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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.

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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



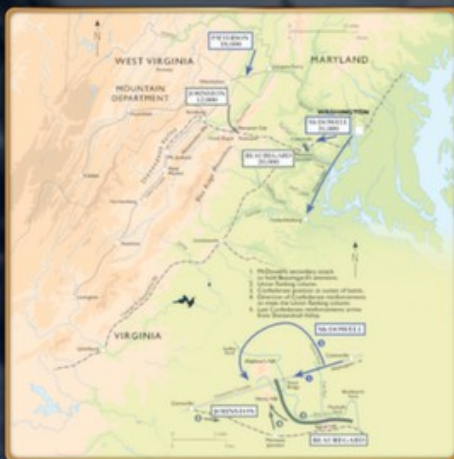


# BATTLEPLAN

## AMERICAN CIVIL WAR

1ST MANASSAS

JULY 21, 1861



AFTER UNCONCLUSIVE SKIRMISHING on 18 July, Beauregard and McDowell each developed plans to hit the other's left flank on the 21st. Beauregard had placed the Confederates along the western bank of Bull Run, a sluggish stream to the north and west of Manassas Junction. Although outranked by Johnston, Beauregard maintained tactical control and planned to hold his left with a light force while massing his strength against McDowell's left. McDowell planned a demonstration against the southern right as a strong flanking force crossed Bull Run in the vicinity of Sudley Ford and sought to roll up the enemy's line along the creek.

The Union soldiers, or Federals, struck first on 21 July. After a fumbling advance towards Sudley Springs, northern troops under General David Hunter collided with Colonel Nathan G. Evans's brigade of South Carolina and Louisiana troops. Reinforcements came forward to support both sides, and a bitter struggle for control of Matthews Hill, a prominent knob on the Manassas-Sudley road, raged between about 9 and 11.30 am. The arrival of Union brigades under Colonel William Tecumseh Sherman and Erasmus Keyes eventually compelled the Confederates to abandon Matthews Hill and take up a position south of the Warrenton Turnpike on Henry Hill.

Beauregard and Johnston had abandoned all thoughts of a blow on McDowell's left. As Federals gathered themselves along the Warrenton Turnpike for a final push against Henry Hill, Confederates sought to knit together a stable defensive line. Among the southern troops going into position was a brigade of five Virginia regiments led by Brigadier General Thomas Jonathan Jackson. This dear Virginian, a graduate of West Point in 1846, had fought with distinction in Mexico and later taught at the



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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.... 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 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.. 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.. At first i thought this game was fun. But then I lost the 1st Battle of Bull Run 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



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good game to waste time on however there are many glitches to fix for example units getting struck in rivers after making pontoons and getting killed but otherwise amazing game. 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:). 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===. 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.\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. Very fun but could use some work on the controls](#)



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