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## About This Content

Take control of an icon of Southern steam as the Southern S15 is now yours to enjoy in Train Simulator, courtesy of Partner Programme Developer, Bossman Games.

The S15 Class was originally formed from the mind of the London & South Western Railway's Chief Mechanical Engineer, Robert Urie, as there was a need for a new locomotive to fulfil heavy freight duties in the early 1920s. Urie's original mixed-traffic H15 design, which helped the LSWR in the midst of the war effort, would serve as the basis for his future locomotives.

With a more modern requirement - that would see a locomotive capable of serving south coast ports and running express dairy trains in and out of London - still in place, Urie changed key aspects of his H15 Class to produce a freight-dedicated locomotive. The result rolled out of Eastleigh Works in February 1920 as the S15 Class, and it was quickly established that this locomotive would be a very successful worker.

The first batch of LSWR's S15 locomotives was 16-strong and finished production by May 1921. Two years later, the LSWR would be amalgamated into the Southern Railway as part of the Grouping Scheme, creating the "Big Four". With this, Urie stepped into retirement and left Richard Maunsell to take over as Chief Mechanical Engineer, and with his new position, Maunsell took the opportunity to further develop the quickly proven S15 Class before a second batch was produced, and the resulting modifications were continued to see the class excel in service.

Based across the Southern Railway's Western Region, from London to coastal ports of Southampton, Weymouth and beyond, the S15 Class was a well-abled freight locomotive that could shift heavy loads, at speed, with relative ease – and would often find itself at the helm of nightly express goods. Surprisingly, despite the specific design, and classification, that make the S15 a

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freight locomotive, the fleet was also found to be very capable at passenger work when required. This would make the S15s the longest lasting LSWR 4-6-0 engine in service.

The S15 Class held onto regular duties far into the 1960s, with the last being withdrawn in 1966. All 45 locomotives were sent to South Wales for scrap, but thankfully, a total of 7 were rescued and were only 2 of those have yet to be operational in preservation. Akin to being the longest lasting, the S15 is also the most prolific LSWR 4-6-0 to have survived the end of steam, and many enthusiasts get to enjoy a hint of yesteryear behind the powerful S15 Class.

From Bossman Games, the Southern S15 Class for Train Simulator brings challenging excursions to the exquisite West Somerset Railway (available separately and required to play the included scenarios).

## Included Scenarios

- Goods Arthur to Minehead
- Minehead to Bishops Lydeard
- Southern Workhorse

**Please Note: The [West Somerset Railway Route Add-On](#) is required, as a separate purchase, in order to play the scenarios featured in this add-on.**

More scenarios are available on Steam Workshop online and in-game. Train Simulator's Steam Workshop scenarios are free and easy to download, adding many more hours of exciting gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

## Key Features

- Southern Railway S15 Class in Olive Green with and without smoke deflectors
- Southern Railway S15 Class in Maunsell Black with and without smoke deflectors
- SR Bulleid 59ft Brake Third (Dia. 2121)
- SR Bulleid 64ft 6in Brake Third (Dia. 2122) with "head out" passenger view
- SR Bulleid 59ft Composite (Dia. 2316)
- SR Bulleid 64ft 6in Composite (Dia. 2317)
- Authentic whistle sounds
- Opening Smokebox door
- Realistic Steam Chest simulation
- Realistic Brake simulation
- Various Brake modes
- Various disk and lamp codes
- Advanced firing and a custom-written auto-fireman that allows you to focus on the driving

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- Dynamic smoke effect and fire mass
  - Detailed manual
  - 3 engaging scenarios for the West Somerset Railway (available as a separate purchase)
  - Quick Drive compatible
  - Download size: 170mb

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Title: Train Simulator: Southern Railway S15 Class Steam Loco Add-On

Genre: Simulation

Developer:

Bossman Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 20 Apr, 2017

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English









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This is an amazing game about the only thing its missing is some form of multiplayer option or even just a two player coop option it would be the extra step in making an amazing game ground breaking. Sniper: Ghost Warrior Second Strike fast game with modern day graphics with easy controls that moves from location A to B to C and so on, good amount of action and special effects

good game.

Personal Suggested Purchase Price: \$0.99 Or Less During Sale. i love this game like fight with undnye. Well, I took the time and actually watched the first 20 lessons and practiced the basic foundations of setting my industry and assemble basic military drones and research and development. Now its getting a little more advanced. i'm realizing now theirs so much more I can do. I've only scratched the surface. I will leave a more detailed review once i have a full understanding of the game.

I definitely recommend it.

You Need to Watch Tutorials In Order To Understand How To Play.. the best chilvary out there

go buy it right now!. This game is old. I don't need to wrote a review for it. It's very good. You all know this already.. More more more!. I wasn't able to complete the tutorial or my first game because some of the UI windows would get stuck or in an inconsistent state. This happened when using the undo function. No Medium or Hard AI is a big minus too.



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GOT this♥♥♥♥♥♥♥♥♥♥from a random steam key most boring thing, ive ever played. worst than a bad phone game. Huh? You mean there are other songs than Hero from the past?. This is a pretty good real-time tactical wargame set during the American Civil War. You can play individual historical battles or indulge in the game's campaign layer, allowing you to customize your army as you play through an 1861 - 1865 scenario. It is easiest to think of Ultimate General as the ACW Total War game that always should have happened, but never did. The dev behind this studio actually WAS a popular TW modder, which makes the comparison even stronger.

TLDR: Check out John Tiller series (turn-based) or Scourge of War (real-time) if you crave the most realistic wargames currently on the market, however Ultimate General does offer a fun, fast-paced, slightly more straightforward "beer & pretzels" (casual) experience, and even boasts a best-in-class campaign component if that's your thing.

Now, below I'm going to write about this game in much more detail, especially regarding some of the features I find most enjoyable in this genre and how it compares to other popular titles. I think you'll see that UG falls somewhere in the middle of the pack in terms of balancing authenticity and accessibility:

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\* AI commanders: This is probably my biggest wargaming pet peeve. With large Corps or Army level engagements, it becomes overwhelming to micro-manage all my forces. This ruins the fun for me in games like Civil War Generals 2 and the Hexwar titles. There's a lot to like with these games, but almost every scenario is tedious and overlong. Unfortunately, UG:CW is also in this vein, as it doesn't have any option to assign certain formations over to an AI general.

\* Indirect orders: Despite the above, you do have the ability to issue "extended" orders to a unit, for example a long flanking maneuver where you trace the route of their march with your mouse. They will obey your orders instantly though, while you command with a "God's eye" view of the battlefield. One title very worth comparing here is Scourge of War (Gettysburg, Chancellorsville, Antietam), which allows a "headquarters in the saddle" option where you send couriers to deliver your orders, simulating the slowness of communications in the 1860's.

\* Leader units: Leaders with command bonuses can really enhance tactical gameplay, not to mention add a ton of interesting context for further historical research. UG only gives you control of Corps commanders or higher (Lee, Jackson, etc.), which unfortunately ties it with Total War as the most obfuscated command structure of any comparable game. :(

\* OOB: Maybe it's just the history nerd in me, but I like to browse the orders of battle, especially during combat. Unfortunately, UG only allows this before and after battle. Additionally, the "opposing forces" are presented in a confusing structure, at least for me, that represents Corps and Divisions for organizational purposes, even when it isn't historically accurate (1st Manassas, for example). There is another series of wargames called John Tiller Software's (JTS) Civil War Battles. They are turn-based and they aren't on Steam, but you can check out his website directly. The OOBs there are clean, historically accurate, and really easy to navigate.

\* Detailed mechanics (morale, ammo, supply): Having these kind of mechanics are not necessarily good or bad, but just depend on your preferences. UG has all 3 features, although routed (fleeing) units have a strange tendency to recover too quickly and rejoin the fight unexpectedly. Of the games I've mentioned, JTS has the most in-depth options (and optional rulesets to tweak), whereas Hexwar has none of it at all. So again, UG is a middle-of-the-road option.

\* Battles/campaigns: The more the better, of course, and hopefully with historically accurate detail. UG is actually pretty good here, compared to typical wargames which focus on major releases of single battles (more like UG: Gettysburg). This title includes many famous engagements like 1st Manassas, Shiloh, Antietam, Chickamauga, Fredericksburg, Chancellorsville, and Gettysburg. Still, it doesn't get any better than JTS in this regard, with 13 releases covering almost the entire war, including some key items missing from this title such as Jackson's Valley campaign, Wilderness & Spotsylvania Courthouse (Overland campaign), and the Petersburg campaign. Not to mention John Tiller's scenario designers include painstakingly accurate historical detail in terms of the terrain, objectives, leaders, forces, etc.

\* Campaign layer: UG excels in this area. It adds a strategy/campaign layer in which you gain money and skills as you fight your way through the ACW. You will be able to recruit your own officers, organize your brigades, and outfit your soldiers with the latest equipment. UG actually does it better than any other game I've listed so far (for most of the others this functionality is

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not available at all, although CWG2 does have shorter but comparable campaigns if that kind of gameplay interests you).

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Hope this feedback helps. For my personal enjoyment, I really can't recommend the John Tiller series highly enough. The historical authenticity, flexible AI, numerous optional rulesets, detailed mechanics, and unparalleled number of engagements all combine to make JTS a near perfect option if you're looking for a tactical-level wargame covering the American Civil War.

Ultimate General is a good option too, though, especially for newer players. It's also much more affordable at \$30 for the whole thing vs. \$40 for \*each\* John Tiller game! If you're patient, you can even pick up UG on sale for ~ \$10 a couple times a year.

Cheers and happy gaming!. You should definitely put a epilepsy warning at the beginning.

game is nice but you wont play it much for sure there is only 3 songs for 3 difficulty.. Tried to find some new games that can beat "Shady O'Grady's\u2122 Rising Star" as Band Tycoon. Pretty good game but

a) Too expensive (iOS version cost half)

b) Graphic look like it made in Adobe Flash or something

c) No other language

So... game need some improvements and then maybe it will worth it!

6 Jameses Hetfields from 10. Utterly, amazingly, BAD!

Only played it to the end (if following a guide from beginning to end can be called "playing") only because I had already bought the third chapter, which people seem to like.

Actually, chapter 1 is not THAT bad, just some puzzles are illogical. But, chapter 2... Oh!!! That's a new level of craziness! Completely wacko, illogical to the 10th power!!!! Alicia pokes fun on you on the first chapter for combining everything with everything, little did she know that you would have to do this on chapter 2...

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