

Divided Nation



Name: Divided Nation

Genre: RTS

Setting: 19th century

Story:

The game aims to take the American Conquest concept into the 19th century, reflecting the nature of the American wars of that period, with their advanced technologies, huge battles and complex strategy, and devastating nature.

The game will feature authentic uniforms and troop types, a wide range of weapons, and battles based on real topographical data and historical sources. With a smaller number of nations in the game, a much wider variety of troop types and uniforms will be possible, resulting in impressive and historically engaging missions. The universally known images of the blue and grey uniforms of the Civil War, and such sights as the church of the Alamo and the grand, almost napoleonic, armies of Santa Anna will bring these evocative conflicts to life.

The campaigns supplied with the game will follow the great generals through their most famous victories and defeats, and range from modest encounters to the vast battles of Gettysburg and Shiloh, and across terrain varying from the lush forests of the north to the deserts of the far south. The campaigns of the Texas Mexican War, including the famous Alamo siege, will provide a welcome change of pace and some exciting colour.

The game will consist of two sections. The first will be the existing Fightback game, with the addition of a small number of 19th century units for all European nations, and the Pirate Nation. This mode will include a campaign following the pirates' exploits culminating in the battle of New Orleans. The second will be (in order to allow for a truly rich variety of new content within the file limits of the game) a separate, extensive 'battle' game mode, covering the great conflicts of that century in detail. This will include 9 campaigns with over 45 missions, including many of the most famous battles of the period.

Features:

- Pioneer troops
- Fences and walls of various kinds
- Heavy static artillery
- Advanced Formations
- Hospitals and medical units
- Wagons
- Horse artillery
- Gatling Guns
- Railway stations supplying troops
- Telegraph offices
- Ironclad warships
- Submarines
- Munitions Depots
- timed explosive charges
- Field headquarters
- Barricades and defensive structures

- About 100 new units
- About 20 new buildings
- About 25 maps with 50 missions guaranteed