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## Order Of Battle: Kriegsmarine Download Xp



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### About This Content

In **Kriegsmarine** we for the first time focus exclusively on the many engagements of the German Navy, as well as alternative “What-if” scenarios involving battles in the North Atlantic.

Since our Pacific Campaign, this is the first that focuses exclusively on naval warfare, and in Europe nonetheless! Your focus is entirely on a German Naval core force. The campaign begins during 1940 where your main goal is to support the Wehrmacht by using your ships to assist them during various operations. Then we move to battles in the Atlantic and the Baltic, and it features several “what-if” situations as well: perhaps you can save the Bismarck, or even employ the Graf Zeppelin carrier!

The icy North Atlantic is unforgiving, and only the finest admirals can see the battle to the end. Will you sail back to the Reich with cheering crowds awaiting your arrival at the docks? Or will your ships become underwater tombs for your men?

Kriegsmarine features 9 different scenarios and many new units featuring naval and air warfare, including several naval bombers and flying boats!

### Features:

- **9 new scenarios**, featuring unique and varied situations, from amphibious assaults, surface and submarine convoy raiding and large scale naval battles in the Baltic, the North Sea and the Atlantic Ocean
- **What-if situations**: execute plan Z, build powerful next-generation battleships and carriers and challenge the Allied naval supremacy

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- **New mechanics** to better represent naval warfare: hit avoidance, fire efficiency, new submarine rules, primary & secondary guns
  - **50+ new units**
  - A brand new unit type: **seaplane tenders**, which can carry and resupply seaplanes

### **Scenarios:**

- Danzig Bay
  - Narvik
  - Wolfpacks
- Surface Raiders
- Western Approaches
  - Torch
- Arctic Convoys
  - Scapa Flow
- Atlantic Diversion

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Title: Order of Battle: Kriegsmarine  
Genre: Simulation, Strategy  
Developer:  
The Artistocrats  
Release Date: 20 Apr, 2017

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English,French,German,Russian







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Have the other DLC's and enjoy the game but.. this one feels imbalanced.

Not a terrible purchase and easy to kill a few hours, but there is really no need to do anything other than spam CL Admiral's. Everything else is super underpowered in comparison.

. Of all the DLC, this naval-focused one seems somehow the least focused. A victory in a mission sometimes feels less triumphant than in other DLC, and the difficulty doesn't ramp up as much as your own lackluster fleet handicaps you. Still, mastering the naval side of the game is rewarding and the level design offers fun battles along Greenland, Morocco, and elsewhere. Worth the money if you enjoyed 2-3 other DLC. If not, hold off until you've beaten those and see if the itch for buying this remains.

If played with the strategy that specialization points are hard to come by, and resources even moreso, this will be a good and successful campaign. If not, the missions may become a grind with you unable to afford the fun battleships and carriers and having to make do with old ships.

The DLC is set in a semi-fictional world where the Germans (aka you) fought substantial battles off Morocco, the Irish coast, and Scotland. The levels are well-designed, but I wish the fictional world seemed to change as the result of you bombing Scotland into the stone age.

That said, bombing radar stations in Cornwall fighting a decent-sized sea battle was fun and worth the cost.. Excellent game, well worth the dosh. I have all the other dlc's and they are great. They all function as intended. This one however seems to have a massive amount of bugs that gives the game no purpose. Sorry I cannot recommend at this time.. Just as addictive as the base game. Simple yet challenging, this is a must have for fans of WW2 naval combat. I found some of the scenarios to be a bit easy well some were well balanced, so consider increasing the difficulty on some. Well worth the price.. They weren't kidding when they said what if. In kriegsmarine you feel nothing like Karl Doenitz and a lot like Erich Raeder. It's all about the surface ships with the exception of one scenario. If this is what you were hoping for by all means get it.

The game starts you off with classic scenarios such as blocking the poles from mining the danzig bay and raiding narvik and British shipping. All round these scenarios are fun and enjoyable especially when you get the bismarck. However in the later scenarios instead of having you face the troubles of facing a very strong foe forcing you to rely on submarines and dodging radar, the game gives you works of fiction and suddenly you find yourself combatting in huge climatic surface to surface battles in the atlantic and other areas disguised as simply raiding shipping.

If you are looking for a good dlc that represents the german armed forces in WW2 I highly recommend blitzkreig (probably their best dlc) other than that I recommend this scenario only to those who enjoy the Kriegsmarines early operations, massive surface fleets with the occasional submarine, and some what if scenarios. Ruined Sea Warfare

The Bad

- The Cool Down Mechanic for the Primaries of Battleships ruined their worth as Units completely.
- Low speed for German Battleships which had historicly enormous Sea Endurance by high speeds being planned as commerce Raiders. That means the Bismark and Scharnhorst have a Speed of 3 hexes in the game like an 8 knot heavy loaded Freighter.
- Cruisers are the only ships class worth having in the game. BBs see above and destroyers easily to sink. Cruisers were a supporting ship class in WWII no Main Characters like BBs, CVs and to a degree Subs and Destroyers.
- Subs are powerless and have such a long reload time that they are but useless
- Destroyer and Cruiser torpedo attacks are compared to that of subs much to strong
- Subs don't crash dive when the enemy shots at them instead get easily destroyed on the surface
- Subs are now most time surfaced due to the new battery loading mechanic. Which is in itself a good idea but see the line

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above.

The Good

- They improved the Sub detection mechanic.

Overall the DIC is lame. You will lose your BBs early on and then build up a totally unhistoric Cruiser Fleet to win each scenario.. Are you kidding me Matrix?

Really?

The Renown and a DD just sank the Bismark?

My German CL just took out the Hood?

My German ships are hugging the coast of Greenland, The Bismark and Scharnhorst attempting to break out in to the North Atlantic!

Exciting Right?

NOT...The Norfolk and Sheffield are half way between Iceland and my BB & BC, they fire at that distance and damage the Bismark???

They could not even get close to those two ships without being sunk??? The Bismarck could stand off and sink both of them without a scratch?

Really Matrix? OUCH!

As it stands right now I could NOT recommend this game...

. Start is not great, the middle is not much fun and the ending is terrible other than that its ok  
just a dlc for those who want the full set



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I love this game and own all its DLC, every other bit of which is great.

I regret purchasing this dull and worthless content. If you like tedious althistory with Nazi boats using none of the interesting and innovative mechanics that made this series great, you'll love this garbage pile.

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