
9th Company: Roots Of Terror Download] [pack]



Download ->->-> <http://bit.ly/2NJiLdb>

About This Game

9th Company Roots of Terror is an action-oriented real-time strategy game based on actual events that took place during the Soviet military campaign in Afghanistan.

9th Company follows the story of a ragged band of young recruits undergoing brutal training in Uzbekistan's Fergana Valley and culminates with a bloody stand against the Mujahideen warriors on a nameless mountain top in Afghanistan. It's the Battle of Thermopylae all over again: one Russian fighter against 10 Afghans!

9th Company recreates in detail the events that took place during the last large-scale Soviet military operation. Few know the history: the 9th Company of the 345th Guards Airborne Regiment came under heavy fire on "Hill 3234" on January 7th, 1988. They managed to stop several attacks by an estimated 400 Mujahideen and Pakistani mercenaries and held their position for two gory days. The company lost 6 men, and the remaining 28 of the total 39 were wounded. Two 9th Company soldiers were posthumously awarded the Golden Star medal and the title of Soviet Hero.

- Warfare on two tactical levels: use the area operations map to choose your mission or explore 12 unique and highly

detailed tactical maps of Afghanistan.

- Stunning 3D graphics and a spectacular physics engine guarantee a one-of-a-kind experience in destroying any mechanized unit or building.
- Merit reward and in-combat morale system for every character and advanced hit location system for mechanized units make tactical battles even more realistic.
- A complex system of tactical behavior and firepower control for mechanized infantry, assault, reconnaissance and special operations units. More than 80 different unit types.
- Nonlinear mission structure.
- System of experience gain the crew now become more and more experienced with every battle. A possibility of forming an elite military unit is available in requisition screen.

Title: 9th Company: Roots Of Terror
Genre: Strategy
Developer:
Noviy Disk, Lesta Studios Inc
Publisher:
Strategy First
Release Date: 3 Dec, 2009

b4d347fde0

English







9th company roots of terror. 9th company roots of terror review. 9th company roots of terror trainer. 9th company roots of terror let's play. 9th company roots of terror system requirements. 9th company roots of terror cheats. 9th company roots of terror crack. 9th company roots of terror (2012). 9 pota / 9th company roots of terror. 9th company roots of terror wiki. 9th company roots of terror change language. 9th company roots of terror test. 9th company roots of terror game free download. 9th company roots of terror download. 9th company roots of terror soundtrack. 9th company roots of terror controls. 9th company roots of terror mods. 9th company roots of terror free download. 9th company roots of terror gameplay. 9th company roots of terror walkthrough

9th Company: Roots of Terror is a good game. As a low budget game it has its lot of shortcomings but the overall feeling is positive.

The controls are a bit difficult to master and the camera movement is a nightmare, making command and control of the your units quite difficult. The sound is supposed to start at a calm and boring theme and goes to a sudden agitated attack one when you make contact with the enemy, in order to convey the feeling of a low intensity guerrilla war - where dangers lurks at every corner and the "Dukhi" can hit you at any time. The graphics are good and the uniform and equipment are expertly done. The game mechanics are realistic and give a proper feeling of the tactical abilities and limitations of the means employed by the player on the map. Like the difference of using a wheeled vehicle to a tracked one.

You have to save often, because this is a difficult game, but the experience is worth it. Russian games lack the polishing of Western games and "9th Comapny: Roots of Terror" is no different; with some patches this game could be brought to a better status, more close to Company of Heroes.. has a good potential yet the balance ruins the experience.

the afghan militias are highly trained soldiers that simply overcome our highly trained soviet neighbors which I find pretty unrealistic.

sure they were trained by US special forces, but does not immediately turn themselves as US special forces. I was thinking more of outgunned, outnumbered angry militias and we get to assault, or defense, but instead I get to face expert shooters sometimes even better than our friendly red army.

Aside from difficulty, I would recommend it.. I picked up this Russian made RTS game in the Steam sale. The game is a tactical level RTS that follows the the 9th Company of the 345th OPPD through 9 years of warfare in Afghanistan against the insurgents and yes it is the same 9th Company in the film 9th Company. The game even has clips from the film.

The campaign is good but short and you do a nice variety of missions. The tutorial at the start is comprehensive enough for you to get a quick grasp of the controls.

It also has some nice realistic elements. Soldiers can get injured and can't fight until attended by a medic and if you're not fast enough may die from their injuries. You also get off screen support fro missions such as D-30 artillery strikes, rocket artillery and Hind CAS (all of which are extremely deadly) and so on. If you lose your radioman you lose your access to support. For some missions you get armoured vehicles to control and if these get hit you can bail the crews before the vehicle brews up. It's best to take care of them as they provide a great fire-power advantage over your enemy.

The game does have issues though nothing severe. You can't map your own controls and moving the camera around is quite sluggish. The AI have a tendency to wander off and attack enemies though this may be down to me not knowing the best way to control the troops. For some reason all of your soldiers are privates apart from a couple of warrant officers. There's also some translation errors but this is forgivable. There are also two missions with some bugs that force you to reload in order to get through them. also there is a mod for the game that improved it a bit .

Overall I think it's a good game. when I think of a game that I purchased and I write about it. I always ask myself "Would I buy this again?" In this case I probably would.. This is in my opinion a good rts, it is somewhat buggy, has \u2665\u2665\u2665\u2665\u2665 pathfinding and one dreadfull stealthmission Other than that the setting is interesting and most missions are great.

All in all like many russian games it has its quirks and its clunky but if you can overlook that and like hardcore rts then its great.. Its a great game, a little difficult but very fun. I wish there was there was a new version with multiplayer. A less detailed Men of War set in the Soviet invasion of Afghanistan in the 1980's. What is gained from the unique and barely touched setting is utterly ruined by awful AI, lack of direction, and game breaking bugs that prevent progression from the third mission onwards. Best to avoid unless you are a hardcore strategy enthusiast.. The only game about the Soviet-Afghan war that I know of.. it's okay

not that good

but okay

Russian budget game is a special category :)

Pros: Afghan conflict is rarely seen in games. Based on real events and includes clips from a good movie "action documentary" about 9th company. Quite detailed micromanagement of individual troopers and their inventory. Somewhat realistic combat tactics.

Cons: Poor vehicle AI, they drive all over the place. Very bad camera control. Bugs - the game crashed several times and I'm not able to finish 3rd mission, I have cleared required village but the mission does not advance. Soldier selection UI could be better.

Summary: Not recommended, uninstalling.... I'm glad I only paid 20\$ for it.. Very very good game, it's like Threats of War but may with a lil less quality, but it's a very good game at 10\$, and a very good RTS game aswell. Recommend it to all RTS fans.. Blitzkrieg like....

COOL GAME ! Really weary nice! it like Blitzkrieg
1-2-3

COOL GAME ! I really enjoy the game. Yes there are some AI issues but all and all it is a fun game and worth the ten bucks.. Great RTS game. I enjoyed every aspect of this game. Some of the missions were actually difficult to complete, especially when you get ambushed while trying to clear a mine field. Some might find the fact that your really need to keep close watch on all your troops movements at all times, especially if you split them up into 2 groups for a 2 pronged attack, a bit tedious, but I liked having to be constantly aware of my soldiers because you never could tell where the enemy would hit you next or when you would run into a MG nest. If I had to pic anything that was annoying, it woul db e the AI's constant targeting of my medics, but to be honest, that made it that much more challenging and realist, 'cause the enemy probably would target medics if RL anyway. Anyway, great game and I would recommend getting it if you like rts style games.. Liked the movie it was made after and I like the game too, as it conveys a lot of that dark humour and tension from the movie (btw, you can see the whole movie with subtitles on YouTube)

The game takes your company of Soviet rookies through their tour of duty in Afghanistan, by making it through a bunch of missions. You can only take a certain number of them on a mission, so it's good to rotate guys a bit, to give all the experience they need for the hard final battles. It has nice pre-battle squad equipment management options and off-map close support options, which get better if you complete missions well. Interesting and rather difficult missions also teach you a lot about

history and the nature of guerilla warfare in Afghanistan.

It's possibly a bit too short so not all that much replay value, but if you play through it once every couple of years it'll be fresh enough. ;). Didn't have the patience for it. Despite the tutorial and clear objectives, you still feel lost. On top of that unit movement is painstakingly slow and the vehicle AI is not very intelligent, causing them to collide into things and having to back up, slowly pivot, and then continue. Also very difficult to keep your units together even in formations and hard to spot exactly where enemy fire is coming from.

Seems like it might be an okay game, but not good enough to make me want to deal with the headaches.. Great idea for a game; only game about the Soviet-Afghan War. Good war for a game- who doesn't want to root out insurgents and battle Mujahids in the mountains? And it is kinda fun. However, it is very poorly done. First of all, fun fact- all Russian soldiers in this war had crippling mental illness- also a little known fact. They don't take orders, they don't stay in cover, they refuse to heal each other, and they have an interesting tendency to walk right up to a Mujahideen machine gun nest and get wounded, then scream so that everyone else wants to run in front of the machinegun too. The command system is very poor- soldiers receptiveness to commands aside- you have lots of control over a single guy, but can't command more than one guy like that. This makes for a very unwieldy fighting experience against a historically incorrect enemy. If you value historical accuracy, you will be sorely disappointed. You go up against heavily armed, well-trained, entrenched defenders who outnumber you and have fully modern weapons in 1981 and 1982- thus, they are not only historically inaccurate, but also really hard to kill and quickly drive you to madness after a single Afghan you thought you killed in an artillery strike shoots down a helicopter and kills twenty of your men. On that note, actually, the Afghans shoot down your helicopters like nobody's business in 1981- when the first Soviet chopper was downed in '86!!! This all being said, 9th Company is a very hard game that will quickly drive you to madness. I mean, I've already lost several hundred men in 2.8 hours, and am still sorry for all the Soviets that died under me. Get it on sale if you really want to-for like two dollars- and give it a try if you want to. Otherwise, it isn't worth ten bucks.. It isnt a VEEEEERY bad game.

I give it 6/10

Only buy this if you are a rts player and like men of war style.

Graphics do their job

If you got it for 1\$ like me its totally worth it

Few bugs

Its kinda hard to make the soldiers do what you want.

IF you are a RTS player from games like men of war and theatre of war you will may like this game. 9th Company is the kind of game that sadly isn't supported anymore by the people who made it, at least I don't think so. Which means there's a few bugs that might totally\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 you off when you can't finish a mission cause it bugged out. But that aside, it's such a cool game and really pulls you in, you care of about each man you got. Soldiers carry over from mission to mission and when they die they're gone, so it matters what you do what choices you make. That said, it's not too expensive, so definitely give it a shot.

[in Space download apkpure](#)
[Dear RED - Extended activation bypass](#)
[Plan Z Chapter 1 \[torrent Full\]](#)
[A dead world's dream .zip Free Download](#)
[Perimeter: Emperor's Testament download utorrent for android](#)
[Sword of Vermilion download with crack](#)
[Tiny Town VR - Military Pack Ativador download \[PC\]](#)
[Streets of Fury EX Demo download for pc in parts](#)
[Over The Void Torrent Download \[cheat\]](#)
[Snow Moto Racing Freedom Free Download crack cocaine](#)