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Codename: Panzers, Phase Two Ativador Download



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## About This Game

### Remaster Features:

- Fully remastered to work with modern systems
- Support for modern display resolutions
- All patches included
- Re-implemented multiplayer and NAT traversal for a smooth online experience

In Phase Two, players will encounter new and familiar heroes as the battleground of World War II shifts to Africa, the Mediterranean, and the Balkans. New units, buildings, terrain, and tactical capabilities, along with challenging and surprise-filled missions and campaigns, round out this newest offering from Nordic Games and Stormregion. A full-featured mission editor will also be included to expand the gameplay. No fan of World War II or RTS games will want to miss it.

### Features:

- Three captivating campaigns, inspired by key battles of World War II

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- Play American Allies, the German-Italian Axis, or the Yugoslavian resistance forces
  - Day-night cycles take on an even greater importance with night time stealth and search and destroy missions
  - Hundreds of fully destructible object types and buildings comprise the battlegrounds in which units interact even more realistically with the terrain
  - More than twenty new unit types and variants are introduced, broadening tactical capabilities.
  - All missions support competitive and cooperative game play.

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Title: Codename: Panzers, Phase Two  
Genre: Simulation, Strategy  
Developer:  
Stormregion, THQ Nordic  
Publisher:  
THQ Nordic  
Franchise:  
Codename Panzers  
Release Date: 21 Jul, 2005

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**Minimum:**

**OS:** Windows XP / Vista / 7 / 8 / 10 32 or 64 bit

**Processor:** Intel or AMD 1,0 GHz

**Memory:** 256 MB RAM

**Graphics:** 64MB 3D Video Card with Hardware T&L

**DirectX:** Version 9.0c

**Storage:** 4 GB available space

**Sound Card:** DirectX compatible

English,French,Italian,German,Polish,Czech,Russian,Hungarian







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This game is basically a DLC of phase one. Virtually everything is the same (game mechanics, graphics, ...), just new missions. It is quite a bit shorter than Phase one as well with +-20 missions (compared to about 30 in P1). As it is virtually the same as Phase one, you'll enjoy this one if you enjoyed the first one as well, like I did and do.

If you haven't played Phase one, just buy that one instead.. Reskinned copy paste of first game with tiny bit of features added, way overpriced and worth a while to buy it for 3 euro if you liked the first one but still you won't see many of the features from first part. 3V10. This is an old but fun game, which follows on from its predecessor, this time the fighting takes place in North Africa, Italy and the former Yugoslavia, the story is also pretty good and like its predecessor it's best to play the factions of this game in the order presented, (Axis, Allies, Partisans). There have been some improvements but a lot remains similar to the original.

First the Pros

Graphics have improved over the original and the old colour film real type cutscenes is a nice touch.

Some missions take place at night and you can toggle vehicle headlights on and off to increase your view range which is a nice touch.

You can capture enemy vehicles and use them on their former masters.

Flamethrower troops are great en masse for heating up tanks till the enemy crew are forced to bail out and you can use your own tank crew to capture and use that vehicle (great if its a better tank than you have).

Nice little story to the game

Graphics are dated but they are good for the time and improved on the original

Now the cons

Game mechanics and AI route finding are terrible

Game is very hard even on medium difficulty

Enemy rocket vehicles reload way too quickly and can be devastating to your forces, also there always seems to be way too much German Armour available in the later Partisan missions, especially the final mission where the German army is on the retreat and the cutscene at the beginning shows the Germans running from the Russians and getting their hands handed to them as they flee.

On some levels even in built up areas, large tank numbers are the only way to win, but ensure you have repair and resupply trucks on hand because you will need them

Rocket soldiers on all sides reload way too quickly.

All troops take a lot of tank main gun and MG fire before they die.

Fog of war distance is way too short and enemy can always see and shoot your vehicles long before you can see and shoot them, fire range of all tanks is ridiculously close, most WW2 tanks could see and shoot over a Kilometer in some cases up to 3 Kilometers plus, on this game you'll see tanks only able to shoot at the same range as riflemen and artillery not much further than that.

There are some bugs and occasionally the game does crash.

It's really hard to effectively use troops in built up areas to clear out enemy positions, tanks actually do better so long as you can keep them constantly getting repaired.

To sum up

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I do recommend the game if you want a bit of cheap WW2 RTS fun but it will get frustrating at times, and not in a good way, too often tank rushes are all you need to win the day because trying to tactically use combined arms in this game rarely pays off, save often because you will find yourself regularly getting attacked beyond your view range on every level, vehicle engagement ranges and view distance even in the open expanse of the desert are way too short and so are the view range, like the first game always have repair, rearm and medics available, on allied faction invest in British Archers when you can, en masse they pack a deadly punch and are reasonably well armoured. To launch this game on a modern system you may need to select Window Mode then when the game open in a window you can click the expand icon (just like on a webpage) and it will change to fullscreen without any issues.

. Zu befehl !. I played this game first before steam even existed it is better than the first on graphics an enjoyable game.. loved this game got it on sale very challenging even on easy nice graphics alot of strategies just not one to beat each mission would reccomend it if you want a fast world war 2 game



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Ich kann Phase two nur weiter empfehlen. Es umfasst mit einer Spannenden und fordernden Kampagne den Afrikafeldzug während des 2. Weltkriegs sowie einer Bonus Kampagne im Balkan. Man merkt das es schwirrerger ist als Phase One und das ist auch gut so. Wenn einen Echtzeit Strategie spiele gefallen ist das Spiel einen Kauf wert. Codename: Panzers, Phase One: Africa Edition.. AI is absolutely stupid, rediculously expensive for its quality. Just get Men of War series.. Mindless fun...

It is mindless fun in a way. The cut scenes, done with awful animations by today's standards, is still something to giggle at. There is this scene where an englishman and italian chat about tea while everything around them is shot to pieces.

The combat though, is far from nifty. In fact it doesn't pay when you avoid of the scripted path.

Example: at the Tobruk scenario I decided not to persue the main objective directly, instead I took a left hook, attacked the enemy from the rear, taking his bases before proceeding towards the first main objective.

This resulted in me being punished for it. When I did take the first main objective it immediatly said I did the second and third main objective too and that ended the scenario, thus i was never able to accomplish the secret and optional objectives.

In all i missed out on 150 prestige points which is equal to 25 percentage of the points for the scenario.

Otherwise the game is hampered by a lot of issues. For instance, all cannon have the same effect. So an artillery pieces do more damage to a tank than a tank or tank destroyer do. You are relying heavily on repair and resupply units. Infantry is next to useless except for ai run mortar crews. The ai has lots of them and while mortars are next to useless against tanks in ww2 reality, in this game they are a deadly threat simply because there are so many around.

Recon units seem to perform good or bad depending on the side you play. Mostly they recon just about enough to let you see an enemy before they see you. It seems that german units are slightly favored.

Scenarios range from neat to annoying. You gain points with each scenario so you can buy better units, but not every scenario you are allows you to arrange your troops and spent the points you gained. A lot of them just throw you in with whatever the scenario gives and hits you at once with assault.

As said.. it is fun.. but you better of buying it on the cheap.. Good game, quite modder friendly (InGameAnim maker, Map Editor + Community made tools), Could have Steam Workshop feature... If game was less "Everything in the EXE" (game menu and HUD and etc screens could be modded) I could have made S.W.I.N.E. mod already. Codename: Panzers Phase Two is a great game. One of my all time favorites (and Phase I). The scenarios I saved year ago are fun to play and relive. Wish developers made scenarios still. Too bad the company was undercut (from what I've read) and major player sold out. Just reinstalled on new computer.. It is a classic strategy in 2 parts. Phase 1 almost equal to Phase 2, the only thing Phase 2 have done is new missions and Italy + Yugoslavia. Story is very well written, panzers themselves are good realized. Infantry is a bit sucky (it always so in classics).

Despite being released in 2004, the game is good alternative to that Company of Heroes 2 shame. Campaign is more interesting, game is harder (if you choose hard mode your losses will be unrestorable) and it doesnt want you to buy stuff like generals etc. PS Russian voices are not very good. Pronounciacion is fine, but phrases sometimes ugly.. A fantastic sequal to a fantastic strategy game!

It has all the good traits the first one has, while it adds a bunch more gameplay mechanics.

What's improved:

- Mouth animations

What's new:

- Gameplay: Headlights!
- Night missions
- Special missions ;)
- ANZIO ANNIE

What's still bad:

- English voices:

I'll detail this one a bit. The English voices are SO damn bad I can't even describe what's on the same level.

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- Short third campaign (But damn it's good)
  - German campaign doesn't go past El Alamein (1942 again)

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