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About This Content

Afghanistan '11 is back with a new expansion and COIN strategy has never been this intense!

Royal Marines brings back the winning formula of Afghanistan '11 and innovates on it with plenty new features. A new campaign, a new faction, plenty new units, civilian vehicles, car bombs, roadblocks, Afghan police... Royal Marines is a must-have for all Afghanistan '11 players.

New UK faction

Lead the British forces in their attempt to stabilize the region, with plenty new units such as the Warthog (capable of traversing mountains), the Scimitar or the Jackal.

New UK Campaign

A new scenario campaign is included for the UK Army, following the deployment of the Royal Marines into Afghanistan. From

Operation Ptarmigan to Operation Ghartse Dagger, the new campaign adds 10 new unique scenarios for dozens of hours of additional fun.

Civilian vehicles

Civilian vehicles will now randomly spawn on the Highway and the Roads connected to it and travel across it to other villages.

But beware of...

Car Bombs

Civilian vehicles might be carrying explosives which will detonate upon reaching their destination village.

Roadblocks

Build roadblocks to stop and search vehicles and you might be able to prevent a car bomb attack. Doing so will give you Hearts & Minds as well as give you Intel.

Afghan Police

Win enough H&M in a village and you will receive an Afghan Police unit, capable of taking part to Roadblocks as well as to gather Intel in villages without the need of infantry.

Intelligence from Villages

The window of opportunity for gathering intelligence from villages now occurs randomly and only remains available for a random period of time after the fire first starts to burn. This represent the village elders having a meeting and then disbanding.

FOB Capacity

FOBs now have limited capacity to house troops and vehicles. Whenever a FOB is overcrowded, the player will incur PP costs for every unit over the limit.

Automatic trigger of ISAF handover

Whenever a player has an overall H&M score of above 70 for four (4) consecutive turns, the ISAF handover process is automatically triggered.

Special Forces proximity combat modifier

Whenever regular infantry are within the spotting range of a SF unit, they will receive an additional combat bonus.

Uniform

A unique and separate uniform displaying new awards, badges and medals for the UK army has been added.

Title: Afghanistan '11: Royal Marines

Genre: Indie, Strategy

Developer:

Every Single Soldier, Retro Epic

Publisher: Slitherine Ltd.

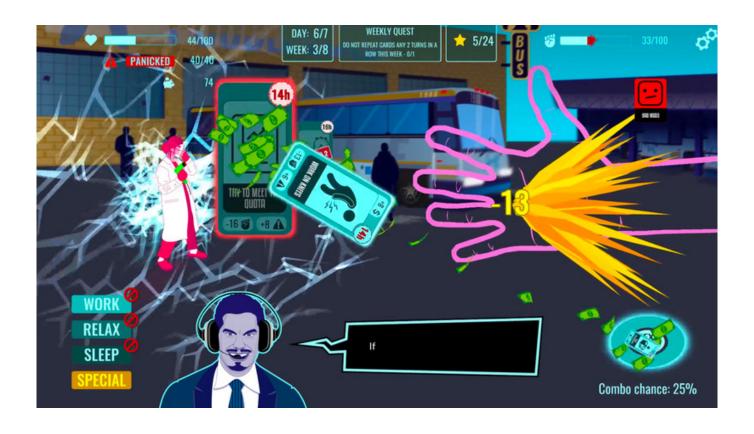
Release Date: 6 Sep, 2018

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English







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Chapter 3 was an absolute delight! Especially enjoyable when Chapters 1 was played immediately before. A romantic comedy where every decision makes a difference. I had to think-fast but was nervous and second-guessing myself... kinda like real-life dating. Haha!. Feels like like a mix between Job Simulator (doing handwork to fix the machinery) and Faster Than light (no combat, but strategic resource mangement and me against the universe atmosphere).

I spend 8h in the first session and could have sworn it were just 3.

The devs are really responsive in the forums and fixed a minure issue I reported in less than 48h.. Play Amateur Surgeon from Adult Swim games. It's free and a lot better than this.. Nice game however i wasnt able to find the details i mean it does not have a detailed economy ...may be next time. I enjoy most chillout and rhythm games, but this one was not fun to play.

I think it was the utter lack of feedback on the outcomes of any actions taken that really sealed my dislike of the game. I remember reading that the game was designed to be 'played however you want', but in practice, it's just like a blank piece of paper that your ink runs straight off.

Would not recommend. Repetitive uninspired gameplay. Wandering halls, finding keys, turning valves then eventually running into the least scary monsters you've ever seen.

completely a CASH CRAB GAME!. Realistic, but not difficult. Been wanting a free to play hockey game for a long time-this fits the bill 100% so I gotta give it 5V5 stars. The differences in difficulties are barely recognizable but the game's pretty easy, the saves feel satisfying, and it's relatively simple fun.

Now if we only had a skater simulator...:). Okay, so i went into this game with wanting an old stealth game experience from back in my youth... and i can say i was disappointed at best.

The concept of the game is loose, and the whole experience you get from this is flacid. The whole stealth mechanics is just walk past someone fast enough, and whistle in one corner then jog to the other. The animations are quite terrible (and im not even a graphics monger).

I cannot recommend this game in the state it is in now, because the state it is in now makes it feel like a walking simulator where the aim is just walk and hope this time you dont get caught out.

If you want a good stealth game, visit the HitMan series.. Would recommend this game, has a amazing story and mechanics.

cool game!

. This game is certainly more enjoyable than I first thought it would be. Picked this up for a measly amount and I haven't been disappointed yet. As a big bowling fan, I wish there was a more realistic bowling game or simulator available on Steam, but this doesn't claim to be realistic (obviously) but it is enjoyable and can see myself racking up a few hours on it. The oppenents aren't too easy and put up a bit of a fight and the trick or treats make it interesting. Worth a buy I'd say.. Doesn't let you select resolution, result: blury graphics, almost unreadable text

Bad tutorial.

Did not get any further, I don't regret it. Despite the fact that it wasn't create developer this is one of the best looking bullet hell games on Steam, also it's soundtrack, controls and bullet patterns are above average as well. Well, a low price for a medium-quality game. It's basically just cutscenes in cartoon style interspersed with HOGs. The HOGs are somewhat repetitive, same objects to be found and so on. You can breeze right through this game, it won't take you more than an hour. Characters are very cliche. All in all, nice time waster, but don't expect any quality.

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