Panzer Corps: Allied Corps Crack

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About This Content

The spiritual successor of Allied General is here!
The Allied Corps Campaign takes the award winning Panzer Corps game system and puts you in command of the Western Allies. Starting in the Western Desert and commanding the British 8th Army, the player takes on Italian forces with support from the German Afrika Korps. The war then moves on to Sicily and then must fight their way up Italy against stiff German resistance. In 1944 a new front will be opened by Operation Overlord, D-Day, and then push on to the Rhine and Berlin.

Panzer Corps: Allied Corps is an expansion for Panzer Corps. Allied Corps includes more than 25 new scenarios, over 50 new regular and special elite units, and modified version of existing units to cover the entire war in detail from the Western Allies perspective.

Features

• The campaign contains 30 scenarios, including an allied tutorial based on real WW2 events which links seamlessly into the main campaign.
• The Allied Campaign includes action in both Africa and Europe, and covers the war from 1940 to 1945. There are 6 entry points into the campaign, allowing you to start from any year.
• 900 units types, divided into 19 unit classes with 20 detailed parameters to indentify units abilities, 17 terrain types affecting gameplay in various way
• 2 player multiplayer using Slitherine's PBEM++ server with thousands of active players already online. Play against players with Panzer Corps and Afrika Korps giving you access to a huge community on day 1.
• Units from more than 30 nations are represented including Great Britain, USA, France, Poland, Germany, Italy, Norway, Belgium, Netherlands, Albania, Romania, Greece, India, New Zealand, Australia and more.
• Lots of historical and a number of what-if scenarios. What if the Russian's didn't stop heading West!
• You can start the campaign as Britain or the USA, and later use a mixed British/US core force.
• Heroes with great bonuses emerge as your units fight in combat.
• Track the battle history of your units and watch as they are awarded medals.
• Save games and watch replays of them and share them with your friends.
• Huge library with information on many tanks and aircraft from all sides of the war.
• Scenario editor included and extensive modding options are available.

Title: Panzer Corps: Allied Corps
Genre: Strategy
Developer:
Flashback Games, The Lordz Games Studio
Publisher:
Slitherine Ltd.
Release Date: 6 Jul, 2013

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: Pentium 4 or equivalent

Memory: 1 GB RAM

Graphics: 64Mb Video Card

Storage: 100 MB available space

Additional Notes: If you use a newer OS than Windows XP, you will need at least 2 GB of RAM

English,German,Russian

I really enjoy all parts of Panzer corps this one included, but found this be the easiest of the collect.

Would I recommend it yes as gives bit of flavour been the allies and not the Germans for once. Panzer corps one my fav its easy to learn hard master, multiplayer great fun to.. soild expansion pack for one of the best turn based strategy games i have played.. If you liked PGII then this is for you. It says the game is in my library but I cannot locate it? Any ideas?. Duration: About 35 hours.

First Time Played

Enjoyment: high

This is a great DLC for Panzer Corps. This campaign takes the British from North Africa all the a through to Berlin. High enjoyment throughout. The Market Garden scenario was very memorable as your core force races through a long skinny map to help out the paratroopers at Arnhem. Sicily and the defense of Crete were also memorable highlights.

The campaign has many entry points and there is the option to add US Forces to your core once they enter the war. Another great DLC for anyone out there like me who can't get enough of Panzer Corps.

Solid successor to Allied General. This is an excellent game that is well worth the price of all the content. I bought it here on steam before Soviet Corps, Sealion and US Corps were released, and bought all three of those DLCs without hesitation.

You will get plenty of hours out of this just like i did. It will also run on most decent machines. The difficulty settings are very flexible and customizable to suit your playstyle. Unworthy addition

This addon game lacks in balancing. The axis have to many tanks so you fight in africa with reversed roles where the allies have less tanks.
The allies tanks in the lategame are too strong resulting in a quality superior allied tank force thats ruins the immerson. In good old PG3 you had your short barreld Shermans with were equal to the PZIVD and the longe rbarreld ones wich were equal to the PZIVH. You really hadn\u00b4t a superior tank to the Panther and Tiger. That made the game fun because there were challanges. Here you have 10 Sherman Firefly\u00b4s and ohter sherman variations that are better ingame than the Panther. That is historically nonsense. You should only have one Firelfly tank unit.

On the other side the axis Flak is extremly overpowered and kills decimates your air units with one attack to 30-50% strength. Were in real they were not that effective, they were rather able to make the attack less effective. So you would not destroy the enemy airforce in one round you rather decimated them over the course off the entire battle so it took you like 8-10 rounds till one aircraft was destroyed.

This results in a unhistoric gameplay.

The KI lacks the intelligence to use bridge-pioniers so e.g. in the arnheim map you can\u00b4t enjoy the map in axis vs cpu allies because the attacking allies fails to us its forces to cross the rivers in time. This problems repeats on other maps to resulting in not palyable szenarios.. An absolute treasure. Allied Corps is a rewarding experience. It has some difficulty. However if you know what you are doing it gets easier to manage. Infantry does not suck. You just have to cover them with artillery, and slowly rank them up. Once you have three star Rangers you can do some serious damage. Once you level up Rangers, and Airborne they shred up the fortifications... Hell... I ambushed a Tiger 1 with Rangers in the mountains, and it took 7 damage off of it. I was excited as hell. So no Infantry does not suck. Only the player can suck. The key to getting better at this game is variety. Don't use the same units. Mix it up. Understand strengths and weaknesses.

Allied Tanks are infantry support, and do massive damage to infantry, but are brittle against German tanks. So use artillery and anti-tank. My Rangers were Tank destroyers. I tamed the big cats with infantry. If you can use the terrain, air force, and artillery to your advantage the Big Cats can't hurt you.... As bad lol. You'll get scratched, but you'll persevere.

The Calliope is really good. Trust me on this one. Level up an artillery gun to three star. Upgrade it to Calliope, and it will shred up Axis Infantry. You don't want to lose units. You want experienced war heroes. I can't recommend experienced Rangers enough. They are savage if you level them up. An easy way to do it is to use Engineers for a while. Clear forts, minefields, and gain some experience. Than upgrade to Rangers.

Allied Corps is hella fun, and I highly recommend the Grand Campaigns for Allied Corps. They are harder than this addon, but very rewarding. The Allied DLC's are hours and hours of fun. Thank you Slitherine for the memories.. Good addition to a good game.
Just one tip here, for the allied campaign - get tanks. The heaviest, strongest, tankiest tanks that ever tanked.
Infantry sucks in desert (first couple of maps), tanks and artillery are the way to go.
Anti-air is not very good, rather get several Fighter planes that will ensure your airborne supremacy in first few turns.
Later, in normal green maps - infantry will get to shine when attacking and defending cities, but the tanks will still be the prime destroyers.
This counts especially for desert - get as many tanks as possible. (I had like 6-8 heavy tanks, 2 recons, 3-4 artilleries + 2-3 engineer infantries in my core and I've cut through Rommel's brigades as a knife through Rommel's weak flesh.)

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