
Download Battleplan: American Civil War



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About This Game

Welcome to fastplay wargaming, a new kind of strategy game experience.

Battleplan: American Civil War is an exciting top-down real time/turn-based hybrid strategy game. Take command of either Confederate or Union troops and fight your way through ten of the American Civil War's most famous battles.

Experience the excitement and satisfaction of co-ordinating plans, seeing them through, revising them dynamically and achieving victory over an opponent with several strategies to employ against you.

A pure strategy experience, *Battleplan: American Civil War's* gameplay focuses solely on battle management – the only thing you have to worry about is where best to send your troops and how best to keep them supplied.

The short, demanding battles can be ideal for brief journeys as each can take as little as ten minutes to play.

- Play as Union or Confederate
- Campaign or one off-battles
- Three difficulty settings
- Historically faithful simulation of large-scale battles at divisional and brigade level
 - Factor in weather & reinforcements
- Random reinforcements and No Pause mode for a greater challenge
 - Unique 'automatic' and high-level command battle mechanics
 - Manage messengers and lines of communication

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- Historically accurate corps commander personalities
 - Build pontoons and earthworks
 - Ammunition and supply management
 - NEW! Change the pace of battle to suit your style with Patch 1.1's Speed Slider (in Options)

Learn to control your armies, think strategically, and unfold complex attacks in the face of a cunning enemy while dealing with an ever-changing battlefield.

Experience the excitement and satisfaction of co-ordinating plans, seeing them through, revising them dynamically and achieving victory over an opponent capable of surprising you with unorthodox plans of their own.

Title: Battleplan: American Civil War
Genre: Casual, Simulation, Strategy
Developer:
The Mustard Corporation
Publisher:
KISS ltd, Osprey Publishing
Release Date: 4 Jul, 2014

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English







I've played every boardgame and PC game on the ACW that was made aware to me for last 40 years. (Read plenty too). I have to say that for \$10 and the information they give you while that battle rages is amazing. Plus nice historical map with a good write-up on the battle. There is so much for your money in the game...really. Leadership, supply, artillery and cavalry for a nice combined arms encounters. And so far, I think they AI is good and does a nice job. I wish tho' that elevation was more readily available for my guns:). First off i need to say that this game is clearly designed for a tablet (its what mobile gaming in my opinion should be though) but it still works ok on PCs. As someone who is from the UK i havent played any ACW games but this one is fun and would love to see this style of game for other wars of the era e.g. Franco-Prussian or Crimean. 6-7/10 (yet worth the money). I like this game because you can get into the action fairly quickly, and because I was (and still am) a big fan of the PBS/Ken Burns Series, The Civil War. I first found this game on my Ipad a year or two ago. If you want just a quick and dirty game, by all means get this one. If you are looking for a more in depth strategy/tactics experience, then maybe find another title. I picked this up cheap during the summer sale and it is well worth it to me.

PROS

- + Quick to get into. While the tutorial helps and clears up issues the game is pretty intuitive.
- + Even though this game has been out for a while, the devs are still updating it and actually listen to player suggestions
- + Relatively Bug Free
- + Small - It's a small, bare bones game. Does not take up much space, a laptop from the mid 90s could play it easily, and of course, it's cheap.

CONS

- + It's small. It's not a high end, graphics intensive game. Does not really matter to me, but I know it does matter to some.
- + There is a campaign mode, but it's not at all a real campaign. The campaign is really just a mission list that you play through.
- + No real depth: This is what bugs me the most about this game: The chain of command only goes down to brigade level. So if you wanted to play, for instance, the 50th Maine's Heroic Stand atop Little Round Top on the second day of the battle of gettysburg, well...too bad.. This games does a nice job of balancing abstraction while maintaining enough tactical elements to make it compelling. A very clean and consistent UI contributes to smooth play.

I like it. 9/10. The game starts and runs fine, but the UI does not appear. So you can't do anything once you load the battle. Looks interesting, and was willing to give it a chance, but the UI not loading seems to be a common problem and there's no more support for this game. Do not buy it.

Battleplan: American Civil War could get by with its minimalistic graphics if, upon closer inspection, it had some real depth in the gameplay by the way of ultra historically correct maps and commander and unit details. It doesn't have any of these elements, and so I'll go ahead with the only two positives I can think of:

1) One interesting function that this game has, that I wish others did, is that all commands issued by the General must be received by a messenger. If the messenger dies, the message is not received and the unit you're attempting to move stays where it is. Sometimes unit commanders will refuse a command -- no reason is ever given, but both of these elements add some character and unpredictability.

2) The Steam wallpapers are pretty cool. Yep.

The flaws are manifold, but I will go for the chief hang ups that I have with this game: it rarely works, and it has zero support. I have an ASUS G73jh that cannot run this game, and yet a low-end Dell at work, that barely runs Minesweeper, can somehow get the game running. Take a few minutes in the forum and you'll see that it is a crapshoot if this game will run for you -- and the only pseudo-representative of the company can do nothing but forward e-mails after asking *you to jump through diagnostic hoops. As Steam customers, I believe we deserve a little more.*

Stay away from this title.

. The game is very similar to a wargame from the mid-late 70s that was for the Napoleonic period. That game was strategic and used rectangular counters, similar to the ones in this game, to depict forces. The game that I played almost 35 or so years ago may have, in fact, been made by Avalon Hill.

I purchased the Battleplan ACW game after playing the demo. I was glad that the developer had released a demo as I always like to try before I buy. The demo proved a couple of things to me: first, to see if it ran under Windows 7-64bit, and second, to see if I like the way the game played since I read a lot of goods & bads on the forums. So far, I like the game. I also saw that the developer had released a patch today so players could slow the game down if you wanted to.

It is a strategic wargame so you should be commanding large units (battalion\regiment & above) and not a tactical game where you command squads, platoons, and companies. I went through the tutorials and found them to be sufficient to learn the mechanics of the game. Overall, you can't beat the price.. Just because this game is cheap doesn't mean that the controls for command and movement should be so hard to use. Controls are the basics in a game (the meat and potatoes) This game falls very short in controlling units which is basically the main goal in a game like this. The arrow drag is horrible you shouldn't be able to drag a clunky arrow around trying to move units especially when they are in combat. This game should be point and click like every other wargame. Point and click makes it much easier to control units. This game is basically from what I feel is for an ipad where you can move your finger on the screen to move units. This was not supposed to be for the PC. I do understand that this is supposed to be easy and fun game to play. But get the basics right in a game or just leave it on the ipad. geez.... A fun little game for the casual armchair general. Playing out the great battles of the civil is kind of fun when you stick to the tactics that were actually used. The AI has a number of battleplans that they use against you in any given battle, and while that is where the depth ends, it is still enough for replayability. It is a very easy game to learn without taking much time to figure out the controls and it has a great tutorial. I really like the messenger system to give out orders, so it make you have to move around your commanding general in order for the messengers to not be intercepted by the enemy's formations.

There are some problems:

-AI pathing, units walking into the rivers and drowning, or just getting stuck on the riverbank, unable to move, when selecting multiple units, they take the route of the unit being dragged around, not taking into account obstacles.

-the aforementioned lack of the AI's ability to adjust to your strategy (which as the battle unfolds, you adjust your men to theirs, but they seem to lack the ability to adjust to yours). this make the computer very easy to beat after only a few playthroughs of each battle. Once you recognize the AI's battleplan you can adjust your men accordingly, because they won't stray from their strategy

-Artillery is still a bit clunky and unresponsive and needs a bit of work still

-lack of multiplayer. While this game is fun to play, how much more fun would it be to play with a friend? I don't really see how

hard it could be to implement something like that.

-This game is centered on three capture zones rather than defeated and routing the enemy. So all you really have to do is to hold two zones no matter what and wait for the time to run out. Makes the game kind of dull and fairly easy to beat.

Overall, i would recommend this game as it is fun and not too hard to learn. But it does require an update for two to make it a real gem. Right now it's a diamond in the rough, just needs a bit of polishing.

===if you've made it this far, thanks for reading, and I hope this has helped you make your decision===. Cut the crap, let's get straight to the point:

Pros:

- easy to learn, not that hard to master to on two first levels of "easiness". (militia and regular)*
- nice ui*
- nice movement system. You just draw a line with a mouse and units follow it*
- fast battles (win or lose in 5-10 mins for each battle). It can also be a cons.*
- civil war flavour with historical units*
- terrain bonuses*
- some small things like adjutants who carry general's orders (they may become lost\intercepted and the orders get lost with them), hidden personalities of unit commanders - cautious may ignore some of your orders, aggressive may charge needlessly into action, etc.*
- basic logistics (artillery runs of ammo and must be resupplied by a wagon train)*
- decent AI.*

Cons:

- absolutely no graphics to speak of. Units are represented by rectangles composed of little squares. If such squares are in disarray you unit is broken\routed\not in good order. See screens above and that's the battle in its entirety. Environment consists of a few copypasted houses\trees*
- battle can run on one speed only or be paused. Maybe you can change it but I didn't find out how*
- no tactical formations. Column or two rows. Fullstop*
- engagements between units are affected by terrain, morale (militia, regular, vets), number of men and flanking mostly. Units have other stats. like fatigue but since battles are so short it's usually on maximum. Weather\wind direction are also there but mostly irrelevant. Night affects visibility for engaging, however, and you can see campfires where units are positioned (including enemy units)*
- dumb building ui. Bridges\covers are hard to place and cannot be cancelled. I once lost a battle because I misclicked, all nearby units started building something and noone was left in control of my victory points*
- about 20 battles for each campaign (I found it really short at the pace the game was running)*
- units have no independent thinking beyond personalities of their commanders. If a neighbour is attacked a few meters away most prefer to stay where they are and enjoy the show.*
- some simple but annoying bugs. The ones I encountered during almost 6 hours:
units get stuck. Usually in rivers. I had to fight without artillery entirely because my wagon train got stuck
units have trouble crossing bridges. Some can cross only after second\third attempt.
if you want to get some regular\vet achievements (regular Bull Run, etc.) set to zero your campaign of a previous difficulty level.
I.e. I beat the Confederate campaign on regular + vet. for some battles, but because I also had Confederate militia campaign started earlier I got only militia achievements.*

Verdict: worth playing if costs less than 3 \$ and you really like US civil war. Want something more complicated and\or with graphics try Civil war Mod for Medieval TW.. At first i thought this game was fun. But then I lost the 1st Battle of Bullrun because i pulled a unit off a victory point at the last second to chase another unit away. The game has a lot of potential but in it's current state is pretty terrible. I attacked one unit of union militia with four units of confederate veterans and they were all routed after they lost literally ten guys. Instead of militia retreating, they literally fight to the death. But the biggest problem is probably units completely dying without getting shot. I attacked some artillery with 800 veterans and the entire unit died instantly. Nothing shot at them. They just died. So yeah this game is pretty crappy. Not worth the money. I'm leaning more towards Battleplan ACW rather than Ultimate General Gettysburg. Battleplan keeps its promise adding depth and realism while keeping a manageable fast paced tempo. The formations in Battleplan have their own character, something I see sorely missing in Ultimate General. For example, Leaders are sorted as either aggressive, steady, or cautious folk. An aggressive subordinate will be instrumental in conducting an assault where as a cautious one might delay or flat out refuse the order. In addition, it also features a decent take on command and

control amongst other features here and there. For example, choosing where you move your HQ isn't only about the bonuses it applies to troops. The effects of longer or shorter distances from HQ to ordered unit affects the uptake of said orders. All in all Battleplan ACW is a meaty pocket sized wargame that trades graphics for depth of gameplay. I think it's a fine game for strategy game fans but may be too easy for hardened wargamers. [Check out this Let's Play for gameplay and more information.](#) this game is frustrating in so many respects. the pace it goes at (even though you can set game speed, it just seems so unrealistic). the fact you have to have a unit on the capture pt continuously even if it is better to be defending it slightly outside. no save system. for seemingly innocuous reasons i would lose or have a draw in a obvious win. i just shake my head at this game. needs tweaking for sure but doubt the devs want to invest in that.

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