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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 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The S15 Class held onto regular duties far into the 1960s, with the last being withdrawn in 1966.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

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- Advanced firing and a custom-written auto-fireman that allows you to focus on the driving
 - 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

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







From what I have played so far, I can tell you that this game is a very unique experience.

The game is an early access, FPS shooter. There are currently three gamemodes, Strike, Anamoly, and Coop. The game is a test of speed and skill as you try to complete each level as fast as you can to earn higher medals. The levels aren't a walk in the park either, they are all very challenging, and if you don't have the patience to repeatedly play levels over and over to get the highest medal, don't buy this.

The graphics are very nice. They are above average for a game like this, and compliment it nicely. The game has many graphics options which affect the performance. On a mid-range machine on high settings, I get around 50-60 fps. No complaints there.

The level designs are very cool and are part of the reason the game is so challenging. The levels are a decent size, but usually very narrow, or make you go in a narrow path. The constrictive environment makes the game more difficult, and I personally really like this idea.

Strike involves levels with robotic-looking enemies with guns and turrets. You have to run through the level as quick as you can without dying. Pretty straightforward, but can be difficult.

Anamoly is my personal favorite, but unfortunately doesn't have nearly as many levels as Strike. You have to run through the constrictive environments as quick as you can while trying to fight through a horde of zombies. Difficult, but fun, and the zombies are very cool.

I have not been able to test Coop due to the lack of players. Will update when I try it.

The developers seem devoted to the game, and I have no problem giving them 15 bucks for this game, it's worth it. They are committed to making the game the best it can be, and appreciate feedback. Updates aren't too far apart from each other, and add a decent amount of content. This game has a lot of potential, and the developers know that.

Things that I think would be great for this game:

A co-op zombie mode, where you fight waves of zombies until your team dies. I would personally love to see this.

Steam Workshop to allow people can share levels.

Map editor, a tool to create and share custom levels via Steam Workshop.

Custom gamemodes, it'd be cool for this game to be able to have user-created gamemodes like Garry's Mod.

Campaign? Not sure if there are plans for this or not, but it would be cool to have a story driven campaign mode for this game.

Weapon customization, weapon and health pickups on maps, and explosive weapons (RPGs, grenades).

Overall this game is great, and if you want to support it in its alpha stage, then buy it.. cute. Recommended for kid :D. Fast paced shooter that is nearly impossible to master. I recommend this game to anyone looking for a challenge.. **DLC verdict: Get it on sale**

Comment:

The paint job for the buggy is decent and the outfit is cool (although it is VERY similar to the Urban Explorer outfit from the Ultimate Survivor Bundle). But the real reason why people love this DLC is the Ranger Bow. With base damage of 400, two upgrade slots and 18 rate of fire it is possibly the best bow in the game. Not only that but you can basically craft it in the beginning of the game as the resources needed for it are trivial. If that wasn't enough this DLC adds the ability to craft four arrow types - Ranger's (classic), Ranger's Incendiary (fire), Ranger's Electric and Ranger's Exploding. The materials needed for these are also easy to find. Some consider this game-breaking as it really softens the start of the game and it does tamper with it so keep that in mind. Personally I liked the ability to headshot my way through the early stages with the classic arrows ... but the choice is yours. However, this DLC is NOT part of the Season Pass or Enhanced Edition. As such it is probably best to get it on sale OR if you want to show more support get it for the full price, the content is REALLY good.

P.S.: You will unlock and use the buggy during The Following campaign expansion.

If you liked this DLC review you can find more in my [Review Corner..](#) i really like this game. most games if there is a small player base you can't play online because there are no ai to take their place and this game has them. pit stops, fuel, tireware,car upgrades, crew upgrades and even if your terrible at the game which im sure i am it doesn't take long to start getting a few upgrades on your car.between overdrive mode and battery for nitrous and slipstream and passing controls there is alot to do when it comes to racing considering your not even driving the car. pretty good game i think and i havent even been able to play anything but quick race atm.. Look the game isn't great, but it sells for rather cheap and there is quite a bit of joy to be had, but as it stands i won't pay full price for this game it lacks just too much to warrant full price.

[The developers could of added more content to the game, as it is it feels rather unfinished and quite empty, the idea behind the game is great and there is so much room and potential to make this game quite great, the execution just never happened the way it could of.](#)

[The game can be summed up in the following shorts points:](#)

[a Badly damaged space ship that is in critical condition.](#)

[The idea is to get the ship fixed, deal with the aliens, and get back home to earth.](#)

[This all sounds amazing, but in theory only as i mentioned the execution of this failed. First of, most of the game plays via conversations so you don't get to play or physically enjoy any of the game and this right here is the biggest downer for me.](#)

[Making matters even worse is the terrible boring method used for these conversation, it's like a bad visual novels you just want to skip and skip until it's over. The story is boring and uninteresting, the mechanics behind the game feels flawed and requires reworking.](#)

[Unfortunately there are more to mention but none of it is any good, if they only spent more time making this game better it could of been a littler gem and be sold at an even higher price which would of been worth it, but that's unlikely to ever happen now.](#)

I don't usually write reviews because using a computer under water is a big no-no, but this game is worth a short-circuited laptop! The gun detail is great and the leaderboards make this an addicting must have for the Vive.

Two arms up!. idk why everyone hates this DLC, but in my opinion it is a damn good. Dude, Dungeon Warfare 1 is amazing, and I just can't believe how much more better this tiny group of dudes managed to make it most more better in the best of the good yes please more upgrades

it's like the Empire Strikes Back of Dungeon Warfare. Stark difference from the first game. Way darker. the grid map makes you feel hopeless. I friggin love it

FOR THE LOVE OF GOD PLEASE PRT TO IOS SO I CAN BUY IT AGAIN TO PLAY ON THE TOILET. Like always, amazing one!. Truly a good game i really liked it thank you so much. It's Dungeon Warfare, one of the best TD game on the market, what can I say more?. Batman owns.. This game was very fascinating for me, being completely unfamiliar with CCGs, limited interest in turn based strategies and none at all in computerised boardgames - this game is basically all three, and it's easy to see this as a tabletop game. However, it sucks you in quickly and, it must be said, sneakily. The tutorials flow seamlessly into the main campaign, from missions where you have just a handful of cards and playing them is so simple you don't even grasp what the challenge could possibly be, and yet soon every missions presents a new and fresh challenge. This may be the best learning curve I have ever encountered, and the tutorialising is very gentle. You encounter more and more challenging units to defeat, and the game encourages out-of-the-box thinking. Beating the game is a healthy challenge, and 100% completion is Herculean, which is how it should be.

The story, meanwhile, is absolute nonsense but very enjoyable. That is to say, it's steampunk.

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