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## Unity Of Command - Black Turn DLC Activation Code [hack]



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### About This Content

This prequel DLC, whose events happen prior to "Stalingrad Campaign", completes the Eastern Front story as told by "Unity of Command". Take control of the Wehrmacht and its allies in Operation Barbarossa, from the dramatic early victories all the way to ignominious defeat at the gates of Moscow.

### Key Features

- The story of the 1941 Nazi invasion of the Soviet Union in 13 suspenseful scenarios.
- Campaign extends into what-if territory, pitting the Wehrmacht against *extreme* odds.
- Separate Soviet scenarios, about the two winter offensives which brought the Nazis to a halt.
- New early-war units, including Axis allies from Romania, Hungary, Italy, Finland and Slovakia

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Title: Unity of Command - Black Turn DLC

Genre: Indie, Strategy

Developer:

2x2 Games

Franchise:

Unity of Command

Release Date: 10 Dec, 2013

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**Minimum:**

**OS:**Windows XP

**Processor:**1.6 GHz

**Memory:**1 GB RAM

**Hard Drive:**150 MB HD space

English







Campaign Record	
Initial Prestige	800
Army Group North	+0
Army Group Center	+285
Army Group South	+75
Estonia	+200
Luga to Leningrad	+320
Smolensk	+430
Uman Pocket	+400
<b>Total</b>	<b>2510</b>

Campaign Ongoing 54%  
7 of 13 scenarios

Kiev Encirclement (10 turns)

September 1, 1941  
Army Groups South and Center have not made much progress since early August. After much deliberation, an entire panzer group is detached from the central push to Moscow in order to destroy the Soviet forces wedged between the two army groups at Kiev.

Von Bock, Von Rundstedt  
AG Center, AG South  
8 204

Kirponos  
Southwestern Front  
10 272

- Loss
- Victory
- Decisive Victory
- Brilliant Victory

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Excellent operational campaign game that surpasses Panzer General line of games. The line of Unity games has the feel of east front warfare in WWII: swift breakthroughs with panzers racing to encircle Russian units. It took me several tries to get Decisive Victories in the scenarios, and some scenarios I'm still working my way there.

The game has lots of improvements to gameplay, like extra movement if a unit doesn't attack, showing the route a unit will take to its destination, and being able to undo a move you have just made. Especially nice is the supply line requirement that is simple and easy to observe, without burdening the player with details. This also makes clearing the supply path vital to a successful offensive. And beware, the computer AI will look for an opportunity to cut your supply lines, which can be very embarrassing.

My one minor complaint is that you can't save the campaign game of linked scenarios at the end of each scenario, so failing a scenario means you have to start over. I realize this is a design feature, but I'd still prefer being able to save the campaign. The game does do an auto-save as you progress through the campaign so you can pick up wherever you left off last time.

I highly recommend Unity of Command as a truly fine game.. Great extension for UoC - if you enjoyed the original "Stalingrad Campaign", you will also love this one!

IMO a bit easier than the "Stalingrad Campaign" - at least I managed to achieve more "brilliant victories" than in the "Stalingrad Campaign" scenarios ... ;-). An utterly addictive game, that will punish you like no other - the AI is perhaps the most ruthlessly bold i have ever seen in a game, they will take advantage of any opportunity to cut off your supply where possible and encircle units. Its quite a puzzle to figure out how to get teh best result. I have been playing maps over and over again, trying to figure out how to be as efficient as possible - very rewarding to finally get the objective, a game that really makes you work for it. The background music is pretty cool too. Nice expansion for the great game!. Far too Easy campaign except the last two maps, the core game is more challenging than this dlc.I buy it for 2.5 \u20ac, but still if i'd bought it 10 bucks, i would be\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 Still a cool dlc and worth 2 bucks, Devs have doen a sweet job, but again too easy for a positive feedback. And i don't want to hear "to compelte each map on impressive victories\u00e9 cause i replayed only two maps in the core game i'd to replay almost every map 2V3V4V5 times



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