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About This Content

Receive a full set of 5 new skirmish missions, 1 for each faction, USA, Germany, Soviet Union, Commonwealth, Japan. Objectives of the missions are very different to the existing ones in Men of War: Assault Squad and provide a completely new challenge as your task is to defend four strategic positions against waves of enemy troops to hold out long enough to launch a counter attack and finally defeat the enemy.

Skirmishes are created for enormous replay ability, as the launched attack by the enemy will vary every time the player picks the mission, additionally the complexity of the mission increases with choosing a different difficulty, since the AI will use new type of units to heat up the battle. Those missions can be played up to 8 players cooperatively online or in single play.

Key features:

5 new defense based skirmishes:

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- [USA] Philippines
 - [Germany] Seelow Heights
 - [UK] Tobruk
 - [Soviet Union] Kursk
 - [Japan] Okinawa

Title: Men of War: Assault Squad - Skirmish Pack

Genre: Strategy

Developer:

Digitalmindsoft

Publisher:

1C Entertainment, 1C-SoftClub

Franchise:

Men of War

Release Date: 21 Jul, 2011

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English,German,Polish,Russian,French,Italian







Updating my review with the one I put on Softpedia:

I found Runeyana a few days after it was released on Steam and became interested after reading the information on it and looking at the screenshots. I bought it shortly after finding it and haven't regretted the purchase.

I've spent close to 60 hours in Runeyana thus far, and although some of the mechanics get frustrating at times, it's still a very engaging game. While the UI can be difficult at times to figure out, after a bit I found myself working with it unconsciously. It could certainly use a more intuitive user interface, but I don't find it game breaking in the least. I actually find it fun to figure things out on my own.

For instance, holding the shift key while transferring money to your chest will transfer 100 coins at a time rather than 10. You can actually change the direction of your 'flight' by using the A and D keys, and of course more gradually by moving your mouse to one side or another.

Crafting is rather simplistic to start, but easy to understand in a short period of time. The weapons require 16 Bones of the same level, and the armor either requires 16 Hides or both Hides and Bones of the same level. After opening your inventory, there's a button in the upper right of the window that shows levels of the individual items which makes things much easier to do.

You can gain skills dependent on the weapon you are using at the time from the various monsters with a red Mark (looks a bit like red antlers) glowing above their heads. These are the skills you place in the action bar at the bottom of your screen. The more you fight with a certain weapon type, the more skill slots open for it.

For me, discovery is part of the journey, and I eagerly await the next installments to this game.

Also worth mentioning is that the Developer of the game interacts with their player base and is helpful when bugs and issues are found, as well as willing to listen to suggestions for improvement.

For those wondering if Runeyana is worth supporting and trying, I would definitely say yes. It has a lot of potential and is quite enjoyable even with bugs expected in an early release game.. The game is basically a Supply Chain Management wet dream, as you can have 100+ ships all automated working for you, along with tons of sweatshops and other things. You can put your Trading Office to buy/sell things automatically for you. Very handy to purchase a lot of goods while you fast forward the game to get your ship where you want to. If you will use this, the game is fairly easy and you can focus on macro-managing.. I'm new to this game but I haven't been able to put it down. I bought it on Tuesday and now its Friday with 48hrs played. I'm addicted, much more complex than I was expecting.. An old and, for me, classic game, something of a classic example of old Russian game-design, in both good and bad senses of the term. The graphics have not aged particularly well, and the menus are sometimes a pain to navigate, but overall it remains a solid arcade-ish "action sim", with neat gameplay and a bit of originality, some of which has remained to this day even. There aren't a whole lot of these "futuristic VTOL gunship" sims on PC nowadays for some reason.

In regards to the Steam release: Well, the English localization is an interesting contrast to the Russian I remember. And the game did not launch for me the first time around. It took me the *unimaginably difficult effort of going to the game's install directory and running the game's launch script as an administrator to set up the necessary registry and be able to play.* (:P)

No, I didn't notice the line in the system requirements telling me to run the game as an administrator at first either.

*Not needing a CD in the drive (which this tablet doesn't have anyway) is a definite plus over the times I played it in the past though. :P. I've forgotten how many times I played this gem of a game. Still doesn't look that bad for a 17 year old. It left such a mark on me that I *STILL* name ships in other games things like "Cobalt Spike". The fleshing out of the story, background and protagonists is surprisingly deep, accompanied and aided by largely voiced fluff from the TNS news service. Bruce Campbell is awesome as the main protagonist (try cheating and feel his wrath - it's a nice easter egg).*

The story splits mid-way, and the ethos, ships, and weapons of the two factions feel suitably different as you either aid the Bora freedom fighters/terrorists, or buddy up to the Galactic Spanning Corporation, GalSpan.

In the in-game words of the Almighty Campbell "Just play the damn game already"! A very inoffensive and relaxing program, and very Visually appealing. I like to alt\enter it into a window and keep an eye on it in the corner of my screen as I work. I don't think I'm cut out for growing bonsai though, as my tree looks like it would be at home in chernobyl or 3 mile island.... :(I'm not sure most bonsai trees have birds and butterflies in their branches, but hey it looks nice I guess. The sound is kind of erratic, sometimes you can hear birds or crickets chirping and at other times frogs, (where the heck did they all come from?...are they living under my floorboards?), Often though it just sorta stops dead, and theres a deathly hush. I decided to call my Tree "Timothy", - Timothy Tree.

I wish that bloody bird would shut up.

Amazing and realistic game, especially with a wheel. Recommend using mods with this game.. Game is too short for its worth!. I don't recommend this game because although it's an RTS war game, there are still glitches where your workers just stand around after giving them commands, they're hard to click because you can't even pinpoint where you are trying to click.

I click my worker, and it does not select him...i have to move the mouse about nearly an inch away from where i want to click for it to click the target, which made it extremely hard for me to click things and build my base, not to mention it takes about 45 minutes at least to establish enough of a base to start fighting. That's too long for an RTS to build a base in my opinion.

I play warcraft 3, starcraft 2, age of empires, max it takes is 15-20 minutes to build a base and normally you already have units to fight by then as well....where as in citadels, it takes nearly 45 minutes to an hour to get there.

Other negative things i've found:

-Everytime you have a worker build something, no matter where it is, or what it is...one of them have to go all the way back to the town hall to get a sack of supplies, now if you build a decent size base, like most RTS players do, you end up waiting 30+ seconds for your worker to run there and back to the building you ordered them to build, which is really stupid in my opinion, it's suppose to be a real time strategy, not a peace treaty of 45+ minutes to build a base and an army of 149 (cap).

-Also, i noticed there seems to only be one map you can play skirmish on...big down fall.

-There are no playable customization/Races of any kind. Like warcraft 3 had Orcs, Humans, Night elf, and undead....where as this game has nothing but the same exact units for both you and your enemy. Very disappointing to me as an RTS player.

-The workers sometimes just stop building your buildings, i had one worker build me a moat, and i came back to see how it looks, and he just decided to never build it and stand there. What good are the workers if they don't work?

-For experienced RTS users like myself, we like to use hotkeys to build and command things, it makes it quicker and more efficient for us....there are NO hot keys in this game. You have to manually click each building you want, and wait.

-Very disappointed i spent money on this game....even after they supposedly did a lot of updates...

1/5/2014 review. Awful game, nothing like the original, which is why i had purchased it. Would not recommend this game, if you was looking for something simple and enjoyable. Feels like they have focused more on graphical design and camera movement engine, than actual game play and enjoyability. extremely disappointed.. This game ain't that bad. They just suck at doing controls. Graphics are okay ain't that bad. MotoGP, Big bikes and Motorcycle lovers will surely enjoy this game!. Got it in a pack with the steam sale, but did not notice it tbh. Buy if you like this thing I suppose.....

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