

CATALOG



HOME OF
WARGAMERS

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ABOUT MATRIX GAMES

Matrix Games has been in business since 2000, and each year we grow as a company and as gamers.

In 2010 Matrix Games and Slitherine merged to create a wargaming giant. With a range of well over 100 titles and offices in the US, UK, Italy, Canada and France the company has moved to a new level. Slitherine has a similar focus but also brought with it a range of tabletop wargames rules called *Field of Glory* as well as games like *Panzer Corps*. While we continue to deliver classic wargames for your PC and Mac, in 2011 we released our first full wargame for iOS – *Battle Academy*, it was a huge success and we plan many more. In 2012 we acquired AGEOD, adding more games and developers to our lineup. We have licensing deals with Games Workshop for the *Warhammer 40,000 Armageddon* setting, Buzz Aldrin for *Space Program Manager*, HISTORY TV channel and much more.

Matrix Games now leads the computer wargame sector in innovation, customer satisfaction, and media recognition. We pioneered the idea of moving titles into an online format so we could reduce costs to our customers and provide them an interactive environment to chat with their peers – and all this long before Steam! Our growth has come from working with some of the best developers in strategy gaming, from established wargame developers like SSG, 2by3 Games, and Panther Games, to new innovators like The Lordz Games Studios, Flashback Studios and VR Designs.

The most important philosophy of our company is that we love what we make. We're gamers first and then we take our love of games and put them into our products. The result has been a tremendous success but above all, we created a place where wargamers everywhere can share their passion with people that understand their needs and listen to their suggestion. This is why Matrix Games is the **HOME OF WARGAMERS**.

HOW TO ORDER

Our PC & Mac games are only available directly through our Online Stores at www.matrixgames.com, www.slitherine.com and www.ageod.com. We are a truly global business and we deliver downloads and boxed games anywhere in the world. To order from our secure online store, please go to www.matrixgames.com and click on the Store link. We offer many different methods for you to use for payment and delivery of our products. Matrix Games values every one of our customers and we work hard at making sure you are happy. If you have any questions, please feel free to contact us at support@matrixgames.com.

PAYMENT OPTIONS

Matrix Games offers you the most extensive set of payment methods available in the industry.

The following choice of payment methods gives you the freedom to use the most convenient payment services.

Credit and Debit Cards	Local Bank Transfers
Electronic Checks / ACH	Wire Transfers
Moneybookers	Purchase Orders
Real Time Bank Transfers	Phone and Fax Orders
Direct Debit	Mail Orders
PayPal	Gift Cards



PayPal

WHAT IS A DIGITAL DOWNLOAD?

Our Digital Download service sends you a download the game to your computer once your order is complete. On completing your order you will see a download link and receive an e-mail with the download link. You can use this link to download the game directly to your computer over the internet and start playing immediately. The download is available to you for thirty days after your order, though can be reactivated at no additional charge at any time. No shipping is involved and the game is immediately available for you once the order is complete.

WHAT KIND OF DRM DOES MATRIX GAMES USE?

We do not like DRM and years ago we decided to remove it from all of our games. We do still have some very old games from before 2005 with DRM but since then we have removed it and all of our releases since

then are DRM free. When you buy a game from us you will receive a serial number and an installer. You can re-install the game as many times as you like on all your devices for personal use.

If you are not sure what DRM means, it stands for Digital Rights Management. It is a copy protection system that prevents piracy that usually limits how many times you can install and activate the game. However it often causes problems where legitimate users are prevented from installing the games they have bought because they installed too many times or had a computer hardware crash or upgraded their PC. We do not believe this is good for the player or good for us so we don't do it! You can install our games as often as you want!

WHAT IS A PHYSICAL SHIPMENT?

A physical shipment is a boxed version of the game, printed on demand when you order it! It is the same as if you had bought the game in a shop, with a full color printed cover, full color printed CD label and depending on the game it may include a manual, and all shrink wrapped to keep it nice on its journey. It is the same quality as a boxed game you would buy from a store.

What's more, it is personalized with your name, order number and serial number! It's much more convenient than having the serial number in your email or printed on the manual, because as long as you have the disk you have everything you need to enjoy your game! Boxed copies are usually shipped out within 48 hours of being ordered and estimated delivery times will be included in your confirmation mails. We deliver anywhere in the world!

The best part is that when you order a Physical shipment, you get the download for free! Yes that's right, you can get the boxed version and download the digital version immediately and get playing. This is the best of both worlds and there is nobody else in the world offering this type of service. Our web systems are fully integrated with our factory and warehouse making all of this possible. Technology is a marvelous thing!

There are 3 types of physical edition, and the production description will tell you what you will be getting when you order. The only difference between them is the type of manual that is included. Some games come with a pdf manual on the disk, others with a black and white manual, but the collector's editions include full color printed manuals.



Digital Express Edition: This edition comes with a full color printed box, full color printed CD (with your order number and serial number printed on it) and a PDF E-Book indexed manual.



Standard Edition: This edition comes with a full color printed box, full color printed CD (with your order number and serial number printed on it), a Printed grayscale manual and a PDF E-Book indexed manual.



Collector's Edition: This edition comes with a full color printed box, full color printed CD (with your order number and serial number printed on it), a Printed full color manual and a PDF E-Book indexed manual.

SERIAL NUMBERS AND THE MEMBERS CLUB

When you order a game you will receive a serial number by email and printed on the CD of a boxed game. Please do not lose this number! It is required for installation and future game updates. You can register your game in our Members' Club and thus have a backup record of all your purchased games and serial numbers. Visit the "Members" section on our website for more information.

MATRIX GIFT CARD



Finding the perfect gift for someone isn't always easy. Matrix has a great selection of games, but sometimes you don't know if the item you're considering is the right gift for that special someone. Whether it's a birthday present, holiday gift, for a special occasion, or a simple gesture of appreciation, a Matrix Games Gift Card is the perfect present.



Matrix Games Gift Cards are redeemable on everything in the store and can be purchased in a variety of amounts from \$10 up to \$500 and are redeemable in any currency. Any gift card balance left over will stay in their account for future use. Full terms and conditions are available online.

RETURNS POLICY

As we do not use any form of DRM, we are unable to deactivate software after it has been downloaded so we do not allow refunds, unless the software is defective in some way.

For boxed copies, as they are printed on demand when you order them there is no return option. The item has been personalized with your name and serial number and is unsellable to anyone else.

QUESTIONS?

We are always available to answer your questions. The fastest way to get feedback is via our forums, but if you have a more personal question then please e-mail support@matrixgames.com and we will reply as soon as possible but usually with 2 working days.



FEATURED GAMES



PANZER CORPS WEHRMACHT

Platform: PC

Language: English, French, German, Russian

Genre: Operational; Turn-Based IGOUGO

Difficulty: Basic; Intermediate

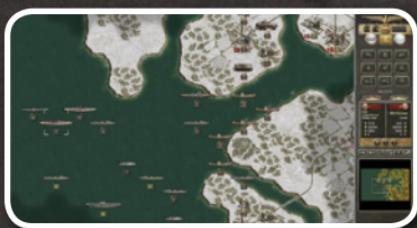
Period: World War II

Developer: The Lordz Games Studio

Multiplayer: 1-2

Manual: PDF E-Book; Printed - Color

Award: Usenet's Wargame of the Year Awards – Gold



Panzer Corps Wehrmacht is a brand new turn-based strategy game that reinvents a classic genre. Produced and developed by a team of experts and brought to perfection by a community of hundreds of fans, the game has evolved over 2 years to become what can be defined as a modern classic!

Set in World War II, *Panzer Corps Wehrmacht* puts the player in charge of Axis armies, taking their core force with them through the entire war. The use of combined-arms tactics requires each general to make use of the strengths and exploit the weaknesses of their opponents.

In its multiplayer mode, an improved version of Slitherine's award-winning PBEM++ system, allows players to easily find opponents anywhere in the world and enjoy playing them with none of the hassle.

Panzer Corps Wehrmacht is designed to replicate the feeling of a classic wargame, but brings it up to 21st century standards and to a whole new generation of gamers.

Features:

- 400 unit types, divided into 19 unit classes with 20 detailed parameters to identify units abilities, 17 terrain types affecting gameplay in various ways. *Panzer Corps* will celebrate the glory days of strategy gaming with the aim of attracting new players to the genre;
- Campaign: all 26 scenarios are combined into a large campaign tree with several entry points at various stages of the war. Depending on the outcome of each battle (decisive victory, marginal victory or defeat), the player will be faced with different challenges and a progress along different parts of the campaign tree;
- Nations: all major and many minor nations represented: Germany, Italy, Poland, France, Great Britain, USA, USSR, Norway, Belgium, Netherlands, Albania, Romania, Greece and more;
- Core units that travel with you throughout the campaign gaining experience and that can be upgraded as new weapon technologies become available.

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

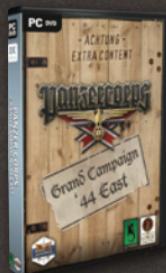


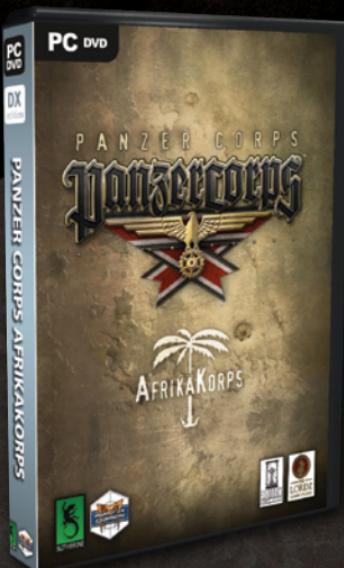
PANZER CORPS

GRAND CAMPAIGN 1939–1945 MEGA PACK

The *Panzer Corps Grand Campaign Mega Pack* includes 10 linked campaigns and more than 150 scenarios in this award winning and critically acclaimed strategy game series. It makes use of many new features, dynamic objectives and much more, making it the ultimate *Panzer Corps* experience.

The *Grand Campaign 1939–1945 Mega Pack* requires the original *Panzer Corps* or *Panzer Corps: Afrika Korps* to play.





PANZER CORPS AFRIKA KORPS

Platform: PC

Language: English, French, German,

Genre: Operational;

Difficulty: Basic; Intermediate

Period: World War II

Developer: The Lordz Games Studio

Multiplayer: 1-2

Manual: PDF E-Book

Welcome to the desert!

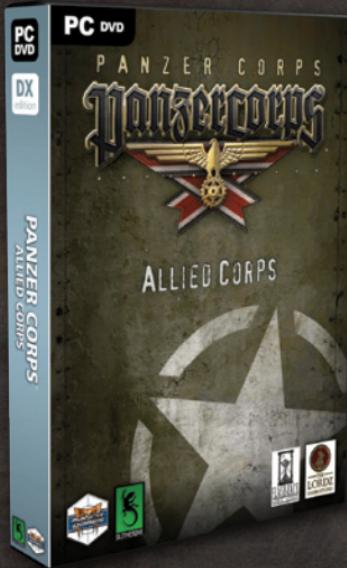
The year is 1941 and you will lead the German Afrika Korps, and its Axis allies, into Libya and Tunisia during the North African Campaign of World War II. The reputation of the "Deutsches Afrikakorps" or "DAK" was synonymous with that of its first commander Erwin Rommel. Now it is up to you to overwhelm the Allied forces in North Africa, secure the Suez Canal and take hold of the oil-rich lands of the Arabian peninsula; maybe even invade the underbelly of the British Empire and threaten its crown jewel: India.

Panzer Corps: Afrika Korps is an expansion for existing *Panzer Corps* owners and a full stand-alone for new players.

Features:

- A branched brand new Afrika Korps campaign with 20+ new scenarios.
- Several new MP scenarios set in the African theatre.
- More than 20+ new units added to the equipment table, like gliders and flamethrowing tanks.
- More varied scenario objectives.
- Scenario objectives that could change during the course of a battle.
- New desert-related weather types.
- 10 new Afrika Korps heroes.
- Improved AI.
- New media like: new concept art, music, etc
- New Intro Trailer.
- The Library extended with the most prominent WW2 airplanes.
- New desert tile-set and desert camouflage units.
- All new units and tile-sets will be available for use by the modding community through the existing editor





PANZER CORPS ALLIED CORPS

Platform: PC

Language: English, French, German, Russian

Genre: Operational

Difficulty: Intermediate

Period: World War II

Developer: The Lordz Games Studio

Multiplayer: 1-2

Manual: PDF E-Book



The spiritual successor of Allied General is here!

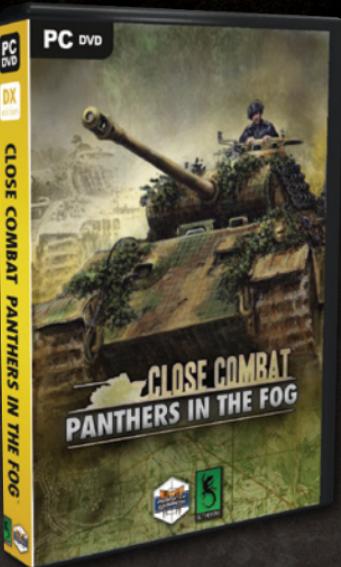
The Allied Corps Campaign takes the award winning Panzer Corps game system and puts you in command of the Western Allies. Starting in the Western Desert and commanding the British 8th Army, the player takes on Italian forces with support from the German Afrika Korps. The war then moves on to Sicily and then must fight their way up Italy against stiff German resistance. In 1944 a new front will be opened by Operation Overlord, D-Day, and then push on to the Rhine and Berlin.

Panzer Corps: Allied Corps is an expansion for existing *Panzer Corps* owners and a full stand-alone for new players. Allied Corps includes more than 25 new scenarios, over 50 new regular and special elite units, and modified version of existing units to cover the entire war in detail from the Western Allies perspective.

Please note: *Allied Corps* is a stand- alone game and does NOT require *Panzer Corps* to play

Features:

- The campaign contains 30 scenarios, including an allied tutorial based on real WW2 events which links seamlessly into the main campaign.
- The Allied Campaign includes action in both Africa and Europe, and covers the war from 1940 to 1945. There are 6 entry points into the campaign, allowing you to start from any year.
- 900 units types, divided into 19 unit classes with 20 detailed parameters to identify units abilities, 17 terrain types affecting gameplay in various ways.
- 2 player multiplayer using Slitherines PBEM++ server
- Units from more than 30 nations are represented including Great Britain, USA, France, Poland, Germany, Italy, Norway and more.
- Lots of historical and a number of what-if scenarios. What if the Russians didn't stop heading West!
- You can start the campaign as Britain or the USA, and later use a mixed British/US core force.
- Track the battle history of your units and watch as they are awarded medals.
- Huge library with information on many tanks and aircraft from all sides of the war.
- Scenario editor included and extensive modding options are available.



CLOSE COMBAT PANTHERS IN THE FOG

Platform: PC

Language: English

Genre: Tactical, Operational, Strategical

Difficulty: Intermediate

Period: World War II

Developer: Matrix Games

Multiplayer: Yes

Manual: PDF E-Book, Printed - Color



Close Combat: Panthers in the Fog is the latest release in the critically-acclaimed *Close Combat* series. It details the desperate German counter-attack at Mortain, the last chance of the Wehrmacht to stave off defeat in Normandy. Can you match the tenacity of the American defenders of Hill 314? Or can you succeed where the Panzers failed, driving through to the sea and changing history?

Command your forces on the strategic level, issuing orders to battalion or regimental-sized units to attack or defend, and allocate air or artillery support. Then fight out the resulting engagements in a highly-detailed, real-time simulation of World War II tactical combat. The results of the tactical battle determine who controls each area, and where they can move at the strategic level.

Features:

- Completely redone and revitalized 32-bit graphics give the game an all-new look and feel.
- Issues orders to your major units on a strategic level, and then fight each engagement at the tactical level.
- Accurately depicts World War II tactical warfare and its challenges in real-time.
- Proven psychological model influences the behavior of your men in combat.
- Each individual soldier may tire, gain experience, and gain or lose morale after every battle. Manage your forces and preserve your veteran soldiers to field the most effective force possible.
- Includes a wide variety of historical squads, weapons, vehicles, aircraft, and artillery.
- Mount troops or guns on vehicles during tactical battles.
- Accurate and realistic equipment modeling.
- Weather conditions, including night and fog influence the battle at all levels.
- Use strategic-level air and artillery interdiction to block or slow the movement of enemy forces.
- Call in close air support, mortar support, and indirect fire support at the tactical level.
- Integrated multi-player lobby and match-making forums.
- Enhanced Scenario Editor - Create your own "what if" Scenarios.
- A host of adjustable game settings including speed scroll speed, sound volume, and UI layout.



THE LONGEST DAY

Close Combat - The Longest Day is a highly enhanced rebuild of the critically acclaimed *Close Combat Invasion Normandy*, originally developed by Atomic Games.

Take command of either the Allied Expeditionary Force or

Germany's Wehrmacht. You will either carry out the world's largest amphibious invasion to liberate Europe from Nazi occupation or defend Hitler's Atlantic Wall!



LAST STAND ARNHEM

Close Combat - Last Stand Arnhem is a highly enhanced rebuild of the critically acclaimed *Close Combat - A Bridge Too Far*, originally developed by Atomic Games.

As the Allies, you will carry out the world's largest airborne operation, Operation Market Garden, to cross the Rhine and bring a swift end to the war or, as the Germans, use a hastily organized set of defense forces to prevent the Allies from reaching their ultimate goal, Arnhem Bridge.



CROSS OF IRON

In *Close Combat: Cross of Iron* you start off as a junior officer leading your men into battle in real time. Earn promotions as you deal with an unforgiving enemy. Fight and survive though the frozen winter, hot dusty summer and muddy autumn.

Close Combat: Cross of Iron comes with all the original *Close Combat III* Battles, Operations, and Campaigns. However, also included is an entire new Campaign called Fuger's Osthle Wut, or Fuger's Eastern Fury, for you to fight as either German or Russian, based on actions between 1943 and 1944.



WACHT AM RHEIN

Based on the original Atomic's award-winning *Close Combat* series, this remakes bring together the classic top-down tactical gameplay from the original series and plenty of new features, expansions, and improvements!

Close Combat: Wacht am Rhein is the first remake, based on *Close Combat: Battle of the Bulge*. It gives newcomers and veterans to the series alike a vastly improved and expanded version of the original experience.



MODERN TACTICS

Engage in combat with up to 5 players per side and participate in intense head to head battles using Modern Era weaponry and equipment on gorgeous hand-drawn maps measuring from 1km square to giant 4km x 1km maps. Fight on hypothetical battlefields ranging in style from backwoods

America to the streets of Iraq and the former Soviet republics. Face all the enemy and test your tactical abilities!



Approachable, absorbing and visually impressive yet detailed, *Battle Academy* aims to revolutionise the strategy games market with a blend of intuitive design and compelling game play driven by cutting edge technical innovation.

Inspired by an original online game concept devised by the BBC, the game has more than 30 battles in a range of theatres of war from the North African desert through D-Day to the to the snowy Ardennes mountains where the Allies battled to repel the final German offensive.

The team at Slitherine worked with Professor John Buckley, Military Historian at the University of Wolverhampton and a keen wargamer himself, to make sure that the strategy, tactics, scenarios and available firepower of the battles fought in WW2 were turned into realistic AI behaviour, powering expertly crafted battles.

The game engine is also completely script-driven, allowing players to create their own missions and scenario in a simple and effective way.

Features:

- Control British, US, Polish, Canadian forces in 3 epic campaigns covering more than 30 varied battles or take control of Italian and German forces in multiplayer.
- Select from a vast array of equipment including 100 units from 6 nations - Shermans, Fireflies, Panthers, Tigers, Stukas, Hurricanes, P47s and much more!
- Gameplay features include ambushes, line of sight, artillery barrages, airstrikes, scouts, morale, APCs, flame throwers, heavy bombers, snipers and suppression.
- Your units gain experience as they fight. Get promoted to Veteran and Elite status and gain new skills.
- Addictive multiplayer modes using Slitherine's revolutionary multiplayer server that's linked into an online ranking system.
- Huge modding opportunities. The game has been designed so that it's easily moddable and accessible scripts control all aspects of combat, user interface and the game's appearance.

BATTLE ACADEMY

Platform: PC, Mac, iPad

Language: English, German, Italian, French, Spanish

Genre: Tactical

Difficulty: Introduction

Period: World War II

Developer: Slitherine

Multiplayer: Yes

Manual: PDF E-Book

Awards: Gamer's Hall Gold Award



AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT



BLITZKRIEG FRANCE

May 1940. Following the invasion of Poland, Germany opens the western front and invades France. It's the Blitzkrieg, a new and dangerous form of warfare based on speed and aggression using concentrated mechanized forces to pierce the enemy lines and encircle them.

After taking the wargaming market by storm with its revolutionary fast paced gameplay system, *Battle Academy* is back with this amazing add-on pack. Players will be able to take command of German forces and lead them to the conquest of Paris.

With 9 single player missions and 4 multiplayer missions, 25 new units and a host of additional features, Blitzkrieg France takes *Battle Academy* to a new level.



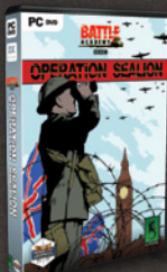
MARKET GARDEN

After fighting some of the most iconic moments of World War II, it's time again to use all your tactical skills to capture Arnhem Bridge and secure a crucial victory against the Germans

in one of the most complex and

articulated battles ever fought. In September 1944, the Allies launch Operation Market Garden, the daring attempt to capture the crucial bridges of the Netherlands and open a way into Germany. Airborne troops drop behind enemy lines to secure the crossings while British tanks race to reach them.

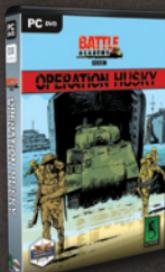
With 8 single player missions and the introduction of a campaign mode where you have to possibility of carrying over your units from mission to mission, *Market Garden* adds a complete new level of gameplay to *Battle Academy* and is a must have for all the fans of this award winning strategy gem!



OPERATION SEALION

It is September 1940, and the Germans launch their invasion of Britain. In this fictional "What If?" Campaign , you command the Home Guard's desperate counterattacks against German glider troops and the tenacious

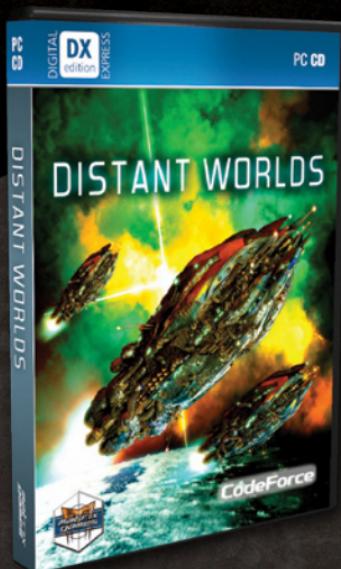
defence of the South Coast Sea Front. Mount "Butcher and Bolt" missions with the clandestine Auxiliary Units or land coastal raiders from Motor Gun Boats. Can you hold back the might of Operation Sealion?



OPERATION HUSKY

Can you do better than General Patton and Montgomery? Open the attack on the soft underbelly of Europe in "Operation Husky", with nine missions detailing the invasion of Sicily. With more than

30 new units, and missions ranging from the chaos of the initial night drops to the grim battles across the baking hills of the interior, *Battle Academy: Operation Husky* lets you test your tactical skill against the tenacious Axis defenders.



DISTANT WORLDS

Platform: PC

Language: English

Genre: Strategic

Difficulty: Intermediate

Period: Sci-fi

Developer: Code Force

Multiplayer: No

Manual: PDF E-Book

Awards: Gamer's Hall Gold Award

Distant Worlds is a vast, pausable real-time, 4X space strategy game. Experience the full depth and detail of large turn-based strategy games, but with the simplicity and ease of real-time, and on the scale of a massively-multiplayer online game.

Vast galaxies are made to order: up to 1400 star systems, with up to 50,000 planets, moons and asteroids. Galaxies are so deep, fun and immersive that you won't want to finish the game... Build, expand and improve your empire endlessly. The galaxy is packed with life and activity. Encounter other empires, independent alien colonies, traders, pirates and space monsters. Explore star systems, asteroid fields, gas clouds,



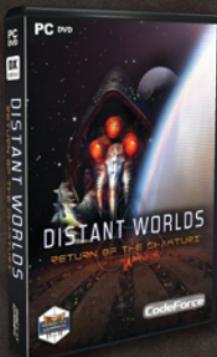
supernovae, galactic storms and black holes. Discover evidence of civilizations long since past, uncovering secrets about the galaxy's troubled history...

Best of all, you can play the game your way: enjoy a quick, intense game in a crowded galaxy or take your time in an epic game spread across a vast galaxy!

Features:

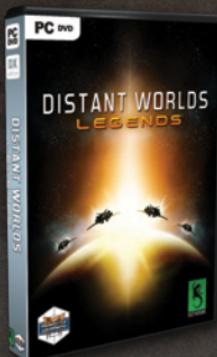
- Truly Epic-Scale Galaxies: play in galaxies with up to 1400 star systems and 50,000 planets, moons and asteroids.
- Private Enterprise: the private citizens of your empire automatically take care of mundane tasks like mining resources, transporting cargo, migration between colonies, tourism and much more.
- Intelligent Automation: automate the various tasks in your empire, so that you can focus on the areas that you enjoy most.
- Explore: explore the vast galaxy, discovering valuable resources, potential colonies for your empire and making contact with other empires.
- Colonize: send out colony ships to found new worlds for your empire
- Defend: patrol the outlying areas of your empire to protect from raiding pirates or dangerous space monsters.
- Diplomacy: interact with other empires, discussing treaties, making trade offers or just giving them a piece of your mind.
- Espionage: covertly seek out information about other empires, or even disrupt their progress with acts of sabotage
- Research: develop new technologies for use in building your own unique ships and star bases
- Build: design and build the ships and star bases in your empire.
- Built-in Game Editor.

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT



RETURN OF THE SHAKTURI

An ancient evil is returning to the vast universe of Distant Worlds! In addition to a long list of new features and improvements, *Return of the Shakturi* includes two unique alien races complete with riveting events that expand upon the original Distant Worlds and move the timeline of the universe forward into its next chapter with exciting endgame options. *Return of the Shakturi* also comes packed with interface improvements like an Empire Navigation Tool to provide quick access to everything in your empire, Action Buttons for one-click access to common tasks, an Enemy Targets list showing all known enemy threats, Build Orders to mass-produce groups of new ships in one simple step, and much more!



LEGENDS

Distant Worlds: Legends brings the Distant Worlds universe to life. The character system includes Leaders, Admirals, Generals, Governors, Ambassadors, Scientists and Agents, each with defined abilities and traits and opportunities to advance and grow over time. Expanded gameplay for all existing races includes race-specific events, technologies and victory conditions which create a completely different game depending on your choices. An expanded tech tree also awaits, with dedicated carriers, cutting lasers, rail guns, new planetary facilities and wonders, and much more (including a hidden faction)!



SHADOWS

Distant Worlds: Shadows adds incredible new gameplay to the Distant Worlds universe and includes an earlier era in the Distant Worlds timeline, called the Age of Shadows. Start a new empire before the discovery of hyperspace travel and try to expand into the stars, or play as one of the legendary Pirate factions of the Age of Shadows, competing with new victory conditions to establish an alternate history where the pirates triumphed over the planetary civilizations. The pirate options alone include four completely new playstyles (ranging from Raiders to Smugglers) and new smuggling and mercenary missions. Also included are ship boarding actions and ship and base capture, new Ship Captain characters and pirate raids of planets and space stations.



GARY GRIGSBY'S WAR IN THE EAST

THE GERMAN-SOVIET WAR 1941–1945

Platform: PC

Language: English

Genre: Operational, Strategic

Difficulty: Advanced

Period: World War II

Developer: 2by3 Games

Multiplayer: Yes

Manual: PDF E-Book, Printed-Black & White

Award: War-Historical Wargame of the Year 2010 - Silver

Gary Grigsby's War in the East: The German-Soviet War 1941–1945 is the spiritual heir to the great Eastern Front board and computer wargames of the past; a turn-based World War II strategy game down to the division and brigade level, stretching across the entire Eastern Front at a 10 mile per hex scale. Gamers can engage in massive, dramatic campaigns, including intense battles involving thousands of

units with realistic and historical terrain, weather, orders of battle, logistics and combat results. As with all the award-winning titles made by the 2by3 Games team, factors such as supply, fatigue, experience, morale and the skill of your divisional, corps and army leaders all play an important part in determining the results at the front line. *Gary Grigsby's War in the East* comes with 4 massive campaigns as well as many smaller scenarios all with different strategic and operational challenges.

Features:

- 4 major campaigns starting at 1941, 1942, 1943, 1944
- 10 scenarios range in length from 10 turns to 25 turns
- Map stretches from 100 miles west of Berlin to Ural mountains
- Up to roughly 4000 units in the game database with the ability to create many more!
- Many different classes of support units like artillery, engineer, ski, anti-tank, pioneer, tank destroyer, and much more
- Manually upgrade aircraft within units or automate new aircraft allocation
- Detailed production with Russian factory evacuations realistically modeled with production penalties and rebuilding delays
- Extensive spreadsheets and reports representing tons of data and information
- More than 500 historical commanders with a detailed promotion and rating system
- Leaders can be dismissed, executed, fired, killed in action
- Very detailed system to account for troops/vehicles that are disrupted, disabled and fatigued
- Additional Content



AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT



GARY GRIGSBY'S WAR IN THE EAST

DON TO THE DANUBE

The critically and fan acclaimed Eastern Front mega-game *Gary Grigsby's War in the East* just got bigger and better with *Gary Grigsby's War in the East: Don to the Danube!* This expansion to the award-winning *War in the East* comes with a wide array of later war scenarios ranging from short but intense 6 turn bouts like the Battle for Kharkov (1942) to immense 37-turn engagements taking place across multiple nations like Drama on the Danube (Summer 1944 – Spring 1945). *Don to the Danube* and the *War in the East* system gives players unprecedented control over pivotal operations in the Second World War like Operation Uranus, the encirclement of the 6th German Army at Stalingrad, the Cherkassy Pocket and much more. *Don to the Danube* also takes full advantage of the hefty number of new features and rule changes that come with the massive 1.06.00 update and incorporates a full new Editor manual as well.

Gary Grigsby's War in the East: Don to the Danube is an expansion for *War in the East* and requires the base game to play.



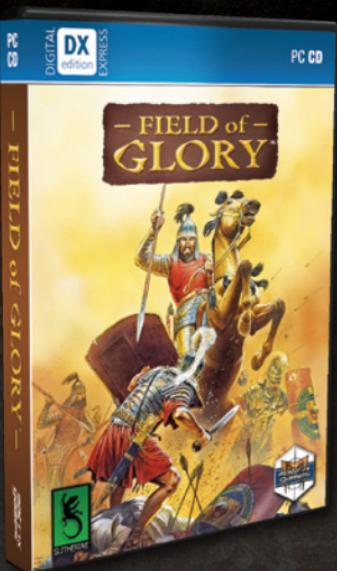
GARY GRIGSBY'S WAR IN THE EAST

LOST BATTLES

The second expansion for the Eastern Front tour de force *Gary Grigsby's War in the East* just arrived with *Gary Grigsby's War in the East: Lost Battles!* This new addition to the award-winning *War in the East* fills out your collection of Eastern Front scenarios with a range of new and challenging battles.

Shorter scenarios like Operation Mars, Courland Pocket, Smolensk 1941, Operation Bagration, the Liberation of Leningrad and Operation Konrad bring you to some of the most interesting operations in World War II while keeping the time investment to 15 turns or less. Added to these are medium size scenarios like the Battle for Moscow, Vistula to Berlin and Winter 1942-43, as well as the immense new Stalingrad to Berlin campaign and a new sudden death victory variant of the main 1941-1945 campaign.

Gary Grigsby's War in the East: Lost Battles is an expansion for *War in the East* and requires the base game to play.



FIELD OF GLORY

Platform: PC, Mac

Language: English, German, Italian

Genre: Tactical

Difficulty: Basic

Period: Ancients

Developer: Slitherine

Multiplayer: Yes

Manual: PDF E-Book, ON-line

Awards: War-Hist Wargame of the Year – Bronze

Based on Slitherine's popular tabletop wargaming system by the same name, *Field of Glory* now comes to the PC in a faithful adaptation of this acclaimed miniatures wargame! Without the calculations and measurements required for a tabletop game of *Field of Glory*, the PC version accurately represents ancient combat where you make the important and fun decisions on the battlefield. In this release, march mighty legions across famous ancient battlegrounds from Zama in North Africa to the battles of Boudicca's revolt in Britain. Later releases will expand to new periods and new areas of the ancient and medieval world. *Field of Glory* sports an easy to use interface with a focus on having fun in ancient combat. *Field of Glory* also includes a map-maker and scenario-creator which are just as easy to command as your soldiers are on the battlefield, as well as excellent multi-player support.

Features:

- Game play that allows key decisions to decide the results of historical battles.
- Detailed and accurate depiction of ancient warfare (combat mechanics, leaders, morale).
- Single and 2 player head to head modes with an internet based multi-player system. The system is truly revolutionary and takes all the hassle out of multiplayer gaming. Try it now!
- 63 battles of varying size.
- Play as Achaean League, Carthage, Caledonians, Gaul, Germanic Tribes, Macedonians, Spartacus Slave Revolt, Romans or even Romans vs. Romans at Pharsalus.
- Comprehensive scenario builder is included. There are graphics for 11 different terrain types with western European and arid settings.
- 141 different battle group types with almost limitless ability to modify their individual behaviour in the game.



AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



DECLINE AND FALL

Byzantine Empire, the Islamic states and their other enemies, from 493 AD until the mid 11th century



RISE OF ROME

Roman Republic



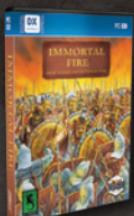
ETERNAL EMPIRE

Ottoman Empire along with the armies of its enemies and allies (1299 to 1500 AD)



STORM OF ARROWS

Western Europe from 1300 to 1500 AD



IMMORTAL FIRE

Classical and Hellenistic eras from the development of the hoplite system in Greece in the 7th century BC until the Hellenistic successor kingdoms of the 3rd century BC



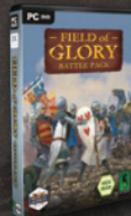
SWORDS AND SCIMITARS

The Crusades in Outremer ("overseas") in the 11th to 13th centuries AD



LEGIONS TRIUMPHANT

Roman Empire and its opponents from 25 BC to 493 AD



FIELD OF GLORY BATTLE PACK

The *Field of Glory Battle Pack* is a collection of more than 20 great scenarios for single and multiplayer covering a wide range of periods.



COMMANDER THE GREAT WAR

Platform: PC

Language: English, French, German

Genre: Strategic

Difficulty: Intermediate

Period: World War II

Developer: The Lordz Games Studio

Multiplayer: Yes

Manual: PDF E-Book, Printed - Color



At the heart of the conflict, when men fought for every inch of land, only visionary leaders could make the choices that would lead their troops to victory. The remarkable sequence of events that inexorably led to the 'Great War' is written in our history books and pictured in our movies. Now a turn-based strategy game captures this time of war with unprecedented realism and accuracy.

Developed by The Lordz Games Studio, *Commander the Great War* is the latest release in the popular Commander series to bring the thrill, excitement and mind-breaking decision making of these difficult times to life.

A completely new engine runs faster and allows players to enjoy the epic hex based campaign map in full wide screen. Slitherine's revolutionary play by e-mail system will also bring a whole new level of excitement in Multiplayer battles.

Features:

- A huge-hex based campaign map that stretches from the USA in the west, Africa and Arabia to the south, Scandinavia to the north and the Urals to the east.
- 5 Grand Campaigns, each starting in a different year of the war, at the start of a historical offensive: 1914 The Great War, 1915 Ypres – Artois, 1916 The Battle of Verdun, 1917 The Nivelle Offensive and 1918 The Kaiserschlacht.
- Over 40 unique historical and "what-if" events triggered by conditions on the campaign-map.
- 18 different unit types including Infantry, Cavalry, Armoured Cars and Tanks, Artillery, Railroad Guns and Armoured Trains, Cruisers, Submarines and Battleships, Fighters, Bombers and Airships. Each has its own strengths and weaknesses, based on their historical performance in the various theatres throughout the war.
- Attach historical Commanders to your units. Each has their own specific strengths, so decide wisely which Commander is most suited to which front.
- Invest in research and technology to improve your units.
- Detailed and realistic combat that models supply, morale, terrain, leadership, equipment, training and fog of war.
- Multiplayer via Slitherine's revolutionary PBEM++ server system.
- An all new engine, supporting any display resolution from 1024x600 upwards and includes full wide screen support.
- Extreme moddability



COMMANDER

NAPOLEON AT WAR

Commander - Napoleon at War is the newest game in the Commander series, taking the acclaimed design introduced in *Commander - Europe at War* to the next level. Building on the international success of its predecessor, *Commander - Napoleon at War* brings the same simple and intuitive gameplay mechanics to the Napoleonic era, creating a different and even more compelling gaming experience.



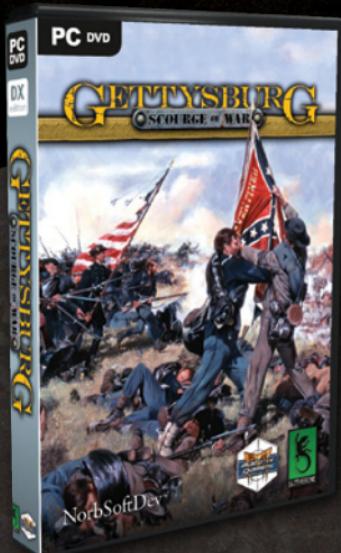
COMMANDER

EUROPE AT WAR GOLD

Commander Europe at War is the first in a series of high level turn based strategy games. The first game spans WW2, allowing players to control the axis or allied forces through the entire war in the European Theatre. Can Germany's rise be stopped or will the jackboots of the SS march through London?

Gamers who already own *Commander - Europe at War* do not need to purchase *Commander - Europe at War Gold*. Instead, just download and install the free v1.12 update from the Matrix Games downloads page and you'll be upgraded to the Gold level.





Scourge of War is the definitive American Civil War grand tactical wargame of this generation. With impressive 3D graphics, an award-winning AI, pausable real-time play, historical battlefield terrain and orders of battle down to the regiment and battery level, *Scourge of War* captures the tactical challenges that faced the real Union and Confederate commanders more than 130 years ago.

In *Scourge of War: Gettysburg*, players will be able to take command of Union or Confederate forces in a rendezvous with history at the town of Gettysburg in July of 1863. Every engagement at Gettysburg has been meticulously researched and recreated, along with multiple "what if" scenarios to keep players on their toes. Featuring incredibly detailed battlefields created from four high-resolution maps with authentic and historic weather and battles, players will be able to experience history right on their computers.

Features:

- Covers the Battle of Gettysburg
- Four highly accurate historical battlefield maps and two general purpose battle maps.
- Realistic weather
- Courier system for dispatches
- Extensively researched historical order of battle for each day of the battle.
- Twenty historical or alternate history single player scenarios including: the Iron Brigade at McPhersons Ridge, Vincents Brigade on Little Round Top, the Peach Orchard fight, night battles on Culp's Hill, and the Pickett Pettigrew Trimble grand attack.
- Real time combat command
- New Routing server for flawless multiplayer play
- Multiplayer online combat
- Random play mode
- Carefully modeled rifles, carbines, and muskets as well as smoothbore and rifled artillery.
- A full set of infantry and artillery tutorials to get you started.
- Sandbox mode with at least 2 maps to create your own battles
- Full modding support with new friendlier interface
- Each weapon of every regiment painstakingly researched and implemented

SCOURGE OF WAR GETTYSBURG

Platform: PC

Language: English

Genre: Tactical

Difficulty: Intermediate

Period: Civil War

Developer: NorbSoftDev

Multiplayer: Yes

Manual: PDF E-Book



AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT

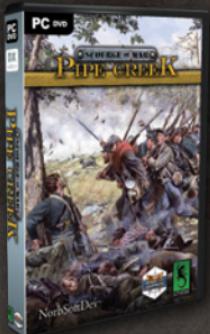


SCOURGE OF WAR

CHANCELLORSVILLE

Scourge of War: Chancellorsville is the sequel to *Scourge of War: Gettysburg* and the latest release in the *Scourge of War* series and is a full stand-alone title! *Scourge of War: Chancellorsville*, is a must-have for all American Civil War wargamers. *Scourge of War: Chancellorsville* offers twenty historical or alternate history single player scenarios set in the midst of the bloody action of the Battle of Chancellorsville, in which the Robert E. Lee's Army of Northern Virginia defeated a Union army twice its size. Players will take command of either the Union or Confederate forces from May 1st through May 6th, 1863 to either halt the Union advance or rout the Confederates.

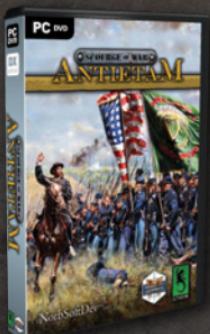
This is a stand-alone release which requires no other titles, but can also be installed as an expansion for *Scourge of War: Gettysburg*.



SCOURGE OF WAR

PIPE CREEK

Pipe Creek is the first major battle expansion for *Scourge of War: Gettysburg*. Players will be able to command Union and Confederate forces in a what-if scenario during July of 1863 in northern Maryland. The Pipe Creek Line was a selected battle position for the Union's Army of the Potomac as part of a circular assignment of the army's corps. Historically, this plan was superseded by the Battle of Gettysburg, but now players will be able to experience what would have happened if the Pipe Creek Line plan was executed. The expansion comes with three new 5 x 5 mile maps of the Pipe Creek Line position, along with six new and challenging single-player scenarios and three new multiplayer scenarios for each of the new maps.

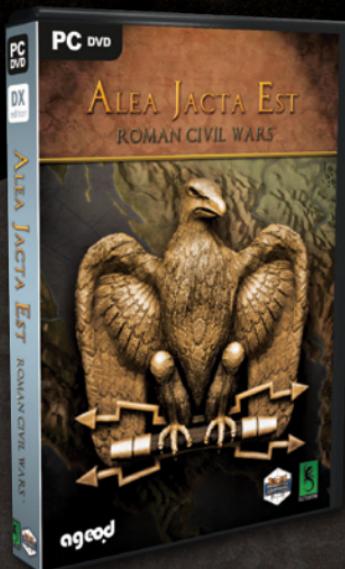


SCOURGE OF WAR

ANTETAM

In *Antietam*, the second major battle expansion for *Scourge of War: Gettysburg*, players will take command of the Union or Confederate forces during the battles of Antietam and South Mountain in September of 1862. Antietam became known as the first major battle to take place on Union soil and the single bloodiest day of battle in American history.

Scourge of War: Antietam contains 26 new single-player and 2 new multiplayer historical scenarios. Weather and battle times have been authentically and historically recreated. Historical documents are included for players to enjoy and understand one of the most important battles in the American Civil War. The many successful and unsuccessful command choices also leave room for a great many alternate historical outcomes.



"ALEA JACTA EST" (The Die is Cast) is what Caesar said as he crossed the Rubicon River when he learned that the Senate had removed him from his command. Crossing that small Italian river was equivalent to disobeying Rome's orders and entering into open rebellion.

Alea Jacta Est is the first historical strategy game on the PC to cover the main Roman civil wars, created by a dedicated team of experts to bring the epic battles that pitted Romans against Romans in conflicts such as those between Rome, Sertorius, and Mithridates.

Using the successful and famous AGE engine, *Alea Jacta Est* covers the whole of Europe, Northern Africa, and part of Eastern Europe, part of more than 2,800 regions, complete with cities, roads, fortifications, weather types, tribes and kingdoms of the time of the scenario. Featuring 5 campaigns from 87 BC to 197 AD, hundreds of historical leaders, units and events, *Alea Jacta Est* is a must-have for any grand strategy fan.

Features:

- Ancient Command System to represent historical army command in the Roman era.
- Quick and simple system of Construction of Units.
- Decisions features, playable on the map, like wild cards assets
- Diversified set of historical events, allowing multiple choices events and options.
- Different updates and other rules, in particular combat system adapted to the Ancient warfare.
- Map: all of the Roman Empire and neighboring lands.
- Over a thousand of leaders and units with specific pictures.
- Additional Content

ALEA JACTA EST

Platform: PC

Language: English

Genre: Strategic

Difficulty: Intermediate

Period: Ancients

Developer: AGEOD

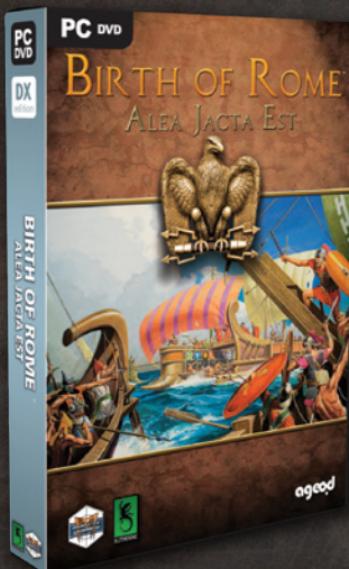
Multiplayer: Yes

Manual: PDF E-Book

Awards: Strategycon Interactive "Best Strategy Game"

Bronze Award





Birth of Rome covers the important and epic wars that led the Roman republic to unify Italy, then defeat Carthage in Sicily. Relive the first conquests of the Roman consuls as they face powerful and determined opponents such as Pyrrhus of Epirus or Hanibal Barca of Carthage. Don't let history write your destiny, it is completely up to you on how to handle the situation, or try your hand at rewriting history as Rome's enemies.

BIRTH OF ROME

Platform: PC

Language: English

Genre: Strategic

Difficulty: Intermediate

Period: Ancients

Developer: AGEOD

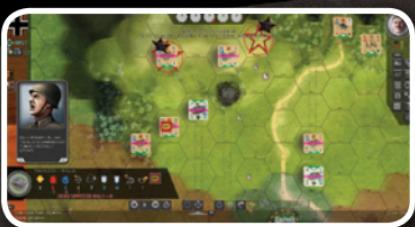
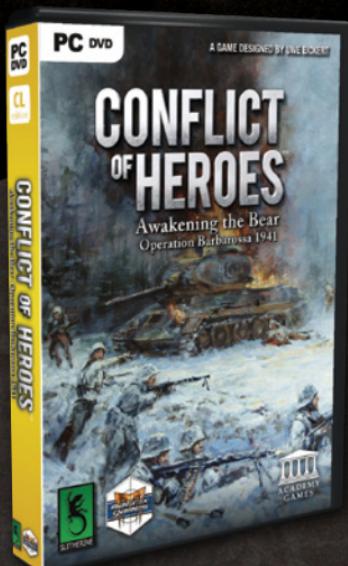
Multiplayer: Yes

Manual: PDF E-Book

Scenarios:

- The 3rd Samnite War opposing Rome and the Etruscan are the Samnite tribes between 298 and 291 BC, that will bring Rome control of central Italy.
- The Senones War (284 to 282 BC), a violent Gallic tribe in Northern Italy at war with Rome. Victory against these powerful Celtic warriors allows the Romans to take their revenge against those who plundered Rome in 390 BC.
- Pyrrhic Victories (280 BC to 272 BC) where the Senate of Rome finally manages to capture Tarentum and southern Italy after repulsing one of the greatest ancient warrior kings, Pyrrhus of Epirus.
- The First Punic War, a very long campaign between 264 and 241 BC, pitting Rome against Carthage for the control of Sicily. A balanced struggle, focusing on naval operations. A shorter version starts in 256 BC.
- The Mercenary War (241 BC to 238 BC), a fight between an exhausted Carthage and her own rebellious mercenaries in Africa.





CONFLICT OF HEROES

AWAKENING THE BEAR!

Platform: PC

Language: English

Genre: Tactical

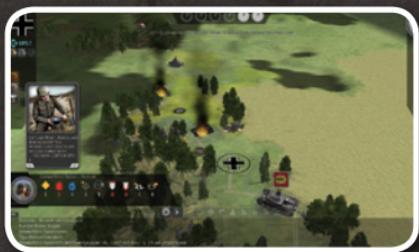
Difficulty: Introduction, Basic, Intermediate

Period: World War II

Developer: Western Civilization Software

Multiplayer: Yes

Manual: PDF E-Book, Printed - Color



Designed and developed in cooperation with Uwe Eickert, the original designer of *Conflict of Heroes*, and Western Civilization Software, the award-winning computer wargame studio, no effort has been spared to bring the outstanding *Conflict of Heroes* gameplay to the computer. *Conflict of Heroes: Awakening the Bear!* includes an AI opponent as well as full multiplayer support with an integrated forum and game lobby. To remain true to the core gameplay of the board game, the PC version is designed to be fun, fast and easy to play, though hard to master. The game design is also historically accurate and teaches and rewards platoon and company-level combined arms tactics without overwhelming the player with rules.

Conflict of Heroes: Awakening the Bear! takes you to the Eastern Front of World War II during Operation Barbarossa, the German invasion of the Soviet Union. This release includes a historical roster of infantry, artillery, mechanized and support units for the Axis and Soviet forces for the time frame of Operation Barbarossa.

Also included are all ten original *Awakening the Bear!* scenarios as well as eleven new Frontier scenarios, five new Commanding Heights scenarios and a very flexible "Partisan Road" Point Buy scenario and an editor.

Features:

- Added "Persistent AP" gameplay mode as the default option in which units retain their AP pools when player switches to activate a different unit.
- Add a game option to play with unit quality variations (for example, Green, Experienced, etc.). Quality levels affect a variety of unit ratings.
- Added rules for point buy games (such as Partisan Road).
- Line of Sight calculations use a 3D technique instead of the rules in the book.
- The computer game doesn't use the card or counter limit from the computer game.
- Additional Content

AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



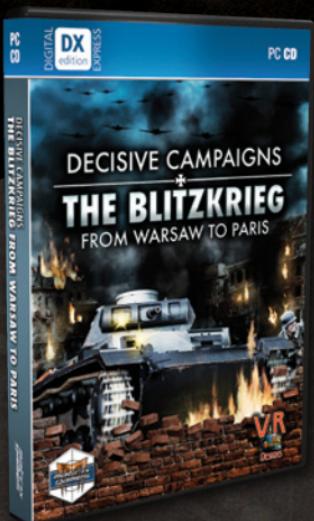
CONFlict OF HEROES

GHoST DIVISIONS

Conflict of Heroes: Ghost Divisions is an expansion to the critically acclaimed tactical computer wargame *Conflict of Heroes: Awakening the Bear*, which is in turn the official adaptation of the award-winning board game by the same name. *Conflict of Heroes: Ghost Divisions* adds two exciting new campaigns to *Conflict of Heroes* as well as full multiplayer support, allowing those campaigns to be played head to head using the integrated multiplayer server.

Conflict of Heroes: Ghost Divisions **REQUIRES** ownership of *Conflict of Heroes: Awakening the Bear*.





DECISIVE CAMPAIGNS THE BLITZKRIEG FROM WARSAW TO PARIS

Platform: PC

Language: English

Genre: Operational, Strategic

Difficulty: Intermediate

Period: World War II

Developer: VR Designs

Multiplayer: Yes

Manual: PDF E-Book

Award: War-Historical Wargame of the Year 2010 - Bronze



Decisive Campaigns: The Blitzkrieg from Warsaw to Paris is the first in an innovative series of operational World War II wargames that also include a strategic element. It simulates Germany's military successes in Poland and France in 1939 and 1940 (including also a hypothetical "Sea Lion" invasion of Great Britain if you do well enough).

Before each campaign, players choose actions and options at a strategic level which can have far-reaching effects on how the actual battle unfolds, with many plausible hypothetical outcomes.

Once in the battle, players move regiments and divisions, coordinate attacks and manage logistics in what we feel is the definitive game on the campaigns of the early Blitzkrieg. There are also unique actions for individual historical generals to give a particular objective or front the extra needed push to victory. *Decisive Campaigns: The Blitzkrieg from Warsaw to Paris* also includes a unique multiplayer feature where players can split up Axis or Allied armies between several people to add an added level of realism and cooperation!

Features:

- Thoroughly researched scenarios that provide fantastic realism and depth
- Scenarios come with multiple What if? options that you can mix and match for added replayability
- A campaign option that allows play of all three scenarios with continuity so losses, etc. transfer over
- Meticulously researched units, officers, troops and equipment with plenty of historical background and information
- Historical OOBs of Dutch, Belgian, French, British, Polish and German armies in 1939/1940
- Officers represented on Corps level and higher with biographies, individualized stats and special action cards
- Bonuses for concentric attack, divisional cohesion and HQ influence
- Realistic logistics modelling supply and replacements
- Team play options to allow up to 9 people to PBEM it out against each other or the AI
- Free setup variant to change the initial historical dispositions and try different defensive or offensive strategies
- Detailed combat resolution so you can analyze the performance of your forces in combat



DECISIVE CAMPAIGNS CASE BLUE

Platform: PC

Language: English

Genre: Operational, Strategic

Difficulty: Intermediate

Period: World War II

Developer: VR Designs

Multplayer: Yes

Manual: PDF E-Book

Award: Strategycon Interactive "Best Strategy Game" Bronze



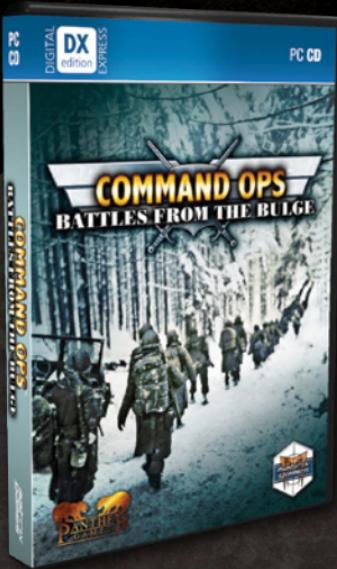
Decisive Campaigns: Case Blue is the second title in the critically-acclaimed *Decisive Campaigns* series, with tons of new features and set on the epic canvas of the Eastern Front in 1942. Produced and developed by a dedicated and expert team of professionals, *Decisive Campaigns: Case Blue* comes packed with deep gameplay, detailed unit data and rich historical scenarios based on extensive research. *Decisive Campaigns: Case Blue* sets a new standard and is sure to excite and entice any operational strategy game fan!

The new full campaign scenarios cover a remarkable sweep of history, including the full Case Blue campaign with all of its many historical options. The order of battle may change based on your performance and the entire direction of the campaign is even within your reach if you do well enough. Whether you start in the summer of 1942 or take control as Operation Uranus begins, there are virtually endless "what ifs" in each of these remarkably detailed campaigns.

With three large campaign scenarios, additional smaller scenarios, and a 1st Panzer Army linked scenario campaign, along with a full scenario editor, *Decisive Campaigns: Case Blue* is sure to delight operational wargamers and fans of the Eastern Front. Don't forget to take the battles online through the exceptional PBEM++ system, which makes finding opponents a breeze!

Features:

- 4 campaign scenarios (Case Blue (Long and Short), and Operation Uranus, 2nd Kharkov-Trappenjagd)
- 1 linked scenario campaign (1st Panzer Army)
- 2 small scenarios (2nd Kharkov and Drive on Voronezh)
- New rewritten and greatly improved AI
- Full scenario editor
- Well-researched historical simulation
- Historical Officer pool and ability to change field commanders
- More than 25 different historical Officer Actions



COMMAND OPS BATTLES FROM THE BULGE

Platform: PC

Language: English

Genre: Operational

Difficulty: Intermediate, Advanced

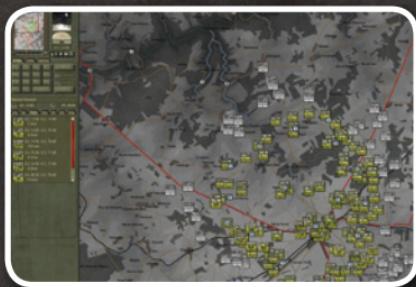
Period: World War II

Developer: Panther Games

Multiplayer: Yes

Manual: PDF E-Book

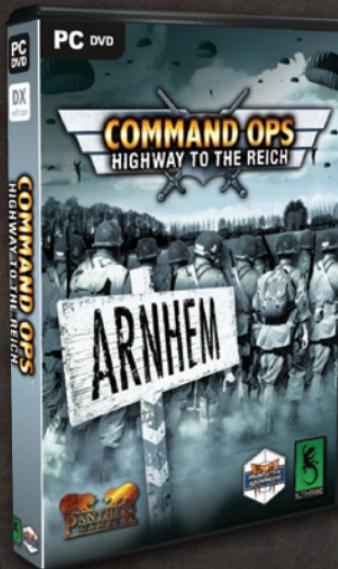
Awards: CSR Award 2010



Panther Games brings us to the Winter of 1944 with *Command Ops: Battles from the Bulge*. Although the Battle of the Bulge is ground that has been visited by wargamers before, it has never been done with this level of fidelity and historical accuracy. The most advanced and realistic model of command decision-making implemented in a commercial wargame, combined with thorough historical research on the battlefields and forces involved in this campaign sets *Command Ops* apart from the competition.

Features:

- Realistic command decision making at the operational level. Assess, plan, order and react just like a real Corps, Division and Brigade commander.
- One of the most advanced commercial AI opponents ever developed
- Hundreds of hours of playtime including 27 scenarios, covering initial German offensive and American counter-attack
- Advanced force allocation algorithms to keep your army balanced and sharp
- New force group structures to enable cross attachments and different ways of displaying the order of battle
- New reaction and reassessment code for smarter responses from both the enemy and friendly AI
- New scheduling code to better manage the sequencing of tasks
- New route finding algorithms units can rush to battle but become exposed, take a safe but slow route, or many other options
- Intuitive powerful interface
- Clear and concise tutorial movies
- Map patterns now change with the weather
- Pathing tools provide estimate of duration
- Tons of Replayability - many scenario options, including multiple random reinforcement schedules
- Extensive unit, vehicle and weapon estabs covering German, American and British forces
- Full construction set includes editors to make units (*EstabEditor*), maps (*MapMaker*) and scenarios (*ScenMaker*) for any battle.
- Mod various aspects of the game, including map patterns and victory messages.
- Additional content



COMMAND OPS HIGHWAY TO THE REICH

Platform: PC

Language: English

Genre: Operational

Difficulty: Intermediate

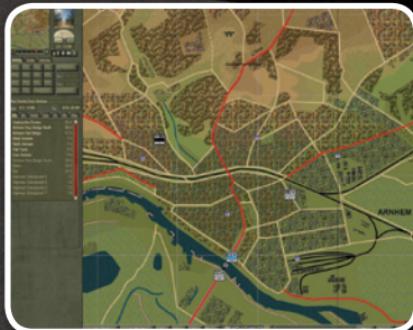
Period: World War II

Developer: Panther Games

Multiplayer: Yes

Manual: PDF E-Book

Awards: Usenet's Wargame of the Year 2012 – Silver



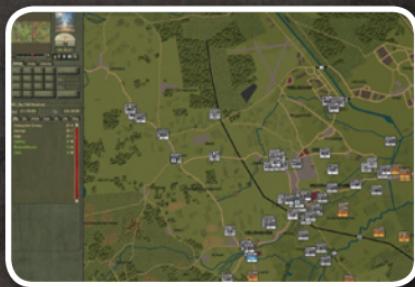
As the first official expansion pack for the award winning *Command Ops* series, *Command Ops: Highway to the Reich* from acclaimed developer Panther Games brings us to the setting of one of the most epic and controversial battles of World War II: Operation Market-Garden. The *Highway to the Reich* expansion pack is a set of 13 scenarios covering all of the major actions that took place during the Market Garden Campaign in Holland during September 1944.

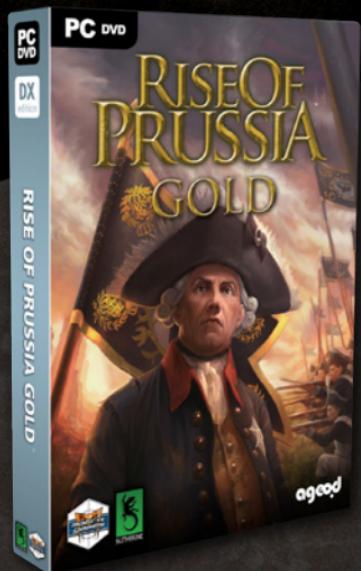
The Expansion Pack represents a major update of Panther Games ground breaking classic game *Highway to the Reich*, incorporating numerous corrections to Maps, Orders of Battle, Unit Compositions, Reinforcement Schedules, and overall game play.

Command Ops: Highway to the Reich is an expansion for *Command Ops: Battles from the Bulge* and requires the base game to play.

Features:

- 13 scenarios covering all of the major actions that took place during the Market Garden Campaign in Holland during September 1944.
- Packed with corrections to Maps, Orders of Battle, Unit Compositions, Reinforcement Schedules, and overall game play to create the most accurate and addicting gameplay seen from Panther Games.
- The same powerful Map and Scenario makers are still available in addition to the acclaimed Unit and Equipment editor allowing for the same unprecedented customization of gameplay.
- A mega scenario which can serve as a continuous mini-campaign just by itself plus fight across some of the largest maps ever created for the *Command Ops* engine!





RISE OF PRUSSIA GOLD

Platform: PC

Language: English, German, French, Spanish

Genre: Operational, Strategic

Difficulty: Intermediate

Period: Age of Muskets

Developer: AGEOG

Multiplayer: Yes

Manual: PDF E-Book



Rise of Prussia Gold is the new and improved version of AGEOG's *Seven Years War (1757-1763)* game set in Europe. This hugely detailed strategy game was initially released by AGEOG in 2010 and the Gold version adds numerous improvements and additional scenarios that take the game to the next level. The original game is set during the age of famous king Frederick II, featuring Prussia and her allies in her grand fight against the Coalition led by Austria with France, Russia, Sweden and the Empire.

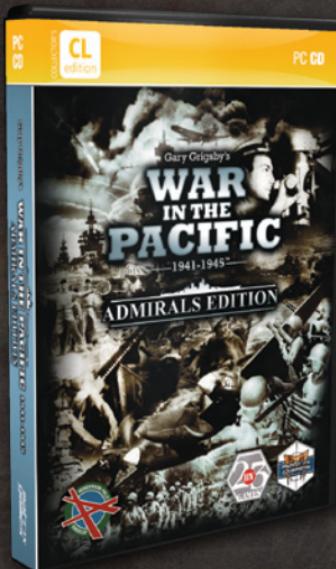
The Gold version includes 3 new scenarios. Two cover the key moments of the Prussian intervention during the War of Austrian Succession (1740-1748), where king Frederick II fought on the battlefield for the first time. The third is a 4-players campaign of the 1757 to 1763 years has been included to enhance competitive gameplay experience.

Base game features:

- 10 Scenarios
- 1 short Battle Scenarios Saxony 1756 to enter the game
- 5 Annual Campaigns Scenarios, for each of 1757, 1758, 1759, 1760 and 1762 (extendable from one year to full war end of 1763 - duration play)
- 1 Grand Campaign Scenario 1756-1764 with 176 turns
- 3 Tutorial Scenarios
- Map Area: all of Germany and vicinity covered, with over 1000 different regions.
- New Events (according to scenarios) and wide set of options for you to customize your strategy (including a new multi-choice events system)
- New Easy to Play Construction Mode.
- New functionality to find your armies and see your supplies and assets

Gold edition features

- Over two hundred new leaders (with individual portraits)
- New unit graphics
- New Scenarios
 - 1741 Maria-Theresa At Bay (Second Silesian War)
 - 1744 The Empire Strikes Back (Second Silesian War)
 - Four-players Grand Campaign Scenario 1757-1763
- Regional Decision Cards: these allow you to interact with the game by playing decision cards on the map.
- New Map Filters, to allow you to check weather and terrain)



A stand alone release based on the legendary *War in the Pacific* from 2 by 3 Games adds significant improvements and changes to enhance game play, improve realism, and increase historical accuracy. With dozens of new features, new art, and engine improvements, *War in the Pacific: Admiral's Edition* brings you the most realistic and immersive WWII Pacific Theater wargame ever!

WAR IN THE PACIFIC ADMIRAL'S EDITION

Platform: PC

Language: English

Genre: Operational, Strategic

Difficulty: Expert

Period: World War II

Developer: 2by3 Games

Multiplayer: Yes

Manual: PDF E-Book, Printed - Color

Awards: Game of the Year - Gamer's Hall



Features:

- An all new 40 nautical mile per hex map covering the entire Pacific theater and off-map bases
- Six new scenarios, including a new grand campaign with meticulously researched orders of battle
- Improved naval operations, including waypoints, mid-ocean intercepts, new ship classes and devises and a greatly improved ship upgrade system, engine vs. system damage, new ship art and realistic new port limits for ships, cargo and repairs
- Improved air operations, including more realistic CAP, more detailed and realistic dogfighting, an improved pilot skill and replacement system, persistent plane damage and more realistic plane maintenance, improved fog of war, new aircraft art and over 500 airplane types
- Improved land operations, including transportation networks defined by hex-side, new operations modes for land units, dynamic zone of control, tactical movement, improved fog of war and overstacking rules for atolls and small islands.
- Improved economy and industry to reflect more realistic operations as well as more historical balance
- The most historical and detailed order of battle for the Pacific War ever put into a wargame!
- A new scenario editor, built from the ground up to make scenario and mod-making easier, with expanded slot limits, text search and upgradable unit TO&Es



UNITY OF COMMAND

Platform: PC, Mac
Language: English
Genre: Operational
Difficulty: Basic
Period: World War II
Developer: 2x2 Games
Multiplayer: Yes
Manual: PDF E-Book
Awards: Usenet's Wargame of the Year Awards - Bronze



In 1942, a titanic struggle is reaching its climax in the boundless, trackless expanses of southern Russia. The stakes cannot be higher as you take command of battle-hardened Wehrmacht or massive Red Army forces to decide the fate of an entire continent.

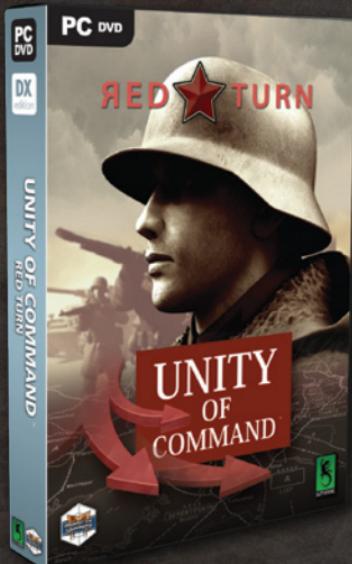
Unity of Command lets you replay the epic conflict that was the Stalingrad Campaign of World War II. In this turn-based game of strategy and cunning, observe how opportunity leads the German army to advance recklessly into the steppes of southern Russia. And as the story unfolds, join the Soviet campaign to repel the invaders... As these legendary battles play out on the hex board, the tension of decision making and difficulties of conducting operations on a massive scale emerge. Command armies and fronts in maneuver warfare, thrust and encircle, capture cities and cross continents; but never, ever forget to watch your supply lines.

Experience the highly fluid, enormously large battles of maneuver in a turn-based strategy setting. Take command in this mobile, back-and-forth sort of war where logistics and poor weather are often the decider, and defeat and victory are sometimes just a mile, or a day, apart.

Features:

- Fast, flowing and accessible gameplay inspired by the style of the Panzer General series
- Accurate yet approachable gameplay mechanics with operational-level units (Axis divisions, Soviet corps)
- 17+ detailed scenarios, Axis and Soviet, at the scale of 20km per hex, 4 days per turn
- Campaign mode that sets historical and what-if scenarios in strategic context
- Sophisticated weather model, with detailed per-hex weather
- Innovative supply system, providing for exciting battles of encirclement and breakout
- Belligerent and aggressive AI that knows how to counterattack and threaten supply lines
- Integrated History Mode for after-action replays
- Multiplayer via the Internet
- Moddable content (everything is open)
- Additional Content

AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



The dying days of the Stalingrad Campaign saw the Wehrmacht reeling under heavy blows. The battle of Kursk will now see them pursue an offensive agenda for one last time. Soon after, as the strategic initiative swings in favor of the Soviets, you are tasked with liberating the motherland in command of victorious Red Army forces.

Unity of Command: Red Turn is an expansion and needs a copy of *Unity of Command* to play.

UNITY OF COMMAND RED TURN

Platform: PC, Mac
Language: English
Genre: Operational
Difficulty: Basic
Period: World War II
Developer: 2x2 Games
Multiplayer: Yes
Manual: PDF E-Book

Features:

- Gigantic Soviet campaign featuring 17 scenarios
- Two standalone Axis scenarios including Zitadelle, the Battle of Kursk
- Four dedicated PvP scenarios including the tightly contested Korsun Pocket
- 39 different types of units modelled, including Panther and T-34/85 armor
- Heavy-hitting late war specialist steps such as ISU-122 and Tiger II
- Great for modding, with Unity of Command 1.04 featuring a scenario editor





Experience the *Panzer Command* series of tactical wargames. In the new *Panzer Command: Ostfront*, you are a company-level commander on either the Soviet or German side, fighting on the Eastern Front. Preserve your men and defeat the enemy, there is no other way! This game is the latest in a new series of 3D turn-based tactical wargames which include single battles, multi-battle operations and full war campaigns with realistic units, tactics and terrain and an informative and practical interface.

PANZER COMMAND OSTFRONT

Platform: PC

Language: English

Genre: Tactical

Difficulty: Advanced

Period: World War II

Developer: Black Hand Studios

Multiplayer: Yes

Manual: PDF E-Book

Features:

- Includes all previous Winterstorm and Kharkov content for FREE
- 10 Preset Historical Campaigns
- 14 Randomly Generated Historical Campaigns
- 70+ Preset Historical Scenarios (including stand-alone and campaign battles)
- Infinite Randomly Generated Battles
- Updated Manual
- New Maps
- 50+ New Fully Modeled and Animated Units
- New Improved Interface and Order Improvements
- New and Improved Animations and Graphics
- Very Open and Mod-Friendly Structure





ADVANCED TACTICS: GOLD

Platform: PC

Language: English

Genre: Operational

Difficulty: Intermediate

Period: World War I, World War II, Modern, Fantasy

Developer: VR Designs

Multiplayer: Yes

Manual: PDF E-Book

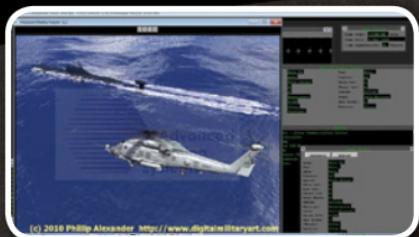
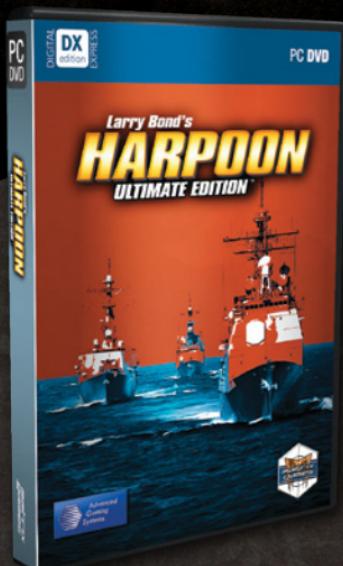
Based on the award winning game engine by the same name, *Advanced Tactics: Gold* offers a unique and infinitely replayable wargaming experience for any strategy fan. Building off of the enormous success of *Advanced Tactics: World War II*, the *Gold* edition gives players a more powerful

game editor, much improved random game engine, many new features and abilities, and more. *Advanced Tactics: Gold* also comes with an updated manual and ever-changing and expanding wiki, a freshly revamped scenario bank, new graphics throughout the game, more troop types, as well as some new scenarios. VR Designs has also been hard at working listening to player feedback, so *Advanced Tactics: Gold* also comes with many incremental changes and improvements based on community feedback!

But perhaps the most exciting feature in *Advanced Tactics: Gold* is the near limitless potential for replayability. The strong mod community will be able to create engaging, rich scenarios with the vastly improved editor, and players looking to hop straight into the action can enjoy a much improved random game experience that comes with many new rules, actions, and gameplay mechanics.

Features:

- The Advanced Tactics: Gold engine is capable of modeling a wide variety of warfare from modern battles to conflicts in fantasy realms!
- The scenario editor is very powerful and allows the player to edit almost any aspect of the game in great detail.
- Expanded Random Game Mode - Many new features and game mechanics.
- Many incremental improvements based on community feedback
- Extra troop types
- Resources like raw materials limit your production of heavy equipment
- Seasons with different climate zones and an ever-changing strategic situation
- Form alliances with other players .
- 3 Even-Steven scenarios and 3 Tom Weber scenarios on top of the already 25+ existing scenarios packed with Advanced Tactics WWII that have also been included.
- GUI improvements.



Harpoon – Ultimate Edition is the best and most comprehensive compilation of computer Harpoon games ever assembled! The two flagship products in the *Harpoon* line up, *Advanced Naval Warfare* and *Commander's Edition* come highly expanded and improved from their previous versions. *Advanced Naval Warfare* comes with a full suite of editors, upgrades and expansion to the sonar models, boarding actions, encrypted databases, and more! *Commander's Edition* sports an all new EMCON AI, an expanded WestPac BattleSet, a greatly improved HCDB database, and more!

To celebrate the 20th Anniversary of Harpoon and give fans who enjoy playing the older versions a great archival edition, *Harpoon – Ultimate Edition* includes more than 20 previous releases of Computer Harpoon including Harpoon 3 v3.63 and Harpoon Classic. This allows players who have databases or scenarios tied to these older versions to continue to enjoy them for years to come, and it will also allow new players who purchase the Ultimate Edition access to this rich older content.

LARRY BOND'S HARPOON ULTIMATE EDITION

Platform: PC

Language: English

Genre: Tactical

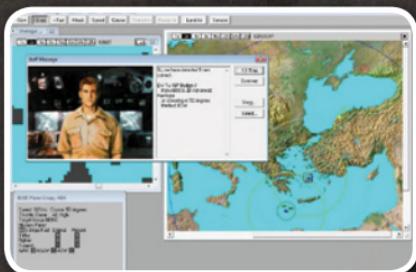
Difficulty: Expert

Period: Modern

Developer: Advanced Gaming Systems

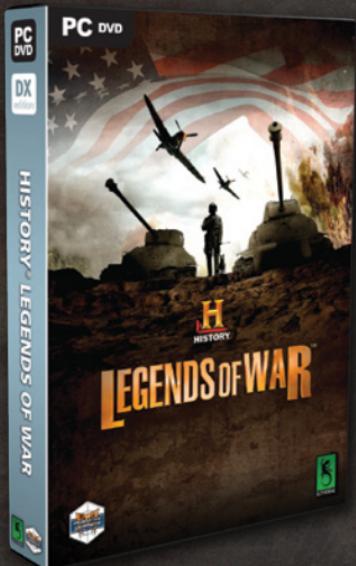
Multiplayer: Yes

Manual: PDF E-Book



Features:

- The most complete anthology of computer Harpoon ever assembled with builds stretching from Harpoon Alpha 880916 all the way to the latest and greatest versions of Advanced Naval Warfare (v3.10) and Commanders Edition (v2009.050)!
- Plenty of extras and bonuses like new editors, more documentation, and improved art
- Tons of features and improvements to both Advanced Naval Warfare and Commanders Edition
- Many new hotkeys for a wide variety of interface controls
- Air to Air guns in aircraft loadouts now work allowing much better modelling of WWII air warfare.
- Implemented a new Escort jamming model with greater variability in the protection a jammer can offer nearby groups against distant radars.
- And much more!



HISTORY® LEGENDS OF WAR

Platform: PS3, X360, PS Vita

Language: English

Genre: Tactical

Difficulty: Intermediate

Period: World War II

Developer: Enigma

Multiplayer: Yes

Manual: PDF E-Book

In one of the most intense turn-based strategy games to date, you will advance along the path of General Patton's Third Army at the height of the Second World War. Lead your troops through the exact paths that Patton traveled during World War II as you successfully complete different operations while traversing the Western European Theater. Command your army to victory in this devastated area of Europe where heavy battling commenced between America and Germany.

One of the most exciting and realistic war games ever created, *HISTORY® Legends of War* puts you in the line of fire and demands you prove your worth as an American soldier. Turn-based strategy games are taking over the world of video gaming, and this one shows us why. With an arsenal of powerful weaponry, detailed maps, and in-depth, strategic moves, *HISTORY® Legends of War* holds top rank in war games!

Features:

- Sequential Story based around historical missions allowing the player to experience real events and to alter the course of history as General Patton
- Unique combination of strategy game mechanics: High-Level Strategic Management and Turn-based Tactics
- RPG elements allow the evolution of units and Patton as the campaign rolls forward
- Sensational graphics
- German and US forces
- 5 difficulty levels
- 4 Operations with 21 different missions including: Attack, Infiltration, Defence, Sabotage
- Over 30 different historical based unit types (Infantry, Armoured Vehicles and Aircraft) with authentic weaponry split between German and US forces
- Special Units, including Snipers, Commandos, fighters, bombers...
- Video Cinematics

ALL GAMES A-Z



ACHTUNG PANZER: OPERATION STAR

Platform: PC

Language: English

Genre: Tactical, Operational

Turns: Turn-Based IGOUGO,

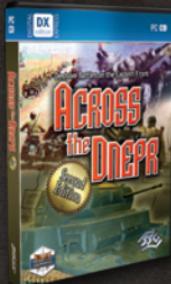
Real-Time

Complexity: Intermediate

Period: World War II

Developer: Graviteam

Achtung Panzer: Operation Star is an Eastern Front wargame with solid graphics and sprawling battlefields that really emphasize the scope of WWII tank combat.



ACROSS THE DNEPR: SECOND EDITION

Platform: PC

Language: English

Genre: Operational

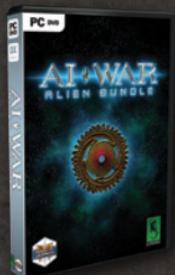
Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Strategic Studies Group

Across the Dnepr: Second Edition revisits a classic on a new system. Created from the ground up as an expansion for SSGs latest acclaimed game engine, Kharkov: Disaster on the Donets, the Second Edition of *Across the Dnepr* includes Areas of Operations, the latest AI programming and multiple Mystery Variants to keep gamers guessing.



AI WAR: ALIEN BUNDLE

Platform: PC

Language: English

Genre: Strategic

Turns: Real-Time

Complexity: Intermediate

Period: Sci-Fi

Developer: Arcen Games

This is *AI War: Alien Bundle*, a one-of-a-kind strategy game that plays like an RTS but feels like a 4X, with tower defense and grand strategy bits, too. With limitless replayability, dozens of ship types, and massive battles, *AI War: Alien Bundle* allows you to test your wits against cunning and unique AI opponents either solo or with up to 8 players in cooperative mode.



AMERICAN CIVIL WAR THE BLUE AND THE GRAY

Platform: PC

Language: English

Genre: Operational

Turns: Turn-Based WEGO

Complexity: Intermediate

Period: Civil War

Developer: AGEOD

AGEOD's *American Civil War - The Blue and the Gray* is a historical operational strategy game with a simultaneous turn-based engine (WEGO system) that places players at the head of the USA or CSA during the American Civil War (1861-1865).



ARMADA 2526

Platform: PC
Language: English
Genre: Tactical, Strategic
Turns: Real-Time Pausable, Turn-Based WEGO
Complexity: Intermediate
Period: Sci-Fi

Developer: Ntronium Games

Armada 2526 continues the great tradition of space opera games. You guide your race from its first interstellar journeys, until it becomes a mighty galactic empire. Along the way, you'll explore the galaxy, conduct research, diplomacy and trade, found new colonies, maneuver mighty star fleets, and fight epic battles. Although the game is complex, and the possible strategies endless, powerful help and advisor features help you get up to speed quickly.



ARMADA 2526: SUPERNova

Platform: PC
Language: English
Genre: Tactical, Strategic
Turns: Real-Time Pausable, Turn-Based WEGO
Complexity: Intermediate
Period: Sci-Fi

Developer: Ntronium Games

Supernova, the first expansion for *Armada 2526* gives you 4X more. More to explore, more to exploit, more to exterminate and expands your gaming horizons by letting you challenge your friends via LAN or PBEM play.



BATTLE OF BRITAIN II: WINGS OF VICTORY

Platform: PC
Language: English
Genre: Action, Strategic
Turns: Real-Time Pausable
Complexity: Advanced
Period: World War II

Developer: Shockwave Productions

Battle of Britain II Wings of Victory re-creates the famous and desperate air battles over southern England in 1940 at both the strategic level of the Air Commander and that of the individual plane and pilot.



BATTLEFRONT

Platform: PC
Language: English
Genre: Tactical, Operational
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Strategic Studies Group

Battlefront features the power of battalion-level combat in some of this period's most bloody and intense conflicts: Saipan, Market Garden, Novorossisk, and Gazala. Players will have realistic control over their soldiers, with a tactical scale just large enough to make a telling difference in the strategic picture.

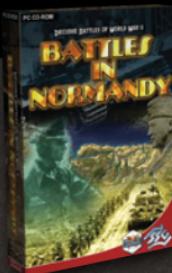


BATTLES IN ITALY

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Strategic Studies Group

Battles in Italy brings to you the award-winning Decisive Battles of World War II system and some seriously intense gameplay. Choose to take the Allied side and you're faced with establishing a foothold and control of Italy. Or, select the Germans and face an overwhelming Allied army that is making a run for Axis destruction!

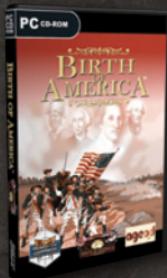


BATTLES IN NORMANDY

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Strategic Studies Group

Battles In Normandy brings to you the award-winning Decisive Battles of World War II system and some seriously intense gameplay. Choose to take the Allied side and you're faced with the overpowering burden of locking into mortal combat with some of the German Army's most vicious and experienced Eastern Front veterans. Or, select the Germans and face an all-consuming Allied army that has a near-endless pool of reinforcements and supply to draw from, intent on your complete destruction.



BIRTH OF AMERICA

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: Age of Muskets

Developer: AGEOD

From Colonial wars to American independence in *Birth of America*, you control one of the major contenders of the 2 conflicts that shape America trying to achieve military and political victory in either the French & Indian Wars or the war for Independence.

Immerse yourself in *Birth of America* for the PC. *Birth of America*, gives you command of the military forces vying for power. This includes such activities as drafting forces, building forts and depots, sieges and blockades, raiding enemy set.

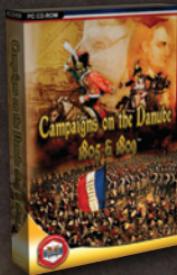


BIRTH OF AMERICA 2: WARS IN AMERICA

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based WEGO
Complexity: Intermediate
Period: Age of Muskets

Developer: AGEOD

Birth of America II: Wars in America 1750-1815 is the expanded reprise of veteran developer AGEODs' acclaimed first release, which allows players to command either side of the conflicts before, during and after the American War for Independence between 1636 and 1815. Apart from the engaging turn-based strategy play that has been expanded and vastly improved over the original, *Birth of America II* includes major new features like an improved and expanded map, new European off-map boxes and more.



CAMPAIGNS ON THE DANUBE

Platform: PC

Language: English

Genre: Operational

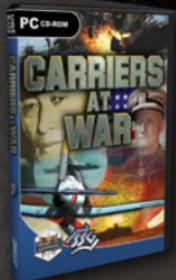
Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Napoleonic

Developer: Adanac Command Studies

Players may command historic, powerful armies as they face off against each other in a clash that would be destined to defeat Austria but prove for a brief time that Napoleon could indeed be stopped. Players will be able to take command of the French forces under Napoleon or Austrians under Charles and strike at each other over a large hex-based map.



CARRIERS AT WAR

Platform: PC

Language: English

Genre: Operational

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Strategic Studies Group

Carriers at War is a simulation of fleet carrier air and naval operations in the Pacific theater from 1941 to 1945. The game focuses heavily on carrier fleet command strategy. Other units are represented and play a part in battle, but as the title suggests the queen of the sea is the focus.



CHARIOTS OF WAR

Platform: PC

Language: English

Genre: Tactical, Operational

Turns: Turn-Based IGOUGO,

Real-Time

Complexity: Intermediate

Period: Ancients

Developer: Slitherine

Control the Cradle of Civilization - 4000 years ago in the Cradle of Civilization, mighty Empires fought for water, resources and the arable land in the Fertile Crescent. Play as the Egyptians, the Babylonians, screaming Nubian warriors, or the Assyrians. Develop your county by producing commodities and selling them to you neighbors. Raise glorious armies and wage wars of conquest. Roll over the plains and seek victory in the Matrix Games re-release of *Chariots of War!*



COMBAT COMMAND: THE MATRIX EDITION

Platform: PC

Language: English

Genre: Operational

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Boku Strategy Games

Experience the engaging and intense *Combat Command* game system with more units, more scenarios, new art, and more! *Combat Command The Matrix Edition* is a new updated compilation of the *Combat Command* series which combines the features, units, scenarios, and gameplay from both *Desert Rats* and *Danger Forward* into one fantastic system. Included in this updated release are two brand new thrilling scenarios, Moscow and Stalingrad.



CONQUEST OF THE AEGEAN

Platform: PC, iOS, Android

Language: English

Genre: Operational

Turns: Real-Time Pausable

Complexity: Intermediate

Period: World War II

Developer: Panther Games

Prepare yourself for a wargaming tour-de-force! *Conquest of the Aegean* is the next generation of the award-winning and revolutionary Airborne Assault series and it takes brigade to corps-level warfare to a whole new level. Realism and accuracy are the watchwords as this pausable continuous time design allows you to command at any echelon, with smart AI subordinates and an incredibly challenging AI.



CONQUEST! MEDIEVAL REALMS

Platform: PC, iOS, Android

Language: English

Genre: Strategic

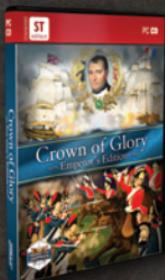
Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Medieval

Developer: Slitherine

Conquer your Foes, Exercise your Brain This is *Conquest! Conquest! Medieval Realms*, developed by Illustrious Software, is a turn-based game that combines the pure strategic gameplay of Chess and the key principles of military strategy in a historical setting. The objective is to conquer up to 7 opposing AI or human players by defeating their armies and capturing their lands.



CROWN OF GLORY: EMPERORS EDITION

Platform: PC

Language: English

Genre: Tactical, Strategic

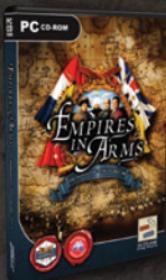
Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Napoleonic

Developer: Western Civilization Software

The Emperors Edition is a sequel to the acclaimed *Crown of Glory* and improves on the original in every area, immersing the player in the epic events of the Napoleonic era. A beautiful strategic map with more than 200 provinces covers all of Europe and North Africa, with scenarios and campaigns from 1792 up to 1820. Players take the role of one of the crowned potentates of any of the eight Major powers as well as having the option to play as a minor power such as Poland or Portugal.



EMPIRES IN ARMS

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Advanced

Period: Napoleonic

Developer: Australian Design Group

Empires in Arms is the official licensed computer version of Australian Design Group's classic board game. *Empires in Arms* is a seven player game of grand strategy during the Napoleonic period of 1805-1815. Playable either solitaire against the AI or by e-mail. Corps level with full diplomatic options to allow players complete freedom to fight it out for control of Europe any way they want to.



FLASHPOINT GERMANY

Platform: PC

Language: English

Genre: Tactical

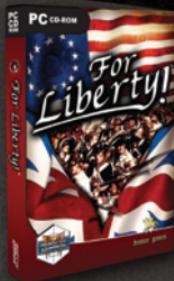
Turns: Turn-Based WEGO

Complexity: Basic

Period: Modern

Developer: Simulations Canada

Flashpoint Germany brings you back to the height of the Cold War, before the collapse of the Soviet Union. Massive armies of incredible power face off across the West German border. Your companies and platoons maneuver on realistic maps of the Germany countryside in 2 Tutorials and 17 Scenarios. Build your own scenarios, play against the AI opponent or against another player via TCP/IP or PBEM.



FOR LIBERTY!

Platform: PC

Language: English

Genre: Strategic

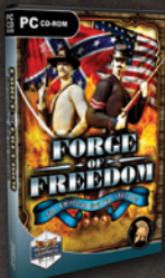
Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Age of Muskets

Developer: Hussar Games

Hussar Games' *For Liberty!* is a turn based strategy game covering the American Revolutionary War from 1775 - 1783 and the Hungarian Rakoczi Independence War from 1703 to 1711. *For Liberty!* is a weekly turn based game covering North American east coast and the Carpathian Basin in Central Europe. The map will change as the seasons go by. There are 16 unit types of 5 nations included, each in authentic uniforms.



FORGE OF FREEDOM: THE AMERICAN CIVIL WAR 1861-1865

Platform: PC

Language: English

Genre: Tactical, Strategic

Turns: Turn-Based WEGO

Complexity: Intermediate

Period: Civil War

Developer: Western Civilization Software

From the creators of *Crown of Glory* come an epic tale of North Vs. South. By combining area movement on the grand scale with optional hex based tactical battles when they occur, *Forge of Freedom* provides something for every strategy gamer. Control economic development, political development with governors and foreign nations, and use your military to win the bloodiest war in US history.



FROZEN SYNAPSE

Platform: PC

Language: English

Genre: Action, Tactical

Turns: Turn-Based WEGO

Complexity: Basic

Period: Modern

Developer: Mode 7 Games

Frozen Synapse is a thrilling PC strategy game that brings the simultaneous turn-based strategy genre bang up-to-date and lets you give detailed, accurate orders to your squad. Plan your moves, test them out, then hit the "Execute" button: both you and your enemy's turns are executed simultaneously.

With bite-size, critically-acclaimed hardcore strategy coupled with a striking sci-fi aesthetic, *Frozen Synapse* is the turn-based tactical game you've been searching for.

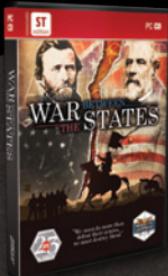


GARY GRIGSBY'S EAGLE DAY TO BOMBING THE REICH

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Advanced
Period: World War II

Developer: Talonsoft

Gary Grigsby's Eagle Day to Bombing of the Reich is a detailed simulation of the Allied strategic bombing campaign against Germany in World War II. Combining both classic titles Battle of Britain and Twelve O'clock high into a single game package, this in depth air war simulation includes all the appeal of the original two titles with a huge list of new features and improvements.

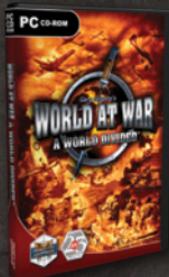


GARY GRIGSBY'S WAR BETWEEN THE STATES

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Advanced
Period: Civil War

Developer: 2by3 Games

From the legendary team at 2 by 3 Games comes a new grand strategy masterpiece: *Gary Grigsby's War Between the States*. Taking gamers back to the American Civil War, this innovative grand strategy game allows players to experience the trials and tribulations of the role of commander-in-chief for either side. Historically accurate, detailed and finely balanced for realistic gameplay, *War Between the States* is also easy to play and does not take months to finish.

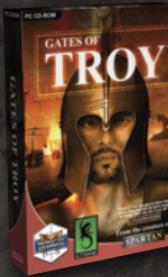


GARY GRIGSBY'S WORLD AT WAR: A WORLD DIVIDED

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Basic
Period: World War II

Developer: 2by3 Games

World at War: A World Divided is a dynamic, turn-based strategy game of World War II that puts you in the role of some of the most legendary leaders of history. Four tutorials and three campaigns and five scenarios let you learn the system quickly and start fighting the whole war and beyond.



GATES OF TROY

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Basic
Period: Ancients

Developer: Slitherine

Gates Of Troy offers both strategic campaigns and tactical battles. Lead your nation to victory in the ancient world's greatest battles! Capture the romance and adventure that lead over one hundred thousand Greek warriors to the far-flung shore of what is now modern day Turkey, to rescue Helen of Troy.



GREAT INVASIONS

Platform: PC

Language: English

Genre: Strategic

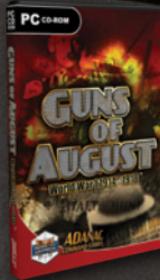
Turns: Real-Time Pausable

Complexity: Intermediate

Period: Ancients, Medieval

Developer: AGEOD

Take command of several of almost 80 playable nations throughout 700 years of history starting in 350 AD, and lead each of your historical nations from birth through growth, stability and decline. It will not be easy to expand or, indeed, survive across the centuries – but master the arts of diplomacy, war, economics, and administration and there will be no limit to your ambitions!



GUNS OF AUGUST 1914–1918

Platform: PC

Language: English

Genre: Strategic

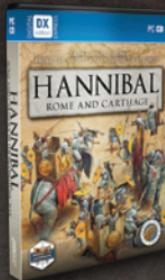
Turns: Turn-Based WEGO

Complexity: Intermediate

Period: World War I

Developer: Adanac Command Studies

Re-fight World War I at a grand strategic scale. Includes the entire Western and Eastern theaters as well as Turkey. Production, Combat, Diplomacy, Research - Land, Sea and Air combat are all included! Step back to the early 20th Century and hear the Guns Of August!



HANNIBAL: ROME AND CARTHAGE IN THE SECOND PUNIC WAR

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Ancients

Developer: Forced March Games

Hannibal: Rome and Carthage in the Second Punic War is a new and innovative turn-based strategy game that puts you in command of the Carthaginian military during a period of total war over land and sea with the young Roman Republic. With this military juggernaut of the ancient world at your disposal, you will vie for control over Italy, Carthage, Spain and the Mediterranean Sea using a combination of strategic political maneuvering and sheer tactical skill both on land and sea.



HIRED GUNS: THE JAGGED EDGE

Platform: PC

Language: English

Genre: Tactical, Role Playing

Turns: Turn-Based IGOUGO,

Real-Time Pausable

Complexity: Intermediate

Period: Modern

Developer: Game Factory Interactive

Hired Guns: The Jagged Edge is a turn-based strategy that puts you command of a squad of specialists for hire in the genres biggest game-world yet: the African country Diamond Coast. Diamond Coast is a playground for the cruel and corrupt, each with their own agenda. Choose your friends wisely and buy an army of ruthless mercenaries to unleash mayhem on your foes. Choose jobs from different factions and complete them for cash to upgrade your weapons and hire more elite soldiers of fortune.



HISTORY EGYPT: ENGINEERING AN EMPIRE

Platform: PC, PSP, iPhone, iPad

Language: English

Genre: Tactical, Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Ancients

Developer: Bloober Team

HISTORY Egypt Engineering an Empire allows players to build their own empire from its foundations to the height of its power. Acting as the leader of a territory from the Egyptian Empire, players manage all aspects of its rise, from economic growth to political power, the development of armies, and expansion into other regions by war and diplomacy.



HISTORY GREAT BATTLES MEDIEVAL

Platform: PC, PS3, 360, iPad,

Android

Language: English

Genre: Tactical

Turns: Real-Time Pausable

Complexity: Basic

Period: Medieval

Developer: Slitherine

HISTORY Great Battles Medieval is a unique blend of Real-Time Strategy and Role-playing that allows you to develop your army; gaining experience, abilities and equipment to customize your troops. Success can never be guaranteed but to give you the best chance you must engage in careful preparation and be sure to equip your squads to meet every eventuality. In addition, an exciting Battle Card system will give you unique advantages which can turn the tide of battle if used at the right time!



HORNET LEADER PC

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Modern

Developer: Dan Verssen Games

Command a squadron of the U.S. Navys elite F/A-18 Hornet Strike Fighters! You select the pilots and arm the aircraft based on real-world mission briefings. Once you reach your objective, you evaluate threats, and do what needs to be done to destroy the target!



HORSE AND MUSKET: VOLUME I

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Age of Muskets,

Napoleonic

Developer: Boku Strategy Games

Relive the exciting and trying days of Frederick the Great in *Horse and Musket: Volume I*, the improved and expanded combination of the previous Prussian War Machine and Prussias Glory titles. *Horse and Musket: Volume I* is a reboot of the successful *Horse and Musket* series, including not only two solid historical titles in one package, but also many new game features, a powerful new editor, and a complete graphics overhaul to an already acclaimed gaming system.



JOHN TILLER'S BATTLEGROUND CIVIL WAR

Platform: PC
Language: English
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Advanced
Period: Civil War

Developer: Talonsoft

Relive the brilliance and excitement of John Tiller's classic Civil War games in this updated compilation, *John Tiller's Battleground Civil War*. Included in the compilation are the original titles that gave the Battleground battle system the fame that has endured over years and years of play. Gamers can refight famous battles like Shiloh, Antietam, Bull Run, and Gettysburg with the fantastic realism and intuitive interface many fans of John Tiller's gaming systems have come to expect and love.



JOHN TILLER'S CAMPAIGN SERIES

Platform: PC
Language: English
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Talonsoft

The *John Tiller's Campaign Series* exemplifies tactical war-gaming at its finest by bringing you the entire collection of TalonSoft's award-winning campaign series. Containing TalonSoft's West Front, East Front, and Rising Sun platoon-level combat series, as well as all of the official add-ons and expansion packs, the Matrix Edition allows players to dictate the events of World War II from the tumultuous beginning to its climatic conclusion.



JOHN TILLER'S BATTLEGROUND NAPOLEONIC WARS

Platform: PC
Language: English
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Advanced
Period: Napoleonics

Developer: Talonsoft

John Tiller's Battleground Napoleonic Wars puts the player in command of the mighty armies of the Napoleonic era, combining the time-tested interface and turn-based game mechanics that made John Tiller's original game designs famous. With the choice of 2D or 3D battlefield view, dozens of scenarios and more historical information than can be found in most public libraries, *John Tiller's Battleground Napoleonic Wars* brings gamers some of the most exciting battles and campaigns from this era.



KHARKOV: DISASTER ON THE DONETS

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Strategic Studies Group

Seize the Initiative and Secure Victory! *Kharkov: Disaster on the Donets* is the latest strategy title from the award-winning team at Strategic Studies Group. A synthesis of the very best elements of two critically acclaimed and top-rated game systems, *Decisive Battles* and *Battlefront*, and a successor to both, the new *Kharkov: Disaster on the Donets* brings to life a campaign of epic scale and dynamic battles on the Eastern Front of World War II.



KORSUN POCKET

Platform: PC

Language: English

Genre: Operational

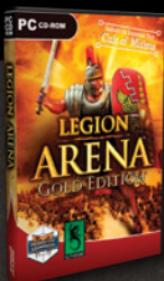
Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Strategic Studies Group

Korsun Pocket places you on the Russian Front in January 1944 in command of the German or Soviet forces and masterfully re-creates the savage and desperate fighting in what historians have said could have been another Stalingrad along the Dnepr River.



LEGION ARENA GOLD

Platform: PC

Language: English

Genre: Strategic

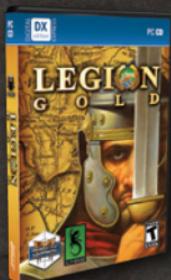
Turns: Real-Time

Complexity: Intermediate

Period: Ancients

Developer: Slitherine

Legion Arena Gold combines the award winning *Legion Arena* with the *Cult of Mithras* expansion pack allowing you even more units to crush your adversaries with. Fire Demons, Shadow Warriors and Ghost legions are just some of the beasts at your control with the expansion pack. Organize your troops, give orders and unleash the fury of the legion!



LEGION GOLD

Platform: PC, iPad

Language: English

Genre: Tactical, Strategic

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Ancients

Developer: Slitherine

In *Legion Gold*, players can command massive armies that march across the ancient world and build mighty cities that will last through the ages while also standing amid the blood and mud on the battlefield and commanding the tactical action of every battle! Well-received by gamers and critics alike, *Legion Gold* is the expanded and improved version of its predecessor, *Legion*, and includes not only the original *Legion* game but a hefty expansion pack too!



MAKING HISTORY II: THE WAR OF THE WORLD

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: World War II

Developer: Muzzy Lane Software

International trade, religious and cultural strife, military campaigns, diplomatic negotiations... here, you control it all. *Making History II: The War of the World* gives players the power to take full control of any world nation along with its colonies, regions, cities, and military units during the time leading up to and during the Second World War.



NAPOLEON IN ITALY

Platform: PC

Language: English

Genre: Tactical, Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Napoleonic

Developer: Hussar Games

Step back to the age of Napoleon and follow in the earliest footsteps of this military genius! *Napoleon in Italy* is a hex based strategy game that includes both the strategic level of movement and logistics combined with playable tactical battles. Lead the young Napoleon's French Army on his first campaign against the Austrians and Piedmontese in Northern Italy or try to stop Napoleons dedicated army and tactical brilliance with the mighty allied army of Austria.

NORM KOGER'S THE OPERATIONAL ART OF WAR III

Platform: PC

Language: English

Genre: Operational

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Talonsoft

Norm Koger's The Operational Art of War is a legendary title among wargamers. A masterpiece of flexible design, it allows you to play and create any battle from the entire 20th Century of warfare and up to the modern day. Now, Matrix Games together with Norm Koger and a new design team bring you the definitive release of this unsurpassed operational wargame *The Operational Art of War III*.



OFFICERS - THE MATRIX EDITION

Platform: PC

Language: English

Genre: Tactical

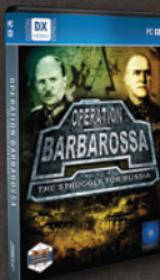
Turns: Real-Time Pausable

Complexity: Intermediate

Period: World War II

Developer: Game Factory Interactive

Officers puts you in command of the Allied force in the largest conflict of our time. Take control of the US and British armies in order to strike back and defeat the Axis menace on the Western front of Europe. With over 1500 units on maps up to 10 square miles, *Officers* is the first WWII real time strategy game to let you fight on a truly massive scale! The Matrix Edition is an enhanced release with additional fixes and improvements that cannot be found elsewhere.



OPERATION BARBAROSSA - THE STRUGGLE FOR RUSSIA

Platform: PC

Language: English

Genre: Operational

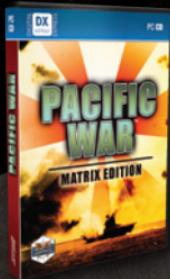
Turns: Turn-Based IGOUGO

Complexity: Basic

Period: World War II

Developer: Binary Evolution Studios

On June 22, 1941 an avalanche of 153 German divisions crash into the Soviet Union and the largest military operation in history is begun: Operation Barbarossa. In this elegant turn-based strategy game, compelling gameplay combines with gripping history to create an addictive mix. Aimed at all levels, this is an entertaining and mentally challenging game of combined arms strategy.



PACIFIC WAR: MATRIX EDITION

Platform: PC

Language:

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Advanced

Period: World War II

Developer: Matrix Games

Gary Grigsby's Pacific War: Matrix Edition covers virtually every aspect of the war and includes just about every ship, aircraft, land unit, and important leader that took part in the conflict. The game has a steep learning curve and not for the faint at heart and has a lot to offer. If you every wanted to conduct the whole War in the Pacific now is your chance.



REVOLUTION UNDER SIEGE

Platform: PC

Language: English

Genre: Operational, Strategic

Turns: Turn-Based WEGO

Complexity: Intermediate

Period: Inter War Period

Developer: SEP REDS

Revolution Under Siege is a simultaneous turn based historical wargame that puts you in charge of one of the factions that fought the Russian Civil War (1917-1923). From a ragtag group of volunteers create the powerful Red Army, using all the weaponry and equipment at your disposal: planes, tanks, armored trains, Cheka troops and the Konarmia (the famous Red Cavalry). Or, on the opposite side, gather all patriots and reform the elite divisions that shall save Holy Mother Russia.



SMUGGLERS IV – DOOMSDAY

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Sci-Fi

Developer: Niels Bauer Games

Smugglers IV - Doomsday is a fun and challenging turn-based space-trading game where you take command of an advanced space ship amidst a galaxy torn by war and crime! With your ship and skilled crew you can choose to be a greedy trader, ambitious bounty hunter, ruthless pirate, or one of the other professions in your quest for riches, fame, and power!



SPARTAN

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Ancients

Developer: Slitherine

Spartan is an Empire building turn based strategy game, where the focus is on building an empire through diplomacy, trade, research, and war, but less focus on the battles than you would find in a real-time strategy game. It is designed for people who are interested in the period and those strategy gamers who prefer to have time to think about their decisions. Can you unite Greece in time to defy the Great King and his mighty Persian Empire?



STAR SENTINEL TACTICS

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: Sci-Fi

Developer: Star Sentinel Tactics Inc.

Star Sentinel Tactics is a turn-based tactical game that puts you in command of a squad of elite United Alliance marines - the Star Sentinels - as they battle to stop a race of bloodthirsty reptilians launching a devastating attack on our Galaxy! Along the way you'll have to use sharp thinking and effective tactics as you encounter giant mechs, rotting zombies, mutants and a host of other foes - all intent on your destruction!



STARSHIPS UNLIMITED V3

Platform: PC

Language: English

Genre: Strategic

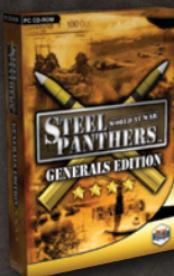
Turns: Real-Time Pausable

Complexity: Basic

Period: Sci-Fi

Developer: ApeZone

Heroic Starship Combat and Galactic Conquest! Unlike many other games of galactic exploration, conquest, economics and diplomacy, *Starships Unlimited v3* focuses on a small number of unique starships, each with different crew mixes and different technologies. These ships and their crews are the heroes of this science fiction epic, boldly exploring the unknown, dealing with alien races and helping your people expand to new worlds.



STEEL PANTHERS: WORLD AT WAR - GENERALS EDITION

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Matrix Games

Steel Panthers World At War General Edition includes all four Mega-Campaign games and a free v8.20 of SP:WaW. *Steel Panthers: World at War* is a tactical level, World War II era, historical wargame. Each Mega-Campaign has been specially designed to enhance the gameplay of SP:WaW.



STORM OVER THE PACIFIC

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Wastelands Interactive

The creators of *WW2: Time of Wrath* move to the Pacific theater with *Storm over the Pacific*. Depicting the epic conflict between Japan and the United States, players choose from 26 available countries with historically accurate orders of battle including land, sea and air units and leaders. Concentrate on directing one country or command several to lead an alliance of nations. Engage in battle over the vast Pacific with 16 unit types modelled with an intuitive supply system and more.



STRATEGIC WAR IN EUROPE

Platform: PC

Language: English

Genre: Operational, Strategic

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: World War II

Developer: Wastelands Interactive

A tabletop wargame on right on your PC! *Strategic War in Europe* allows you to play a computer game which looks and plays as a tabletop wargame, but you don't need to find a human opponent. *Strategic War in Europe* is a grand strategy game where you command one or more of the 25 countries in the game. War, diplomacy, technological progress, recruitment, conquest this is all in your hands.



TEAM ASSAULT: BAPTISM OF FIRE

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based WEGO

Complexity: Intermediate

Period: World War II

Developer: Zeal

Team Assault: Baptism of Fire is a 3D turn-based tactical game where players take command of infantry squads to engage the enemy in intense close combat. Although the combat system is turn-based, the game play can be as fast paced and dynamic as you'd like. Dynamic turns, counter actions and continual feedback keep you constantly engaged while still giving you enough time to make important decisions to change the course of battle!



TIME OF FURY

Platform: PC

Language: English

Genre: Operational, Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Wastelands Interactive

In World War II every single aspect of war was crucial: from troop movements to supply, from logistics to diplomacy, from innovation to careful use of terrain. Many games have tried to replicate the depth and complexity of this global conflict and only a few have managed to give an all around experience to players. This is *Time of Fury*.



TIN SOLDIERS: ALEXANDER THE GREAT

Platform: PC

Language: English

Genre: Tactical

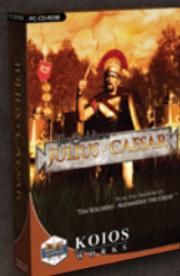
Turns: Turn-Based WEGO

Complexity: Intermediate

Period: Ancients

Developer: Koios Works

Tin Soldiers: Alexander the Great is wargaming with a classic style. Easy to learn but difficult to master, it places you in the role of Alexander the Great during his conquest of the known world. Guide Alexander through his grand campaign from inheriting his father's legacy at the battle of Thebes to his conquest of Darius III and the Persian Empire through his last great battle at the Hydaspes, in the heart of Asia against the Indian army of King Porus.



TIN SOLDIERS: JULIUS CAESAR

Platform: PC

Language: English

Genre: Tactical

Turns: Turn-Based IGOUGO

Complexity: Basic

Period: Ancients

Developer: Koios Works

Tin Soldiers: Julius Caesar brings a completely new 3D engine into the battle, allowing users to zoom in, out, and rotate the map for a better view of the battlefield. The artwork overhaul features over 100 different replicas of hand-painted miniatures, including the fearsome legions of Caesar himself.



UNCOMMON VALOR

Platform: PC

Language: English

Genre: Operational

Turns: Turn-Based WEGO

Complexity: Advanced

Period: World War II

Developer: 2by3 Games

Uncommon Valor is a completely new operational game covering the campaign for the South Pacific from May, 1942 to the end of December, 1943. Air, naval and land battles are modelled with detail never before achieved in a game of this scale, while a streamlined interface keeps micro-management to a minimum!



WAR PLAN ORANGE: DREADNOUGHTS IN THE PACIFIC 1922 – 1930

Platform: PC

Language: English

Genre: Operational, Strategic

Turns: Turn-Based WEGO

Complexity: Advanced

Period: Inter War Period

Developer: 2by3 Games

World War I has come and gone and the world has settled into an uneasy peace. Fearful of the growing strength of Japan, the United States created a series of plans in case of a pacific war with Japan. Their name: War Plan Orange.



WORLD WAR II: GENERAL COMMANDER

Platform: PC

Language: English

Genre: Tactical, Operational

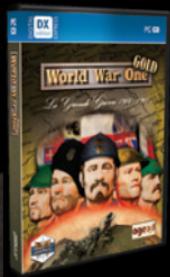
Turns: Real-Time

Complexity: Introduction

Period: World War II

Developer: Games GI

World War II: General Commander is an introductory war strategy game which brings a unique mix of scale, combat dynamics, and force management. An intuitive combination of rules and controls will give beginning wargamers and real time strategy fans the opportunity to simulate Germany's famous last Blitzkrieg from either side. Evaluate the tactical situation while monitoring your overall strategy over real scale 3D maps, with high quality graphics and effects!



WORLD WAR ONE GOLD

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War I

Developer: AGEOD

Take charge as a military and political leader during the most trying and critical times of the First World War with *World War One: Gold Edition!* As either a member of the Central Powers, the Entente or a neutral nation, you will confront the epic gauntlet of challenges that faced the likes of Kitchener, Joffre, Luddendorf, Clemenceau, Czar Nicholas II or Enver Pasha in scenarios that range from single theatres to the entire grand campaign.



WW2: TIME OF WRATH

Platform: PC

Language: English

Genre: Strategic

Turns: Turn-Based IGOUGO

Complexity: Intermediate

Period: World War II

Developer: Wastelands Interactive

From the front lines in France and Russia to the deserts of North Africa and the airfields and convoys of Britain, the campaigns of World War II are yours to command in *WW2: Time of Wrath!* This turn-based grand strategy title, the highly improved and expanded sequel to *WW2: Road to Victory*, puts the player in charge of the political, economic and military decisions of one or more Axis or Allied nations, including minor nations.

TABLET GAMES

While we continue to produce the biggest and best strategy and wargames for PC and Mac, we know a significant number of our fans are looking to the future. Many of you have iPads and Tablets and are looking for the same great wargaming experiences on those devices. Up until recently there was just nothing out there for the discerning wargamer, but that is all changing!

Matrix Games & Slitherine are offering a fast growing range of strategy and wargames for tablets. We do not believe in making cut down games for tablets. We believe in giving you the full PC experience! The games are byte for byte the same as the original and the AI, combat model and missions are exactly the same on tablets as they are on PC. You'll get the same deep and engaging game but on your tablet which you can take with you anywhere. You can even play cross platform multiplayer and continue games from one device to another. You can play a turn on your PC at home in the morning, on the iPad on the train to work and then at lunchtime on your work Mac! Wargaming has never been this good.

A selection of our tablet games are listed below but we have 17 more in production so keep checking back for more!



Battle Academy for iPad



Conquest! Medieval Realms For iOS and Android



Legion Gold for iPad



HISTORY Great Battles Medieval for iPad and Android

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