

possible to slate the thirst of gamers who like multiplayer action. There's also the slight problem of having an overpowered side in the Tyranids (watch out for those Venom Cannons).

 Conclusion

 With Dawn of War II, Relic basically delivered two games. On the one hand, there's a single player experience that has soul, offers some tough tactical puzzles, while making the player care for his squads and also forces gamers to balance elements like side missions, gear, stats upgrades and combat roles. On the other hand, the game offers a fast and deep multiplayer mode, complete with its own set of choices and with its own dynamic. Both experiences are great and putting them in a single game makes Dawn of War II a title that redefines its genre (can we still call it Real Time Strategy?) while also delivering a polished, complete, deep gameplay experience. Just remember to play the game on one of the two top difficulty settings in order to get the most out of the experience, which means failing a little on the way to ultimate victory for the Emperor.

