
Theatre Of War 2: Kursk 1943 Download Now



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About This Game

Theatre of War 2: Kursk 1943, the historically accurate and detailed real-time tactical war game, welcomes military history fans to the battle which gave the Red Army the strategic initiative for the rest of the war. Assuming the role of either the Russian or German battle group commander, acting under direct orders of division commanders Ivan Chistyakov or Valter Hoernlein, players will control their troops in historical scenarios on precisely reconstructed authentic battlefields.

Five days of July

In **Theatre of War 2: Kursk 1943**, you control the units of the battle group belonging to German division Grossdeutschland or the forces of the Soviet 67th Guards Rifle Division and 3rd Mechanized Corps, which participated in the defensive stage of the Kursk battle at the south face of the Kursk salient. There are two campaigns:

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- Fiery Salient (forces of the Soviet 6th Guards and 1st Tank Army, July 5-10, 1943)
 - Operation Citadel (German division Grossdeutschland Kampfgruppe, July 5-10, 1943)

Each campaign consists of up to 9 engagements and puts you in charge of a typical military unit from that period. Each soldier and officer is a unique personality with characteristics and skills which can change during the campaign. Careful planning and troops selection is recommended before each engagement.

- Take control over the mighty Soviet or German battle group in one of the battles which changed the history of the world
- Simulation-level visibility, ballistics and armor penetration systems. All vital vehicle systems and crew members are individually modeled
- Two historical campaigns (up to 18 missions total) and an unlimited number of customizable engagements waiting to be created with a few mouse clicks using the built-in Mission Generator
- Sophisticated AI for both enemy and your own units
- Over 60 Soviet, German and lend-leased US and British player-controllable units (not counting various infantry squads)
- Unsurpassed management of battle personnel. You can choose, assign, promote and award up to several thousand people with various characteristics. You can even rename units for easier recognition in the heat of battle
- Team multiplayer for up to 8 players (control of key points or assault/defense) with reinforcements, artillery barrages and air strikes
- Tools for creating your own missions and maps (built-in Mission Generator, wizard-like Simple Editor, full-blown Mission Editor and 3D Map Editor).

Title: Theatre of War 2: Kursk 1943

Genre: Simulation, Strategy

Developer:

1C Entertainment

Publisher:

1C Entertainment

Franchise:

Theatre of War

Release Date: 9 Mar, 2010

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Minimum:

OS: Windows XP/Vista

Processor: Intel Core 2 Duo or AMD Athlon64 X2 (2,4GHz or better)

Memory: 2GB

Video Card: nVidia GeForce 6600 or AMD Radeon X1900 with 256MB RAM or better

Audio Card: DirectX 9-compatible

HDD: 3.5GB free hard disk space

English,Russian,German







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I like this game. It's incredibly detailed and gameplay is good, but it's very buggy and the AI is unreliable. Too often units won't follow orders or hit an insignificant obstacle and cease movement. I also had a performance issue on an older pc where after closing the game CPU usage remains high until restarting. I enjoyed the game and it might be worth buying on sale. After playing through non-steam versions of Theatre of War 2 (Africa, Kursk, Battle for Caen) and Theatre of War 3: Korea I purchased the steam versions as well (during sale).

IMHO, this is not just another WW2 tactical game, it is the MOST REALISTIC simulator of company-level battles of 1943-1951 warfare!

Not easy to master for everyone who is used to "select'em all -> send'em all!" tactics! Every shell and armor interaction follows real physics laws, every unit moves are done in the real scale (time and distances), all battles are very intense and make you feel that this is how it was for real!

Every wargamer eager for WW2 realism must try at least!. slightly good game with large scale maps, silly AI system and flat gameplay

your choice to buy it. Maybe not that good as Combat Mission but good enough to enjoy the details of realistic combat mechanisms. Its not a casual mainstream RTS though, - if you're not patient and try to overrun everyone with everything you got, then you'll rather stick with Command and Conquer. However, they are some buggy issues, which should have been fixed.. Most realistic Tactical game play ever done for WW2, for anyone famaliar with these battles you'll find yourself completely astounded by the detail in this game.. This is a combat simulation close to realism, tanks are not robots. Research before you buy it. I have had this in my library for ages. Just started playing and I think it's fantastic. Just had some great battles where a bit of tactics and strategy really worked well. You can't rush into this you have to do a bit of forward planning and thinking and this is where you get the most rewarding expierence.. A good game with really good and clear effort and love behind it, BUT there is one glaring, game breaking problem, and that is the extreme frame rate drop nearly half way through any mission. At times it can drop to about 5 frames a second. It has nothing to do with machine as I run far more demanding games, but rather the poor coding.

Sadly, I cannot recommend this game, but if the concept interests you try out Graviteam Tactics Operation Star. With the uniform mod, that game is not only gorgeous and historically accurate to the T graphics wise, but also the best strategy game on the market.. Great game!....Released in 2010 and still better than most CM today. A must to experience for people loving than genre!....It is realistic and historically accurate, what is there to dislike?....

I have only 0.5 hours in this game but I have 3 hours in Africa, 20 hours in ToW3 Korea and 25 hours in ToW.

This is a saga I really wanted to like, however it feels very unpolished and laggy even with graphics at low. The missions feel impossible with these controls.

I suppose there is a logic in the game and once you find it you will enjoy the game however at the end of a mission you get the feeling that it simply does not worth it. Not what i had expected. Clunky controls, unresponsive units. Game is quite tedious.

I can usually get past that, i don't mind slow and hard-to-learn strategy games. But it's just not responsive nor is it any fun, and frankly, i find the tactical value to be lackluster due to unavailable options for unit behaviour. (infantry only hit the dirt when under fire instead of ordering them to do so before they are under fire, for example) your units also act clunky and units are unresponsive, especially for tank and gun crews, which is my biggest issue. I am well aware that the game creates a somewhat realistic factor by having a delay in orders and units acting sort-of by themselves, but often at times it seems like my soldiers have a death-wish by simply deciding to hit the dirt right in the middle of a killzone, or tanks refusing to turn the right direction when under fire.

There are also a number of more 'hidden' factors in the game, such as morale, but i couldn't find it. Armor and penetration values for guns and ammo also only displayed the moment when i really started searching for them. While ammo penetration and armor resilience are displayed, they are only done so pre-game when assembling forces and in the encyclopedia. If you happen to stumble upon a tank in-game, you're just gonna have to guess or know these statistics beforehand - which is just silly.

The tutorial is practically nonexistent and explains nothing. While that's usually not too much of an issue for me (i dont mind googling, watching YT vids to get my information) it is still frustrating nonetheless.

I do applaud the creators for trying, the genre is kind of a niche and i really enjoy the setting and the armchair-general genre as a whole, but Theatre of War is just one big dissapointment. I recommend avoiding it.

I recommend picking up Men of War: Assault Squad instead. Not only is it more accessible, it's also got far more depth than Theatre of War, along with excellent sound effects, better graphics, immersion, and an active modding/multiplayer community. And most importantly: Unit behaviour and responsiveness works - unlike Theatre of War..

<https://steamcommunity.com/profiles/76561198160495995/recommended/46340/>

[EVERYTHING that applies to my scathing review for ToW 2 : Africa 1943 applies here.](#)

[Except this manages to be even worse!](#)

[The AI control of your spaastic units is more spaastic than ever seen before, even than in the first ToW! The enemy's AI still cheats to compensate.](#)

[Beyond all belief, despite being a later release than ToW:A1943, they've returned to the older IL2 Sturmovik engine, so the scenery is once again not as good! Who the fk within 1C came up with that idea?](#)

[The campaigns and single scenarios are as ever, just unfair, unplayable, impossible piles of u2665\u2665\u2665\u2665\u2665](#)

[This time the wonderful quick mission generator cannot salvage anything! The old and fully working one on the first ToW and ToW A:1943 has been replaced by a "new and improved" one. We all know what "new and improved" means don't we? Yes, it's a complete FK UP!](#)

[All control over what units you can place and where been REMOVED, replaced by "computer says no - I do everything now - player you can go fk yourself". It now uses a 100% automated system that is BROKEN, UTTERLY!](#)

[So badly so that when I chose Germany as the opposing force, the ENTIRE opfor it placed on the map was composed of BRITISH UNITS! And another attempt mixed German and British units in the opponents force!](#)

[JESUS H CHRIST! Who the hell wrote this game? 1C Company, SACK THEM NOW!](#)

The only positive is that there are now a lot more units, but only if you also buy the "Battle for Caen" DLC. If these can be ported over the ToW 1 or ToW 2:A1943 then maybe there is one reason to buy this ToW:K1943 pile of faecal matter. Buy it to expand upon Africa 43's poor selection of units!

Sorry for such a rant, but this game is one of the worst wastes of money, one of the worst bug riddled, badly designed\u2665\u2665\u2665\u2665\u2665\u2665takes I seen since Empire Software's "Campaign"!

It is also such a waste of potential as well. ToW 2 could have easily been the diametric opposite of the pile of w@nk that it currently is. All that was needed was a decent NON-cheating AI, challenging but fair mission designs, a decent UI and units properly under player control.

I assume this game still retains the excellent and highly detailed modelling of tank armour, vehicle damage, shell behaviour, LOS and LOF mechanics, nice large maps etc. But many of these features are utterly buried under the piles of bad design and programming that this travesty of a game offers - so really one can no longer even see if any of the above qualities are still hiding in there!

Then there is another problem. The rabid, toxic community of those who for some unfathomably insane reasons, actually like this game.

I'm sure there will be plenty of the typical whinging and wailing fanbois, 1C Company shills and general trolls who will come around screaming that this is "11V10 best gam evva", and that I'm just a "retard" who doesn't know how to play this "superb, ultra-realistic game". The REAL reason you can't play this game is because this game will not let you, you can't even control your own units!

If anyone wants to argue the toss and does so sanguinely, fine, but any w@nkers will be deleted without reply, and blocked to prevent further harassment. In short, trolls please fk off.

1C Company need reporting for even daring to release this faeces in this particular condition!. Game is nothing short of outstanding... it brings a Men of war style with a deeper feel of company of heros but with triple the size of maps. It has fairly good me\u2665\u2665\u2665\u2665\u2665s in the game but its really dose lack in key areas.

Pros-

massive feeling moving 50 to 100+ units onto an attack formation with interesting views and areas to come at it from, different units all fairly accurate with the time frame on both sides.

massive maps

you can also set up which units youd like to be in the reserse after u get wiped out by 1 anti tank gun.

THE CONS-

Unit commands are nothing short of terrible you all to baby sit a group of tigers panzers tanks in general from just driving around and getting wiped out. Tank units from both sides are horrible I.E germany at the time had the greatest more advanced gunnery and tanks however youll enter the game losing everything to a single russia anti gun, this tank gun will knock out or track youre vehicles from across the map and not even give a hint of where it shot from but itll damn sure track the vehicle on a single shot. Tanks mainly tigers and panther offer even worst feeling, tank crews wont hit a board side of a barn at point black range or itll tank 5 to 15 shots to get an anti gun down leaving you with only a few tanks few. NEEDS WORK in unit command areas and a fix to gunnery V aiming, as its not even close.

the Infantry in the game are pretty cool however they lack aggression or the feel or battle, giving only a few masuer shoots at anything then just standing there, youll have to move them by hand or a group to stop them from being wiped out. Also horrible hard to control anything in the trech warfare lines youll lose full Battlions of men and tanks to 10 guys and end up just going a different way even tho u made it into their trech really frustrating .

game offers a great look at what the war was but dosent even come close to what would be a finished product for its horrible game controls and lack of. However offering a full release of the war in Eurpe would be a huge hit vs just a few missions.. What you get for your money this game should be at least 90%,it's not as good as graviteam Mius front(because it's older,yet Devs STILL support this:)) but it's equal too the MoW series,except they leave out the micro management. There are really cool mods that add a nice flavor to the game too and you can find some excellent Pz lehr skins and others,and at this price you cant find better imho,i have most wargames worth buying on steam and i highly reccomend this,the low price always puts people off,don't let it put you off!.. great game for us RTS gamers.. Theatre of War 2 isn't a fun game. It is a diehard realistic tactical warfare simulator-RTS. There are people who enjoy these kind of unwieldy games, for example people who like to play ARMA or

people who like to play Hearts of Iron.

This is not for everyone, but if you are one of those aforementioned people, you will have a blast with this.. The historical accuracy is great, but the game is really hard to handle, and it needs time to do so, while in the process I struggle to enjoy my gameplay. The precedent opus was easier. But not better. As a sequel I simply can't recommend this game. It seems to take several steps back, and in doing so hits it's head against an open cupboard.

Firstly, there's the issue of why Theatre of War 2 comes in 2 games, each with their own add-ons? The answer to which illudes me completely. The original game had way more content, more nations, and a wider time period. Poland and France have been removed, and Italy and the USA needlessly funnelled off into their own game (which is also suffers from a severe lack of content). The British only have equipment they had at Caen, and not even all of that is present (have you ever heard of the RAF, 1C?). Are we to believe the feed back for the first game was "there's too much stuff, I want less choice"? Obviously it wasn't, so this is another quandery with no real reasoning.

Secondly, there's a grand total of one new mechanic. It's not even pluralisable. Just the one thing that's been added. It's not a terrible one, just poorly executed. The new mechanic is points. You spend points on the task force which you take on missions, and you get points for destroying enemy units. This in and of itself works fine, although knowing what's worth what would be quite nice, as you've no way of knowing in the middle of a battle (or in the menus for that matter). The only real downside is that your support now costs points. So you need at least 3000 points before you can call in artillery. Given that the average tank kill gets you about 400~ points, you need to wipe out roughly an entire battalion of tanks before High Command decide the situation looks a little hairy, and grant you off-map arty support. I'm not sure why this change was made, as artillery and air support were finite resources anyway, so you could quite easily blow it all on a not-so-serious attack and only realise later there's still another 300 dudes to kill, and your 6 remaining shells probably won't do the trick.

These are just the starkest of the games faults. There's so many little things going wrong as well, from unforgivably bad sound design (Brits speaking in American voices and the generally empty feel of the soundtrackless battles (the music slider is actually greyed out but left in)), all the way to awkward, but sadly compulsory, infantry micro-management (I shouldn't have to manually give my MG ammo while I want to be flanking a Tiger with my SU-85). It's just so frustrating to have a beautifully rendered WW2 battlefield, and then feel constricted and frustrated by mechanics of the game.

Wait, why am I spending 3 paragraphs moaning about a 4 year old game nobody even plays? Perhaps I'm passionate about the subject? Or just unemployed?

It's the second one. Hey 1C, give me a gig as a play tester you f**king hacks!. game looks great and gets very intense

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