
Supreme Commander 2 Unit Cap



we are going to try to balance this by adding more different units than just tanks and infantry. we are also going to change the unit cap for every army and there are different sizes of armies. the first one will start with the biggest one, the marines. the next step is to build the army. a good tip when building an army is to add as many units as you can. the more units you have the more flexibility you have. you can't fly, but you can construct a convoy if you want. the best way to increase the production of your units is to have more resources. the left side of the screen shows how much resource you have. the middle shows how much energy you have. the right side shows how much mass you have. plus, the experimental units were cool for a while, but they were a complete pain to upgrade, and all of a sudden we were talking about units that cost 120m, and it just felt like everything got exponentially more expensive. i'm pretty sure the experimental units are a feature that should have been left in the first game and should have been made less expensive. if they were, i'm pretty sure it would be a lot more fun. i like the idea of the commander and the experimental units, but the game just feels a little bit too slow and tedious for it to be viable. i've played a few games and the commander is fun when its not being completely useless, but i prefer dawn of war over this game. unless you guys figure out how to speed things up, or maybe give us the option to play on the huge maps with a low unit cap, i can't recommend the game. i like the idea of the commander and the experimental units, but the game just feels a little bit too slow and tedious for it to be viable. i've played a few games and the commander is fun when its not being completely useless, but i prefer dawn of war over this game.

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the other main problem with supreme commander was the time sink of managing all of your builds - your unit production, the research labs and

deployment points, etc. this is where supreme commander 2 really shines. each of your units is placed in an area of the map, but their activation is spread out across the map instead. each hex of the map has an activation radius of roughly 80 meters. this means you need a decent number of commands to control large swaths of the map. this is where the new editor comes in - its easy to deploy your units in a hex and it's easy to rearrange them, either to gain cover (which is important because if your commander is killed then your units die) or to just move them around in general. say you have a six sided base, which means this means only six units can be in that hex at once (always the same number, unless i am missing out on something. this is really a win for quick, tactical, in-battle strategy. there is no longer a set order of building things. instead you select the component you want in the bottom left hand corner and the game will sort it out. this gives you more freedom in how you do things (like being able to build a helicopter before a tank) and you can decide which units should be your first priority. for instance, if you're building a base and a defensive garrison you can make it so the defensive garrison is first on the queue to help defend it. when the base is complete, you can deploy the garrisons and immediately deploy the rest of the units, this saves lots of time. a new feature that i was really excited about was using temporary garrisons. this means you don't need to deploy a permanent garrison and then move it out, instead, you can choose to use it for one mission. this is a godsend to anyone that has a bunch of resources being deployed in a single mission. moving things out and deploying them back in again was a pain in the butt. now you can do this without having to manually deploy everything again - pick a couple of your best units and move them out, while your main units (usually the infantry) stay in place. this means you can do this for a single mission and then move back to the main action to keep your units safe. 5ec8ef588b

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