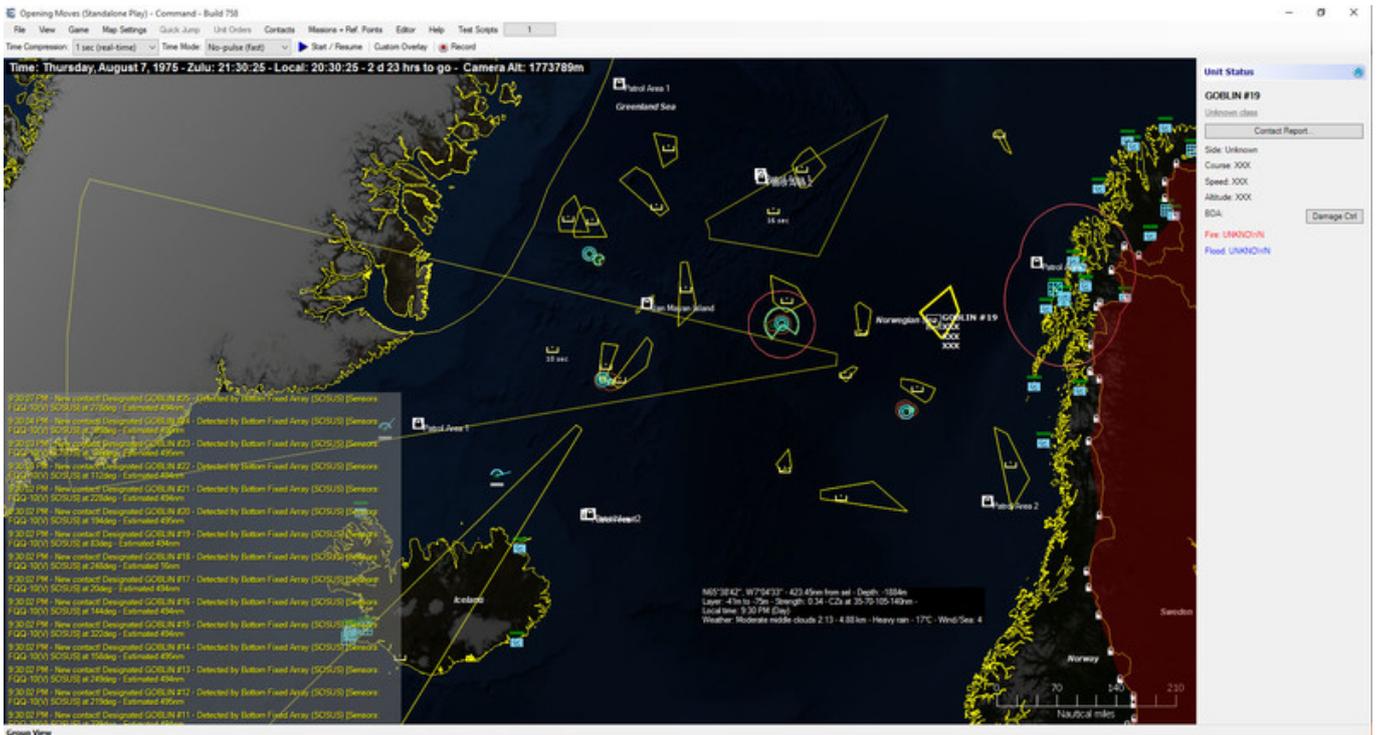


Command: Northern Inferno Crack Exe



Download >>> <http://bit.ly/2SNjPvw>

About This Game

The year is 1975, the Cold War is omnipresent and beneath the veneer of détente the tension between the two superpowers irreversibly escalate towards the ultimate confrontation.

As an at-sea "accident" results in the sinking of a Royal Navy frigate and the Warsaw Pact is mobilizing, events rapidly spiral out of control. The world is plunging towards another global conflict - but this time, there will be no post-war recovery, only nuclear disaster.

Do you have what it takes to stand up to Soviet/WP forces and avert Armageddon?

Command: Northern Inferno is a stand-alone game that uses the latest version of the Command: Modern Air/Naval Operations (CMANO) engine. It also serves as a DLC for existing CMANO owners.

For the first time after the release of the most realistic and accurate modern warfare simulation, the developer, Warfare Sims, has created a fully-fledged campaign expansion that encompasses 15 scenarios across one of the most thrilling and intense moments of recent history.

While the campaign is fictitious, every single part of this electrifying set of scenarios has been meticulously researched to deliver an entirely new experience to please both novice players and experts.

- A full stand alone game, that expands the Command: Modern Air/Naval Operations franchise, 2013's Wargame of the

Year, to a new theatre: play as a single, separate game, or add it to your collection of scenarios for CMANO

- 15 nail-biting campaign scenarios written by Paul A. Bridge, active Royal Navy officer and Falklands veteran: scenarios are introduced by historic videos, edited and voiced over to link scenarios and set the scene for the campaign progression
- 6 introductory tutorials: designed and built to teach you how to get into the game in an approachable and accessible way
- Air, surface and underwater combat utilizing CMANO's highly-praised simulation engine: in a world on the verge of global conflict, every unit is key to success, but only by mastering joint operations, will contenders be able to achieve victory
- Conventional and nuclear operations: how far can the world go? Will they use nuclear weapons?

Title: Command: Northern Inferno

Genre: Simulation, Strategy

Developer:

WarfareSims

Publisher:

Slitherine Ltd.

Release Date: 22 Oct, 2015

a09c17d780

English

The Fast and the Furious (Standalone Play) - Command - Build 738

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help Test Scripts 1

Time Compression: 15 secs (15x) Time Mode: No-pulse (Fast) Start / Resume Custom Overlay Record

Time: Wednesday, August 20, 1975 - Zulu: 05:10:12 - Local: 07:10:12 - 1 d 11 hrs to go - Camera Alt: 620296m

Unit Status

330. skvadron Det #3 Sea King Mk43

Sea King Mk43 Veteran

Leadout: Maritime Surveillance

Side: NATO

Course: 15 deg

Speed: 125 kts (M 0.2) (Cruise) (Auto)

Altitude: 4544 m (Manual)

Assigned base: Borvik (Dispersary Air Base)

Status: On Plotted Course (Airborne)

Sensors: Weapons:

Unit Fuel

2300 kg total fuel, 1 hrs, 20 min, 03 s
 2000 kg mission fuel, 240 kg reserves
 7.7 kg, 1 minute fuel burn rate
 1300 kg to target fuel, 3 hrs, 5 min, 380 sec
 235 min to base or tanker
 3 min 40 sec flying time

Doctrine & Role

EPHON

Unit View

0 24 50 70
Nautical miles

8:00 12 AM - GODS EYE DISABLED

07:00 AM - 330. skvadron Det #3 Sea King Mk43 reports ECH status change on contact: SGRNK #70 - No damage - No FIR - No F loading

07:00 AM - 330. skvadron Det #3 Sea King Mk43 reports ECH status change on contact: SGRNK #14 - No damage - No FIR - No F loading

07:00 AM - 330. skvadron Det #3 Sea King Mk43 reports ECH status change on contact: SGRNK #11 - No damage - No FIR - No F loading

07:00 AM - New contact! Designated SGRNK #10 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 51deg - 24.2km

07:00 AM - New contact! Designated SGRNK #14 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 51deg - 22.2km

07:00 AM - New contact! Designated SGRNK #17 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 50deg - 20.2km

07:00 AM - New contact! Designated SGRNK #11 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 51deg - 18.2km

07:00 AM - New contact! Designated SGRNK #10 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 46deg - 18.2km

07:00 AM - New contact! Designated SGRNK #9 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 54deg - 22.2km

07:00 AM - New contact! Designated SGRNK #2 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 50deg - 20.2km

07:00 AM - New contact! Designated SGRNK #17 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 54deg - 20.2km

07:00 AM - New contact! Designated SGRNK #8 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 50deg - 24.2km

07:00 AM - New contact! Designated SGRNK #5 - Detected by 330. skvadron Det #3 Sea King Mk43
 Category: Generic Surface Search Radar at 54deg - 21.2km

N72°12'40", E31°19'10" - 55.83km from sea - Depth -303m
 Layer: 48m @ 52m - Strength: 6.3 - Cb: at 36-70-100-140m -
 Local time: 7:10 AM (Cst)
 Weather: Light high clouds 6.1 - 7.01 km - Light rain - 13°C - Wind/Sea 3

Parents Sea Boomers (Standstone Play) - Command - Build 758

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help Test Scripts 1

Time Compression 1 sec (real-time) Time Mode No-pulse (fast) Start / Resume Custom Overlay Record

Time: Sunday, August 24, 1975 - Zulu: 08:01:48 - Local: 11:01:48 - 2 d 23 hrs to go - Camera Alt: 20270m

Unit Status

USS Tunny

SSN 537 Skorpion **Veteran**

Side: NATO
 Course: 68 deg
 Speed: 5 kts (Crew) Manual
 Altitude: 99 m (Auto)
 Damage: 0%

Assigned base: None
 Mission: Ark SSBN Patrol Area (ASST Patrol)
 Status: Engaged Offensive (Underway)

Unit Weapons

- 3x US98-444 SUBROC (30 T Nuclear, DC)
- 2x Generic Acoustic Decoy
- 2x Mk37 Mod 2
- 2x Mk45 AS7041 Mod 2 (Nuclear, 30k T)
- 2x Mk48 Mod 1

Doctrine & Role

ERCON

8:00:00 AM - Contact GOBLIN #6 has been manually marked as hostile!
 8:00:50 AM - GODS EYE DISABLED
 8:00:56 AM - New contact Designated GOBLIN #6 - Detected by USS Tunny (Skorpion, ANTISSA SA/ST/2020 - 102 at 77.5deg, 8.20k)
 8:00:57 AM - GODS EYE ENABLED
 8:00:58 AM - Switched side to NATO

Group View

NW: 1550' - E44:5150' - 2.59m from sea - Depth: 324m
 Layer: 40m to 46m - Strength: 0.29 - CD# at 23:74:11:148m -
 Local time: 11:01 AM (Zulu)
 Weather: Moderate middle clouds 2.13 - 4.88 km - Heavy rain - 23°C - Wind/Sea: 4

0 1500 3000 4000
Meters

Deliverance (Standalone Play) - Command - Build 758

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help Test Scripts

Time Compression: 3 secs (3x) Time Mode: No-pulse (Fast) Start / Resume Custom Overlay Record

Time: Wednesday, October 15, 1975 - Zulu: 06:04:56 - Local: 04:04:56 - 2 d 23 hrs to go - Camera Alt: 30760m

Unit Status

[LEAD] USS Iowa

00.61.00m

Side: NATO

Course: 43 deg

Speed: 1 kts (Cruise) (Auto)

Damage: 0%

Damage Ctrl

Fire

Flood

Magazines

Bombs: 2121 Aircraft: 0/30

Assigned Base: None

Status: Engaged / Offensive (Underway)

Sensors Weapons

Unit Weapons

- 400x120mm 28 Tube AA VT Bunt (1x600...)
- 200x120mm 28 Tube HE PD Bunt (1x600...)
- 8in 400mm 50 Tube AP Salvo (2 mtd)
- 150x400mm 50 Tube HC Salvo (2 mtd)
- 150x200mm 50 Tube Fire Burst (2 mtd)
- 300x70mm 50 Tube HE Bunt (2 mtd)
- 2x1.5k 4 Calves
- 420x Metro Infantry

Unit Fuel

100% Fuel (100% Remaining)

1 ton 1.4 101 ton

Doctrine & Role

EPICON

Unit View

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 75m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 400m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 75m

06:04:56 Zulu - Weapons: 127mm54 HE-CVT (M7) (M7) (M7) missed 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 240m

06:04:56 Zulu - Weapons: 127mm54 HE-CVT (M7) (M7) (M7) missed 102mm54 250 M1073 Akalava (of 152mm M1073 Self-Propelled Howitzer (SP)) by 240m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 800m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 220m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 300m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 400m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 200m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 75m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at 7.82km MG (of 14 Pk (Soviet Naval Infantry)) by 240m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 175m

06:04:56 Zulu - Weapons: 70mm50 Twin Frig Burst (2 mtd) airburst at PT-700 Amphibious Tank (of Armored PT (PT-700 & 43)) by 175m

Horribly laggy and super-bugged. That Herman Hum dude that goes around and trashes these games on the forums is correct.. Really clumsy and opaque mission editor: played about 4 or 5 "tutorials" and still can't figure it out. I was really hoping this would be a worthy Harpoon successor, but the control system is so un-intuitive it's painful. I'm getting fed up and frustrated even before getting into the game. Also really slow map scrolling and zooming, it's like clunk clunk clunk as you're trying to see what is happening. Anyone know where I can re-buy the old Harpoon? It was miles better than this.. good simulation,quite hard,but i am getting better.If they crossed this with hoi4,it would be amazing. A rather short one, but there isn't that much to say really. A great expansion for a really great game. This campaign feels very plausible and was certainly very carefully researched. TV reports make it even more immersive.. could not figure this out... at all. If you clock this game Israel will try to sink the USS Liberty.

If you clock this game Israel will try to sink the USS Liberty.. The Steam version of this game is bugged. All of a sudden the Mission Editor window will not come up even on totally fresh scenarios.

Also the third mission in the campaign is bugged and so the campaign finishes there.. A worthy successor to the Harpoon series. Hours of fun for all potential PWOs!. I got my first triumph after 10 hours.

But damn, I dont have a single idea about how did I won.

Such simulation, much wow.. This is a challenging campaign and you will learn a lot about military assets in the mid 1970s. In addition my strategic skills were advanced. However, I would not buy this as a stand-alone package, without the full game and community tutorials I would have spent way more time in forums and YouTube than enjoying this. My suggestion is you find the full game on sale, get good at the interface and tutorials, then add this to your library. Oh...this isn't a dynamic campaign, it's a set story.. I really wanted to like this game, but I have to say I'm giving up on it. I understand that there is niche market for people who desire an extremely realistic simulation of real-life situations, but I feel like this game has gone too far in delivering that. This game is apparently for people who actually have experience working in a naval command and communications center and (i guess) try out things that maybe they weren't allowed to. If you're looking to play this game and learn more about how naval operations are conducted, I would say the learning curve as presented in the game is too steep for all but those who may have already had some professional experience in the navy.. Top level strategic and tactical simulation with accurate data. I've been waiting for many years for a game of this calibre and it's finally here. If they can add in larger scale land warfare and an even larger strategic focus it will be a dream come true. This is a way overpriced updated version of Harpoon. I really like the game but in todays market it just doesnt seem right to pay 20 bucks for a campaign, which is all you get here. You can play any part of the campaign which is nice, but weapons miss/failure rate is depressing. This game also comes with a bunch of scenerios but you cant play them without dropping an extra \$90 on it. So dont waste your \$20. Pay the \$90 for command modern air if you are thinking about trying this game. Just keep in mind there is no graphics - which doesnt bother me, i like strategic games. I wont pay the \$90, that is way too much for a game with no graphics. If i had to do it over again, i wouldnt pay more than \$7 for it, and i wont pay more than \$25 for the real game.. F...ing Awesome, nothing like this even better than Harpoon!

[WARRIORS OROCHI 4 OROCHI - Legendary Weapons Orochi Pack 3 Activation Code \[key serial\]](#)
[Die With Glory The Original Soundtrack Torrent Download \[Xforce\]](#)
[Pale Blue Gullwings amp; Pale Blue Visor Download\] \[License\]](#)
[Checkmate! Soundtrack \[FULL\]](#)
[Sam amp; Dan: Floaty Flatmates - Donationware Tier 4 download low pc](#)
[Dark Train Torrent Download \[Ativador\]](#)
[Photonic Distress download bittorrent pc](#)
[Spellcaster University Free Download \[hack\]](#)
[LOGistical: The Lot crack exe](#)
[Aliens: Colonial Marines: Season Pass download for pc \[License\]](#)