Battleplan: American Civil War Crack Exe

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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

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English

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.. 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 enounters. 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:). 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. 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!!!. Very fun but could use some work on the controls. 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](#)

Battleplan is a decent quick strategy game that keeps things basic. It has a very clean design and easy to follow interface. I also like the historical background information with maps that prefaces each battle. It might not be grognard level, but I thing the developers have done a fine job of capturing the essence of what the American Civil War entailed on a broad tactical level. I have plenty of more complex war games such as Combat Mission and Grisby's humongous War in the East, but sometimes I just want a short, no-nonsense battle, and this game fits the bill. It has several levels of difficulty and you can tailor the type of enemy AI you want to engage. I hope there are games of this type in the offing. I'd love to see something from the English Civil War or even ancient battles utilizing Battleplan's system. Battle of Cannae in under fifteen minutes, anyone?. 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 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.. 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. 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 straggled 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.. 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). 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.

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