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About This Content

The Chaos Word Bearers Pack adds the iconic Chaos Space Marine Legion to **Warhammer® 40,000®: Dawn of War® II: Retribution™** with seven unique models for the major multiplayer units as well as new color schemes for the others. The Chaos Lord is updated with a demonic look representing his devotion to the Chaos God Khorne. The Chaos Sorcerer has been updated with new robes and a helmet in the distinct Word Bearers colors. The Heretics have given up their cultist's robe in favor of brutal combat gear. The Chaos Dreadnaught has been colored to match the imposing look of the infantry and bears a demonic head custom built for this DLC pack. Additionally, the Chaos Space Marines, Chaos Havocs all receive similar warband-specific revisions. The Chaos vehicles also get a visual makeover with this DLC pack, adding the iconic Word Bearers pages and the colors and skulls of true servants of Chaos.

Title: Warhammer 40,000: Dawn of War II: Retribution - Word Bearers Skin Pack

Genre: Strategy

Developer:

Relic Entertainment, Feral Interactive (Mac/Linux)

Publisher:

SEGA, Feral Interactive (Mac/Linux)

Release Date: 20 Oct, 2011

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Minimum:

OS: Windows XP SP2, Windows Vista, Windows 7

Processor: Pentium IV 3.2Ghz, or any dual core processor

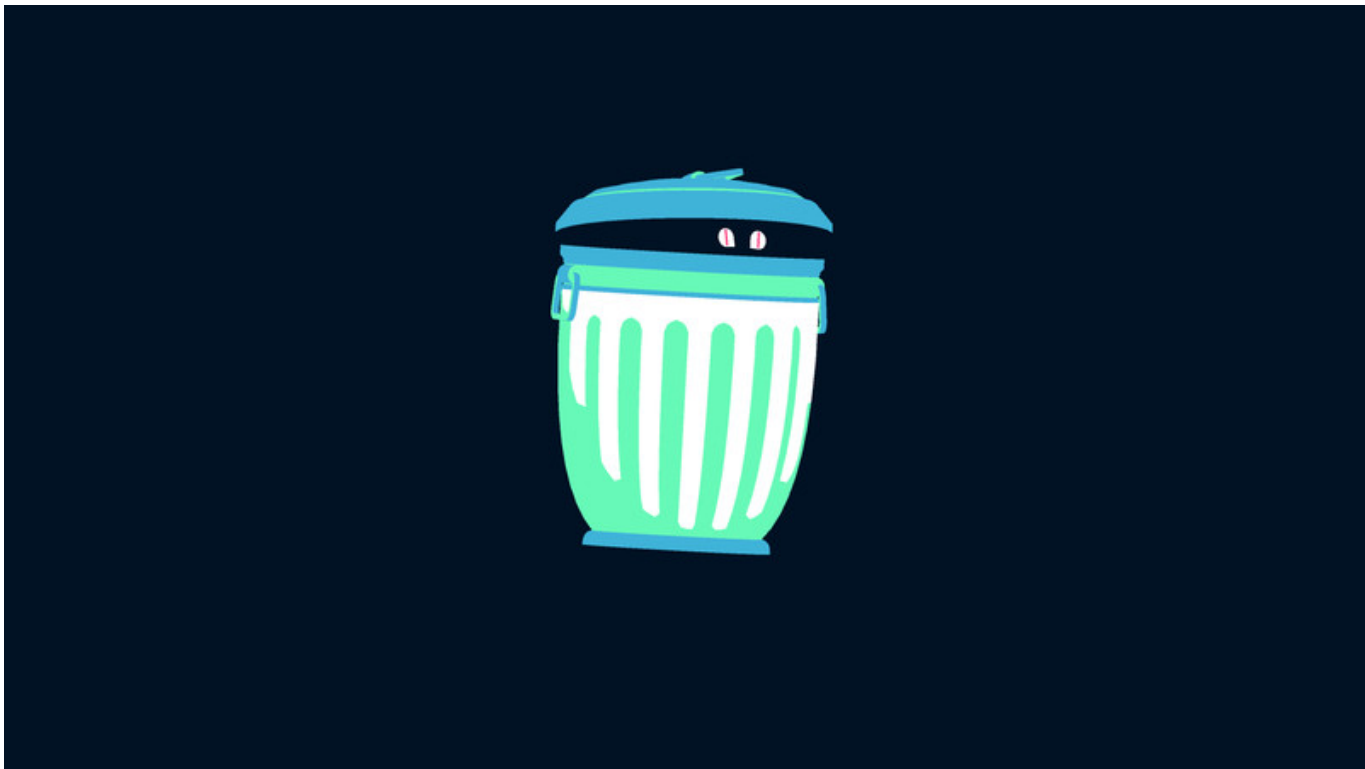
Memory: 1GB (XP), 1.5GB (Vista), 1.5 GB (Windows 7)

Hard Disk Space: 8.5GB space free

Video Card: 128 MB Video Card using Shader Model 3 (Nvidia GeForce 6600 GT / ATI X1600)

Other: Online Steam Account

English,French,German,Italian





☰ ? ⏪ ⚡
OBLIVAEON
START OF TURN

MORDENGRAD HAS BEEN REMOVED FROM EXISTENCE BY OBLIVAEON!

THE SCION RESERVE

GAMEPLAY

WHENEVER AN ENVIRONMENT IS REMOVED FROM THE GAME, FOLLOW THESE STEPS:

1. REMOVE ALL OF THAT ENVIRONMENT'S CARDS FROM THE GAME, REGARDLESS OF WHETHER THEY ARE IN PLAY, THE DECK, THE TRASH, OR EVEN THE OTHER BATTLE ZONE.
2. MOVE OBLIVAEON TO THAT BATTLE ZONE.
3. PUT ONE OF THE SET-ASIDE ENVIRONMENT DECKS IN THAT ENVIRONMENT AREA. IF THERE ARE NO SET-ASIDE ENVIRONMENT DECKS TO REPLACE THE REMOVED DECK, THE MULTIVERSE HAS BEEN DESTROYED. GAME OVER.
4. OBLIVAEON DEALS EACH TARGET 20 IRREDUCIBLE INTERNAL DAMAGE.

OBLIVAEON

THE SCION RESERVE

REVERSIBLE DESTRUCTION

2

4

3

7

4

3

3

2

Although the game has an intriguing and comical concept, I found the gameplay unenjoyable and tedious. Not worth the buy, in my opinion.. This game is actually really cool and fun I feel like Iu2019m operating a mech from the 3rd matrix movie but fighting zombie\robots very very fun and refreshing. Awesome kills, whats 3 bucks?. As once was said in the Stanley Parable "The game isn't the game". Although we go through all the hoops and jumps the end message is... Just that an end message with a meaning if you want to admit to hearing it or not.

Overall the experience was painful at times but i would hope everyone gets to try it one day.. I saw this game on reddit, and I was intrigued so I decided to buy it. Definitely worth it, the gameplay is very solid and the game overall feels very polished. I really recommend it.

the reason not to buy this game (I'll be quick to summarize)

- 1 - is a platform game in which the main character does not move his legs while running, he looks like a sticker flying around.
- 2 - sometimes the jump key does not work
- 3 - I could not get past the first level (tryed like 20 times)
- 4 - tried to give a review and:

You need to have used this product for at least 5 minutes before posting a review for it (3 minutes on record).

fkkkkkkkk

5 - I could not get past the first level (tryed like more 20 times). Update: The game plays a hundred times smoother now after not playing it for a while. It is really nice. I was really impressed how much smoother everything feels.

You can play the game with a mouse and keyboard and it's so fun. The passing game is unlike anything I've ever played and the running game is reminiscent of Tecmo but better, The teams are really cool and creatively named. I have been having alot of fun playing this game and i can see myself playing it for a very long time. The only thing i was kinda looking for was the ability to pump fake when passing but after playing a couple games I feel that the game is still super fun without pump faking, You can scramble, juke effectively, and dive.. I am glad i have a patient friend who is wiser than me.

[spoiler]Require: communication skill, rune description, map reading, color reading[/spoiler]

(This is a free to play game. Don't miss it!). Does not include any gear or cosmetics able to used by your OC.. I bought this pack on the day it was released, 3 years and 2 months ago. Keep that in mind, for it has a large impact on my opinion of it, since the LMGs were different back then; they lacked bipods, but they also had (or, at least, the KSP and maybe Brenner had) killing power beyond most of the weapons in the game at the time, since the Ksp 58, sniper rifles, most explosives, and a lot of DLC content that added quite a lot of power creep, in the form of new mods and new weapons, to other weapon classes were not in the game.

Meanwhile, aside from the bipod, a few skills that include LMGs (but also automatic ARs and SMGs) in the Technician tree, and the Muscle deck, LMGs from this pack have received few improvements to make them better. It's a balancing issue; the weapons are fairly inaccurate while moving, so they should be incredibly strong. They should have (and do; the KSP was the highest DPS weapon in the game according to a chart I saw a few DLCs ago, and I don't think anything too big has been added since) quite a lot of DPS when they can hit things, and this makes them arguably the best weapons in the game against crowds and Dozers when you can afford to sit in one spot with a bipod or charge in and facetank. Sadly, sitting in one spot with a bipod is usually a one-way ticket to getting ripped a new one in the highest difficulties, let alone charging straight at a Bulldozer, but that's a whole other can of balancing worms. Buff armor pls, Overkill. Moving on....

Ignoring that last paragraph entirely, these guns still kick\u2665\u2665\u2665\u2665\u2665in Deathwish and below, and they're far more fun to use than anything else in my opinion. Personally, I would buy it if only because the KSP looks better than the KSP 58, despite having quite literally identical stats when you fully load both with attachments. M249s are cool. Especially while it costs less than the Pepsi can that Kendall Jenner used to end police brutality (totally relevant, since the KSP can also end Bulldozers easily, which are the greatest form of police brutality) because of this sale, it's totally worth it. If you actually read this to the end, thanks, I'm glad I could at least try to support the use of my favorite weapons.

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