
Stalingrad Reset Key



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About This Game

Stalingrad is a real-time strategy title that places gamers in the middle of the most dramatic periods of World War II, covering major events from June 1942 till January 1943. Built-up upon the enhanced Enigma Engine, the game offers faithful historical recreation of the Stalingrad area, vast tactical options and more than 150 units at your command.

In Stalingrad's two thrilling campaigns, you will take command over Wehrmacht and lead the German forces into the City, then switch to the Red Army and drive the occupants from the Soviet stronghold.

Key features:

- More than 150 types of units, 43 missions in two large campaigns for the Wehrmacht and the Red Army

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- The game missions were recreated from tactical maps and air photography materials
 - Historical buildings reconstructed from archive photos
 - Accurate reconstruction of historical events
 - Full-scale battles on the city territory
 - Original soundtrack by the band "Skafandr"

Title: Stalingrad
Genre: Strategy
Developer:
DTF games
Publisher:
1C Entertainment
Franchise:
1C
Release Date: 5 Apr, 2005

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English,Russian,German,Czech





Wehrmacht

Help

CHAPTER 1

To Stalingrad!
July, 1942

In the middle of Summer 1942, the situation at the Soviet-German front became critical. After the failure of offensive operation near Kharkov, fall of the Sevastopol city and Crimean peninsula, Soviet forces of the Southern, South-Western and Voronezh fronts found themselves in a very complicated situation. Wehrmacht forces, recovered after a defeat at Moscow, commenced a full-scaled assault on southern sector of the front. Germans were eager to capture Stalingrad and oil-rich Caucasian region. During the preparation for offensive operations, Wehrmacht HQ divided Group of Armies "South" on to Group of Armies A (to attack on Caucasus), commanded by Field Marshal List (1st Tank, 17th and 11th Field and 8th Italian Armies); and Group of Armies B, led by Field Marshal von Bock (to attack on Stalingrad, 4th Tank, 2nd and 6th Field and 2nd Hungarian Armies).

The offensive operation started on June 28th, and on the first stages was very successful. By beginning of July, Wehrmacht reached suburbs of Voronezh city, while highly mobile 4th Tank Army was deployed near Kantemirovka and was supposed to continue the assault. At the same time, Group of Armies A started assault from Slaviansk and Artemovsk to Starobelsk and Kantemirovka, striking at the adjacent South-Western and Southern fronts. By mid-July 6th and 4th Tank Armies reached the bend of river Don and captured settlements Bokovskaya, Morozovsk, Millerovo and Kantemirovka. Detachments of the 1st Army at the same time advanced to the city of Kamensk. However, Germans



Yes

No

A Fantastic game!

A Simple WW2 RTS using the old Blitzkrieg Engine!

Brings back them RTS "Good Old Days". If you like games like Sudden Strike than you will like this. Graphics are dated now but still enjoyable to play and worth the \$39.99. Not amazing, but certainly enjoyable and a solid addition to a stellar set of Blitzkrieg games. Didn't like the pseudo-hard-rock sound track though. Hit and run and flanking attacks work best. Easy to master but you can ramp up the difficulty as much as you need to find the right challenge. Also like other reviewers say, nice to see infantry be actually useful for a change.. Very good game - recommended if you liked Blitzkrieg.. This is an outstanding little game. Sort of a cross between COH/Faces of War and Theatre of War/Combat Mission. It's heavy on historical fact and covers the Stalingrad campaign from the summer of 1942 and the drive on the city by Army Group South, right through to the battle for the city itself. You can fight campaigns for both sides too.

There is no skirmish mode and obviously the graphics aren't state of the art any more. Having said that it's graphically rewarding compared to some of the more serious games where you only move units on a bland map.

Just about every vehicle from both sides is represented along with all types of infantry squads. You move from battle to battle in a type of operations mode, each battle faithfully reproduced and historically correct. Expect to fight for fortified villages and river crossings early on, and later fighting in the ruins of Stalingrad of course.

You even get to use resupply halftracks and trucks, to re-arm and re-provision your tanks. A first for me. If one of your tanks is immobilised then it just has to sit there until you can repair it, often under fire.

Highly recommended, especially for wargamers who prefer historical type games.. If you're a veteran of Blitzkrieg you'll know what to expect out of this game. However, Stalingrad improves in areas where Blitzkrieg fell short. For example, infantry is much more useful. They don't die so easily and can hold their own in gunfights.

Also, your units can't shoot through solid objects like in Blitzkrieg.

For those that haven't touched Blitzkrieg, Stalingrad works like this: In every mission, you're given goals to accomplish with a selected amount of units at your disposal. It's your job to use these forces in such a way that inflicts heavy damage on your enemy's forces while you're minimizing damage to yours. All while completing your goals.

Sounds simple, right? But there's a catch. Units aren't replaceable when killed and ammo is scarce. That's right, you are left at the mercy of whatever reinforcements the game decides to give you and what supplies are available. More accurate realism as opposed to having supplies at the ready constantly in Blitzkrieg.

So you best take your plan of attack/defence very seriously if you expect to last long.

In terms of Story/theme, Stalingrad is a WWII RTS based on historical facts on the invasion of Stalingrad during WWII. You can play as the Nazi's or the Red Army in two lengthy campaigns.

It's a good game that strives to improve upon where Blitzkrieg fell short and certainly will scratch that hardcore strategy gaming itch.

There is only one complaint I have with this game. The music. It sucks and doesn't fit at all. I can understand maybe if they were trying to make this game stand out. But the gameplay already does that for Stalingrad. We don't need some really low-quality rock music blaring in our ear drums to appreciate good strategy gameplay. You'll want to mute it and play some good old Blitzkrieg music or WWII themed music instead.. Very nice. I got this game on sale a while ago. Never heard of this before, just wanted to try something with the WWII theme. It was a good surprise to find that the game was so large, with 2 big campaigns: one for the nazis and one for the russians. Took me many hours to finish it.

I liked the RTS element and also liked that you can't produce units but you rather get reinforcements from time to time. The game is old but the graphics are still decent and the sound and music are quite adequate for a game like this. Also liked the cutscenes that are real footage from that conflict.

Found no bugs or crashes. Runs with no problem on win 7.

For a game that is usually pretty cheap it packs a lot of content. Lots of different units and many different scenarios with varied goals. Strategy and approach is relevant to win the game and it's rewarding as you get medals for performance. The game is IMO a little hidden gem and is very recommendable for those that like RTS and WWII stuff.. Excellent old game , i bought on original release and have played many times. Based on the original Blitzkrieg series, a real treat as you must look after your army as replacements are not always at hand. The closer you get to your goal, the more desperate and stretched supplies become. Loved the operation 'winterstorm' rescue mission for the 6th army. Trying to punch through the soviet defences to rescue paulus' army with a patched together force was a challenge. Keep saving progress and enjoy this great 'blitzkrieg' title. No silly 'company of heroes' style unit building/upgrading rubbish just fight with what your given. Classic

Everything you'll need to know is covered here (except the meaning of life, I would recommend the bible for that) just skip down to what you want know!

I will say in advance that I'm generally very grumpy and extremely strict when I review stuff, (I gave GTA V a bleeding 7 for crying out loud!) so it may surprise you when I say I gave this 10/10

Basically:

This is one of the best games I have played all year! It does everything I could want for a fun but still amazingly realistic ww2 strategy, it takes all the fun bits of games like blitzkrieg but makes them far more fun and far less tedious, if anyone is wondering this actually runs on the exact same engine that the first blitzkriegs ran off of

So if you ever missed blitzkrieg I think you'll find this right up your street! If you have never played one of these games you will be in for one hell of a treat! Especially if you love hard core ww2 strategies (but don't worry it's still pretty laid back for those of you who want a more relaxed rts)

What do you do? How does it play?

In Stalingrad you'll get the choice of either leading the Russian or German forces to victory (with the odd bit of help from their Romanian and Bulgarian allies). Instead of most ww2 strategies you'll play Stalingrad will give you a reasonable sized force, and your marching orders, it's then your problem to make what they have given you complete the mission, your troop are not replaced once lost, SO BE CAREFUL however you are given supply trucks and repair vehicles so you can resupply your troops with ammo and fix up your damaged vehicles this means most of the time its far better to carry out small organised skirmishes and fall back before the enemy gets wise as opposed to enormous spams or bum rushes. You also often given allot of air support in the forms of fighters, bomber, fighter-bombers, and recon planes.

My personal opinion

Over the years I have seen countless games made on this engine spanning from the scorching deserts of north Africa to the bug ridden jungles of the Philippines even the bloody trenches of the first world war one, and now finally the frozen wastes of Stalingrad so it's very easy for me to say this is one of the best uses of the engine it's probably my favourite to be honest (maybe World War One is A BIT better) although the previous games allowed you to replenish you troops from supply trucks, this game works far better with that slight struggle, and shortage on men you experience in the later missions (especially since this was a major issue for Germany during the war) besides, the game usually gives you more than enough equipment to achieve your goals, most of the time. Which more than counters this short coming.

In a nutshell this easily makes my top 30 games ever and possibly 20, which says something since I have over 260 games on steam and over 50 PlayStation 2 and Xbox 360 games

10/10 everything has been executed to perfection, constantly engaging, I didn't get bored and finished it in one sitting, the one change that I had issue with I had was tiny, and actually served to make the game better in the long run.

Perfect

Does it work on windows 7 and 8?

Windows 8? I have no clue sorry! However on windows 7 it runs perfectly, there doesn't even seem to be a trace of a bad port, but what I found even better was it ran full screen on my massive 1080p HD screen without those annoying black bars, like so many other old games and concerning it ran like that on windows 7 it's a fair gamble to say you'd be fine if you were dumb enough to get a windows 8 (windows 8 is a DEAL WITH IT!) ;)

I found this little bundle of joy a real pleasure to play this is so easy to recommend, I would still recommend this even if it was as it is its and I've only played the Germans so far. I've had some fun memories of storming

Stalingrad as the Germans, now it's time to hold it as the Russians; I'm so happy to say I'm not going to be disappointed!

10/10 everything was perfect.. This game is worth \$20, let alone the \$1.24 I actually paid.

Probably the definitive WWII RTS. It's hard, but it's oh so satisfying when your plans work out, (or you snatch victory from the jaws of defeat). It's not about brute force. Well, it kinda is. Schwerpunkt. You concentrate forces on a narrow point in the line to achieve breakthrough. Stack armor columns in waves and maintain critical pressure on the main point of attack to achieve advantage by disrupting the enemy's rear. As Guderian said "Klotzen, nicht kleckern!" ("Kick, don't spatter them!")

If this can't be done, pull a Rommel and flank their butts, hit 'em hard on the side where only a few AT will be facing you, or if you can force into their rear and catch their guns from behind...

Otherwise, you're gonna have a bad time. The Red Army/Wehrmacht is no play-thing (on normal) and they will wreck your glorious metal monsters if you give them the chance. Thousands will die on both sides before victory can be claimed. Do not rest, do not become complacent, commander. Your opponent will give no quarter. The Volga will run red with blood.

This is Stalingrad.. I say again. I want more Blitzkrieg-based game!. I'll keep this brief...like a lot of other reviewers I rate this game as the best in the blitzkrieg series (I've got them all) and a superb ww2 rts game.

I also think the soundtrack is ****ing brilliant !!

10/10. Very good RTS, and historically education as well. Urban combat can be quite intense. And units need to co-ordinate in order to achieve anything. Fun to blow up buildings. And dug AT guns are the biggest pain in the a\$\$\$. Not bad for buck-fifty.. well for me the game is fun. mini clips are great music bad lol. takes time to fight an resupplying vehicles ect are real enough they take longer than other games however real life situations are to so I give it A+ good looking vehicles building ect fun to blow up. air support is very good. for the price not bad at all. seems like a upbeat of sudden strike games but I feel better my opinion.. From all the 1C's isometric RTS games, Stalingrad is my favorite. Gameplay wise it's still bad (that's why we don't see these Blitzkrieg engine games anymore), but you can see that the devs put a lot of effort and love into this title, which makes it stand out from the rest of 1C games. It's worth a buy, especially for that price!

<http://steamcommunity.com/sharedfiles/filedetails/?id=792604333>

<http://steamcommunity.com/sharedfiles/filedetails/?id=792614018>. Excellent game!!

[The combat and dynamics are even better than the much newer Blitzkrieg 2 game.](#)

[Here's what I love about this game:](#)

[- USSR missions where if you retreat you are shot at by NKVD Anti-Desertion squads. NOT ONE STEP BACKWARDS COMRADES!](#)

[- artillery has actual real ranges. mortars can hit targets across the map. In BK 2, mortars and artillery can barely fire longer than a few 100 feet.](#)

[- infantry can ride on tanks!! I love this aspect of the game because its such a small feature but makes the game feel so immersive](#)

[- a large variety of tanks and armored vehicles.](#)

[There are like 10 different versions of the German Pz. III, ranging from commander versions with special radio equipment on the sides and a tank commander actually visible on top. Some tanks will have ammunition boxes on the back and sides while others have Nazi flags! The detail in this game is just great.](#)

[- infantry are actually useful and aren't just slaughtered. They can survive a few hits and can fire at targets from a reasonable range.](#)

[- Each mission is highly detailed with plenty of scripted events like surprise counter attacks and enemy air strikes. BK 2 and](#)

[Cuban Missile Crisis: The Aftermath](#) suffer from the same missions played over and over again.

[Besides being sorta old, the game has no real drawbacks from what ive played so far. Both the Russian and German campaigns are highly detailed and give intense missions. Best \\$5 ive ever spent on steam!?. I'm happy to see Stalingrad finally made it to steam, but i forgot how useless the infantry was, i almost never got the use the damn soldiers, i kept yelling MOVE UP DAMMIT, but instead they decided to just lay down and not use any type of cover, even though i got my tanks to pound the entrenched areas, so i decided to just leave my infantry behind and just take all my tanks up and destroy the anti-tank guns in groups, the damn tanks are more useful against enemy infantry than infantry vs infantry.](#)

[But because this is getting a bit old, and it still works and the textures looks great.](#)

[Approved.](#)

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