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## Ironclads: Anglo Russian War 1866 32 Bit Crack



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### About This Game

Russia sought to seize control of Constantinople. The city controlled the Black Sea straits, an important economic and strategic point of the Black and Mediterranean Sea. This area was the cause of constant conflict with Britain, which was concerned about her Mediterranean interests. The Crimean War had weakened the position of Russia on the Black Sea, but, in the Baltic and North Sea, the Tsar built a new, modern fleet. In 1865, Poland rebelled against Russia. Britain supported the rebels and declared war on Russia. Two objectives of the Royal Navy were to destroy the Russian squadron in the North Sea and the establishment of a full blockade of the North.

Key features:

- Manage financial and strategic aspects while planning your squadron's structure
- Set up battle squadron groups
- Realistic ship models and characteristics
- Advanced ballistic and weapon models

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Title: Ironclads: Anglo Russian War 1866

Genre: Strategy

Developer:

Totem games

Publisher:

Strategy First

Release Date: 21 Jun, 2011

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**Minimum:**

**OS:** Windows XP SP2 / Vista

**Processor:** Pentium 4 / Athlon 1.1 GHz or better

**Memory:** 512 MB RAM

**Graphics:** 128 MB GeForce 6600 / RADEON 9600 or better

**DirectX®:** DirectX 9.0C

**Hard Drive:**

**Sound:** DirectX Compatible/16-bit Sound PCI

English







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Really just a bad game with annoying "combat", weird "physics" of the ships. Not fun at all.. it is really a fun game, but the battles take forever. there is no such thing as a quick battle, but most battles are fun battles. I like the concept of this game, a tactical real-time naval simulator dealing with the fascinating hybrid warships of this period. There aren't that many tactical naval simulators around unfortunately, and the few that do exist tend to leave a lot to be desired. I'm sorry to say that this one is no exception.

The biggest let down for me was the graphics, which could have been this game's redeeming feature. Had they been really good, or at least on par with Empire Total War Naval Battles, with similar camera controls, this could have been a neat, immersive tactical simulation. Unfortunately, its graphics look like they are based on the video card technology of 2003, and the camera controls are clunky.

On a more positive note, I found the physics simulation of the ships and ballistics to be spot on, but I do wonder if the realistically slow-paced nature of the game has been a problem for some players. Without immersive graphics to look at, it can become tiresome. I mean, these ships were beautiful!

This is definitely an improvement on the earlier series, and I hope the developer continues to improve the game. In particular I'd like to see much better camera controls in the next iteration. I'd also like to see some progress towards better graphics, and the addition of weather effects and crew morale to the game.

I'm dismayed to see so many down voters for it here on Steam, as there are so few games of this genre available. This simulation this isn't at all bad. It's an indie game made in an almost dead genre and developers like these ought to be supported, in my opinion.. stay away. there is no fun in this game.. the ships are sooo slow very realistic i guess but damn they are slow

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Well this is a bit of a strange one. Started playing with a fleet of Ruski Warships that I have got to say aren't quite as pretty as Fall of the Samurai's rather splendid ships. Or as easy to control either. Or setup.. Anyway sailed along through the Black Sea and there was no sign of those perfidious Brits. Got a bit bored and wandered off to make a cup of tea and get a bite to eat and when I returned there were sinking and burning Royal Navy ships everywhere... Now clearly my tactics of leaving the ships be and wandering off to rustle up a feed and a cuppa is the best way to play this rather odd little game. As a screen saver it does earn a thumbs up from me.... This game seems like an awesome idea... and given a bit more development, it would be. As it is, it feels utterly generic and horribly limited.

There were literally dozens of classes of warship in service within the British Royal Navy in the year 1866. It was a unique time, filled with unique vessels and amazing variety. The ships here are few in number and similar in characteristics. A little more inclusion would have given so much more flavor! The Russians... well, their navy was a bit more limited, but they also had some interesting vessels.

The game engine is very simplistic with few options for action. The time compression is completely inadequate for the vessels and their speed of advance. The AI is almost intelligent as Vice-Admiral Sir George Tryon and has an annoying tendency to ram any moving object nearby... particularly when they are flying the same colors. At least the gunnery is historically accurate; gunners cannot hit the broadside of the enemy ship unless they are < 100 yards away.

All in all, it was worth less than the \$3 or so I paid for it.. First battle went fine. 2nd battle neither side would fire. The button for Open Fire said it would start when reached 25% chance of hitting. If I'm reading the symbols correctly I was in the 40%+ range but no firing. Game seems like junk.

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