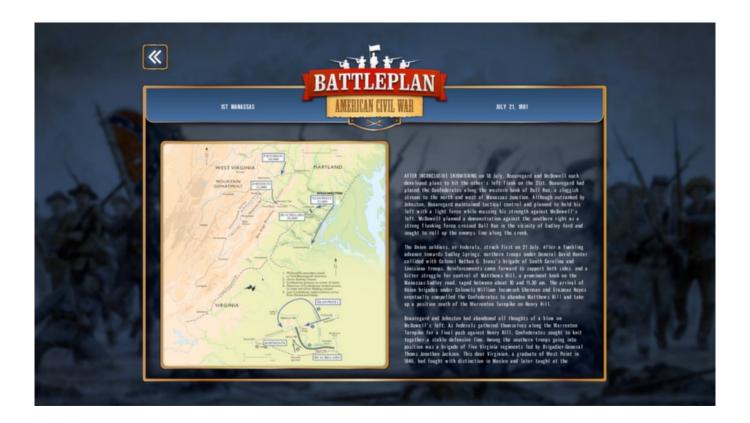Battleplan: American Civil War Download Utorrent Windows 10

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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

- 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

 b4d347fde0

English

Hi!

This is the best Civil War game I have played so far, it's almost as good as Total War Shogun and Age of Empires 2 were, when they were released. There is a feeling of oryginality, of experiencing something that is coming entirely from the minds of the developers and not at all from the opinions of investors, managers, marketing gurus and rest of the SCUM floating in the game industry.

Sure, the game had 1 annoying issue with those damn pontoons - it's fixed now.

Rest of the issues is just people complaining because they think that if they read 3 books, 20 articles and 100 posts about Gettysburg it makes them a specialist about the VERY first major battle of the war.

Graphics - you either like it or you don't - I love it!!! Clear view of the battlefield, lack of unnecessry detail, simple beauty of a haiku - perfect!!!

There is no multiplayer (yet - 09.09.2014) - I hope they get it done for Christmas :-)

Love it!!!

I really do love it!!!

Good job developers!!!. I'm leaning more towards Battleplan ACW rather than Ultimate General Gettysburg. Battleplan keeps its promise adding depth and realism while keeping a managable 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 agressive, steady, or cautious folk. An agressive subordinate will be instrumental in conducting an assualt 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.\t . 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. good game to waste time on however there are many glitchs to fix for example units getting struck in rivers after making pontoons and getting killed but otherwise amazing game. 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). 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 riverback, 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 unfoldes, 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===. Very fun but could use some work on the controls. 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.

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 mith 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 var 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, agressive 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 ir broken\/routed\/not in good order. See screens above and that's the battle in its entirety. Environment consists of a few copipasted 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 (milita, 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 postioned (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 cammanders. 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 achivements (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.. What a fun little no-frills real-time Civil War Game... that doesn't work. The graphics are kind of bare bones, which is fine with me, and the interface is very simple and easy to use. But it is damn near impossible to consistantly get units to do what you want them to do. (This is as of 1.3).

The major problem with this game is getting units to move is an uncertain affair. There is a kind of cool mechanic where sometimes your orders don't get through, simulating the communication difficulties of the second world war. I can go with that. What I can't go with is when you give an order, it get's accepted, and the unit doesn't move. Even after you repeat the order. Again. And again. And again. And again. Units will just randomly "stick" in spots and will be essentially worthless for the rest of the battle.

Worse are river crossings. I played Chancellorsville as the Union. Most of my force started across the river. There are several bridges. I must have re-issued my orders three dozen times before I got them across. Meanwhile, the few who stragged over the bridge got savaged one by one, because no one followed them. Most of the game can be more or less played and even enjoyed if you really try, but on a battle like that where you have to cross a river... forget about it. Don\u2019t bother.

Beyond that, the game really doesn\u2019t do a good job at communicating what is going on. The units are represented with boxy little symbols, which is fine with me, but half the time, I can\u2019t even tell who\u2019s firing. Sometimes, my units just suddenly die. No warning, just poof. Sometimes it\u2019s because there is a hidden enemy, but sometimes, they will just randomly panic and flee, even if not under fire.

The sad part is there is a really fun game hiding under here. This is one of those games that I want badly to recommend, but cant. I love the design idea, love the genre, love supporting indies, but the game just doesn\u2019t play right. Unless you are willing to put up with some major frustration and love Civil War RTS, I\u2019d pass.. 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.

. 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. 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.. Clunky system that in entirely too fast paced to enjoy. The AI is pretty terrible. On the Bull Run scenario the entire Union army tried to cross a single bridge and one regiment killed 20,000 men, I lost 400. The battle ended in a draw because I did not have a unit sititng on the victoy point that was way behind my lines. The over emphasis on victory point over casualties inflicted make it a game of chase the flag rather than fighting the enemy. The artillery mechanics need a lot of work. The game had potential but falls flat on its face. The campaign is less a campaign and more a string of skirmish scenarios that have no correlation to each other. Nothing is carried on as far as I can tell from battle to battle. They simply progress linearly.

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