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**Hearts Of Iron III: Soviet Infantry Pack DLC Serial  
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Warfront: Europe 1943 is a Total War®-style grand strategy wargame set in the European theater of the Second World War. You take the role of the military leader of either the Soviet Union or the German Wehrmacht as you attempt to conquer Europe on the battlefields and cities of the continent. Play through 1 of 3 campaigns and take on the role of the Red Army, Wehrmacht or a coalition of Allies - such as the Grand Alliance or the Great Britain - in the massive strategic and tactical battles raging across the continent. With the ability to play at the battalion, army, and even front-line level, Warfront: Europe 1943 is an epic grand strategy experience. You must gain control of the strategic terrain to direct the course of the war, marshal the resources of the economy to provision your men, and send the men to the front to commit atrocities against the enemy. The various conflict types featured in Warfront: Europe 1943 will allow you to simulate battles large and small, from the key battles that ended in Axis capitulation - such as the Allied landings in Normandy and the Battle of the Bulge - to the smaller campaigns in Italy and North Africa, and even operations far from home in the Pacific. Gain victory on land and in the air, with units that are based on units from the war in the real world - like the T-34/76 tanks and P-39 fighters - as well as an incredible selection of other vehicles and equipment. And with the ability to subdivide your land forces into individual company, battalion, and brigade units, you can make pivotal decisions on the conduct of operations that affect the outcome of battles. Featuring a great mix of game systems and units, Warfront: Europe 1943 is an ideal introduction to grand strategy gameplay in the European theater, featuring the highest historical realism in the game industry. Features • The ability to manage and conduct operations at the battalion, army, and front-line level, as well as many other conflict types. • Historical units and vehicles faithfully recreated based on military units and equipment used in the Second World War in the USSR and Germany. • Portraits of famous Red Army and German units used in World War II. • More than 150 real-life units, including the T-34/76, P-39 fighter, Sturmgeschutz III, Hitlerjugend, Fieseler Fi 156 Storch,

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### **Features Key:**

[additional] Infantry units to 62 nations  
Additional units,

### **[revision]**

[improved] unit properties  
[improve\_player\_awareness] on all fronts  
[improved the\_map].  
[additional] auto-resolve for each component.  
[disappear correct\_units, improved transparency when\_casing]  
[remove\_deadlines, fixed the\_map]

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[improve the campaign\_results]  
[improved] artificial intelligence  
[additional] some historical\_artillery  
[additional] less units for friendly nations  
[better\_tables] result

Key attributes:

## revision

- [Stores were reworked and improved]
- [Components were reworked with the [tactical\_deployment]\_drudgery units]
- [Some “easy to destroy” were increased to “constant\_vulnerabilities”]
- [Some “hard to destroy” were increased to “constant\_vulnerabilities”]
- [Some “hard to destroy” were decreased to “vulnerability\_constant”]
- [Increased quantities of “squadron”, heavy cavalry, and artillery when connected to a battle group, or in the reserve]
- [Infantry, anti-tank, and other attack units no longer automatically fire when on their turn when the zone in range of a target, but are instead only fired after the combat result is determined by the combat\_rule.]
- [Improvements to the AI, especially in terms of leadership and economic investment]
- [Modules no longer have to defend or capture cities, or train conscripts, before you can assault them]
- [Improved scripts to simplify the war]