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## About This Content

Rise of Flight: Battle of Saint-Mihiel content pack includes Nieuport 28 and Fokker D.VII planes required for St. Mihiel, Du Doch Nicht and Hat in the Ring historical campaigns and six others (8 planes total):

*Planes:*

- Nieuport 28
- Fokker D.VII
- Halberstadt CL.II 180HP (early)
- Halberstadt CL.II 200HP
- Sopwith Dolphin
- Pfalz D.IIIa

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- Bristol F2B F.II
  - Bristol F2B F.III

*Field and weapon modifications for planes:*

- Halberstadt CL.II 180HP (early)
- Halberstadt CL.II 200HP
- Sopwith Dolphin
- Pfalz D.IIIa
- Bristol F2B F.II
- Bristol F2B F.III

For details about the content listed above, please visit <http://riseofflight.com>

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Title: Rise of Flight: Battle of Saint-Mihiel

Genre: Simulation

Developer:

777 Studios

Publisher:

1C-777

Release Date: 5 Sep, 2013

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**Minimum:**

**OS:** Win XP SP3, Vista, 7, 8 and 10 (32 or 64 bit)

**Processor:** Win XP: Intel® Core 2™ Duo 2.4 GHz or comparable AMD chip

**Memory:** 2 GB RAM

**Graphics:** 512MB video memory / GeForce 8800GT / Radeon HD3500

**DirectX:** Version 9.0c

**Storage:** 8 GB available space

**Sound Card:** DirectX 9.0c Compatible





**Additional Notes:** Initial activation requires internet connection for User Account creation inside game interface. Internet connection required for use of some game modes. 256kbs Internet connection or faster required for internet play. An offline mode is also available for certain game modes. Software installations required (included with the game) include Steam Client, DirectX 9c, Microsoft .NET 3.5 Framework, Visual C++ Redistributable 2005. Controller: DirectX Compatible joystick or other controller recommended.

English,Russian





## St. Mihiel

MISSION NAME	MISSION DESCRIPTION	CAMPAIGN PLANES
<p><b>01 Gathering Clouds - Jan 15</b></p> <p>02 Gathering Clouds - Jan 15</p> <p>03 Gathering Clouds - Jan 15</p> <p>04 Gathering Clouds - Jan 15</p> <p>05 Gathering Clouds - 27th sep</p> <p>06 Gathering Clouds - 27th sep</p> <p>07 Gathering Clouds - 27th sep</p> <p>08 Gathering Clouds - 27th sep</p> <p>09 Gathering Clouds - Jan 15</p> <p>10 Gathering Clouds - Jan 15</p> <p>11 Gathering Clouds - Jan 15</p>	 <p><b>Erased by</b></p> <p><b>Date:</b> Wednesday, September 4th, 1918</p> <p><b>Location:</b> Government</p> <p><b>User:</b> Janis 15, JG II</p> <p><b>Accuracy:</b> Fokker D.VII</p> <p><b>Weather report:</b> Clouds at 2500 in good visibility. Wind at 10's from the west.</p> <p><b>Mission objectives:</b></p> <ul style="list-style-type: none"> <li>Pick up a package in Paris.</li> </ul> <p><b>Objectives:</b></p> <p>The pilots of the fighter group JG II have arrived at Government territory. The commander of Aviaze Abteilung C is so pleased with the reinforcements that he has ordered extra rations of supplies for the officers. Since you landed the same flying time, it is your task to pick it up at Paris airport, land at Paris-Francy airport and see that by the package were you will be given the goods. Take off again and send off Government to finish your mission.</p> <p><b>Your Flight Plan:</b></p> <ul style="list-style-type: none"> <li>1. Depart: 180, 7km</li> <li>2. Arr at Paris: 140, 20km</li> <li>3. Paris-Francy: 90, 8km</li> <li>4. E of Paris: 0, 8km</li> <li>5. Juvenile: 290, 21km</li> <li>6. Government: 290, 8km</li> </ul>	 <p>Fokker D.VII</p>  <p>Fokker D.VII</p>  <p>Fokker D.VII</p>
<p>12 Thunderbolt - 22nd sep</p> <p>13 Thunderbolt - Jan 15</p> <p>14 Thunderbolt - Jan 15</p> <p>15 Thunderbolt - 27th sep</p> <p>16 Thunderbolt - 27th sep</p> <p>17 Thunderbolt - Jan 15</p> <p>18 Thunderbolt - Jan 15</p> <p>19 Thunderbolt - 22nd sep</p> <p>20 Thunderbolt - 22nd sep</p> <p>21 Thunderbolt - 22nd sep</p> <p>22 Thunderbolt - 22nd sep</p> <p>23 Thunderbolt - 22nd sep</p> <p>24 Thunderbolt - 22nd sep</p> <p>25 Thunderbolt - 22nd sep</p> <p>26 Thunderbolt - 22nd sep</p> <p>27 Thunderbolt - 22nd sep</p> <p>28 Thunderbolt - 22nd sep</p> <p>29 Thunderbolt - 22nd sep</p> <p>30 Thunderbolt - 22nd sep</p> <p>31 Thunderbolt - 22nd sep</p> <p>32 Thunderbolt - 22nd sep</p> <p>33 Thunderbolt - 22nd sep</p> <p>34 Thunderbolt - 22nd sep</p> <p>35 Thunderbolt - 22nd sep</p> <p>36 Thunderbolt - 22nd sep</p> <p>37 Thunderbolt - 22nd sep</p> <p>38 Thunderbolt - 22nd sep</p> <p>39 Thunderbolt - 22nd sep</p> <p>40 Thunderbolt - 22nd sep</p> <p>41 Thunderbolt - 22nd sep</p> <p>42 Thunderbolt - 22nd sep</p> <p>43 Thunderbolt - 22nd sep</p> <p>44 Thunderbolt - 22nd sep</p> <p>45 Thunderbolt - 22nd sep</p> <p>46 Thunderbolt - 22nd sep</p> <p>47 Thunderbolt - 22nd sep</p> <p>48 Thunderbolt - 22nd sep</p> <p>49 Thunderbolt - 22nd sep</p> <p>50 Thunderbolt - 22nd sep</p>		

Flight record: [Wednesday, 01 gathering clouds](#)

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The official skins for the planes in this DLC can be downloaded from this page.

<https://riseofflight.com/forum/topic/45373-new-useful-materials-page-official-links/>. [Summary](#)

**A good DLC with a balanced and useful planeset. Great for multiplayer. Perfect if you like two-seater aircraft. Branded as having 8 new aircraft, but in reality it is less due to variants and overlap with another DLC (see below).**

### Full review

*The "Battle of Saint-Mihiel" DLC comes with new flyable aircraft variants.*

*The Nieuport 28 is often denigrated, but is not a bad aircraft. The problem is not so much the N.28 itself, but the fact that it is overshadowed by the SPAD XIII which is better and free-to-play.*

*Often overshadowed by the D.VIIF, the Fokker D.VII is nevertheless a worth single-seat scout for the German forces. Both the N.28 and D.VII are in the "Channel Battles" DLC already, so many players will already have them from that.*

*However, the remaining six aircraft are all new.*

*The Halberstadt CL.II 180HP (early) and 200HP (late) is the best German ground-attack aircraft in the game. Although listed as two separate aircraft, it is really just the same planes with different engines. Although the DFW.CV carries more bombs, the CL.II is faster and has a better arc of fire on the rear gun. Additionally, the forward view is better (unlike the DFW, which has a massive engine in the way). It is more manoeuvrable too.*

*The Sopwith Dolphin is a quirky aircraft, which can perform a number of roles. It can carry an impressive six machine guns, four forward firing and two upward firing. Map the buttons for those sets separately, and you can be quite effective in fights or in hunting bombers. It also carries bombs, which makes it good for ground-attack (and strafing with those four forward MGs!). The downside is that it has incredibly poor visibility and it awkward on landing.*

*The Pfalz D.IIIa is similar to the Albatros D.Va which comes for free with the game. In some ways this aircraft gets overlooked because of that, but it is still a good aircraft, which is easy to handle. Some people say it is not new-pilot-friendly, but I disagree. I learnt a lot of my flying skills (sic) in this aircraft.*

*The Bristol F2B F.II and F.III are again the same aircraft, just with different engine configurations. The Bristol F2B \u2014 also known as the Brisfit or Biff \u2014 is a brilliant machine. It is a well-armed two seater, which is fast and carries a decent bomb-load. It handles well and has good visibility. This is one of my favourite Entente aircraft in the entire Rise of Flight set.*

*All these aircraft comes with their field modifications. All of them have full-war (or nearly full-war) single-player campaign options and those that don't can be continued using the free-to-play aircraft. Thus, this DLC gives a full career experience for a number of aircraft.*

### How many aircraft?

*The DLC advertises 8 new aircraft. I would say there is 4, or maybe 6. The CL.II 180hp and CL.II 200hp are the same aircraft, just one with a faster engine. Likewise with the F2B F.II and F2B F.III. Also the N.28 and D.VII come in the Channel Battles DLC, which many people already have. So, chances are you are only getting four new aircraft here.*

### Conclusion

*Despite that, I would still recommend this DLC... for the Halberstadt CL.II and Bristol F2B alone. These are brilliant two*

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seaters, which can conduct bombing missions, two-seater fighter roles and can carry artillery-spotting radios or photo-recon cameras. The other aircraft are also pretty good and help fill out a solid planeset... especially if you don't have Channel Battles.. This pack is mostly covered in the Channel Battles pack, which also gives you the required planes for the campaigns, but also the English Channel map, for only slightly more money. Alternatively, you can buy the planes directly from the Rise of Flight store (unless you've already made a purchase on Steam, like me).

Buy Channel Battles or stay away from the Steam version entirely.. Based on my experience after buying this, I believe that if you are someone who wants a DLC with lots of planes, then this is the right DLC for you. This has lots of great aircraft like the Nieuport 28, Halberstadt CL.II, and the Bristol F2B.. The campaign adds some variety to a simulator that really could use it. You get to play both Entente and Central Powers as you progress through the missions. And it comes with planes!



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Bought this DLC but it gave me a special code that i have to give when the game ask's for it, beena week and it has not ask's me, feeling like i got scammed.

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