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## About This Content

After two years of lightning victories all across northern Europe, the German army has suffered its first major setback in the war. The great offensive to the east - the invasion of the Soviet Union - has stalled right in front of the gates of Moscow.

Following the relentless defense of their capital city, the Soviets have launched several major counter-attacks during the harsh winter of 1941. German forces are forced to retreat and regroup, but must maintain their position in reach of Moscow. Once the Soviet attacks have been broken and the strength of the Panzer Divisions is replenished the offensive will resume - until total victory has been achieved.

**Panzerkrieg**, the new expansion for Order of Battle - WW2 forms the second part of the German Grand Campaign, following the previously released Blitzkrieg DLC. Players can start the Panzerkrieg campaign from scratch, or import their core force from the end of the Blitzkrieg campaign - including all the previously unlocked commanders and specializations. The campaign focuses exclusively on the Eastern Front, including iconic battles such as the Siege of Sevastopol, the devastating urban warfare at Stalingrad and the epic clash of armour at the battle of Kursk.

## Features

- **40+ new units**, including Tiger and Panther tanks, Ferdinand tank-destroyers and Wurfrahmen motorized rocket launchers, while the Luftwaffe has been reinforced with new aircraft such as the Fw 190 series, Me 410 fighter-bombers and Ju 87 G "kanonenvogels".
- Designed to be played as a grand campaign, following the Blitzkrieg campaign and preceding a yet unannounced final chapter in the German European campaign. Core force importing has been improved and expanded to include previously unlocked

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commanders and specializations.

- A new wet climate type affects the battlefield: units move slower in the mud and dirt roads no longer provide any movement bonuses.

## Scenarios

- Rhzev
- Demyansk
- Kharkov
- Sevastopol
- Voronezh
- Kalach
- Caucasus
- Stalingrad
- Winterstorm
  - Zvesda
  - Kharkov
  - Kursk

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Title: Order of Battle: Panzerkrieg  
Genre: Simulation, Strategy  
Developer:  
The Artistocrats  
Release Date: 30 Nov, 2017

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English,French,German,Russian









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I bought this but the DLC is not showing up in my game. Steam says not our issue, contact the game maker.

Took a bit, but all is well again, so I have changed this to a thumbs up. :). So far good. But does anybody no how to incorporate your core units from Blitzkrieg to Panzerkrieg. I thought you could do that.. How can you finish the secondary goal in the first mission: Rhzev. You have to bring the heavy infantry and stug to the assembly point. I did, no completion.

Can you describe the goal better?. Outstanding. Order of Battle is just great. Outside of a whole ton of little gripes, and complaints, the OOB Blitzkrieg and Panzerkrieg are just awesome. I'm old and grew up with hex-based war board games and eventually into Panzer General series. I never really went beyond the Panzer General series, because I really enjoyed the chess aspect of the game. Recently, Panzer Corps was my war game of choice. Even though I finished Blitzkrieg and Panzerkrieg, I still am just a novice player. My second play through will be at higher difficulty, and I'll read the manual. I didn't really make use of Commanders, Generals and proper "Supply" management. I was well into the Panzerkrieg campaign before I realized that I had huge amounts of Waffen SS money to spend on Waffen SS units. That changed a lot for me. I rely far too heavily on Engineers over Tanks. Late in the campaign I bit the bullet on a Tiger Tank and eventually a Panther. They were both useless. The two tanks rarely had any ammo so they couldn't attack. However, enemy units didn't spend much time attacking it so it made a good hangout for a Commander. One thing I dislike about all these games is the effort for opposing forces to attach AA and Artillery 1st over tanks and infantry. Scenarios provide a couple free AA units that are not core, so I use them as bait when facing heavy Russian tanks. Anyways, the bottom line is that I am pleased with the OOB games and will likely get Winter War, Burma, etc. It's a much more sophisticated game than Panzer Corps, and Panzer General. Just make sure you understand supply, commanders, specializations in stuff like Waffen SS, and more before you play.. Honestly I think that Order of Battle: Panzerkrieg is the best Order of Battle: World War II DLC to date. I am impressed with the new units in the game and the new maps. I can tell the game developer (The Artistocrats) put a lot of effort and spent a lot of time to make this latest DLC. I have put over 800 hours playing Order of Battle: World War II DLC's.

Order of Battle: Panzerkrieg has a lot of replay value to it. The maps are huge. For example, on the first campaign mission in this DLC, I got my butt whipped by the enemy Russian units. I spent a lot of hours playing that mission and I was surprised when I got defeated by the enemy AI. I went back and played that first mission all over again and I noticed that a lot of the enemy units approached me differently the second time around. For instance, Russian paratroopers flew in Russian planes from the East the first time I played and landed on the southeast part of the map. The second time I played, Russian paratroopers flew in from the west and landed on the southwest part of the map. That was pretty impressive because I had to change my strategy completely on how to deal with the enemy.

I feel like I'm playing part of World War II history when I'm playing Order of Battle: World War II DLC's. I can't wait until the game developer (The Artistocrats) make future DLC's for this game. I think they are giving the game developer of Panzer Corps a run for their money. I have all the Panzer Corps DLC's and I have played them all. I really liked playing Panzer Corps but I have to admit I love playing Order of Battle: World War II more.

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## Update

First of all I love Order of Battle: World War II and I have played every campaign so far. With that being said, I'm sorry to say that I feel like Order of Battle: Panzerkrieg is incomplete and needed more time to be worked on by the game developer and finished properly. In the beginning of the campaign, I thought it was great until I play the last three scenarios.

I noticed that the last three scenarios don't feel right. On the third to last scenario, Operation Star, the scenario starts out February 1, 1943 and tells you have 24 turns to play through the scenario. The problem is I'm only able to play until about turn 10 or 11 and then the game declares victory for you and the scenario is over with. It doesn't make any sense. How come I can't play the full 24 turns in the scenario?

In the second to last scenario, Kharkov Counterattack, it starts out February 19, 1943 but I noticed the ground is not covered with snow. It takes place right after Operation Star scenario. Why does Operation Star which basically takes place in the same area have snow on the ground but not Kharkov Counterstrike? Both scenarios take place in the same month and year.

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Shouldn't both scenarios have snow on the ground?

In the last scenario, Kursk South scenario, it takes place starting July 5, 1943. Why does the scenario only have the southern half to the Kursk Salient to play? Why was the northern half left out of the game? In my opinion, the northern half was just as important as the southern half of the Kursk salient since both halves had two large German Army Groups trying to meet and cut off and destroy thousands of Russian troops. The Kursk campaign involved millions of both German and Russian troops and thousands of tanks and planes. The largest tank battle in the history of warfare took place during the Kursk campaign. I really wanted to play the whole Kursk scenario playing both the southern and northern German Army Groups trying to meet up in the middle of the Kursk Salient and try to do a massive pincer movement to trap Russian troops in the Kursk Salient. I was disappointed I couldn't do any of that.

Getting back to the Kursk South scenario, I don't understand why the objectives changed halfway through the scenario where in the beginning of the scenario you are supposed to attack and take the town of Oboyan but then halfway through the scenario your objective changes and you are supposed to destroy 15 Russian tanks around Prokhorovka to win the scenario. Why can't you destroy the 15 Russian tanks and still take Oboyan to win the scenario? Obviously you would need to add more turns to the scenario because right now it simply is not possible to do all this. I think you should add more turns to Kursk South and add a bonus scenario to play the northern half of the Kursk Salient (Kursk North) to Order of Battle: Panzerkrieg. Or do a giant map to play the whole Kursk salient from both north and south.

Just to clarify what I mean with the turns in the Panzerkrieg Campaign, in the U.S. Marines Campaign, the last scenario in the campaign (Iwo Jima) has 40 turns. In the Burma Road Campaign, the second to last scenario (Irrawaddy River) has 60 turns and the very last scenario (Race for Rangoon) has 70 turns. The Burma Road Campaign came out just before the Panzerkrieg Campaign so you would think that a newer DLC would have more turns in the scenarios. Especially when you consider that in the Kursk South scenario you have one of the largest land battles fought during World War II. The game developer only put 32 turns in the last scenario for the Panzerkrieg Campaign. In the last scenario you would think that the game developer would have at least put in a minimum 40 turns because of what past DLC campaigns had. I hope the game developer puts out a new patch to address all these problems. I really feel like this is the first Order of Battle: World War II DLC that was not done properly and the game developer had rushed to get it out for the Christmas season. It sort of reminds of what game developers done with two World War II games called Medal of Honor Airborne and Brothers in Arms Hell's Highway where the first part of the games were done great and then I feel like the game developers rushed through to finish the latter part of each game just to hurry and finish them to meet a deadline.

I really like the new video that is shown at the beginning of the game. It is very well made and gives me an idea of what is coming in the future. It looks like we will be playing in the North African Campaign and the Normandy Campaign in future DLC's. I'm very excited to be playing these future DLC's along with Panzer Corps 2 coming out next year.

Cheers. well worth the price



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I am torn when thinking about providing a review for this DLC.

On one hand, I really like the time period, the struggle on the Eastern Front etc.

On the other hand, the Panzerkrieg DLC is full of bugs. I think the Artisticrats should have waited with the release.

Even from the start of the DLC, there are bugs with importing your core. It took me 3 tries in order to get everything right, to get my leaders, units etc. There are bugs with mission objectives, for example in the Sevastopol scenario I didn't get the Luftwaffe hero. There also seems to be a bug with the new Waffen specialization: it doesn't provide the +10 RP per turn as advertised.

The last one made me stop playing the DLC, until they fix it in a patch.

So I will give it a failing grade this time. Just so that the developers spend more time QAing the next DLC.

PS. I still love the game though.. I have Panzerkrieg and Blitzkrieg along with Kriegsmarine. I have not tried Kriegsmarine yet, but I have completed Blitzkrieg and Panzerkrieg. The two DLCs work together very well in telling the timeline of the war.

Panzerkrieg is certainly more mature vs. Blitzkrieg in that the maps seem to be bigger and the difficulty is much harder once you reach Stalingrad. I'm stuck on the scenario after the Stalingrad Trap scenario and am enjoying trying to figure out good strategy to beat the Soviets. Their air superiority and amount of armor units gets to be quite the challenge at that point.

That said, like all Panzer General-like games, there is a bit of puzzle solving that supercedes the actual strategy in the game (i.e. certain unforeseeable events will throw you for a loop the first run-through or you are forced to take one route in order to beat the objectives in the given turn count). All Panzer General-like games seem to include this element.

Regardless of the one neutral comment above, this is highly enjoyable and highly recommended.. I love this game. I think it's the successor to the Panzer General Series and better in every aspect. This is my third DLC for this game, I'll probably buy the rest eventually but I had to have this one because it's the Eastern Front. Had to have it. I played the first battle last night, it took me three hours and I lost....however, I almost won. I had to maintain control of 4 objectives V cities and on turn 17 in a 20 turn scenario, I screwed up and moved a garrison of 3 units north of one objective, the Soviets parachuted 3 or 4 airborne infantry into that objective and screwed me out of the victory. I was\u2665\u2665\u2665\u2665\u2665\u2665\u2665 to say the least, a little disgusted, but after I slept on it I had to admit the next day that I was challenged and I had fun even though I lost. The Russians are more relentless than the Japs and they never stop coming at you. So if you buy this DLC, bring your A game or prepare to be educated. Slitherine publishes the best wargames. They are unchallenged in this genre. I would really like to see them tackle a Strategic version of WW2 to take out Paradox and their overly complicated, simplistically designed, repetitive and difficult to grasp Hearts of Iron series. Turn based instead of real time. Paradox has been milking that Clausewitz engine since the early 2000's. They need some competition and it would be great for us PC wargamers too. I would prefer to play this game than Hearts of Iron IV.. Panzerkrieg is a glorious (likely) conclusion to Order of Battle's campaigns in the East between the Germans and Soviets. It's suprisingly varied, difficult, and plain old fun. It's good to know the newest DLC is the stongest to date, as it bodes well for the future. I put in about 35 hours in this DLC. Well worth the cost. Buy it.

The series of campaigns pick up where Blitzkrieg left off, with you at the door of the Kremlin...except the Soviets have counterattacked. The battles focus on this grand back and forth across the steppes, with close ups in Crimea, the Caucasus, Stalingrad, and Kursk.

At the start of the first battle, you realize this will not be like other DLC. You're hardpressed to hold what you have, let alone push forward. Over the first few battles, you're rescuing entire encircled armies (the scale of maps and units is HUGE), and taking phyrric victories. I lost a number of times, trying to figure out the best way to both deploy and use my troops. It's the first DLC where I can recall needing and using a varied force with mobile flak, light transport, anti-tank, and engineers.

The middle battles in the 12-battle campaign see a lot of German success. You're russing to the Don, to the Volga, to the oilfields of the Caucasus. Running tank battles and upgrading your men to having armored transports are the letter of the day. Stukas fly ahead and reduce entrenchment. It's fantastic. The scale of maps and the number of troops on both sides mean you have to choose your advances and where to fortify crossings. The game really shines.

There's a three-battle focus on Stalingrad: first the rapid advance to the outskirts of the city, then a close up on the taking of the city, and finally a fantastic winter battle with encircled German armies holding out. They don't come one after another, and that's another good aspect of the DLC - the devs know when to shift the campaign focus to keep you interested. The battle of

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take Stalingrad is all you could hope. Weak troop transports are easy pickings for your veteran Stukas, if you can dodge gunboats and AA. Heavy artillery across the Volga wreaks havoc on your advancing armies, so you have to soak it up and hope the Luftwaffe can survive to take them out. Block-by-block fighting around a number of key locations is fully engrossing. Taking the city feels like an accomplishment.

The battle of hold Stalingrad is possibly even better. The Volga's frozen, so your encircled army can only hang tight and fend off Soviet assaults from many sides. Garbage Romanian troops help you hold the line elsewhere as you try to relieve the encircled army. It's a close battle, and I nearly lost on the middle difficulty.

The crowning achievement of the DLC is the final battle centered around the Kursk tank battles. It at first seems like another standard running battle, where the Germans blitz through scattered Soviet garrisons and occasional armies. And then you hit resistance. I don't want to give it away, but suddenly you realize there are 20 Soviet tanks threatening not only your advance, but the whole army. I had hardly any ability to repair my units or heal men due to upgrading to Panthers and other improved tanks. In the end, I eked out victory by having my veterat infantry soak up attacks and let my veteran Stugs bombard the Soviets. But it was close, and I'll hear Katyusha rockets in my nightmares.

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