



Download ->>> <http://bit.ly/2SHRgiW>

## About This Content

### OKW Commander: Elite Armor Doctrine

Use superior equipment and experienced crewmen to augment your armored forces. Plan your tactics with Signal Relay or recover your armor with an Emergency Repair. Use the Sturmtiger to spearhead the assault.

- **Signal Relay**  
Boosting signal range briefly reveals enemy vehicles on the minimap.
- **Emergency Repairs**  
Vehicle crews gain the ability to repair critical damage on their vehicles. The crew is very vulnerable during this repair procedure.
- **High Explosive Anti-Tank (HEAT) Shells**  
Tanks are now issued HEAT ammunition for increased penetration.
- **Panzer Commander**  
The Panzer IV, Panther & King Tiger can be upgraded with a Panzer Commander that can survey the battlefield and call in coordinated artillery strikes.
- **Sturmtiger**

---

The Sturmmörserwagen 606/4 mit 38cm RW 61, more commonly known as the Sturmtiger, is an assault vehicle capable of firing a 376kg rocket-assisted shell devastating to enemy force concentrations or structures.

---

Title: CoH 2 - OKW Commander: Elite Armor Doctrine  
Genre: Strategy  
Developer:  
Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)  
Publisher:  
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)  
Release Date: 23 Jul, 2014

a09c17d780

**Memory:** 2GB RAM

**Processor:** 2Ghz Intel Core2 Duo or equivalent

**Graphics:** 512MB Direct3D 10 capable video card (GeForce 8800 GT or Radeon HD 2900XT)

**OS:** 32bit Vista

**Internet:** Broadband Internet connection

**Hard Drive:** 30GB free Hard disc space

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







---

It's absolutely not worth it, worst Doctrine ever, waste of money, can't give it back, because the multiplayer game took longer than 2 hours, DAMN!!!. I bought this General just because of the The battle group, which they removed.. Hard commander to master, but the High Explosive Anti-Tank (HEAT) Shells is really great tanks do also more dps to infantry but the ammo prices are high. The Veteran Panzer IV Ausf J. Battle Group and arty on tanks is very nice but very hard to pull off.

Great commander for 2v2 or 3v3 not suitable for 1v1

Fun but need good ally to make good use of his perks:P. great commander because of his tanks, i mean who doesn't like Sturm tiger in battlefield for crashing enemies line and also your tanks can have Emergency Repairs which you don't need pioneer for repairing your tanks. High Explosive Anti-Tank shells are useful to blow out soviet and merican tanks. anyway elite armor doctrine is one of the best commander in this game if you are playing as oberkommandos, i got this dlc when it was 75% off, its worth to try.

8V10. I bought this when it called in 2 elite panzer IV, now it has been replaced. you can't change stuff after purchase, this is \u2665\u2665\u2665\u2665\u2665\u2665\u2665!. Yeah i can hear a what you saying "its a another german commander with a tanks" but its not that way;

First you get a signal relay,its spot a enemy vehicles,which is so nice,if you expect a armored assault and dont know where they coming,its really useful

Emergency Repairs:Its like a soviet counterpart,if you have a no engineers nearby and you have a lot munitions you can use that HEAT rounds:They are useful when you have a IS2 or ISU52 contact,just click it and watch the fireworks :D

Panzer Commander:I dont use that so much,but its should useful for someone anyways

Panzer Group:Yeah finally,Panzer IV a really good tank if you know how to use it,and OKW variant have a HEAT round and emergency repairs? Just call it and watch the show :D. As of right now all Panzer IV's for the Whermacht and OKW are nerfed to sh\*\*, so the panzer IV ausf J battle group isn't really worth it, especially considering that they have less damage resistance and health than the already nerfed Ausf H. At 210 fuel it would be more resourceful to call in a panther or just wait for KT since a pzIV can barely take a t34V76 in 1v1 nowadays. It says they come out with a "random" amount of experience, but everytime I've called them into the field they've had 1 with a single vet star and one with only half a bar full and no stars, which is disappointing. I feel that the vertrancy isnt random enough. However, I do recommend this doctrine because of how useful and synchronized the rest of the abilities are. The signal relay is great for flanking SU85s and hunting down Katyushas. The crew repair is useless IMO as they only repair some 20% of the vehicles damage everytime ive used it, but this can still come in handy when you're in nail biting situations. The HEAT shells are nice and good when your panthers are up against an IS2 or your mediocre PzIVs are still bouncing on the sides of an SU85. The panzer commander, at only 30 munitions is actually a solid alternative to the MG turret. When initiating a flank with my armor it is good to have that call in arty on enemy AT guns as they try to reposition themselves.

In all, this doctrine can be fun and provide the occasional game changing army abilities, but don't depend on it, and honestly just make a panther instead of the PzIVs unless the enemy has no armor whatsoever. If the PzIVs were up to par with when this game released, this doctrine would be a must.. Signal Relay : Ambiguous

Emergency Repairs : Not bad. But it is also not useful.

High Explosive Anti-Tank (HEAT) Shells : Perfect, This is all of the commanders

Panzer Commander : Very useful

Veteran Panzer IV Ausf J. Battle Group : Trash, um... just trash... late appearance, poor performance. Rather Select a Panther.

---

Don't let this elite commander fool you. The abilities of the commander are actually quite strong and add tons of strong abilities for your armor corp. The ability to track and locate enemy armored units via mini-map is a powerful ability that really allows you to shock and flank the enemy before he can react. Emergency repair is really a very weak version of the Russian self repair ability. It only repairs a small amount of health but will remove any crits. Also this ability can be quite expensive munitions wise for what it does the HEAT rounds are very powerful, increasing damage and penetration makes your tanks god like vs enemy armor and increases efficiency vs infantry. However it costs a decent chunk of munitions to use and lasts a very short time. The panzer commander and the PZ4 Ausf J call's both suffer resource issues and timing issues. Panzer commander focuses heavily on the fact you have expendable Muni because the arty ability that it unlocks its very expensive by OKW standards. The Ausf J's are actually very cheap to deploy and can outperform the Ostheer's PZ4's but because you are paying a really high upfront cost its almost always better to just get a panther. Not only that but it comes in so late, that again, its just easier to get a Jagd panzer or Panther.

All in all this commander would be amazing for the Ostheer, but for the OKW, its just a massive muni sink commander for a faction that can barely scrap by on muni's. Dont expect to go far with this commander unless your in a 3v3 or 4v4 and even then be wary of the costs and have your allies mass build muni caches.. OP commander



---

[Diamond crack patch download](#)  
[ChronoClock download mega](#)  
[AIDEN \[key\]](#)  
[Cat Defense \[Ativador\]](#)  
[Answer The Question Torrent Download \[Ativador\]](#)  
[Full Pitch crack exe](#)  
[Robotpencil Presents: Creature Design: Chaos to Structure \[crack\]](#)  
[Goalie Challenge VR download 12 mb](#)  
[Aces of the Luftwaffe - Squadron Extended Edition full crack \[Xforce\]](#)  
[Transcribed Torrent](#)