
Civil War: 1862 Download] [portable]



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About This Game

Civil War: 1862 is the prequel to the highly acclaimed [Civil War: 1863](#)! Relive iconic battles of the American Civil War. Take command of both the Union and Confederate forces in this exciting turn-based strategy game.

Key Features:

- 8 Mission 'Tutorial' campaign.
- 5 Mission 'Fix Bayonets' campaign.
- 8 Mission 'Steel and Thunder' campaign.
- 8 Mission 'Colossus' campaign.
- 8 Mission 'Fresh Troops' campaign.
- 8 Mission 'Death and Glory' campaign.
- 8 Mission 'Broken Line' campaign.

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- 8 Mission 'Shot and Shell' campaign comprising a series on non-historical game challenges.
 - All missions can be played as both sides (except the tutorial).
 - 8 Unique Civil War Units:
 - Infantry with Muskets.
 - Infantry with Rifled Muskets.
 - Artillery.
 - Generals.
 - Wagons.
 - Naval Gunboats.
 - Dismounted and Mounted Cavalry.
 - Four classes of infantry – Raw, Average, Veteran and Elite.
 - Different infantry formations: unformed, line for shooting and column for charging!
 - Detailed Combat Analysis.
 - Flank Attacks .
 - Strategic Movement.
 - Hours of Gameplay

Title: Civil War: 1862
Genre: Strategy
Developer:
HexWar Games
Publisher:
HexWar Games
Release Date: 6 Oct, 2016

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English

Union Artillery



Movement: 1

Armour: None



Artillery

Range	Strength vs Soft	Strength vs Armoured
1	0.5	0
2	2	2
3	3	3
4	4	4
5	5	5

Can shoot after moving, with 0% effectiveness







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dont do it guys. this game is so \u2665\u2665\u2665\u2665\u2665 that i rage quit every 5 minutes. i cant even begin to tell you how many problems are with this game.. I'm not sure why, but this game doesn't play any sound effects. I have the music, but nothing related to buttons or troop actions. Game is still interesting, but it really detracts away from the play. I've tried restarting the game but with no luck.. dont do it guys. this game is so ♥♥♥♥♥ that i rage quit every 5 minutes. i cant even begin to tell you how many problems are with this game.. A terrific "lite" wargame. The closest boardgame analogue would be the Avalon Hill/Hasbro Battle Cry. Individual units are roughly regimental/battalion sized. Small battles are organized into "campaigns". Results don't carry over from battle to battle, but you do get Steam achievements for completing a campaign. You get a lot of bang for your buck, as there are over 50 battles included, organized into seven campaigns (not counting the tutorial). You can fight each battle as either the Union or the Confederacy, with three difficulty levels (each of which can be further tweaked by toggling a switch which makes weapon effectiveness more historically accurate); so, in essence, you can fight each battle twelve different times without repeating anything. I highly recommend all of the HexWar Civil War and WWII tank games as great lite wargames which can be quickly learned and enjoyed for hours.. I like all these games from this company. I'm a big civil war fan and love these games. I rate them 10/10 If your a civil war fan you need to get all these games at a good price!

the game is constantly crashing

dear developers please fix it. I've played two scenarios so far and I have to say i'm impressed ! The graphics are not stunning but still are clear and presented in a way that allows you to get the feel of battle. You can concentrate on actual strategy without having to try and figure out what you are moving to or looking at. So I'm actually pleased with the graphics. Now for the game play, it's actually pretty straight forward and not in-depth, so if you are looking for lots of variables to combat then you need to buy a slitherine game. Otherwise if you like turn based table top combat fun like "Battle Cry" then you will certainly enjoy this game. It's worth the investment because it has the re-playability that will give you a pleasant Civil War Strategy feel, this will stay installed on my steam library for sure.. I have the same problem has other people do with the sound effects not working in this game. I just bought this game because I already own Civil War 1863 by the same game developer and that game's sound effects and the music plays great. I love these kind of games. I don't understand why the sound effects in this game don't work because both games are from the same game developer. I'm sure a patch will have to come out to address the issue. The music plays great in this game but not the sound effects. I say to wait a few days until the game developer addresses the sound effects issue. I'm sure they're are already aware of the problem with the sound effects in the game and are already making a patch.

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