunmen & Marine -& Marine -& Lieutenant -& 50 Cal. Crew Machine Guns - & Squad Upgrade Command - & Stuart Light Tank - & Weapons Racks - & Equip The Musketeer Platoon with 1 Bar - & Equip Lieutenant with Second Bazooka - & Major - & Sherman M3 - & M36 Jackson - & Pershing (late game) - & Captain.No is the full faction here, not my build. So, I also share with you here weaknesses to this construction. Although I hate to admit it, the Germans are very powerful in this game and highly skilled players tend to play them in multiplayer. I recognized these weak spots the hard way (through failure). Weaknesses:Sturmpioneers, Attack Grenadiers, Panzer Grenadiers, and Obersoldaten are all very powerful German infantry units that make it a nightmare for their infantry squads to win the nomination. That's why machine gun crews are so important in both Soviet and American manufacturing. Cracking down on these units with MG crews is key to winning the fire department against them. Puma of OKW is an effective counter for both the T-70 and stuart-light tank. You need to support those two tanks with some anti-tank capability (guard guns for Russians, lieutenants with bazooka for Americans). Snipers and machine guns are strong infantry counters in these builds, but the use of mortars can help counter those threats. THE OKW FIELD GUN IS A CONCERN BECAUSE IT HAS A RELATIVELY LONG RANGE AND WILL PERSECUTE YOUR UNITS IF THEY ARE FIXED FOR LONG PERIODS OF TIME Leopard tanks and heavy German tanks (e.g. Tiger 1, Tiger 2, Stourm Tigres) are very difficult to deal with, especially if the commander you're using doesn't have access to a strong contact with the capability or a heavy tank. I find the Soviets aiming for the vehicle's ability to guard useful engine coordination tactics against these tanks, while I find the combined weapons of the heavy cavalry company useful for Americans in this area as well. Playing: Company of Heroes 2 2

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