

Commandos 2: Men of Courage — Voice Commands

Behind enemy lines, every second the map is paused is a second the mission might fall apart. Echo Control hands you a silent radio for your squad — pick a commando, call their tool, and trust them to do the rest. Winning these missions is about preparation and timing; the fewer keys you hunt for, the sharper your plan.

CHARACTERS

Switch between the six commandos without clicking on portraits. Each one answers to their codename — call them and the selection follows.

Say	Action
green beret · beret · Jack · commando	Green Beret (1)
sniper · Duke · shooter	Sniper (2)
marine · Fins · diver · swimmer · frogman · navy seal	Marine (3)
sapper · Inferno · engineer · demolitions · bomber	Sapper (4)
driver · Sid · pilot	Driver (5)
spy · Francis · agent · secret agent	Spy (6)
seductress · Natasha · female agent · spy girl	Seductress (7)
thief · Lupin · burglar	Thief (8)
all units · select all · everyone · all commandos · full squad · assemble	All Units (SEQUENCE (11 steps))

WEAPONS

Loadout calls — primary firearms, melee blades, demolition charges, and disposable tricks. Speak the name instead of scrolling through the inventory.

Say	Action
knife · blade · dagger	Item Knife (A)
kill · execute · eliminate · take out	Item Kill (A)
rifle · long gun	Item Rifle (F)
grenade · throw grenade · bomb · use grenade	Grenade (A)
shovel · spade	Item Shovel (D)
sniper rifle · scope · snipe	Item Sniper Rifle (A)
syringe · needle · injection · inject	Item Syringe (A)
pistol · gun	Item Pistol (G)
machine gun · submachine gun	Item Machinegun (M)
bazooka · rocket launcher · missile launcher	Item Bazooka (K)

Say	Action
harpoon · spear · harpoon gun · spear gun · speargun	Item Harpoon (L)

MOVEMENT

Stance and pace. In this game, prone and crouched beats standing, almost always.

Say	Action
prone · lie down · get down · get flat · down · go prone	Prone (SPACE)
stand up · stand · get up · rise · on your feet · up	Stand (SPACE)
go out · out of here · go out of here · get me out · get me out of here	Exit Vehicle (X)

ACTIONS

Contextual interactions — hide bodies, climb, use the selected item. The ones you chain between the movement calls.

Say	Action
hit · knock out · knockout · punch · strike · take down	Hit (Q (hold 3000ms))
investigate · look up · examine · check · inspect · search · look around · share · examine	Investigate (W (hold 3000ms))
stop · halt · freeze · hold · stand by · cancel · undo · abort	Stop (MOUSE_RIGHT)
tobacco · cigarette · cigarettes	Tobacco (T)
tie up · action · pick up · take · restrain · capture · detain · rope · truss · cuff · open door · open the door	Tie Up (SHIFT (hold))
ladder · use ladder	Ladder (E)
lookpicks · distract · molotov · lock picks · firebomb · dig · excavate · lipstick	Various S (S)
smoke bomb · smoke · fog bomb · timed bomb	Various Y (Y)
wirecutter · cutters · wire cutters	Various I (I)
diving · snorkel · flippers · swim gear · stalk · spy uniform · mine detector · detector · detect mines · scan mines	Various D (D)
poison grenade · antipersonnel mine · toxic grenade · personnel mine · gas grenade	Various O (O)
antitank mine · tank mine · anti tank	Various P (P)
seduction · uniform · flirt · disguise	Various U (U)
no uniform · normal · remove uniform	Various J (J)
turn on · turn off · switch · toggle · decoy · dummy · distraction dummy	Various R (R)

Say	Action
narcotic · drug	Various W (W)
dog whistle · whistle	Various H (H)
binoculars	Various B (B)
key · keys	Various K (K)
flames	Various Z (Z)
heal · first aid	Various C (C)
take position	Take Position (SEQUENCE (3 steps))
food	Various V (V)

HELP

Say	Action
help	Help (F1)

INTERFACE

Menus, objectives, save/load — everything that's not in the world.

Say	Action
save · quick save · save game · save now	Quick Save (CTRL+S)
load · quick load · load game · reload save	Quick Load (CTRL+L)
menu · game menu · escape · exit · out · back · back to menu · main menu	Menu (ESCAPE)

VIEW

Camera and zoom. Especially useful when planning an assault across multiple rooftops.

Say	Action
enemy view · focus · watch · view cone	Enemy View (TAB (hold 3000ms))
main camera · first camera · view one	Camera F2 (F2)
two cameras · second camera · view two	Camera F3 (F3)
three cameras · third camera · view three	Camera F4 (F4)
four cameras · fourth camera · view four	Camera F5 (F5)
five cameras · fifth camera · view five	Camera F6 (F6)
six cameras · sixth camera · view six	Camera F7 (F7)