CATALOG

MATRIX
GAMES

HOME OF
WARGAMERS

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* and a multiplatform approach. 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 is still is a best seller on iTunes.

In 2012 we acquired AGEOD, adding more games and developers to our lineup. We have released strategy games of all kinds, based on popular licenses, such as the *Warhammer 40,000 Armageddon* setting and big names, such as Buzz Aldrin for *Space Program Manager*, HISTORY TV channel and much more. In 2014 we acquired Shenandoah Studio, a leader in the development of cutting edge strategy games for iPad.

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**.

NOTE

TO RETAIN THE INTERACTIVITY OF THIS CATALOGUE,
IT IS BEST VIEWED IN ACROBAT READER.

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

WHAT IS A DIGITAL DOWNLOAD?

A digital download lets you get your game right away over the internet. On completing your order you will be redirected to a confirmation page with a download link, and you also receive an e-mail with the download link. You can use either of these links to download the game installer directly to your computer. Running the downloaded file will install the game to your computer. The download is available for fourteen days after your order. And it can be reactivated at no additional charge at any time if you need it again. No shipping is involved and the download is immediately available 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 created before 2005 with DRM, but 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!

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.
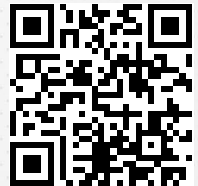
RETURNS POLICY

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.

NEW!

NEW!

The ancients who named this sector 'Polaris' sure had a unique sense of humor. Polaris - the bright star, the star of hope and faith. Well the Polaris sector has precious little of either; just a wilderness of gas, stars, and supernovas soaked in treachery, oppression, and the lust for power.

Can anyone build an empire in a place like this? Other factions are naturally suspicious of newcomers and may wage war at the first sign of unidentified craft. Here, a natural death is an uncommon luxury. You look weak? Pirates and scavengers will plunder your planets. You show military strength to discourage potential enemies? Your rivals will combine their forces to eliminate the threat.

Total domination requires many diverse stratagems. Shaking the hand of a powerful emperor, designing new warships in secret, investing everything in fundamental sciences to gain technology before your competitors - all may be the road to success. But will you have the time to implement your strategy? Will you be visionary enough to build weapons and technologies that will make the difference in battles fought decades from now? Find the right balance between fundamental and applied sciences to stay ahead of the opposition.

Find the right balance between classic designs and crazy prototypes and your ships will be feared across the galaxy. Your engineers and scientists provide you a high level of flexibility, but it's your decisions that will shape the empire's fate.
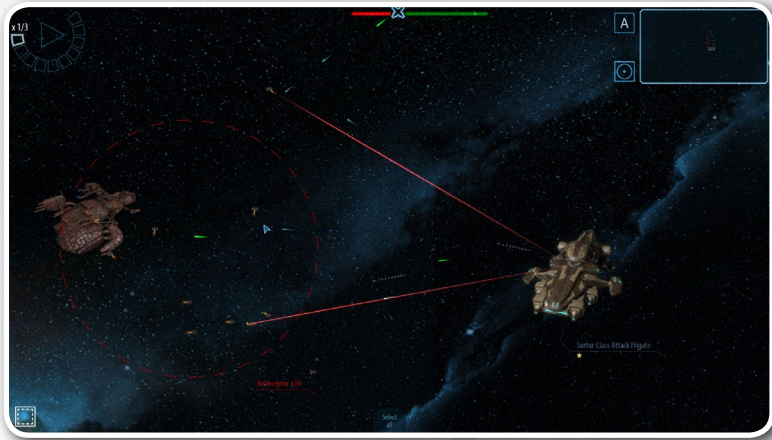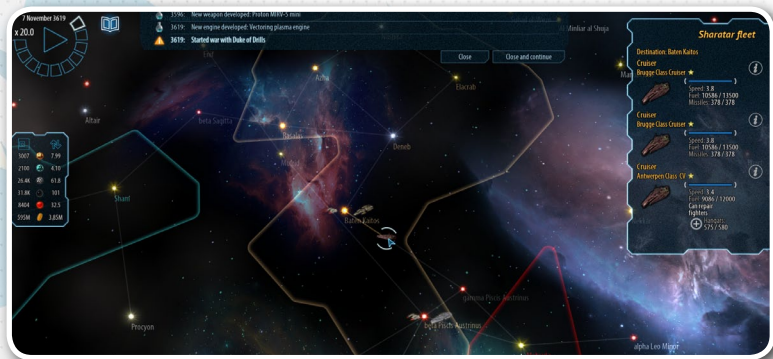
POLARIS SECTOR

Platform: PC
Language: English, Spanish, Russian
Genre: Strategic
Difficulty: Intermediate
Period: Sci-Fi
Developer: SoftWarWare
Multiplayer: No
Manual: PDF-Ebook, Printed – Color

Features:

- An epic and dangerous playground: randomly generate a galaxy able to host up to 900 stars
- Full customization: external threats, pirates, number of races… you can set up the world that fits your own tastes!
- Full control over ship design: want to make a corvette into a drone carrier? Go ahead. Want to make a freighter into a scout? No problem. Your creativity is the only limit!
- Explore: send scout vessels to find new mines to exploit, new planets to colonize, and to establish contact with other empires

- Innovative research system: technologies and equipment will get unlocked depending on your investments in fundamental and applied research
- Diplomacy: Dialogue with other factions to gain their favor, trade goods, and make military agreements to fight common enemies
- Command your troops: when a battle starts you can join the battlefield and maneuver your ships in a tactical mode. Alternatively use the auto-resolve mode when you have more urgent tasks to attend to in your empire
- Unique espionage system: seed false intelligence to enemy spies and lure them into a trap!

NEW!

NEW!

Victory and Glory: Napoleon is a game of grand strategy and fast-play tactical battles where you take the role of Napoleon Bonaparte and attempt to dominate the entire continent of Europe. You will move armies and navies, fight great battles, recruit new troops, and add new regions to your empire. The AI controls Great Britain and the other allied nations and troops that comprise an ever-changing alliance bent on stopping you!

Can you carve out a European empire that will survive the growing threat from perfidious Albion and her allies? Can you change history and do better than L'Empereur?

VICTORY AND GLORY

NAPOLEON

Platform: PC
Language: English
Genre: Tactical, Strategic
Difficulty: Intermediate
Period: Napoleonic age
Developer: Electric Games
Multiplayer: No
Manual: PDF-Ebook

Features:
- Re-fight the entire Napoleonic Wars!
- Strategic Level map of Europe from 1800 – 1818
- Dozens of unique unit types (cavalry, infantry, artillery, and generals for each major nation and several minor nations)
- Almost 100 unique 'Event Cards' with artwork by world-renowned Napoleonic Artist: Keith Rocco. Each card gives the player special unit upgrades, advantages in battle, new recruits, historical events, or political actions that can change the alliances or borders of the French Empire
- Land and Naval Battles utilizing a fast-play abstracted tactical battle system
- More detailed tactical battle system also available for larger battles.

The engine has been refined to better represent the peculiarities of the period, allowing players to think and act as commanders of the Napoleonic era.

You are now able to manage the complexities of armies organization and logistics in a very detailed political setting, where each contender plays a vital part to the final outcome.

Establish your dynasty over most of Europe as Napoleon, or get rid of the Revolutionary tyrant as Britain. Also play as one of the other main contenders of the time such as Austria, Russia, Prussia, Spain or the Ottoman Empire and emerge amongst the victorious powers!

WARS OF NAPOLEON

Platform: PC
Language: English, French
Genre: Strategic
Difficulty: Advanced
Period: Napoleonic age
Developer: AGEOD
Multiplayer: Yes
Manual: PDF-Ebook

AGEOD goes back to the Napoleonic era and delivers the most detailed and comprehensive strategy game ever created about a time of struggle and conquest that forged modern Europe.

Features:
- Five different scenarios (Two 1805-1815 Grand Campaigns, Austerlitz Campaign 1805, Jena Campaign 1806-1807 and Waterloo Scenario June 1815)
- Play one among seven major nations: France, Great Britain, Prussia, Russia, Austria, Spain, and Ottoman Empire
- A very large map of Europe with over 4,000 regions and also special areas like the West Indies, North America, Persia and India
- Two set of uniforms for most soldiers depending on army reforms. More than 300 different uniforms from accurate sources, and over 400 portraits of generals redone from historical paintings and sources
- Numerous historical options, including reforming your nation and army the way you want.

Tigers on the Hunt is a World War 2 hard-core tactical wargame for PC.

It creates a truly and immersive tactical simulation. *Tigers on the Hunt* boasts a ferocious and adaptive AI which will dynamically respond to a player's maneuvers. Players can enjoy massive battles across up to 12 connected geomorphic maps with over 200 Infantry units, 100 Support Weapons, 100 Ordnance pieces and 50 Vehicles per side.

The sequence of play is more complex and interactive than any other WW2 turn based PC tactical wargame: game turns are broken down into 16 segments per turn, 8 segments per side and battlefields can range from small to huge in size and complexity, up to 3.8km x 1.6km in size and 200 infantry squads, 50 guns and 50 vehicles per side.

For scenario designers, a powerful and easy-to-user editor is available in Tigers on the Hunt. Editing maps, scenarios, and OOBs can be done with just a few clicks so the possibilities for enjoying WW2 tactical engagements are near limitless!

TIGERS ON THE HUNT

Platform: PC
Language: English
Genre: Tactical
Difficulty: Intermediate, Advanced
Period: World War II
Developer: Siliconsoft Systems Inc.
Multiplayer: Yes
Manual: PDF-Ebook

Features:
- Three difficulty levels with varying levels of command and control implementation
- A dynamic AI which never reacts the same way twice to a player's plan. Scenario designers need only designate the AI as an attacker or defender and the game engine will do the rest!
- Create any tactical situation in World War II with a full suite of editors
- Battle it out in virtually any engagement on the Western/Eastern/Mediterranean Front using detailed American, German, Russian and British armies
- A massive library of units.

TIGERS ON THE HUNT: Fighting among the ruins

This revolutionary eastern front wargame covers the German invasion of the Soviet Union in 1941. It blends the latest evolution of the Decisive Campaigns hex and counter engine with deep narrative, RPG-style people management and in-depth semi-randomized decision systems.

You are in full operational command. Can you make the right decisions to turn the tide of war?

DECISIVE CAMPAIGNS
BARBAROSSA

Platform: PC
Language: English
Genre: Strategy
Difficulty: Intermediate, Advanced
Period: World War II
Developer: VR Designs
Multiplayer: Yes
Manual: PDF-Ebook, Printed – Color

VR Designs has been reinforced with designer Cameron Harris to create a new never-seen-before wargaming experience: *Decisive Campaigns: Barbarossa*.

Features:
- Command a true operational structure. Can you balance and prioritise three different Theatres in order to achieve your objective?
- Are you able to work within a Command Hierarchy with both Superiors and Subordinates in an environment where strategy and politics often conflict?
- Set Army postures, assign Theatre based Artillery, allocate Tactical Air Support and order your Theatre Commanders to provide specialised battalions and staff assets to the Panzergruppe or Army of your choice. Don't be upset if they refuse
- Deal with the Dark side of the war. Trade ethics off against operational imperatives. Answer to a War Crimes Tribunal if you lose. Or order both sides to observe the Geneva Convention and fight a gentleman's war
- Can you stand up to the Führer? Are you willing to put it all on the line, demand Military Independence, and risk being fired? Or would you prefer to toe the line and support the Führer in whatever goal he is currently fixated upon?
- Receive a detailed High Command assessment of your Command Potential each turn. You're being watched and evaluated. Pour over a comprehensive breakdown of all your activity at game end.

FEATURED GAMES

Warhammer 40,000: Armageddon is a fantasy war game set in the Second War of Armageddon. You take the role of defending the planet as the Imperium of Man against the Ork invaders. Throughout the campaign you will also be joined by three chapters of Space Marines: the Salamanders, Blood Angels and the Ultramarines. In this hex-based, turn-based strategy game, players will lead the Imperial forces of the Armageddon Steel Legion and Space Marines from a variety of Chapters against the Ork invasion through over 30 scenarios, on the hostile terrain of the planet and its gigantic Hive Cities.

The game features a complex plot, involving known characters from the *Warhammer 40,000* universe and while advancing through the campaign, the player will have the ability to carryover his core force from scenario to scenario.

Players fight alongside Commissar Yarrick and Commander Dante against the cunning Ork Warboss Ghazghkull Thraka and carry over battle-hardened veterans from scenario to scenario, using their experience and upgrading their equipment.

Features:
- Large branching campaign with 30 major scenarios, plus additional 5 tutorial scenarios that explore the story in detail
- The game portrays the Second War for Armageddon in great detail, from the initial Ork landings to the final liberation of the planet
- A complex plot, which can develop during a mission, right in the middle of battle, creating an engaging story line with unexpected twists
- Meet several iconic characters like Inquisitor Horst, Governor Von Strab and many more, who will guide you through an epic scenario based adventure all with their unique voice-overs
- 300+ unit types representing Armageddon Steel Legion, the Orks, Blood Angels, Ultramarines and Salamanders Space Marine chapters and even Titans!
- Multiple weapon systems per unit, each with their unique stats and graphical effects. 20 different unit stats plus many unique special traits and abilities.

WARHAMMER 40,000
ARMAGEDDON

Platform: PC and iPad
Language: English
Genre: Tactical, Strategic
Difficulty: Basic
Period: Sci-Fi
Developer: Flashback Games, The Lordz Games Studio
Multiplayer: Yes 1-2
Manual: PDF-Ebook, Printed – Color

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

WARHAMMER 40,000 ARMAGEDDON – GOLGOTHA

Golgotha is an expansion of *Warhammer 40,000: Armageddon*, set 50 years after the end of the Second War for Armageddon, it is the last great battle of the cycle. Join the Imperial forces under Yarrick's command as they secure a footing on the Ork infested world before striking forth at Thraka's army.

WARHAMMER 40,000 ARMAGEDDON – GLORY OF MACRAGGE

Embark on the final Space Marine campaign of the second War for Armageddon as you lead the glorious Ultramarines to battle in a new campaign where the decisions you make will persist and alter the flow of the war in new and exciting ways! Now take control of the Ultramarines and re-live their contribution to this epic confrontation in a brand new campaign for *Warhammer 40,000: Armageddon*.

WARHAMMER 40,000 ARMAGEDDON – VULKAN'S WRATH

At the climactic moment of the second War for Armageddon, three Space Marine chapters descend from the skies above to aid the beleaguered defenders of Hiveworld Armageddon. Burn the Orks from the face of Armageddon while saving its people from a fate worse than death as you engage the savage and bloodthirsty Ork Waaagh!

WARHAMMER 40,000 ARMAGEDDON – ORK HUNTERS

Ork Hunters is an expansion of *Warhammer 40,000: Armageddon*, set shortly after the end of the Second War of Armageddon, and it adds a new chapter to this epic saga! Follow the deeds of the Ork Hunters and the others elements of the Steel Legion in their effort to cleanse the Planet of every menace once and for all!

WARHAMMER 40,000 ARMAGEDDON – ANGELS OF DEATH

Begin a whole new campaign taking control of the Blood Angels Space Marines as you battle the Ork invaders from the ash wastes of Armageddon all the way to the deepest caverns and claustrophobic corridors of the massive Hive cities! Engage the Orkish tides in vicious close quarter combat set deep within the confines of the enormous Hive cities that dominate the world of Armageddon.

WARHAMMER 40,000 ARMAGEDDON – UNTOLD BATTLES

As the second War for Armageddon rages on, you are called to rise up once again in defence of humanity against the Xenos threat. Be prepared to face new challenges as you fight your way through five new scenarios set on the aptly named world of Armageddon, ranging from search and destroy to last stand defensive battles!

These are expansions and require Warhammer 40,000: Armageddon to be played.

Set in Pacific theater of WW2, *Order of Battle: Pacific* features playable campaigns for both the US-led Allies and the Japanese Empire. Starting from the attack on Pearl Harbor, the dynamic campaign system allows players to alter the course of history and even win the war as Japan in the fictional "what-if" conquest of Australia, or lead the Allied forces from the struggle at the beginning of the war to ultimate victory with the invasion of Japan.

With a selection of over 500 unique looking and behaving units, players can build and manage their army and fleet throughout the campaign. Early units include the iconic M3 Stuart, Type 97 Chi-Ha, A6M Zero and F4U Corsair fighters. As new technology becomes available, players eventually gain access to high-tech and prototype units such as the Nakajima Kikka and P-80 Shooting Star jet-fighters, Montana and Super Yamato Class battleships and T28, T29 and Type 100 I/O heavy tanks.

A unique system of Specializations allows players to customize their forces with special units, bonuses and abilities that reflect the difference in strategies and mentality of the opposing sides. Focus on the merciless Japanese fighting spirit with Banzai Charge and Bushido Code, establish supply advantages with the Tokyo Express, or gain access to B29 Nuclear Bombers through the Manhattan Project.

A set of unique Commanders – split between Generals, Pilots and Captains – is gradually unlocked in the campaigns. Commanders can be attached to specific units to provide unique bonuses to anything in their command range. While good use of unit types and tactics remains the player's priority, clever use of Commanders can tip the balance in an offensive operation or buy just enough time in defense to turn the tide to your favor.

ORDER OF BATTLE
PACIFIC

Platform: PC, Mac
Language: English, German, French, Spanish
Genre: Operational
Difficulty: Intermediate
Period: World War II
Developer: The Aristocrats
Multiplayer: Yes
Manual: PDF-Ebook, Printed - Color

Add an intuitive in-game scenario editor, up to 4 player multiplayer support through Hotseat or Slitherine's PBEM++ server system and you have a game with endless re-playability.

Order of Battle: Pacific is the first title in a new series of hexagonal strategy games developed by The Aristocrats (www.the-aristocrats.com), designed to cover military history from ancients to modern warfare.

Features:
- Classic turn based, hex based gameplay with an intuitive UI and great depth
- Play as the Japanese or Allies in 3 dynamic campaigns with unit carryover and multiple "what-if" scenarios including the Japanese invasion of Australia!
- A rich 3D world with detailed animations and effects. Turn based wargaming has never looked this good!
- 20 different Specializations give a unique feel to each sides including Banzai Charge, Bushido Code and even the Manhattan Project
- Over 500 different units, including infantry, tanks, ships and aircraft, each with unique visuals and animations
- Attach unique commanders to your units to give them additional offensive and defensive bonuses
- A deep but intuitive supply system allowing breakthroughs & encirclements
- 4 player multiplayer over PBEM++ and hotseat, supporting last-man-standing, teamplay and cooperative against AI scenarios
- An extensive, user-friendly in-game scenario editor with a what-you-see-is-what-you-get design.

In summer 1937, renewed tensions between Japan and China escalate into open war: The Second Sino-Japanese war has begun.

Order of Battle: Pacific after the release of the successful free update Battle of Britain, comes back to the Pacific Theatre, covering one of the cruellest but most underrated conflicts of the Second World War period.

In *Order of Battle: Morning Sun* players take control over the Japanese forces fighting for territorial expansion and rich Chinese resources. The conflict soon turns into a massive all-out war between the two sides during the Battle of Shanghai. While the Chinese forces are numerically superior, they have suffered from internal conflict and are poorly equipped with outdated weapons. The recently modernised Japanese Army, on the other hand, is well trained and experienced, but as the war drags on it gets increasingly overstretched, allowing the enemy to regain the initiative at several occasions...

ORDER OF BATTLE
MORNING SUN

Platform: PC, Mac
Language: English, German, French, Spanish
Genre: Operational
Difficulty: Intermediate
Period: World War II, Inter War Period
Developer: The Aristocrats
Multiplayer: Yes
Manual: PDF E-Book

New features:
- Twelve new scenarios!
- Construction Group unit allows players to construct small airstrips on locations of their own choosing
- Horses: These brave and loyal animals played a vital role in the war, and are now included in the game as part of Cavalry units and Horse Transportation
- New terrain types: Plow through muddy Rice Fields and fight along the Great Wall of China.

NANCHANG
1939

In the spring of 1942 the Japanese suffer their first major setbacks of the Pacific War with the naval battles of Coral Sea and Midway. Seizing this opportunity to take back the initiative, US High Command launches an offensive operation against forward Japanese outposts in the Solomon Islands. As part of this expeditionary force, the US Marine Corps is tasked with assaulting the islands of Tulagi and Guadalcanal. A long and bloody campaign of island hopping in the Pacific Ocean has begun...

Order of Battle: U.S. Marines puts players in control of the elite U.S. military branch which proved essential in the Allied victory over Japan. While Order of Battle - Pacific featured the major ground and naval battles of the Pacific War, this new expansion follows the story of the U.S. Marine Corps during the island hopping campaign of 1942-1945. As the fighting progresses across small, isolated jungle islands, the Japanese adapt their strategy from ruthless assaults to deep, well-prepared defensive systems - determined to hold on and fight to the last man.

ORDER OF BATTLE
U.S. MARINES

Platform: PC, Mac
Language: English, German, French, Spanish
Genre: Operational
Difficulty: Intermediate
Period: World War II
Developer: The Aristocrats
Multiplayer: Yes
Manual: PDF E-Book

New features:
- Eleven new scenarios!
- Eight new units
- Support Fire ability for Heavy Infantry
- New faction: Marine Corps
- New options for the editor

TULAGI
August 1942

DISTANT WORLDS UNIVERSE

Platform: PC
Language: English
Genre: Strategic
Difficulty: Intermediate
Period: Sci-fi
Developer: Code Force
Multiplayer: No
Manual: PDF-Ebook, Printed – Color

Distant Worlds: Universe is the newest chapter of this critically acclaimed sci-fi series, adding incredible new features and an exciting new storyline. Universe is also the ultimate collector's edition, the first time all previous *Distant Worlds* releases have been included in one package, along with an updated manual and greatly expanded modding support.

Distant Worlds is a vast, pausable real-time 4X space strategy game. Experience the full depth and detail of turn-based strategy, 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 while playing through one of the storylines, with victory conditions or in an open-ended sandbox mode.

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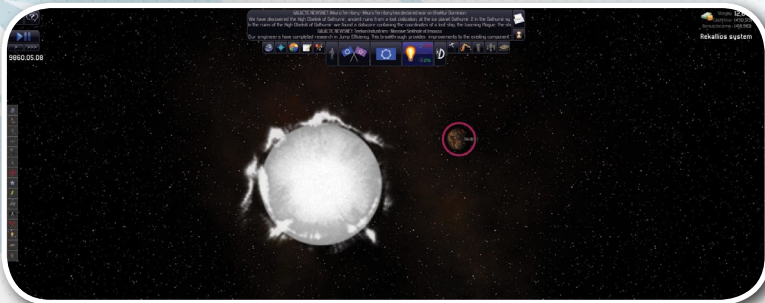
Best of all, you can play the game your way: enjoy a quick, intense game in a crowded sector of space or take your time in an epic game spread across a vast galaxy!

Features:
- The entire *Distant Worlds* series in one package! Universe includes the Original *Distant Worlds*, *Return of the Shakturi*, *Legends*, *Shadows* and the new *Universe* expansion!
- Comprehensive Modding and Customization Support: Allows adding/removing/changing most items: resources (including new colony-manufactured resources), ship components, planetary facilities and wonders, fighter designs, alien races and race families, diplomatic dialogue, empire policy, custom characters, ship and base design templates, governments, plagues, research tech trees and more
  - Can customize most of the images used in the game: ships and bases, fighters, alien races, planetary facilities and wonders, characters, troops, components, resources, ancient ruins, planets, stars, asteroids, animated in-game effects and more
  - Use a previously saved and editor-customized game as a map for a new game (instead of generating a new galaxy)
  - Powerful new event system accessible from a considerably-upgraded Game Editor. Set up your own storyline in a custom map with triggered events and custom victory conditions
  - Add story triggers on specific in-game objects or events, executing one or more actions on other in-game objects (either immediately or delayed)
  - Can replace most of the user interface icons and sound effects
  - Add your own custom help files to the in-game Galactopedia

- Switch between different customization sets with a couple of mouse clicks from the main game menu
- Comprehensive 99-page Modding Guide that outlines how to make Mods and explains all of the settings in detail
- A new official storyline built using the new modding capabilities, covering the first war between the Freedom Alliance and the Shaktur Axis, in which you have access to the tech required to build your own planet destroyers, establish the Ancient Guardians and research and deploy the Xaraktor virus
- Truly Epic-Scale Galaxies: play in galaxies with up to 1400 star systems and 50,000 planets, moons and asteroids. Vast nebula clouds spiral out from the galactic core, shaping the distribution of star clusters in the galaxy
- 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. This frees you from micro-management and instead allows you to focus on a macro-scale
- Intelligent Automation: automate the various tasks in your empire, so that you can focus on the areas that you enjoy most. Or have your advisors make suggestions in different areas like colonization, defence or diplomacy – helping you learn the best tactics and strategies
- Explore: explore the vast galaxy, discovering valuable resources, potential colonies for your empire and making contact with other empires. Uncover secrets that lift the veil on the galaxy's mysterious past
- Colonize: send out colony ships to found new worlds for your empire. Develop your new colonies by keeping them well-supplied with a steady stream of valuable resources
- Defend: patrol the outlying areas of your empire to protect from raiding pirates or dangerous space monsters. Construct defensive bases at your colonies. Build up your fleets to defend against enemy empires. Recruit troops to invade enemy colonies and conquer the galaxy!

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.

Its multiplayer mode, an improved version of Slitherine's award winning PBEM++ system, allows players to easily find opponents anywhere in the world 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 way. 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

PANZER CORPS
WEHRMACHT

Platform: PC and iPad
Language: English, French, German, Russian
Genre: Operational; Turn-Based IGOUGO
Difficulty: Basic; Intermediate
Period: World War II
Developer: The Lordz Games Studio, Flashback Games
Multiplayer: 1-2
Manual: PDF E-Book; Printed - Color
Award: Usenet's Wargame of the Year Gold Award

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
OPERATION SEA LION

Platform: PC and iPad
Language: English, German, Russian
Genre: Operational
Difficulty: Intermediate
Period: World War II
Developer: The Lordz Games Studio, Flashback Games
Multiplayer: Yes
Manual: PDF E-Book

Following the Fall of France, a plan is conceived to invade the United Kingdom. Can air and naval superiority over the English Channel be achieved? Will the establishment of a

beachhead in south-east England be successful? Will the German flag be hoisted above London? Take command of German forces and some of their allies and prepare for the largest amphibious assault in German history.

Operation Sea Lion is a massive expansion of 30 scenarios, using features never attempted in Panzer Corps before. Auxiliary ground, air and naval forces that survive a mission may follow your army into the next mission, repair/build bridges and airfields, gain naval and air superiority, structures and units switching sides, defecting troops. Sea Lion features an elaborate campaign structure with three possible amphibious operations to chose from. Fight your way up from southern England to the Orkney Islands in the north.

The campaign can be started with the core force from DLC 40, so you can begin the invasion of England with the core forces that emerged victorious in France. Alternatively players can start with a preset core force.

Operation Sea Lion **requires the original** *Panzer Corps* **to play**

New features:

Scenario list: Channel Islands, Eagle Attack, Dover, Canterbury, Gravesend, Crossing the Thames, Basildon, Luton, Brighton, Newick, Guildford, Reading, Farnborough, Milton Keynes, Gibraltar, Lyme Regis, Minehead, Plymouth, Shepton Mallet, Bristol, Besieging London, Storming London, Oxford, Coventry, Irish Sea, North Sea, Hadrian's Wall, Antonine's Wall, Orkney Islands, Reykjavik

PANZER CORPS
SOVIET CORPS

Platform: PC and iPad
Language: English, German, French, Russian
Genre: Operational
Difficulty: Intermediate
Period: World War II
Developer: The Lordz Games Studio, Flashback Games
Multiplayer: Yes
Manual: PDF E-Book

WELCOME TO RUSSIA, COMRADE. FAILURE IS NOT AN OPTION.

Expanding upon the award winning Panzer Corps game system, Soviet Corps puts you in command of the forces of the Stalin's Russia and expects nothing less than Total Victory! Can you resist Operation Barbarossa with defensive actions such as at Bialystock-Minsk and Moscow before counter-striking to relieve and encircle Stalingrad and start the reclaiming of Soviet soil? You will also see action in Finland, The Crimea, Romania and Hungary before breaking down the doors of Berlin itself.

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

Features:
- Soviet Corps includes more than 25 new scenarios in a branching campaign stretching from Murmansk to The Crimea and from Khalkhin Gol to the banks of the Elbe
- Players will also have access to over 60 new regular and special elite units including the PT-34 variant of the T-34, GAZ-67B jeep recon, G-11 glider and even the IS-3 Heavy Tank!

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
AFRIKA KORPS

Platform: PC and iPad
Language: English, French, German,
Genre: Operational;
Difficulty: Basic; Intermediate
Period: World War II
Developer: The Lordz Games Studio, Flashback Games
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.

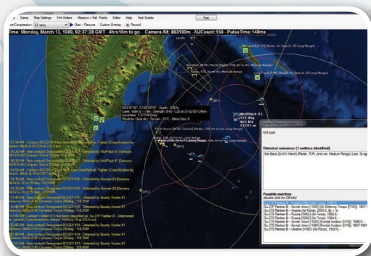**Please note:** *Allied Corps* **is a stand-alone game and does NOT require** *Panzer Corps* **to play**

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 way
- 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

PANZER CORPS
ALLIED CORPS

Platform: PC and iPad
Language: English, French, German, Russian
Genre: Operational;
Difficulty: Intermediate
Period: World War II
Developer: The Lordz Games Studio, Flashback Games
Multiplayer: 1-2
Manual: PDF E-Book

THE CLASSIC CLASHES OF HISTORY. THE HEADLINES OF TODAY. THE BATTLES OF TOMORROW.

Scream over the runways of super-hardened Iraqi airbases as your squadron sprinkles bomblets on the pavement or blows up aircraft shelters using laser-guided bombs. Turn back the Russian tide in the Ukraine. Ride the Mediterranean waves in fast Israeli attack craft, trading barrages of anti-ship missiles with Syrian ships. Stand toe-to-toe against Iran in the Persian Gulf. Wrestle the Falklands under your control. Go "Down Town" around Hanoi and spar with the deadly NV air defences. Hunt down rogue nukes in Pakistan before they fall into terrorist hands. Face off with your carrier group against India or China – from either side. Square off against the Soviet Union in the cold war confrontation, and against resurgent Russia in the new multipolar world order. Lead nuclear-powered sharks of steel against the masters of antisubmarine ops. Exchange volleys of fire in close-quarters gun duels, or obliterate the enemy with sophisticated, heavy-hitting hypersonic missiles from hundreds or thousands of miles away. Survive massive, vicious air battles. Escort vital convoys to their destination, or make a last stand against all odds. Play the most dangerous game of hide and seek – at sea, on land and in the air - even in near-space. Command is the next generation of air/naval wargaming.

Features:
- Powerful, intuitive 3D-globe (Google Earth-style) user interface with multiple map layers
- Aircraft, surface ships, submarines, land units, strategic & space forces are at your disposal
- Extensive, detailed simulation databases modeling faithfully the capabilities & limitations of each asset
- Plenty of scenarios covering multiple historic and hypothetical conflicts, plus an integrated scenario editor
- Tremendous flexibility of scale: From counter-piracy skirmishes to strategic nuclear war
- Detailed modeling of air (including near-space) and naval operations, both surface and underwater, supported by high-quality physics, sensor/EW, terrain and weather, weapon and damage models
- Good modeling of land-based forces (relevant to air/naval/space operations)
- Nuclear operations (possibly other special-weapon categories)

COMMAND
MODERN AIR NAVAL OPERATIONS WARGAME OF THE YEAR EDITION

Platform: PC
Language: English
Genre: Tactical, Operational
Difficulty: Advanced, Expert
Period: Modern
Developer: Warfare Sims
Multiplayer: No
Manual: PDF E-Book, Printed – Color

Do you have what it takes to stand up to Soviet/WP forces and avert Armageddon?

Command: Northern Inferno is a stand-alone game that uses the latest version of the Command: Modern Air/Naval Operations (CMANO) engine. It also serves as a DLC for existing CMANO owners.

For the first time after the release of the most realistic and accurate modern warfare simulation, the developer, Warfare Sims, has created a fully-fledged campaign expansion that encompasses 15 scenarios across one of the most thrilling and intense moments of recent history.

While the campaign is fictitious, every single part of this electrifying set of scenarios has been meticulously researched to deliver an entirely new experience to please both novice players and experts.

Features:
- A standalone for *Command: Modern Air/Naval Operations*, 2013's Wargame of the Year: play as a single, separate game, or add it to your collection of scenarios for CMANO
- 15 nail-biting campaign scenarios written by Paul A. Bridge, active Royal Navy officer and Falklands veteran: scenarios are introduced by historic videos, edited and voiced over to link scenarios and set the scene for the campaign progression
- 6 introductory tutorials: designed and built to teach you how to get into the game in an approachable and accessible way
- Air, surface and underwater combat utilizing CMANO's highly-praised simulation engine: in a world on the verge of global conflict, every unit is key to success, but only by mastering joint operations, will contenders be able to achieve victory
- Conventional and nuclear operations: how far can the world go? Will they use nuclear weapons?

COMMAND
NORTHERN INFERNO

Platform: PC
Language: English
Genre: Tactical, Operational
Difficulty: Advanced, Expert
Period: Modern
Developer: Warfare Sims
Multiplayer: Yes
Manual: PDF E-Book

The year is 1975, the Cold War is omnipresent and beneath the veneer of détente the tension between the two superpowers irreversibly escalate towards the ultimate confrontation.

As an at-sea "accident" results in the sinking of a Royal Navy frigate and the Warsaw Pact is mobilizing, events rapidly spiral out of control. The world is plunging towards another global conflict - but this time, there will be no post-war recovery, only nuclear disaster.

GARY GRISBY'S
WAR IN THE WEST

Platform: PC
Language: English
Genre: Operational, Strategic
Difficulty: Advanced
Period: World War II
Developer: 2by3 Games
Multiplayer: Yes 1-2
Manual: PDF E-book, Printed – Color

Gary Grigsby's War in the West 1943-45 is the most ambitious and detailed computer wargame on the Western Front of World War II ever made. Starting with the Summer 1943 invasions of Sicily and Italy and proceeding through the invasions of France and the drive into Germany, War in the West brings you all the Allied campaigns in Western Europe and the capability to re-fight the Western Front according to your plan.

Thousands of feet above the battles on the ground, *War in the West* also covers the air war and the Allied strategic bombing campaign. Based on the *War in the East* engine with years of additional major features and improvements, *War*

in the West provides players the chance to pick alternative strategies in both the land and air parts of the war. There is also an East Front Control option and tracking of the front line and the entire order of battle in the East for German players that wish to make the strategic decisions on how to balance their forces between the Western and Eastern Fronts.

With a new, highly accurate map of Europe, an incredibly detailed order of battle down to each squad, vehicle and plane, a very realistic logistics system (including rail usage, depots, trucks, ports and realistic interdiction), full modeling of the air as well as ground wars and a weather system that tracks and models individual weather fronts as they move across the map, *War in the West* is the new definitive wargame of the Western Front.
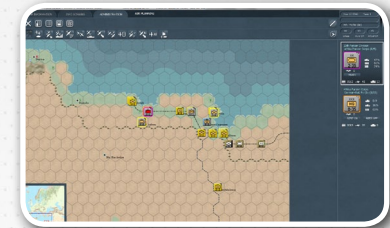
Features:
- The game covers July 1943 to August 1945
- Each turn lasts one week
- Each hex covers 10 miles
- The map is an enormous 36,000 hexes!
- It is an enhanced War in the East system with more comprehensive air and naval operations and supply systems
- Scale is Division/Brigade/Regiment with supporting Battalions, but modeled down to the last man, tank and gun
- There are 14 Allied and 5 Axis nationalities in the game
- It includes a fully featured scenario editor
- There are optional rules to allow you to control the allocation of forces to the east front, or let it stay historical. If you manage it by hand, allocating troops slows the Soviet advance and removing them hastens it, all shown on a global strategy map
- The game includes 3 main campaigns and 7 smaller scenarios

GARY GRIGSBY'S WAR IN THE WEST
OPERATION TORCH

Platform: PC
Language: English
Genre: Operational, Strategic
Difficulty: Advanced
Period: World War II
Developer: 2by3 Games
Multiplayer: Yes
Manual: PDF E-Book

Operation Torch is an expansion of the acclaimed wargame, *Gary Grigsby's War in the West*. This new addition to the most detailed strategy game available on the Western Front of

WWII, introduces 10 new challenging scenarios, including both historical and what-if operations.

Following Rommel's defeat at the Second Battle of El Alamein in 1942, the British 8th Army under the command of General B.L. Montgomery, penetrated deep into northern Libya. Axis forces were limited, disheartened and lacked supplies. It was the right moment for the Allies to administer the coup de grace in this theater of operations and gain control of the southern part of the Mediterranean Sea to be able to land in Europe...
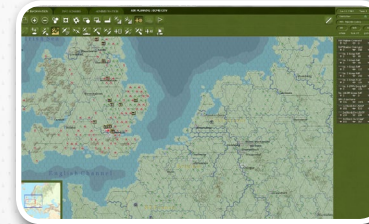
Features:
The expansion includes 10 diverse scenarios for an extensive coverage of the African and Western European theaters between late 1942 and 1945:
- Torch to Tunisia (10 Nov 1942 - 26 Jul 1943), Battle for Tunisia (Feb 1943 – June 1943), Rommel Attacks (Feb 1943 – March 1943), Operation Dragoon (8 Aug 1944 - 18 Sep 1944), Operation Diadem to the Gothic Line (11 May 1944 - 27 Sep 1944), Breaching the Gothic Line (25 Aug 1944 - 4 May 1945), Weakest Link (13 Sep 1944 - 10 Feb 1945, an air only campaign covering the attacks on the German oil and fuel industries), Pointblank Directive 1944 (16 Jun 1943 - 5 Apr 1944, an air only campaign covering the early strategic bombing efforts by Bomber Command and the US 8th Air Force), 1945 Campaign (16 Dec 1944 - 4 Aug 1945, which starts with the Battle of the Bulge and covers the entire western theater of operations.), The 4th Supreme Command (3 July 1943 - 4 Aug 1945, a hypothetical Grand Campaign that assumes Hitler had been assassinated in March 1943, and that the Axis armies were in a better situation in the summer of 1943)

Take one of the most modern, fun and engaging board games created in recent years. Match it with cutting-edge technology. Add a ridiculously well-crafted art style and a ton of extra content. This is the recipe to one of the most thrilling, charming and captivating strategy games you will ever find.

Heroes of Normandie is fast-paced. You are placed in command of small squads in scenarios of varying sizes, in the middle of the D-Day campaign. In the spirit of the original board game, the game is bombastic and humorous yet full of subtle tactical decisions and features a vast array of unique units, equipment and abilities.

Plenty of ways to play: complete the three full-fledged campaigns, engage in a quick skirmish, survive through the rogue like mini campaign, or challenge a friend in multiplayer!

Features:

- Three different armies (plus the French resistance) and three campaigns available from the get-go
- Hordes of unique units, equipment and abilities for each nation
- Idyllic countryside, rivers, bridges, buildings, sandbags, pillboxes wheat fields and boccage are all included in the core game: Normandie is brought to life
- Quick battle mode with lots of pre-designed maps and pre-crafted armies to get you right into the action
- Quick battles can be played
- Innovative and light-hearted approach to strategy: action is fast paced but decisions are still interesting and meaningful

HEROES OF NORMANDIE

Platform: PC
Language: English, German, French
Genre: Tactical
Difficulty: Intermediate
Period: World War II
Developer: Cat Rabbit
Multiplayer: Yes
Manual: PDF E-Book

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

HEROES OF NORMANDIE
US RANGERS

Heroes of Normandie: US Rangers is the first expansion for the acclaimed and fast paced tactical game Heroes of Normandie. It brings reinforcements to the American player allowing them to continue the advance into occupied Europe: the stubborn US Rangers! These tough soldiers are an invaluable asset and a sure threat to Jerry thanks to their love of the assault! *Heroes of Normandie: US Rangers* is a DLC *for Heroes of Normandie* and requires the *Heroes of Normandie* base game to play.

War in a campaign with a branching story, or create your own scenarios in skirmish mode battles. Give your orders, and watch the results in explosive pausable real-time.

Six classes of assaults ships are yours to command. Make precision strikes with the swift Swordfish Raiders, or lead from the bridge of a hulking Kraken Dreadnought. Change your tactics as you order reinforcements with stun guns, guided missiles, unmanned fighter drones and single-focus DEW beams. The nautilid threat is as varied as it is innumerable, however, and they will not surrender. Use your wits to overcome the threat of disruption fields, bio-missiles and proximity mines. And not all opposition to your command comes from outside. Raise the shields of your capital ships and engage in devastating broadside combat with the renegade military conspiracists who call themselves the Remnant.

Will you obey the chain of command and strengthen Novus' defenses, or take your opponents head-on by yourself?

STAR HAMMER
THE VANGUARD PROPHECY

Platform: PC, iPad, Mac
Language: English, German, French
Genre: Tactical, Strategic
Difficulty: Intermediate
Period: Sci-Fi
Developer: Black Lab Games
Multiplayer: No
Manual: PDF E-Book

THE UNIVERSE IS A DANGEROUS PLACE

In the 22nd century, we left a dying earth so that a fortunate few could settle the new home we call Novus. In time, we would learn that life on a frontier colony is neither prosperous nor peaceful. Our first encounter with the Nautilid started with hostilities and confusion, and ended with sacrifice. Fourteen years later, our leaders remain politically entangled and unable to see the threats that linger, both afar and within our own walls. . .

Star Hammer: The Vanguard Prophecy is a game of 3D tactical space battles. Play your part in the Second Contact

Features:

- Fight for Novus and decide the outcome of the Second Contact War with a story that boasts over 60 missions
- WeGo tactical combat in 3D space, with gameplay that rewards strategic positioning and fleet coordination. Give your commands, then watch the results in pausable realtime
- Take command of a range of heavily armed assault ships, including Raiders, Corvettes, Frigates, Destroyers, Battlecruisers and Dreadnoughts - each with with their own weapon loadouts and unique functions
- Balance the energy core of each ship to focus on impenetrable defences, breakneck piloting or devastating assaults
- Manage your crew's personalities and morale to tailor your flagship's advantage in battle

The ultimate wargame set in the age of *Pike and Shot* is back. You are now in full charge of your nation's armies, throughout a long campaign in the struggle for dominance. Now you can march in the footsteps of the great leaders of these wars, as you take command in the mighty struggles of the Great Turkish War, the Thirty Years War and the English Civil War.

History can be rewritten as you use your genius to lead your armies from victory to victory in *Pike and Shot*'s uniquely realized tactical battles. Previous victories and defeats determine the state of readiness of your forces, and every single unit will count to win the final battle. As you progress through the campaign, you will make hard decisions on a brand new strategic map, where terrain, manpower, supply, attrition, sieges and economic damage will all be defining your choices and making the difference between glory and defeat.

Features:
4 campaigns, all with their own armies and tactics:
- Gustavus Adolphus campaign, set in the "Swedish phase" of the Thirty Years War, allows you to play as Swedes or Imperialists
- English Civil War campaign allows you to play as Royalists or Parliamentarians
- Great Turkish War campaign, set in the period of the famous Siege and Battle of Vienna of 1683, allows you to play as Austria and Poland or as the Ottoman Empire
- Pike and Shot skirmish campaign allows you to match any two armies from 1494 to 1698 in a struggle for dominance
- 37 new skirmish army lists for the period of the ascendancy of Louis XIV "Le Roi Soleil"
- 2 new English Civil War skirmish army lists for Cornish Royalists and Scottish Royalists
- 21 new skirmish army lists for the rest of Europe during the period of the Italian Wars (1494-1559)
- 40 full-sized historical battles – 10 each for The Thirty Years War, English Civil War, Early 16th Century Italian Wars and Later 16th Century Wars (Tercio to Salvo)
- Stand-alone battle system allows unlimited "what-if" scenarios using historically realistic armies from carefully researched army lists, on realistic computer generated terrain maps, making every battle different

PIKE AND SHOT
CAMPAIGNS

Platform: PC
Language: English, German, French, Spanish
Genre: Tactical
Difficulty: Intermediate
Period: Age of Muskets
Developer: Byzantine Games
Multiplayer: Yes
Manual: Printed - Color

Battle of the Bulge is a fast-paced WW2 game where precise movement and detailed planning make the difference between a vain attempt and a brave operation. Set during what the historian Antony Beevor called "Hitler's Last Gamble", *Battle of the Bulge* provides an immersive experience on a tactical/operational level, putting the player in command of the Allies or the German forces fighting each other in several scenarios in one of the most brutal and wild environments of Western Europe: the snow-covered forest of the Ardennes!

Command infantry, mechanized and armoured units in hard fights through the various phases of the offensive, taking into account the nature of the terrain and its effects on the assailants and defenders.

You don't only have to face a direct military confrontation, you have to learn how to manage your supply routes, being careful not to rely on easy solutions! A quick breakthrough into enemy lines could lead your units being isolated with a high risk of being outflanked by enemy counter-attacks!

Time will be another factor not to underestimate. In *Battle of the Bulge*, scenarios have a time limit with several "semi-historical" events affecting your conduct of operations in different ways.

Take control of iconic elite units on both sides, such as the 101 Airborne Division or the Kampf Gruppe Peiper, and replace the losses on the hottest spots of the frontline!

Challenge Bradley, Dietrich, von Rundstedt and other historical commanders with an ad hoc re-written AI -each with different play styles to choose!

Alternatively try to outsmart your friends – whatever their favourite gaming platform – in simple multiplayer encounters or test your skills with the new Tournament feature, providing infinite replay value to the game!

BATTLE OF
THE BULGE

Platform: PC, Mac and iPad
Language: English, Spanish, Japanese
Genre: Strategic
Difficulty: Intermediate
Period: World War II
Developer: Shenandoah Studio
Multiplayer: Yes
Manual: PDF – E-Book

Features:
- New multiplayer system (Slitherine's PBEM)
- Re-written AI for both sides (Allies and Axis)
- Added a Language selector and a Master volume buttons in settings
- 4k resolution support
- A PC-like save feature, with slots and auto-save per turn
- Extensive historical photos and commentary

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

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

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.**

Buzz Aldrin's Space Program Manager (SPM) Road to the Moon is the ultimate game of space exploration. It is the mid 1950s and the race for dominance between the US and the Soviet Union is about to move into a new dimension: space. Take charge of the US or Soviet space agencies - your duty is be the first to the moon. Carefully manage your budget by opening programs, spending R&D funds on improving the hardware, recruiting personnel and astronauts and launching space missions in this realistic turn based strategy game. Road to the Moon features the race to the Moon, the historical event that started in the early 1960s and that ended in July 1969, after the successful completion of the Apollo 11 mission. The game features both a campaign and a sandbox mode. In campaign mode, you will be able to play as the Director of either NASA or the Soviet Space Agency in order to beat the other side to be the first on the Moon and this is where the campaign ends.

BUZZ ALDRIN'S SPACE PROGRAM MANAGER

Platform: PC, Mac and iPad
Language: English
Genre: Simulation
Difficulty: Intermediate
Period: Cold War
Developer: Polar Motion
Multiplayer: Yes
Manual: PDF-Ebook, Printed – Color

Features:

- Three different campaign modes: play as NASA or the Soviet space agency in order to be the first on the Moon or play as the Global Space Agency (GSA) and deal with the short-term objectives issued by politicians
- Manage all aspects of your space agencies from the 1950's through to the lunar landings in the first episode. Later episodes will add permanent space stations in Earth orbit all the way to the ultimate goal - a Manned Mission to Mars!
- Play the race to the Moon campaign mode against other players using Slitherine's PBEM system
- The Sandbox mode allows you to play as the GSA and removes the restrictions imposed by government's short-term objectives. You will have a playground in order to try out different approaches to space exploration!
- Create space programs and launch missions inspired by real programs such as the X-15 Space plane, the Sputnik satellite, the Gemini, Soyuz and Apollo manned spacecrafts and a lot more!
- Research and develop hundreds of mission components from 40 different program categories
- Recruit and train astronaut candidates and assign them to missions

detailed game about the final battle of the War of the Seventh Coalition. The game boasts 20 historical scenarios (from the French, Prussian and British perspectives), 3 multiplayer scenarios, unlimited user generated sandbox scenarios, and a sandbox campaign, which adds a campaign layer to the game providing more context for sandbox battles.

Scourge of War: Waterloo offers a lot more realism than any similar title on the market, having historical unit names, weapons, formations etc. More importantly, however, is the fact that the game simulates the complete chain of command. Players are not by definition placed on top of this chain (though it is possible), but are often placed somewhere in between. Meaning that during the battle, they get orders from above, interpret them and form a strategy with them, then, they will send out their couriers to deliver their own orders to the units directly under their control.

Scourge of War: Waterloo has 2D sprites drawn on a 3D terrain and in doing so, is capable of showing far larger armies than most games out there. Players can zoom out to great heights to get the best overview of the battle, or zoom in and get right into the action. All units have historical uniforms and carry historical flags. Leaders stand out well enough to easily find them.

SCOURGE OF WAR
WATERLOO

Platform: PC
Language: English, French, Italian
Genre: Tactical
Difficulty: Intermediate
Period: Napoleonic age
Developer: NorbSoftDev
Multiplayer: Yes

Scourge of War: Waterloo follows in the footsteps of its American Civil War predecessors and takes the action to one of the most famous battles in history. It is by far the most

Features:

- Huge Napoleonic-era armies marching and fighting across enormous historical maps
- A great amount of content, including 20 singleplayer scenarios
- An all new Sandbox campaign mode adding a strategic layer to your tactical battle
- Extensively researched historical order of battle for the full Battle of Waterloo
- Real time combat command of a brigade, division or corps
- Highly accurate historical battlefield maps and general purpose battle maps
- Realistic weather
- Courier system for dispatches
- Multiplayer games that can support as much as 32 players

random mission generation meet battle-proven gameplay you can be sure of a strategy classic! Experience the brutal campaign from both sides as you play across 4 campaigns – as partisan, Tiger, T-34 and dozens of other accurately modeled units. See how the harsh weather of the steppes changed the course of the war. And after following the fortunes of the two sides you can then experience limitless battles with the brand new random skirmish feature. Customise your mission with the myriad settings before entering a unique and surprising battle every time.

Add in the best-in-class Slitherine PBEM++ multiplayer system, redesigned editor, custom scripting, and Cooperative multiplayer to create a new strategy masterpiece.

Features:
- Control both the Axis and Soviet forces in more than 30 missions across 4 single player campaigns and corresponding multiplayer missions
- More than 130 units storm across the battlefield. Learn the hard lessons of the early war in Panzer III and BT-7, or feel the ground shake to fury of the Tiger, Panther, T-34 and IS-2
- New gameplay features include smoke, infantry dash, fighter cover, partial damage, and trenches – along with a detailed combat model that's second-to-none
- The seamless multiplayer experience has been expanded with the addition of cooperative support – can you and a friend work together to defeat the enemy?
- And already fearsome modding flexibility has been further expanded with editor improvements including automatic edging, achievement editor, and reinforcements. All atop a powerful scripting system giving complete control of all the game systems

BATTLE ACADEMY 2
EASTERN FRONT

Platform: PC, Mac and iPad
Language: English, French, German
Genre: Tactical
Difficulty: Intermediate
Period: World War II
Developer: Slitherine
Multiplayer: Yes
Manual: PDF E-book, Printed – Color

Sequel to its genre-busting predecessor, *Battle Academy 2* moves the action east – to the bloodied plains of Mother Russia. When a gritty new look, great new features, and

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

BATTLE ACADEMY 2
BATTLE OF KURSK

Battle of Kursk is the first expansions for action-packed tactical masterpiece *Battle Academy 2*. It focuses on the key events of the Soviet counteroffensive and can be played from both sides: capture the station at Ponyri, the ôlittle Stalingradö, defend the road to Oboyan and launch the armoured charge at Prokhorovka.

Use the massive firepower of the German super heavy tanks to blast your way through the endless lines of trenches and bunkers or rally the Soviet defenders to hold out against the onslaught.

Features:
- Linked carryover missions mean that excessive losses may leave forces too weak for final victory
- New units: German Elefant and Brummbar, Nashorn and Stu42, Soviet Su76i and lendlease Churchill III and Valentine tanks
- Two campaigns: Attack the north flank with the German panzers or defend the Soviet lines in the south

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, Fireflys, 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, XBox
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

ROMMEL IN NORMANDY

This time, play the Normandy campaign from the other side as the Germans and their mighty Tigers through ten varied missions. Take command from the initial chaos of the airborne drops all the way through to the desperate escape from the Falaise pocket and learn the skills required to control an army stretched to its limit by years of war.

BLITZKRIEG FRANCE

Battle Academy put the player in command also of German forces and lead them to the conquest of Paris during th invasion of Poland. It's the Blitzkrieg!

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

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 *Market Garden* adds a complete new level of gameplay to *Battle Academy*!

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.

FORTRESS METZ

Play the forces of the US 3rd Army as it tries to encircle Metz and cause the city to capitulate. Ten missions based on historical situations will test your skills as a commander. *Battle Academy: Fortress Metz* offers the player a wide diversity of missions. Will you be able to use your forces correctly to crack the Metz defenses while trying to fight off assaults of Panthers and German assault forces?

that makes it easy to learn yet hard to master. This 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).

You take the part of the military and political leadership, trying to lead your nation to victory, in the midst of some of the toughest operations of the Civil War. You will build, organize and command your armies over one of the largest maps of the USA ever made for a Civil War game. There are a host of real military leaders to appoint with their own strengths and weaknesses and choosing the right man for the job is crucial. However you are not just a military leader and must make vital economics and political decisions. These can have far reaching effects and you can even influence foreign intervention from the French & British who were constantly intervening in America for power and prestige.

This is must have game for anyone interested in the period or grand strategy games in general.

Features:
- The game covers all of the USA, from the Eastern seaboard to the Rockies, from 1861 to 1865. Mexico and the Northern Caribbean are also in
- Game map is divided into more than 3,000 regions, with a variety of terrain and climates
- Historical leaders: Over 400 historical leaders and over 1,000 different types of units
- Production: Control your nations spending on the military without worrying about micro managing the economy
- Regional Decision Cards: The innovative card system lets you trigger events such as Indian raids and partisans attacks
- Included features are Weather, Attrition, Supply and Fog of War

Scenarios
• Two Tutorials scenarios • 1861 First Manassas (Battle of Bull Run) • 1862 Shiloh • 1862 Sibley (New Mexico Campaign) • 1861-1865 Our Hearts were Touched with Fire • April 1861 scenario (THE multi-theater Grand Campaign) • 1861-1865 The Blue and the Gray • July 1861 scenario (accelerated start campaign)

CIVIL WAR II

Platform: PC
Language: English
Genre: Operational, Strategic
Difficulty: Intermediate to Expert
Period: Civil War
Developer: AGEOD
Multiplayer: Yes
Manual: PDF E-Book, Printed, color

Civil War II is the definitive grand strategy game of the period. It is a turn based regional game with an emphasis on playability and historical accuracy. It is built on the renowned AGE game engine, with a modern and intuitive interface

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

CIVIL WAR II
THE BLOODY ROAD SOUTH

Civil War II: The Bloody Road South provides players with a grand set of new historical campaigns in the era of the American Civil War. This expansion uses the latest game patch (1.03) for enhanced gameplay and requires ownership of the original *Civil War II* game.

The expansion pack includes two battles scenarios, focusing on the turning points of the Civil War: the Battle of Gettysburg and the Battle of Atlanta. It also includes two grand scenarios dedicated to year 1862 in both Eastern and Western fronts. There are also three Grand Campaigns spanning a wider timeframe and covering the entire front of the war. All scenarios can be played from both the Confederate and Union sides.

Scenarios
- Battle Scenarios:
  - 1863 – Thunder at the Crossroads (Battle of Gettysburg)
  - 1864 – Make Georgia Howl (Battle of Atlanta)
- One Theater Annual Campaign Scenarios:
  - 1862 – Eastern Theater
  - 1862 – Western Theater
- Grand Campaigns with all Theaters Scenarios:
  - 1862-1865 – Struggle for the Heartland
  - 1863-1865 – Triumph & Defeat
  - 1864-1865 – Bloody Roads South

concentrated British offensive since the Normandy landings in an attempt to penetrate the German lines west of Caen and cross the Odon River to get the stalled advance moving again. With *Close Combat: Gateway to Caen* you can play at the strategic and tactical level, putting yourself in the boots of both the generals and the platoon commanders. You can move or combine your battlegroups on the strategic level and decide the outcome of battles on the tactical level. You will command squads in close combat situations, using small arms, mortars, machine guns, armored cars, and tanks to triumph against the enemy. You command artillery and mortar barrages and even air strikes. You will get to know individual solders, platoons, battalions, and the larger brigades and battle groups which they comprise.

Players can experience the desperate situation of the outnumbered, but well-armed Panzergrenadiers, or the daunting offensive mission of the fully-supported British infantry advancing across the treacherous Odon Valley. At your command are Churchill, Cromwell, Firefly, Sherman, Stuart tanks and more. Panther, Tiger, Stug, and Mk.IV tanks will arrive to support German Panzergrenadiers as they try to hold the line against a concerted British attack.

Features:
- Completely revised 32-bit graphics that elevate battle effects, units, and maps to a new, detailed level in the Close Combat Series
- Thirty new battlefield maps accurately reflect the Odon Valley west of Caen, France
- 65 vehicles, 36 infantry units, 77 weapons
- New vehicles and guns including Churchill, Cromwell, M-10 Achilles, and Firefly tanks; 17-pdr AT guns, Loyd Carriers, and more
- Improved graphics and effects and new soldier voices
- Revised terrain files that represent the specific conditions of the Odon battlefield: tall cornfields and hindered, muddy movement during rainy weather
- New features including Rolling barrages and dug-in/ camouflaged tanks and anti-tank guns
- Historic regimental names and battalion organization
- Mount troops or guns on vehicles
- Integrated multi-player lobby and match-making forums
- Enhanced Scenario Editor - Create your own "what if" Scenarios

CLOSE COMBAT
GATEWAY TO CAEN

Platform: PC
Language: English
Genre: Tactical, Operational, Strategical
Difficulty: Intermediate
Period: World War II
Developer: Slitherine
Multiplayer: Yes
Manual: PDF E-Book, Printed - Color

Close Combat: Gateway to Caen is the latest release in the critically-acclaimed *Close Combat* series, and the final release of the current game engine. *Gateway to Caen* focuses on the largest,

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!

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 Ostliche Wut, or Fuger's Eastern Fury, for you to fight as either German or Russian, based on actions between 1943 and 1944.

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!

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.

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.

PANTHERS IN THE FOG

Close Combat: Panthers in the Fog details the desperate German counter-attack at Mortain, the last chance of the Wehrmacht to stave off defeat in Normandy. Faced with the choice between retreat and last-ditch counter-attack, the Germans struggle to assemble a panzer force for one more charge. 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?

The Drawing of the Sword, is devoted to the opening battles of the war: the first major battles of 1861 in both the eastern and western theaters, 1st Bull Run and Wilson's Creek, as well as the first battles of 1862, Mill Springs and Williamsburg.

Brother against Brother boasts scrupulous attention to detail in the preparation of maps and orders of battles; Western Civilization Software did years of primary research, pouring over national archives, consulting with a dozen experts, and exploring every inch of the actual battlefields. The maps are vast, some as large as 50 square miles, and at 75 yards per hex are rendered in intricate detail.

The game engine presents the player with a novel system of movement and issuing orders that emphasize the difficulties of wielding command-and-control over Civil War era regiments. The units are accurately simulated in their strength and level of training, and in such details as their sub-commanders and weapons. Many units have special qualities in the game that represent the qualities which made them famous during the war, and some units have special attachments like Zouaves or sharpshooters. The engine models hundreds of details with an easy-to-grasp user-interface: weather, formation, supply, skirmishers, brigade orders, dismounted cavalry, division activation, corps intelligence... even battlefield smoke.

Providing a wide range of historical and alternative-history scenarios, *Brother against Brother* lets players refight the major battles of the Civil War at an unprecedented level of depth and detail.

BROTHER AGAINST BROTHER

Platform: PC
Language: English
Genre: Tactical
Difficulty: Intermediate
Period: Civil War
Developer: Western Civilization Software
Multiplayer: Yes

Brother against Brother is a turn-based series of games which simulate the battles of the American Civil War at the regimental level. The first release, *Brother against Brother:*

Features:
- Providing a wide range of historical and alternative history scenarios, "Brother against Brother" lets players refight the major battles of the Civil War at an unprecedented level of depth and detail
- 25 Scenarios in total, including full battles, smaller scenarios and plenty of historical "what if" variants to explore what could have happened
- Incredible research including primary sources previously unavailable to create the most detailed and accurate maps and orders of battle to date
- Regiments (can be split) as the main unit, with brigade and higher command levels fully modeled to reflect historical command and control
- 75 yards per hex with the largest map up to 50 square miles

destabilize the province by intimidating the locals, laying mines and ambushing your forces.

The insurgents also have a bigger brother, the North Vietnamese Army (NVA). This well trained, conventional army have much wider ambitions than the VC, they want to take total control of the valley, a stepping stone to unifying North Vietnam with the South under communist rule.

The NVA conducts operations from across the border, primarily aimed at supporting the insurgency and launching offensives when the time is right.

To carry out your COIN mission, co-ordination of ground troops, special forces, artillery, mechanized units, training of local forces (ARVN) and airmobile assets is essential, but of greater consequence is winning the support of the local population. With greater co-operation from the local inhabitants comes the reward of intelligence, a key factor in COIN warfare.

The war is not fought in isolation, so as the commander of the US forces, you will have the added complexity of managing the support for the war back home, should you the lose the Hearts and Minds of the American people, the war will also be surely lost.

This is a game that captures the true essence of the Vietnam War, where airmobile operations are paramount, fire support bases play a critical role and air strikes can save the day.
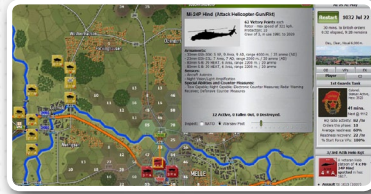
VIETNAM '65

Platform: PC, iPad
Language: English
Genre: Operational
Difficulty: Intermediate
Period: Modern
Developer: Every Single Soldier
Multiplayer: No
Manual: PDF E-Book

In order to win the Hearts and Minds of the local population you will need to search for and destroy the Vietcong (VC) insurgents, who infiltrate from the Ho Chi Minh trail and

Features:
- Hearts and Minds victory conditions
- Political support model
- Full range of US units including transport helicopters, APC's, armor, Gunships, Engineers etc
- Firebases and artillery support
- Special Forces operations (Green Berets)
- Operational intelligence map
- Training of South Vietnamese Army (ARVN)
- Napalm strikes
- Minesweeping and ambushes
- Full logistical model
- Road and base construction
- NVA offensives

You are the commander of either NATO or Soviet forces locked in battle on the ground in 1980's Central Europe. As commander, it is your task to provide the battle plan orders to your units. You need to know your mission objectives, strength and weakness of both your forces and your enemy's, lay of the land, weather, and time of day in order to come out on the winning end. Your crews will do their best to follow your orders and execute the plan, but in war, no plan survives first contact. You will need to think on the fly and adjust to the ever changing flow of battle.

Flashpoint Campaigns: Red Storm features an innovative asynchronous turn structure that models the OODA loop, huge maps, hundreds of meticulously researched platforms and weapons, detailed orders of battle, realistic modeling of modern combat including armor, infantry, airpower, chemical and nuclear weapons, 2 campaigns and over 20 single scenarios, realistic weather conditions, modding options and much more!
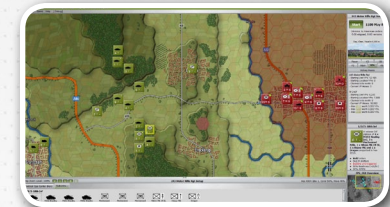
In *Flashpoint Campaigns: Red Storm*, World War Three has started, the Cold War has turned hot. Do you have what it takes to achieve victory on the battlefield or will the world end with all out nuclear war?

FLASHPOINT CAMPAIGNS
RED STORM

Platform: PC
Language: English
Genre: Tactical
Difficulty: Intermediate
Period: Modern, Cold War
Developer: On Target Simulations
Multiplayer: Yes
Manual: PDF E-Book, Printed, Color

Features:
- Includes 20+ Scenarios featuring the three NATO forces versus the Soviets
- Two Campaign games where you manage your core force through a number of battles
- Variable length turns based on current Command, Control and Communication state (C3) of forces. Unit losses and the level of electronic warfare impact you and your enemies C3 state
- Platforms and weapons from the decade of the 80s for US, UK, West German and Soviet forces

This scenario pack takes the classic scenarios from *Flashpoint Germany* (2005) and brings them up to the vastly updated standard of the *Flashpoint Campaigns* game engine of 2015. This is the work of Charles ("Hawkeye") Belva, a long-time member of the Flashpoint team and a beta tester for the original FPG game.

Included are 17 scenarios with 43 variations along with the original four maps completely redone to new graphical standards. The maps now feature hexes instead of the original grid and are the work of William van der Sterren who did the FPRS maps from build 2.0.6 onwards.

In addition to the original four maps is a new map "Eiterberg" which is jumbo sized (40 x 30 km versus the previous 20 x 15 km) and supports larger force structures for adventurous players. This scenario pack provides an abundance of additional action for American, British, West German and Soviet forces set in the 'Cold War gone hot' of 1989.

FLASHPOINT CAMPAIGNS
GERMANY REFORGED

Platform: PC
Language: English
Genre: Tactical
Difficulty: Intermediate, Advanced
Period: Modern
Developer: On Target Simulations
Multiplayer: Yes
Manual: PDF E-Book

***Germany Reforged* requires the original *Flashpoint Campaigns: Red Storm* to play.**

Features:
- The return of Flashpoint Germany, entirely remastered with the latest On Target Simulations engine
- Unit, map and other visuals have been upgraded to the latest wargaming standards
- Introduction of new game mechanics, available in Flashpoint Campaigns: Red Storm
- Revamped Battle Maps and introduction of a gigantic new map called "Eiterberg"
- 17 scenarios with 43 variations that simulate realistic what-if situations in an hypothetical "Cold War gone hot" war

been updated and altered to convincingly simulate Great War warfare. Continues lines of trenches can be created by the player (and the AI) and special rules allow air units to fulfill missions even beyond enemy lines. Other features brought by this title include the new diplomacy system and the new research system. Together, these features, combined with the proven Ageod formula make To End All Wars one of the biggest and most detailed Ageod titles yet!

Features:

- Setting: the game covers all of Europe, from the Western seaboard to the Volga, from 1914 to 1918. Middle-East is also in, as well as most of the rest of the world (as off-map boxes regions)
- Game map is divided into more than 3,000 regions, with a variety of terrain, climates and development level
- Scenarios: 1 tutorial and 2 main scenarios of the whole war (historical start in August 1914 and open start with players choosing their own warplans)
- Historical leaders: Over 1600 historical leaders each rated on their abilities and over 900 different types of units from infantry, to cavalry and artillery to aircraft and battleships!
- Production: Control your nations spending on the military, economics, research and diplomacy through a few simple to understand assets and production centers
- Regional Decision Cards: The game has an innovative card system that lets you trigger events such as Spies, surprise attacks, key trench warfare aspects, technological or tactical breakthrough and, if played wisely can affect the flow of a campaign
- Detailed game model includes features such as Weather, Attrition, Supply, Front Lines and Fog of War
- Historical Events are triggered throughout the game giving the player crucial decision points. These cover anything from local uprising to foreign intervention
- Battlefield Tactics allow the player to make decisions that can turn the tide of battle
- Sieges and Naval warfare are all covered in detail in the game
- Technology over time the technologies available will be upgraded using both the event and cards system

TO END ALL WARS

Platform: PC
Language: English, French
Genre: Operational, Strategic
Difficulty: Intermediate Advanced
Period: World War I
Developer: Ageod
Multiplayer: Yes
Manual: PDF E-book, Printed – Color

Ageod's *To End All Wars* is a new game designed around one of the greatest wars that mankind has ever experienced. In this grand strategy game, players will take control over one of the major alliances that so desperately fought for control over Europe and to end all wars. Of course the engine has

As the advancing central powers got bogged down across Europe and the troops were digging in to their trenches, a stalemate formed and the hopes of a quick victory were dashed on both sides. When all was quiet on the western front however, both the Central Powers and the Entente kept looking for opportunities to gain the advantage elsewhere. Seeking out new allies in the Balkan region, launching campaigns in the Middle-East and aiming for breakthroughs on many different fronts. All this was done with only one goal in mind: Breaking the Deadlock.

To End All Wars: Breaking the Deadlock is the first expansion to the most detailed World War One wargame ever created. Adding 5 completely new scenarios, this expansion aims to vastly increase the content in-game, giving players the option to focus on specific campaigns in Italy, the Balkans and even the Middle-East. In addition, the expansion also allows for the grand campaign to be started in 1916, allowing them to seek out their own opportunities to overcome the stalemate and win the War to End all Wars.

Breaking the Deadlock **requires the original To** *End All Wars* **to play**

TO END ALL WARS
BREAKING THE DEADLOCK

Platform: PC
Language: English, French
Genre: Operational, Strategic
Difficulty: Intermediate, Advanced
Period: World War I
Developer: AGEOD
Multiplayer: Yes

Features:

Five new scenarios:

- SERBIA 1915 - 12 turns
- ROMANIA 1916 - 30 turns
- CAPORETTO 1917 - 8 turns
- PALESTINE 1917-1918 - 72 turns
- GRAND CAMPAIGN 1916

Empire struggles against nigh-endless invaders and ruthless political machinations, its heroes must fight to restore the banners of the raven... Or fall to the Scourge of Estellion.

Ravenmark: Scourge of Estellion is a turn-based wargame, where strategic troop placement is essential to succeed. Battles employ a dynamic "we-go" system where the actions of allies and enemies unfold in a simultaneous battle phase. As a result, commanders in Ravenmark are forced to think ahead, anticipating all movements of their enemies instead of just reacting to them.

RAVENMARK
SCOURGE OF ESTELLION

Platform: PC
Language: English
Genre: Tactical
Difficulty: Basic
Period: Fantasy
Developer: Witching Hour Studios
Multiplayer: No
Manual: PDF E-Book

In the world of Eclisse, the ruling Empire of Estellion is besieged by a scourge of embittered zealots from the swamp nation of Kaysan, erased from history by the Empire's hubris. As the

Features:
• Rich story-driven campaign: Take command of Calius Septim and a dozen other commanders as you fight your way through the beautiful world of Ravenmark
• Innovative "WeGo" game system: Anticipate all moves of your enemy in order to counter them effectively
• Limited command: Decide which troops to order around when you have more of them in your force than your leader can deal with
• Standing Orders: Harness A.I. assisted commands that persist across multiple turns and reduce the complexity of micro-managing large armies
• Flexible Formations: Group up to three units of a kind into a single Formation, which provides special abilities and buffs to overcome foes with
• Explore the Codex: Delve into the richly storied cultures and history of the various nations, characters and locales encountered throughout Ravenmark
• Scourge's End: Discover 8 missions never seen before in the series!

Still, recruiting military units, calling powerful heroes and learning new magic spells are always good ideas when other realms become too threatening. And if you're not afraid to get your hands dirty, you can directly command your troops on the battlefield in the tactical mode!

By wisely combining soft and hard power, you can eventually hope to reign over the whole land. However, In this divided and merciless land, holding onto power is likely to prove harder than seizing it!

The game is in Early Access on Steam. For the duration of the Early Access, you can buy direct from us to get a Steam key now. We will be releasing a stand alone version without Steam protection when the game leaves early access.

SOVEREIGNTY
CROWN OF KINGS

Platform: PC
Language: English, German
Genre: Strategy, Tactical
Difficulty: Intermediate
Period: Fantasy
Developer: The Lordz Games Studio
Multiplayer: No
Manual: PDF E-Book

Assume the leadership of one of the lands of Sovereignty and guide your people to glory and prosperity. The challenges you are going to face are intimately linked with the faction you select and the geography of your location in the world. Whether you want to build a wealthy kingdom or become a famous conqueror, your subjects will expect you to take the right diplomatic and economic decisions. Maybe you covet a unique and precious resource produced from your neighbor? Then send a messenger to negotiate a trade agreement... or your army to seize this key region. Spies, treaties and solid alliances can prove to be better weapons than warfare.

Features:
• 35 factions with specific races, traits, heroes and units for a unique feeling and challenge at every game
• Various campaigns modes and unique missions linked with the story of your faction
• Resources, Trade Routes and Landmarks enrich the basic economy of a realm
• Conduct covert actions to spy on your enemies, badmouth them or improve your image in the eyes of the most powerful clans
• Learn new magical spells and use them to get bonuses and trick your opponents
• Lead your armies directly on the field and take benefit of the environment to outsmart the enemy troops
• •Use your hero ability at a key moment to swing the tide of a battle
• Veteran units can gain experience when they fight and so unlock special skills

undertake sieges or retreat to recover if needed; with the ultimate goal of gaining supremacy over Central Europe,

Together, these features, combined with the proven Ageod engine, make *Thirty Years War* a great choice to delight both players interested in this era and novice alike.

THIRTY YEARS WAR

Platform: PC
Language: English
Genre: Strategy
Difficulty: Advanced
Period: Age of Muskets
Developer: HQ, Ageod
Multiplayer: Yes
Manual: PDF E-Book

Thirty Years War is a new game designed by developer HQ covering one of the darkest ages of European history. The Thirty Years War is the series of conflicts between Catholics and Protestants in the Holy Roman Empire and its surroundings, between 1618 and 1648. In this strategy game, players will take control of one of the opposing sides, Protestants or Catholics, and fight for the control of the Empire.

From the Bohemian rebellion to the Swedish intervention led by Gustavus Adolphus, from Denmark to the Palatinate, you can now recreate the Campaigns of Lützen, Nördlingen and Rocroi. In *Thirty Years War* you will coordinate the movements of several armies, take care of their supplies and fatigue and seek for the best conditions to engage in combat,

Features:

- Setting: the game covers all of Europe, from the Western seaboard to the Volga, but the first scenarios are centered over Germany, Denmark, parts of France, The Netherlands and Bohemia from 1618 to 1648
- Game map is divided into more than 4,600 regions to include all Central European territories and beyond
- Scenarios: 3 tutorial and 5 main scenarios covering different moments the whole war (historical start in September 1618)
- Historical leaders: More than 80 historical leaders each rated on their abilities and over 160 different types of units from Spanish tercios, to veteran Scottish infantry, Cuirassier cavalry and artillery to Swedish warships!
- Production: Control your nation's spending on the military, economics and diplomacy through a few simple-to-understand assets and production centers
- Regional Decision Cards: The game includes the well known card system that lets you trigger events such as contributions, . . . these cards, if played wisely, can affect the flow of a campaign
- Detailed game model includes features such as Weather, Attrition, Supply, Prisoners and Fog of War
- Historical Events are triggered throughout the game giving the player crucial decision points. These cover anything from local uprising to foreign intervention.

The series portrays battles spanning from 1948 to 1982. Each scenario is played on a unique, historical map with seven view modes. Scenario maps are based on topographic maps of from the period created on a hex grid; hexes are 250 metres across.

Each scenario has a variable number of turns in which you and your opponent attempt to achieve the maximum number of victory points, usually by destroying your opponents forces or by capturing objective locations. A wide variety of battle situations are represented in the game, from meeting engagements to trench defences, armoured breakthroughs, battles of attrition, mobile defences, and more!

Features:

- Twelve countries are included with Middle East: France, United Kingdom, Israel, Egypt, Jordan, Syria, Iraq, Lebanon, Algeria, Libya, Generic Pro-West and Generic Pro-East. Each of these countries have a fully functional Order of Battles, based on historical TO&E's, from Company to Corps level
- 65 historical scenarios
- Three Linked Campaign Games
- Seven BattleView map modes: three 3D and four 2D (three and four levels of zoom-in & zoom-out respectively)
- A massive graphics face-lift, with: new and improved map terrains, hex highlights, night graphics, transparent map labels; and redone 2D counters and graphical unit icons, an expanded set of NATO icons, alternative counter types, multiple 3D unit base types, markers-as-terrain, 2D unit thermometers, and more
- Air Levels for helicopter flight. Four unique zones that helicopters operate in; Ground, Nap of the Earth (NOE), Low, and High. Each having their own benefits and limitations
- Adaptive A/I, with dozens of game parameters and behaviors varied and set based on nation, year, and scenario. And a much more fully fleshed out Audacious/ Cautious A/I improving the solo play experience
- Map editor, with up to 49 levels of elevation and no limitations on size (dependent on the graphics limitation of the customer's hardware)
- Order of Battle editor
- Scenario editor, with the editors above, allows the customer to create any scenario the customer wishes. Now also with dynamically reassigned nation sides.

CAMPAIGNS SERIES

MIDDLE EAST 1948–1985

Platform: PC
Language: English
Genre: Tactical
Difficulty: Intermediate
Period: Modern
Developer: Campaign Series Legion
Multiplayer: Yes
Manual: PDF E-Book

Campaign Series: Middle East 1948-1985 is a new turn-based, tactical wargame that focuses on conflicts in the Middle East.

force the Republic to surrender or will you lead the Anarchist forces of Durruti to victory?

The game covers a period rarely seen in computer games and has rich historical detail and historical accuracy. It is the first computer strategy game covering the entire Spanish Civil War. You will face the real dilemmas and challenges of the Republicans or Nationalists during the war. Not only must you recruit and train troops, maneuver them and engage the enemy, but you must also manage your nation's limited resources.

Using the powerful AGE engine, *España: 1936* covers the complete Spanish Civil War from 1936-1939. The game features more than 200 regions, complete with cities, roads, weapons factories, weather types, factions and subfactions of the time of the war. The game includes a grand campaign plus the Fall of the North, a host of historical leaders, units and events. España: 1936 is a must-have for any grand strategy fan.

ESPAÑA 1936

Platform: PC
Language: English, French, Spanish
Genre: Strategic
Difficulty: Intermediate - Advanced
Period: Civil War, Inter War
Developer: AGEOD
Multiplayer: Yes
Manual: PDF E-Book

In *España 1936* you will experience the famous battles of Jarama, Guadalajara and Ebro, command the International Brigades or the Army of Africa. Can you conquer Madrid and

Features:
- 3 tutorials
- 1 Fall of the North scenario
- Grand Campaign featuring the whole war
- Detailed game model includes features such as Weather, Attrition, Supply and Fog of War
- Command System based on Revolution Under Sieges system which allows the historical representation of Spanish Civil War army command
- Quick and simple system of Construction of Units, allowing players to choose and purchase their forces
- Regional Decisions which allow special case events to be accurately represented in the game such as partisans attacks, which used wisely can change the flow of a campaign
- Diversified set of historical events which capture the flavor of the period and add great re-playability
- Interwar period warfare: special combat rules adapted specifically to the period
- Game map showing the Spanish mainland and neighboring lands, with over 300 different regions and seas, a lot of room for maneuver
- Over 200 historical leaders with specific pictures
- 90 historical units including the Legion, Anarchists, Regulares, Militias and more

victory in order to place the old regime back in power and protect the countries of Europe, weakened by the Great War, from the perils of the revolution.

Revolution Under Siege GOLD is the first complete historical simulation on PC of the Russian Civil War between 1917 and 1923. A wealth of historical events and geopolitical options, real or possible according to the player's choices, will bring a realistic tempo to the maneuver of your forces and those of your opponents.
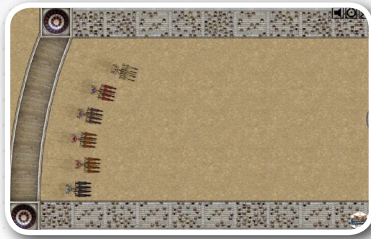
REVOLUTION UNDER SIEGE GOLD

Platform: PC
Language: English, German, French, Spanish, Russian
Genre: Strategy
Difficulty: Advanced
Period: Inter War Period
Developer: SEP REDS, Ageod
Multiplayer: Yes
Manual: PDF E-Book

FROM THE BALTIC TO THE SHORES OF THE PACIFIC, AND THROUGH THE ARID STEPPES OF CENTRAL ASIA, RELIVE ON PC THE BIGGEST CIVIL WAR EVER!

October 1917. The Bolshevik Revolution starts a tidal wave that will sweep the whole of the 20th century. But the birth of the Communist regime was not an easy walk, and it faced dozens of tough but often unknown oppositions which did their utmost to destroy it in its infancy, in an amazing conflict where a central side is attacked from all corners and directions.

Make the Reds side triumph to save the Soviet Proletarian revolution, or, on the other side, lead the Whites side to

Features:
- A map of unrivalled precision covering the whole of Russia and its neighbours, from Poland to the Pacific Ocean
- Be immersed in historical realism: hundreds of officers, from Trotsky to Semenov, and many more units, from Red Guards to Cossacks are faithfully represented in the game
- Politics, requisitions, revolts, repression: Gain support of the population or pressure them with your political police
- Cleverly use the brand new weapons of the time: tanks, armoured trains and aircraft
- Recruitment, organization: Create massive armies and divisions from groups of volunteers, train and use them in ambitious plans for victory
- Use diplomacy to trigger foreign nations entry in the war or attack neighbouring neutrals. New allies on all sides will endlessly change the course of your games!
- Enjoy unique campaigns covering each one of the years of the war in Russia, as well as the Finnish Civil War (1918) or the Russian-Polish war (1920). Or rewrite history with a what if scenario set in an alternative post-WW1 world in 1921

dangerous sport ever; backed by sponsors you worked hard to attract, on a chariot you customised to fit your racing style. Now it's time to prove your skills at the arena. You will need to carefully select the most cunning tactics against the best drivers of the old world: shake reins, whip horses, choose lanes, hold tight while negotiating curves, avoid incoming attacks, block enemies path, lacerate and whip them until achieving victory. Will you be able to enter history and gain the favour of the gods?

QVADRIGA

Platform: PC, iPad and Android
Language: English
Genre: Tactical, Sports
Difficulty: Basic
Period: Ancients
Developer: Turnopia
Multiplayer: No
Manual: PDF E-book

Join the most spectacular sport of ancient Rome. 250,000 spectators are waiting for the start signal, chariots are ready at the gates. You are faced with the most engaging and
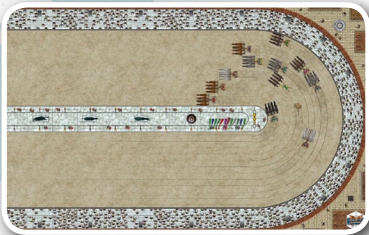

Features:
- Historically modeled circuses with all their styles and particularities
- Variable number of rivals: Participate in tactical four team races, dive into mayhem with sixteen opponents
- Expert AI able to recognize the situation and maximize their strengths
- Dual game system: paused turn-based gameplay (static) or continuous real time action (dynamic). One-click decision making interface triggers a wide variety of challenging consequences
- Upgradable team components: charioteers' skill and constitution can be improved, also a chariot's quality and size, and horses' speed and endurance
- Six historic factions to belong to, which grant specific upgrades to your team
- Huge campaign system with seven regions to travel
- 43 circuses to race in
- Unique bonus at every city that can affect all competition aspects
- Race events: campaign altering race conditions
- Buy, sell, heal and repair teams

Battles are raging everywhere, but it is inside the twisting corridors of the Machines' underground production facilities that the tactical upper hand is seized and the war is won.

Originally designed by Clark Browning, Marco Pecota and Derrick Villeneuve, *Legions of Steel* is a tactical board game where players fight battles in a dark and dangerous environment. French Developer Studio Nyx have managed to re-create the deep and challenging set of rules, while adding slick 3D models, a clever and accessible UI and a lot of new features.

Features:
- Turn-based tactical firefights: Each unit has its own skills and characteristics. Each unit comes with its own set of weapons and abilities making the game deep and complex for experienced players, yet simple and approachable for novices
- Electronic Warfare (Fog of War): A game mode on its own, Electronic Warfare is an option players can activate, which completely changes the game into a whole different experience. All maps are playable in Electronic Warfare mode
- Tactical Options: Players can choose from a host of available firing options. The Advanced Covering Fire options allow for very precise control on what your units do during opponent's turn
- Grenades are used to clear gridlocked situations: players can throw them around corners without becoming exposed
- Initiative Roll: Each map calls for an initiative roll at the beginning of the turn. Leadership points can be spent to influence the roll. The winner of the roll chooses who starts to play the turn. This system breaks the linearity of turn-by-turn games. Which player is going first is always unknown
- Radar detection and echoes add suspense to the gameplay. Every move is a thrill
- 2 playable factions with their own units and equipment
- 2 Single player campaigns in an immersive setting
- 15 scenarios for single player or multiplayer
- Multiplayer and Tournament System

LEGIONS OF STEEL

Platform: PC, iPad and Android
Language: English, French
Genre: Tactical
Difficulty: Basic
Period: Sci-Fi
Developer: Studio Nyx
Multiplayer: Yes
Manual: PDF E-Book

THE EMPIRE OF THE MACHINES IS THREATENING THE ENTIRE UNIVERSE.

The League of Aliens and the U.N.E. (United Nations of Earth) have banded together to defend the galaxy from the invaders.

IT'S A NEW WORLD. AND IT'S IN YOUR HANDS.

Pandora: First Contact is a science fiction turn-based strategy game on an epic scale. In the future, mankind has discovered a new, earth-like planet, capable of supporting life, it has been dubbed "Pandora". In the rush, various factions have risen up in a battle to gain supremacy over this new world. As they strive to take control, each faction will research and develop numerous new technologies, discovering new weapons and industry, whilst opening trade agreements and forging alliances with other factions to gain a foothold. Utilizing a vast technology tree, factions will discover new technologies that will improve their colonies, with upgrades such as new buildings, operations, weapons, units and many more.

Features:
- Survive encounters with the planet's dangerous wild life
- Ruins and artefacts provide extra bonuses
- Progress through a vast research tree spanning dozens of technologies that provide new buildings, units, weapons, and more
- Negotiate trade or research pacts with other factions for mutual benefits
- Found and manage new cities to expand the borders of your empire
- Shape the landscape with terraforming: construct farms, mines, forts, or other improvements to increase the productivity of your colonies or to fortify positions
- Command vast armies on the battlefield against enemy factions.

PANDORA
FIRST CONTACT

Platform: PC, Mac, Linux
Language: English, German
Genre: Strategic
Difficulty: Intermediate
Period: Sci-Fi
Developer: Proxy Studios
Multiplayer: Yes
Manual: PDF E-book, Printed, Color

AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT

PANDORA
ECLIPSE OF NASHIRA

Platform: PC, Mac, Linux
Language: English, German, Italian, Dutch
Genre: 4X, Strategic
Difficulty: Intermediate
Period: Sci – fi
Developer: Proxy Studios
Multiplayer: Yes
Manual: No.

With *Eclipse of Nashira*, new dangers and opportunities enter the world of Pandora. A new faction shows its face, talking of peace and friendship while their spies operate behind enemy lines. Nothing is what it seems anymore, as agents conduct covert warfare of espionage and sabotage, inciting revolts and stealing technologies. At the same time, another alien species native to the planet has appeared, lurking in the shadows. In order to overcome this new alien menace, the different factions start to expand beyond the planet's landmass to generate more resources, opening up a new frontier. As the World of Pandora is about to plummet into chaos by warfare, espionage and hostile alien species, it is up to you to lead your people and become the ruler of this promised world.

Note: This game is an expansion and requires ownership of *Pandora: First Contact* to play.

Features:
- Unleash full covert warfare with new Agent units: gather information, steal research, incite riots, and more
- Live through the Eclipse of Nashira; a time when new species rise from the depths and espionage is stronger than ever
- Joining the competition for planetary dominance are The Ambassadors; a brand new faction specialized in diplomacy, intrigue and sabotage
- Expand your empire beyond the coastlines: Amphibious Formers can build water improvements, harvest new aquatic flora and even raise landmasses
- Deploy minefields from orbit to protect key positions and disrupt enemy supply lines
- Enjoy new diplomacy options and a variety of other tweaks and improvements to existing mechanics.

World In Flames is Matrix Games' computer version of Australian Design Group's classic board game. Covering both the European and Pacific Theaters of Operations during World War II, World in Flames is global in scope while simulating each branch of service in detail. Land units are corps and army level, supplemented with specialized divisions. Naval units include individual counters for every carrier, battleship, cruiser, and light cruiser in the war. Air units represent groups of 250 to 500 airplanes displayed on screen using 1000+ unique bitmapped images. With 6000+ unique units, 250+ countries, and a global map of 70,200 hexes, World in Flames is the premier World War II grand strategy game.

All 11 scenarios from *World in Flames Final Edition* are included and they range from the small 5 turn Barbarossa offensive in Russia and the 5 turn Guadalcanal battle in the Pacific, through to the 36 turn Global War campaign which spans all of Europe, Africa, the Middle East, Asia, the Atlantic, and the Pacific. You can play either the Axis or the Allied side or take the role of one of the 8 major powers. Besides solitaire against yourself and head-to-head, you can play over the Internet. The last two modes of play permit team play with up to 6 players (3 per side). This simulation models national production from conveying raw resources over rail and sea lines to factories for the manufacturing infantry, armor, naval, and air combat units. Because oil was so important during World War II, there are separate optional rules for synthetic oil plants and deployment of oil reserves to the front lines. Game units are represented in both armies and corps, aircraft carriers, naval task forces, and the air groups that took part. Everything you need to re-fight the greatest conflict in history.

Two players make the strategic decisions that decide the fate of nations. What forces to produce, where to commit them, when and how? No two games of *World in Flames* play the same, no strategy is foolproof, any decision may have unforeseen, long-term consequences. If you want to change the world then *World in Flames* is for you.

WORLD IN FLAMES

Platform: PC
Language: English, French
Genre: Strategic
Difficulty: Advanced, Expert
Period: World War II
Developer: Australian Design Group
Multiplayer: Yes
Manual: 3 Hardbound Full Color Manuals

WORLD IN FLAMES MAP PACK

The map pack is a global consistent scale and tabletop-playable WIF map! The maps are identical to the in-game maps in look and match the hex scale of the board game maps so that they are entirely playable on the table top. These are the first global contiguous WIF maps to date! All at the same consistent scale, they cover the entire Globe in 24 sections printed in full-color heavy stock gloss paper. You can use the sections separately or connect them for the full global map. Total size of the map is height 9ft (2.7 meters) and length 21ft (6.4 meters). That's nearly 200 square feet of map!
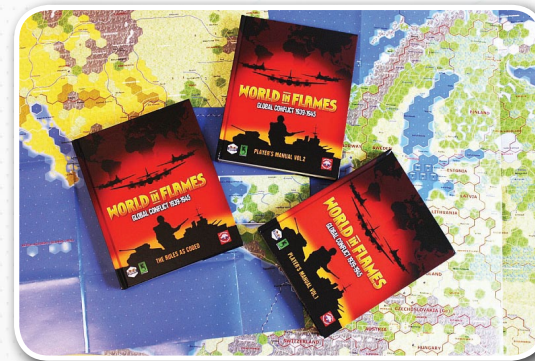
Scourge of War is the definitive American Civil War grand tactical wargame of this generation. With impressive 3D graphics, an award-winning AI, pausable real-time play, historical battlefield terrain and orders of battle down to the regiment and battery level, *Scourge of War* captures the tactical 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 Culps 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: NorbSoftDerv
Multiplayer: Yes
Manual: PDF E-Book

AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT

SCOURGE OF WAR
GETTYSBURG 150TH ANNIVERSARY COLLECTION

This is the complete *Scourge of War* series, now in a single game to commemorate the 150th Anniversary of the Civil War. Get the battles of Gettysburg, Pipe Creek, Antietam, Chancellorsville and Brandy Station, all in one epic package.

SCOURGE OF WAR
CHANCELLORSVILLE

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. 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
ANTIETAM

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
BRANDY STATION

Scourge of War: Brandy Station is the latest expansion for *Scourge of War: Gettysburg*, touted as the definitive American Civil War tactical strategy game. *Scourge of War: Brandy Station* offers ten historical single player scenarios set in the midst of the savage cavalry action that opened the Gettysburg campaign.

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.

Historically, this battle 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.

"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

AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT

ALEA JACTA EST
BIRTH OF ROME

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.

ALEA JACTA EST
THE SPARTACUS
REVOLT 73 BC

This short and epic scenario covers the 3 years of the famous gladiators and slaves revolt led by Spartacus that brought the Roman republic to a major crisis between 73 and 70 BC. Players can either select Rome or the famous Spartacus in a fast-paced and active struggle, where each side will have to achieve hard-to-reach objectives.

ALEA JACTA EST
HANNIBAL
TERROR OF ROME

Hannibal: Terror of Rome covers the epic wars waged from 230 to 201 BC by the two superpowers of the Ancient World: Carthage and Rome. You will be able to relive the Second Punic War and the face-off between Hannibal with his elephants and the Roman general Scipio Africanus.

ALEA JACTA EST
THE CANTABRIAN
WARS – 29BC

This scenario spans over ten years of tough fighting and guerrilla in the difficult mountains of Northern Spain, when the Romans under Emperor Augustus try to subdue the last remaining independent Hispanian tribes in Asturia and Cantabria, from 29 BC to 19 BC. Players can either select Rome or the Spaniard tribes: Rome must conquer the whole region and subdue the tribal warriors, while the latter must survive the might of the Legions and preserve their freedom.

ALEA JACTA EST
PARTHIAN WARS

Parthian Wars is a historical operational strategy game with simultaneous turns (WEGO system) that places you in command of Rome or their Eastern nemesis, the Parthians (from 53 BC to 197 AD). You play the part of the military and political leadership, guiding your nation to victory, through some of the toughest conflicts of the Ancient world, represented by 5 challenging scenarios.

Pride of Nations is a turn-based historical strategy game set in the colonial era of the 19th century, where the player takes control of a country and guides it through industrialization, military conquest, and colonization.

This release from AGEOD follows such successful historical strategy games as *Birth of America*, *American Civil War*, *Napoleon's Campaigns*, *Rise of Prussia* and *Wars in America*.

Features:
- Immerse yourself in realistic historical gameplay set on a global map
- Play as the world's Great Powers between 1850 and 1920
- Lead one of eight different countries, each with their own personality and agenda: USA, Great Britain, Germany, France, Japan, Russia, Austria-Hungary, and Italy
- Experience the most original diplomacy model ever created for a grand strategy game
- Explore a revolutionary system for building armies and fleets
- Fight against a strong AI through a number of new game mechanisms
- Battle it out with others in multiplayer with a new simultaneous turn-based engine
- Engage in a detailed world economy with realistic components

PRIDE OF NATIONS

Platform: PC
Language: English, German
Genre: Strategic
Difficulty: Advanced
Period: Inter War Period
Developer: AGEOD
Multiplayer: Yes
Manual: PDF E-Book

AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT

PRIDE OF NATIONS
THE AMERICAN CIVIL WAR 1862

This scenario starts in 1862 with the Union and the Confederacy locked in a titanic struggle for supremacy in a divided nation. It's a challenge to the finish, where each side has its well-known strengths and weaknesses, but where sound strategic planning and operations will decide who shall prevail... Most of the key aspects of the ACW are here, including possible foreign intervention in the conflict.

PRIDE OF NATIONS
THE FRANCO-PRUSSIAN WAR 1870–1871

This scenario covers the longest and bloodiest war in Europe during the 19th century, which saw the end of Napoleon III's Imperial France and the advent of the Second Reich under the aegis of Otto von Bismarck. Prussia and her allies must crush the armies of France, invade the country and capture Paris before the end of 1871, using numbers and excellent leadership. France has quality of troops but abysmal command, and can later rely on Republican spirit to maybe turn the tide…nothing is decided from start, it's all yours to re-live!

PRIDE OF NATIONS
THE SCRAMBLE FOR AFRICA CAMPAIGN 1880

This medium campaign scenario starts in 1880 with most major powers having a solid industrial base and solved domestic issues (Civil War in the USA, Meiji reforms in Japan) or international recognition (Germany and Italy have succeeded in their unification process). The Berlin Conference of 1878 has opened a large field of expansion for the European Powers in the Dark continent: the Scramble for Africa will begin soon... But conflicts will not be limited only to colonial expansion overseas, as the rampant imperialism of all the Great Powers shall likely trigger a lot of crisis... till the major one, the Great War. Will you be the one to avoid it, or win it when the guns of August have started firing?

PRIDE OF NATIONS
THE SPANISH-AMERICAN WAR 1898

This short and epic scenario covers the 10 months of the 'Splendid Little War' fought between USA and Spain from April 1898. This is a fast paced scenario where the American player bears the pressure of having to achieve total victory in the same timeframe as his historical counterpart, mastering naval operations as well as lightning land maneuvers. But beware, his opponent can prove himself a much better show than his historical counterpart.

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!

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

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 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!

DECISIVE CAMPAIGNS
CASE BLUE

Platform: PC
Language: English
Genre: Operational, Strategic
Difficulty: Intermediate
Period: World War II
Developer: VR Designs
Multiplayer: Yes
Manual: PDF E-Book
Award: Strategycon Interactive "Best Strategy Game" Bronze

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

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!

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

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

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

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

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.

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

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.

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 1024×600 upwards and includes full wide screen support
- Extreme moddability

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

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 Germanys rise be stopped or will the jackboots of the SS march through London?
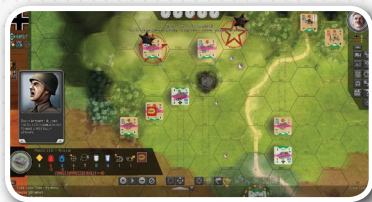
Gamers who already own *Commander – Europe at War* do not need to purchase *Commander – Europe at War Gold*. Instead, just download and install the free v1.12 update from the Matrix Games downloads page and you'll be upgraded to the Gold level.

Designed and developed in cooperation with Uwe Eickert, the original designer of *Conflict of Heroes*, and Western Civlization 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.

.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

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 EXPANSIONS 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.*

CONFLICT OF HEROES
STORM OF STEEL

Conflict of Heroes: Storms of Steel is a stand-alone expansion to the critically acclaimed tactical computer wargame Conflict of Heroes: Awakening the Bear, the official adaptation of the award-winning board game from Academy Games. Storms of Steel is set in the Battle of Kursk and brings an impressive new campaign, created in part by legendary wargame designer John Hill, to Conflict of Heroes. Storms of Steel adds rules for airplanes, snipers, and over fifty new units. Operation Citadel was to be the major German offensive on the Eastern Front in 1943. It chose the most obvious target: the bulge in the front line around the city of Kursk. Germany badly needed a quick success for several reasons: shorten the frontline, free up forces against the inevitable invasion of Western Europe, and to keep her fledging allies in the camp.

Conflict of Heroes: Storms of Steel puts you in command in the fast-paced and fiery firefights of the Battle of Kursk, allowing you to experience first-hand the challenges of this massive and decisive battle.

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.

CAMPAIGNS ON THE DANUBE

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based IGOUGO
Complexity: Basic
Period: Napoleonic age
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.

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, and raiding enemy settlements.

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.

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! 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: EMPEROR'S EDITION

Platform: PC
Language: English
Genre: Tactical, Strategic
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: Napoleonic age

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.

FANTASY KOMMANDER: EUKARION WARS

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based IGOUGO
Complexity: Basic
Period: Fantasy, Medieval

Developer: Age of Games

Fantasy Kommander - Eukarion Wars is a turn based wargame with a setting inspired by european fantasy and medieval tradition. The gameplay is based on a traditional hex map, with a wide variety of terrains and units available. The Battle System is very detailed and is based on several Combat Tables, which include, among others: the strength ratio between the Attacker and Defender, the state of health and morale of the units, tactical manoeuvres.

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.

DRUMS OF WAR

Platform: PC
Language: English, Russian
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Basic
Period: Fantasy

Developer: Crasleen Games

Drums of War is a turn-based tactical strategy game with incredibly engaging combat system which makes an extensive use of interactive environment, providing wide opportunities for tactics. You play the role of a hero-leader. As the campaigns unfold the size of your armies can increase by up to 16 varied units. By participating in battles, all of the units become more experienced while naturally getting stronger. Players have the ability to hire new recruits, buy potions and distribute artifacts obtained in battles between fights. In addition to common units the player's army can include up to three unique heroes.

EMPIRES IN ARMS

Platform: PC
Language: English
Genre: Strategic
Turns: Turn-Based IGOUGO
Complexity: Advanced
Period: Napoleonic age

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.

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.

FRONTLINE: ROAD TO MOSCOW

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

Developer: 88mm

Players command the German army through some of the most famous battles of the war, leading the mighty Wehrmacht on towards Moscow. The variety of maps and battle situations is what makes *Frontline* so different and engaging: players are confronted with blitzkriegs, trench wars and dog fights, but also unusual missions such as capture an armoured convoy, recover important documents, capturing strategic positions and destroy fortifications. Units will upgrade throughout the game, based on combat success and experience.

FRONTLINE: THE LONGEST DAY

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

Developer: 88mm

6 June 1944 D-day is the Allied operation that launched the successful invasion of German-occupied western Europe during World War II. Players command the Allied forces through some of the most famous battles of the war, freeing Europe from the hands of the German Army. Five massive and very challenging battle campaigns: all inspired by historical missions which took place during operation Overlord: Utah, Omaha, Gold,Cherbourg, Sword & Juno.

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 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.

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.

GERMANY AT WAR: BARBAROSSA 1941

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

Developer: Phobetor

Germany At War: Operation Barbarossa 1941 is an elegant turn-based design, inspired by classics such as *Panzer General*, but with more of a historical focus. You command the German forces through a branching historical campaign covering the entire 1941 campaign as well as part of the 1942 campaign. Dozens of scenarios stretch from the Soviet border all the way to Archangel and towards Astrakhan, the original military goals of Operation Barbarossa. Step into a wargame where your performance will rewrite history, through an addictive combination of compelling gameplay, realistic events and challenging battles.

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.

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!

HELL

Platform: PC and iPad
Language: English, German, French
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: Fantasy, Medieval

Developer: Hunted Cow

Hell is a turn-based tactical skirmish strategy game developed by award winning developer Hunted Cow. Set in the mythical fantasy land of Gilrand, you take control of either the 'Order of Radiance' or the 'Demons of Hell' and battle for supremacy across many different battlefields and environments. The game features stunning visuals and is aimed at both PC and iOS release with cross platform multiplayer functionality. Each unit has been carefully designed to have a specific role in the battle, with various strengths and weaknesses determined from an array of unique abilities and traits.

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 in 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: LEGENDS OF WAR

Platform: PC
Language: English, German, French, Spanish, Italian
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: World War II

Developer: Slitherine

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.

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 age

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 Tillers gaming systems have come to expect and love.

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.

JOHN TILLER'S BATTLEGROUND NAPOLEONIC WARS

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

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 then 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.

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.

LARRY BOND'S HARPOON: ULTIMATE EDITION

Platform: PC
Language: English
Genre: Tactical
Turns: Real-Time Pausable
Complexity: Expert
Period: Modern

Developer: Advanced Gaming Systems

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!

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!

MAGNIFICO

Platform: PC, iPad and Android
Language: English, German, French, Spanish, Italian, Russian
Genre: Strategic, Casual
Turns: Turn-Based
Complexity: Basic
Period: Age of Muskets, Medieval

Developer: Mixel

Magnifico is a game where the ultimate goal is to dominate 16th century Europe. Players are faced with tough economic and military decisions as they earn Victory Points (VP) and attempt to outbid opponents at the auction and get their hands on Leonardo Da Vinci's most powerful war machines. Every VP has to be earned by careful placement of your troops, construction of fortifications, and invasion of bordering regions.

NAPOLEON IN ITALY

Platform: PC
Language: English
Genre: Tactical, Strategic
Turns: Turn-Based IGOUGO
Complexity: Intermediate
Period: Napoleonic age

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.

NAPOLEON'S CAMPAIGNS

Platform: PC
Language: English, German, French, Spanish, Italian
Genre: Operational
Turns: Turn-Based WEGO
Complexity: Advanced
Period: Napoleonic age

Developer: AGEOD

The greatest historical strategy game about Napoleon's Campaigns is here! *Napoleon's Campaigns* is a realistic simulation of the campaigns fought by the renowned French emperor between 1805 and 1815. In addition to reliving these landmarks of operational maneuver across Europe, the game also includes the Peninsula War (1808-1814) and even a what-if scenario where Napoleon invades England (1805). Each scenario presents a unique and interesting challenge!

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.

MARK H. WALKER'S LOCK 'N LOAD: HEROES OF STALINGRAD

Platform: PC
Language: English
Genre: Tactical
Turns: Turn-Based IGOUGO
Complexity: Basic, Intermediate
Period: World War II
Developer: Lock 'n Load Publishing, LLC

In *Heroes of Stalingrad*, gamers decide who to take into to battle, how to spend their precious resource points, and whether to lead a tank-heavy force, vulnerable to enemy infantry in the streets of Stalingrade, or a less mobile, infantry only, contingent. *Heroes of Stalingrad* ships with 15 stand alone missions for those who want to jump right in to the fighting. There are bridge seizures, Partisan ambushes, and even a reprisal of several of the scenarios from Lock 'n Load Publishing's fast-selling *Not One Step Back*.

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.

RISE OF PRUSSIA GOLD

Platform: PC
Language: English, German, French, Spanish
Genre: Operational, Strategic
Turns: Turn-Based WEGO
Complexity: Intermediate
Period: Age of Muskets
Developer: AGEOD

Rise of Prussia Gold is the new and improved version of AGEOD's *Seven Years War (1757-1763)* game set in Europe. This hugely detailed strategy game was initially released by AGEOD 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.

PANZER COMMAND: OSTFRONT

Platform: PC
Language: English
Genre: Tactical
Turns: Turn-Based WEGO
Complexity: Advanced
Period: World War II
Developer: Black Hand Studios

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.

PIERCING FORTRESS EUROPA

Platform: PC
Language: English
Genre: Operational
Turns: Turn-Based WEGO
Complexity: Basic, Intermediate
Period: World War II
Developer: Adanac Command Studies

Piercing Fortress Europa covers the campaigns of the Western Allies from July, 1943 through the end of April, 1945 in Sicily and Italy. Each area has its own map and time scale and the player is offered complete freedom, limited only by a historical order of battle and logistics model, to plan his operations and explore all of the many "what ifs" that the Italian theater has to offer. The units of both sides are fully modelled, including armored, infantry, airborne, commando and garrison units rated for size, quality, strength and disruption.

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.

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!

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.

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!

UNITY OF COMMAND: RED TURN

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

Developer: 2x2 Games

The dying days of the Stalingrad Campaign saw the Wehrmacht reeling under heavy blows. The battle of Kursk will now see them pursue an offensa 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*.

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.

UNITY OF COMMAND

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

Developer: 2x2 Games

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...

UNITY OF COMMAND: BLACK TURN

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

Developer: 2x2 Games

This prequel DLC, whose events happen prior to *Stalingrad Campaign*, completes the Eastern Front story as told by *Unity of Command*. Take control of the Wehrmacht and its allies in Operation Barbarossa, from the dramatic early victories all the way to ignominious defeat at the gates of Moscow.

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.

WWII: 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 keep checking back for more!

Battle Academy for iPad	Legion Gold for iPad
Battle Academy 2 for iPad	Magnifico for iPad and Android
Battle of the Bulge	Panzer Corps for iPad
Commander: The Great War iPad	Pike & Shot
Conquest! Medieval Realms For iOs and Android	Qvadriga
Desert Fox: the Battle of El Alamein	Small General
Drive on Moscow: War in the Snow	Small General Eastern Front
Frontline: Road to Moscow	
Frontline: The Longest Day	
HISTORY Great Battles Medieval for iPad and Android	

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