

# CATALOG



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*. While we continue to deliver classic wargames for your PC and Mac, in 2011 we released our first full wargame for iOS – *Battle Academy*, it was a huge success and we plan many more. In 2012 we acquired AGEOD, adding more games and developers to our lineup. We have licensing deals with Games Workshop for the *Warhammer 40,000 Armageddon* setting, Buzz Aldrin for *Space Program Manager*, HISTORY TV channel and much more.

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

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



## HOW TO ORDER

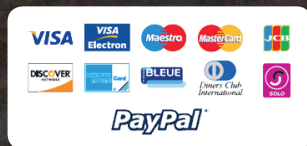
Our PC & Mac games are only available directly through our Online Stores at [www.matrixgames.com](http://www.matrixgames.com), [www.slitherine.com](http://www.slitherine.com) and [www.ageod.com](http://www.ageod.com). We are a truly global business and we deliver downloads and boxed games anywhere in the world. To order from our secure online store, please go to [www.matrixgames.com](http://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](mailto: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.

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Moneybookers	Purchase Orders
Real Time Bank Transfers	Phone and Fax Orders
Direct Debit	Mail Orders
PayPal	Gift Cards



## WHAT IS A DIGITAL DOWNLOAD?

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

## WHAT KIND OF DRM DOES MATRIX GAMES USE?

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

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

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

## WHAT IS A PHYSICAL SHIPMENT?

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

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

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

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





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



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



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

## SERIAL NUMBERS AND THE MEMBERS CLUB

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

## MATRIX GIFT CARD



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



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

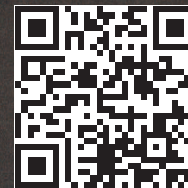
## RETURNS POLICY

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

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

## QUESTIONS?

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

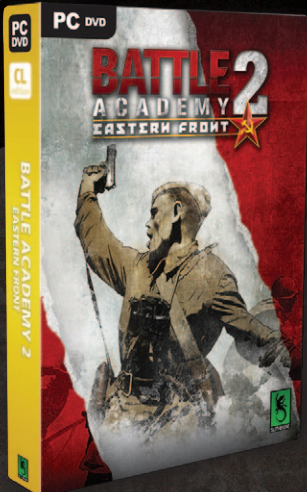


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NEW!

NEW!



# BATTLE ACADEMY 2

## EASTERN FRONT

**Platform:** PC  
**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 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

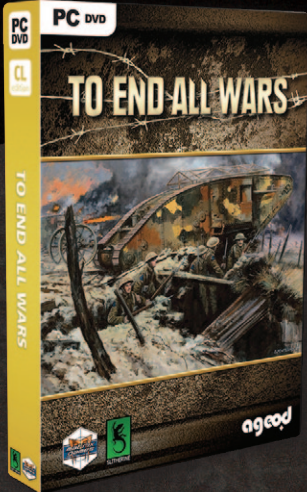
- Control both the Axis and Soviet forces in more than 30 missions across 4 single player campaigns and corresponding multiplayer missions.
- More than 130 units storm across the battlefield. Learn the hard lessons of the early war in Panzer III and BT-7, or feel the ground shake to fury of the Tiger, 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.





NEW!

NEW!



## 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



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 aircrafts 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.
- Chain of Command allows units to be organized in to brigades, division, corps and armies and leaders put in command of them.



## BUZZ ALDRIN'S SPACE PROGRAM MANAGER

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

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 to 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.

### 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.
- Develop your facility with advanced structures and upgrades including the Vehicle Assembly Building, the Mission Control Centre and the Observatory.
- Recruit and train astronaut candidates and assign them to missions.







## 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



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

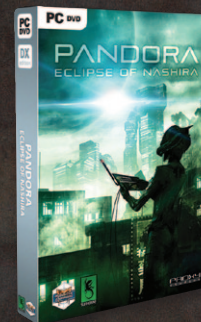
*Pandora: First Contact* is a science fiction turn-based strategy game on an epic scale. In the future, mankind has discovered a new, earth-like planet, capable of supporting life, it has been dubbed "Pandora".

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.

## 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.

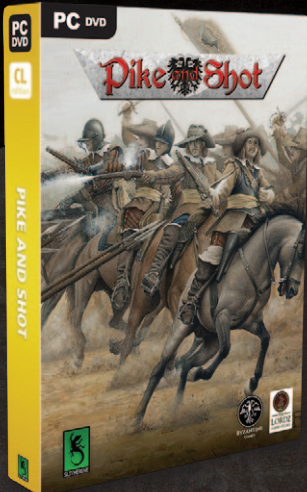
With *Eclipse of Nashira*, new dangers and opportunities enter the world of Pandora. A new faction shows its face, talking of peace and friendship while their spies operate behind enemy lines. Nothing is what it seems anymore, as agents conduct covert warfare of espionage and sabotage, inciting revolts 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.





## PIKE & SHOT

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Intermediate  
**Period:** 30 Years War  
**Developer:** Byzantine Games, The Lordz Games Studio  
**Multiplayer:** Yes  
**Manual:** PDF-Ebook, Printed – Color

In the age of Pike and Shot, mighty struggles erupted across Europe for causes religious, political or dynastic. The Thirty Years War raged across Germany and beyond, leaving devastation in its wake, but saw the rise of great commanders



such as Count Tilly, Wallenstein and King Gustav Adolphus of Sweden, and rapid developments in battlefield tactics. Musketeers “gave fire” in a duel to the death, pikemen held stolidly against enemy assaults, and cavalry charged to glory or defeat. You can take command in the greatest historical battles of the war, fight stand-alone “what-if” scenarios, or design your own scenarios using the easy to use editor.

### Features

- Accurate simulation of battle in the 16th and 17th century Age of Pike and Shot.
- Unique graphic style based on 17th century styles and battle paintings.
- 10 full-sized historical battles in each campaign- The Thirty Years War, English Civil War (expansion) and 16th century Italian Wars (expansion).
- Classic Turn-based, tile based gameplay.
- Easy to use interface, hard to master gameplay.
- Battalion-sized units.
- Single player and multiplayer modes.
- Stand-alone battle system allows unlimited “what-if” scenarios using historically realistic armies from carefully researched army lists, on realistic computer generated terrain maps.
- Stand-alone scenarios are randomly generated and include open battle, attack on a defensive position, defence of a defensive position, awaiting reinforcements, enemy awaiting reinforcements, flank march.
- In stand-alone games players can pick their armies from the army list or allow the computer to pick the army for them.
- Effective AI makes sound tactical decisions. Historical battle AI customised to the historical tactical situation.
- 5 difficulty levels allow the challenge to increase as you develop your battlefield skills.
- 20 troop-types, 25 “capabilities” and numerous different unit organisations allow full representation of tactical differences and developments throughout the period.
- Detailed model that accurately represents any substantial 16th or 17th century battle world-wide as scenarios are developed.
- Mod friendly game system with built-in map editor.
- Multiplayer mode allows historical scenarios and “what-if” scenarios to be played by two players using Slitherine’s easy to use PBEM server.



## FRONTLINE ROAD TO MOSCOW

**Platform:** PC, iPad, iPhone  
**Language:** English  
**Genre:** Tactical, Operational  
**Difficulty:** Introduction  
**Period:** World War II  
**Developer:** 88mm  
**Multiplayer:** No  
**Manual:** PDF E-Book



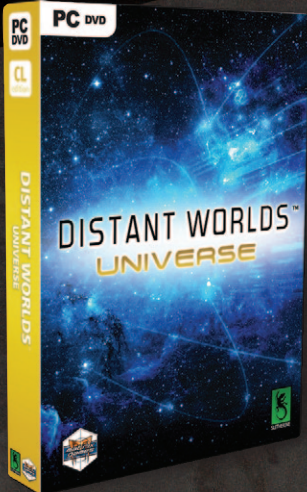
Players command the German army through some of the most famous battles of the war, leading the mighty Wehrmacht on towards Moscow. The variety of maps and battle situations is what makes Frontline so different and engaging: players are confronted with blitzkriegs, trench wars and dog fights, but also unusual situations such as missions to 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. This will prove to be an extremely powerful tool to progress in the game providing the players with a personalized army depending on their style of play.

### Features

- 30 battle scenarios: all inspired by historical missions which took place between the summer of 1941 to late 1944
- Land, naval and aerial combat: all units have strengths and weaknesses encouraging different uses, adding an extra strategic layer to the game. There are over 100 of them!
- Unlock and upgrade: units will develop unique abilities based on the style of play. New units become available when progressing through the campaign>
- Maps are created to reflect the real terrain and their dramatic impact on gameplay
- A unique visual style: Frontline looks different from any other strategy game you’ve played



# FEATURED GAMES



## 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

New to Universe!

- 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 dialog, 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!

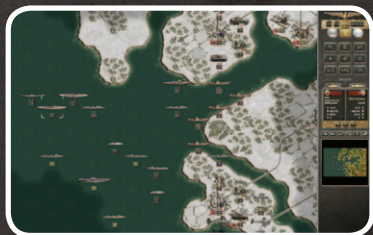






## PANZER CORPS WEHRMACHT

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



*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.



## AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT



### PANZER CORPS

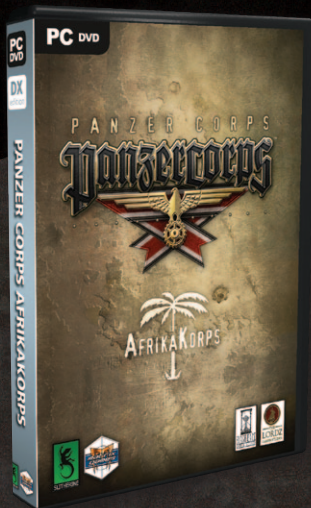
## GRAND CAMPAIGN 1939–1945 MEGA PACK

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

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







## PANZER CORPS AFRIKA KORPS

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

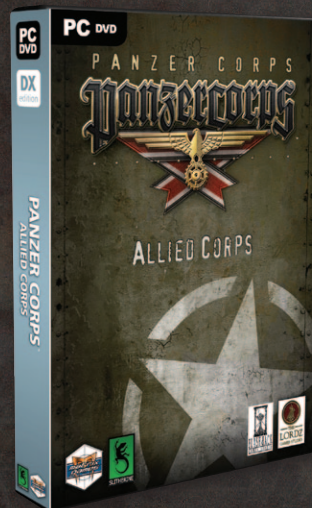
### WELCOME TO THE DESERT!

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

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

### Features:

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



## PANZER CORPS ALLIED CORPS

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

### THE SPIRITUAL SUCCESSOR OF ALLIED GENERAL IS HERE!

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

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

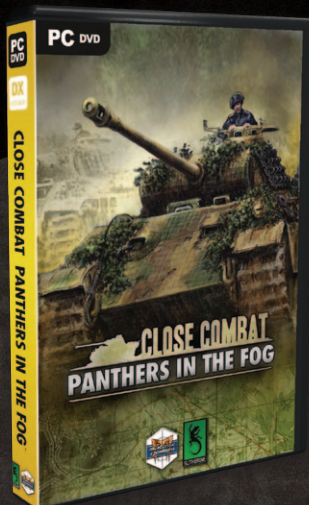
**Please note: *Allied Corps* is a stand-alone game and does NOT require *Panzer Corps* to play**

### Features:

- The campaign contains 30 scenarios, including an allied tutorial based on real WW2 events which links seamlessly into the main campaign.
- The Allied Campaign includes action in both Africa and Europe, and covers the war from 1940 to 1945. There are 6 entry points into the campaign, allowing you to start from any year.
- 900 units types, divided into 19 unit classes with 20 detailed parameters to identify units abilities, 17 terrain types affecting gameplay in various 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.
- Scenario editor included and extensive modding options are available.







## CLOSE COMBAT PANTHERS IN THE FOG

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



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

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

### Features:

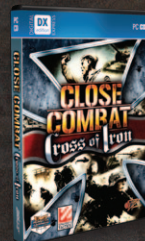
- Completely redone and revitalized 32-bit graphics give the game an all-new look and feel.
- Issues orders to your major units on a strategic level, and then fight each engagement at the tactical level.
- Accurately depicts World War II tactical warfare and its challenges in real-time.
- Proven psychological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



## THE LONGEST DAY

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

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



## 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 ARNHEN

*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 remake brings 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.



## GATEWAY TO CAEN

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 soldiers, platoons, battalions, and the larger brigades and battle groups which they comprise.



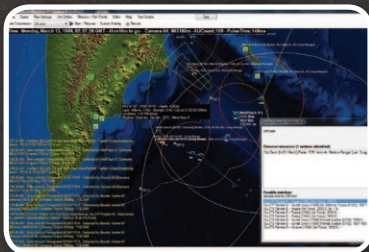


# COMMAND

## 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



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

Relive the brutal air struggle between Iran and Iraq. Wrestle the Falklands under your control. Hunt down rogue nukes in Pakistan. Go "Down Town" around Hanoi and spar with the deadly NV air defences. Lead nuclear-powered sharks of steel against the masters of antisubmarine ops. Trade 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. Escort vital convoys to their destination, or make a last stand against all odds. When things escalate out of control, step up to unconventional or even nuclear weapons. Play the most dangerous game of hide and seek – at sea, on land and in the air. Command is the next generation of air/naval wargaming.

YOU ARE IN CONTROL

Surface fleets, submarine squadrons, air wings, land-based batteries and even satellite constellations are yours to direct as you see fit – from the lowliest pirate skiff to the mightiest aircraft carrier, from propeller biplanes to supersonic stealth fighters. Every sensor and weapon system is modeled in meticulous detail. You are given the hardware; but you have to use it well.

THE WORLD AT YOUR FINGERTIPS

Throw your distorted flat maps away – Command uses a realistic 3D earth globe for each of its scenarios. Rotate and zoom in and out of the action, from satellite view down to the trenches and wavetops. Play scenarios or build your own on any place on earth – from classics like the Middle East, South Atlantic, North Cape and Europe to new and rising hotspots like the Arctic, the Pacific and the Indian Ocean.

RELENTLESS REALISM

Sensors and weapons work just like in real life, with all their strengths and weaknesses. Units move, detect, fight and win or die based on what their systems can and cannot do. Electronic warfare and technological levels can tilt the balance of battle. The weather can be your best ally and your worst enemy. The terrain, both overland and undersea, can hide you from the enemy but also can block your weapons from firing. Thermal layers, convergence zones, surface ducting, the deep sound channel and factors such as water salinity and temperature may decide the sub vs ship duel. Command's battle environment is as unforgiving as the real thing – and as rewarding for those who understand it.

AIR/NAVAL WARFARE AROUND THE WORLD

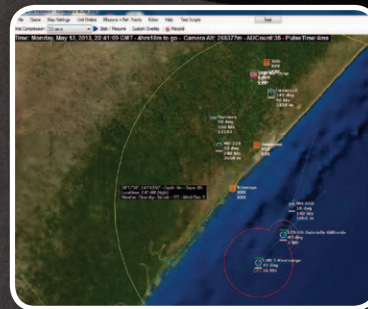
Korea. Colonial wars. Vietnam. Middle East. Cuba. Falklands. Iran-Iraq. World War 3. Desert Storm. India & Pakistan. The Arctic circle. Future conflicts in the Pacific, Norwegian Sea, Russian periphery and more. Experience conflict from post-WW2 all the way to 2020+ and beyond. Test your mettle against lethal land-based missile forces, air regiments, naval fleets or pirate groups. Face off against threats of the past, present and future. How do you measure up against the challenges of modern warfare?

LEAD, DON'T MICROMANAGE

Modern warfare with all its technicalities scaring you away? Your staff & tactical AI sweat the details so you don't have to. Aircraft position themselves to deliver their warloads optimally; Ships and subs maneuver on their own to reach out and touch the enemy (including winding their way around islands, landmasses and even known mines) – and everyone tries very hard to save his skin when bullets are flying. Manage the big decisions and let your virtual crews get to the details – and still intervene whenever you want.

MAKE YOUR OWN WAR

Think you can build a better conflict? Prove it! Command's integrated scenario editor offers unparalleled functionality for making your own scenarios or editing existing ones. Create and share with other players detailed, exact-down-to-the-meter land installations from all over the world – from airbases to port complexes to ICBM fields. Customize unit icons, sound effects, even platform weapons and sensors (Aegis on the USS Iowa – click and done). Create multiple sides with variable, complex alliances and postures. Assign



forces to detailed missions with custom behaviors and inheritable doctrines. Script complex interactive events with the advanced event editor. Assign variable success thresholds – from triumph to utter defeat. From a gunboat duel all the way to global thermonuclear warfare – the possibilities are endless.

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)
- Mine and mine-countermeasure operations
- Nuclear operations (possibly other special-weapon categories)
- Recorder & replay ability





# 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



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 you enemy, 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, helicopters, airpower and chemical and nuclear weapons, 2 campaigns and over 20 single scenarios, realistic weather conditions, modding options and much more!

After the end of World War II, Europe spent years recovering from the losses and the terrible consequences of the conflict. A whole continent found itself divided into two blocs: one led by the United States with NATO among its allies in the Western bloc, and in the Eastern bloc led by the Soviet Union along with the Warsaw Pact. Separating the two, an "Iron Curtain" formed of high walls and minefields as well as hundreds of thousands of well armed troops. This was the Cold War, a forty year state of political and military tension between two superpowers that several times came close to starting World War III. While the world survived the Cold War, the effects of the "long twilight struggle" still echo in the geopolitics and military technology and tactics of the present day.

*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?

### Features

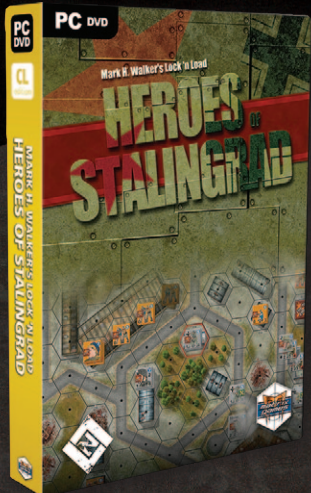
- Includes 20+ Scenarios featuring the three NATO forces versus the Soviets.
- Two Campaign games where you manage your core force through a number of battles.



- A crafty AI opponent looking to achieve its mission goals or deny you yours.
- You get 20+ game maps based on real world terrain of Central Europe.
- 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 enemys C3 state.
- A new and refined combat engine.
- Detailed information before, during and after a scenario to keep you informed and aware of the state of your forces.
- Platforms and weapons from the decade of the 80s for US, UK, West German and Soviet forces including aircraft (various types and loadouts), helicopters (various types and loadouts), tanks, APCs, Self-Propelled Systems (Gun, Anti-tank, Flak, and SAMs), towed guns, trucks, jeeps, and of course the grunts with their vast array of weapons.
- Built-in editors for Map Parameters, Scenario Creation/Editing, and Campaign Creation/Editing.
- Mod friendly design allows for the ability of players to tweak/create/ replace many of the default graphics,sounds and data elements using common 3rd party software.







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

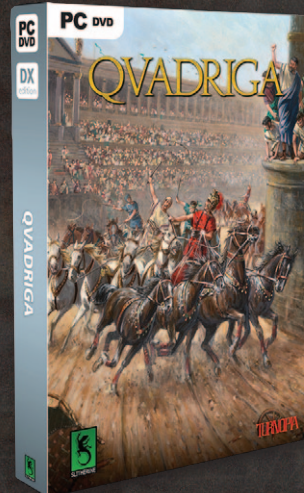
**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Basic, Intermediate  
**Period:** World War II  
**Developer:** Lock 'n Load Publishing, LLC  
**Multiplayer:** Yes  
**Manual:** PDF E-book, Printed, Color



The *Lock 'n Load* franchise comes to the PC with *Lock 'n Load: Heroes of Stalingrad*. Designed by Mark H. Walker and programmed by elements of the team responsible for bringing you *Panzer General Online*, *Heroes of Stalingrad* remains faithful to *Lock 'n Load's* ease of play and immersive format, while incorporating all the advantages of playing on your office flatscreen. As you have come to expect from *Lock 'n Load Publishing*, the art is superb. David Julien, Marc von Martial, Nicolas Eskubi, Gabriel Gendron, Guillaume Ries and Pete Abrams have combined to make soldiers, tanks, and maps that pull you into the conflict and won't let go. The game includes, Soviet Guards, Rumanians, Partisans, and about a quarter-jillion types of German squads, not to mention (but we will) MG34s, DP28, T-34s, T70s, PzIIIj, on and on.

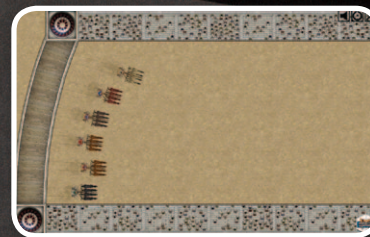
### Features

- 2 story-driven campaigns with 33 Scenarios (15 Soviet and 18 German) based on the battles for Stalingrad in 1942.
- Campaign interface which allows you to manage your forces across the linked campaign scenarios and improve key units.
- 11 tutorial scenarios to get you acquainted with the game.
- 15 stand-alone scenarios that let you dive right into the action.
- 9 multiplayer scenarios balanced for exciting head to head play.
- Razor-sharp artificial intelligence that will challenge even the most deaver tactical gamer.



## QVADRIGA

**Platform:** PC  
**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 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?

### 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). Oneclick decision making interface triggers a wide variety of challenging consequences.
- Upgradable team components: charioteers's 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.





# BATTLE ACADEMY

**Platform:** PC, Mac, iPad  
**Language:** English, German, Italian, French, Spanish  
**Genre:** Tactical  
**Difficulty:** Introduction  
**Period:** World War II  
**Developer:** Slitherine  
**Multiplayer:** Yes  
**Manual:** PDF E-Book  
**Awards:** Gamer's Hall Gold Award



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

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

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

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

### Features:

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



## 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.

### 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 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.

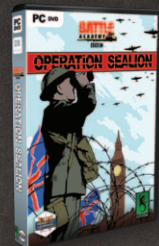
### BLITZKRIEG FRANCE



*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 Blitkrieg!

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.

### 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?

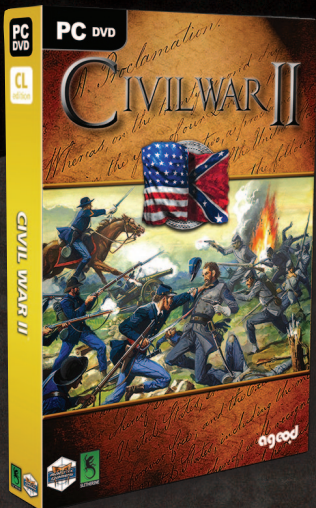
### FORTRESS METZ



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?





# 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



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.

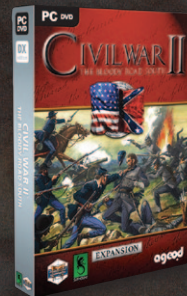
### Features:

- 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
- Historical Event are triggered throughout the game giving the player crucial decision points.
- Battlefield Tactics allow the player to make decisions that can turn the tide of battle.

### 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)

## 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







# 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* 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.

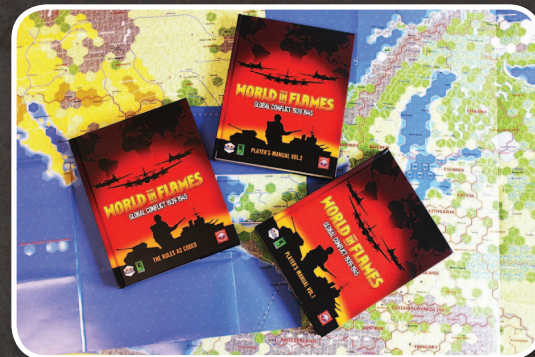
All 11 scenarios from *World In Flames* Final Edition are included and they range from the small 5 turn Barbarossa offensive in Russia and the 5 turn Guadalcanal battle in the Pacific, through to the 36 turn Global War campaign which spans all of Europe, Africa, the Middle East, Asia, the Atlantic, and 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.

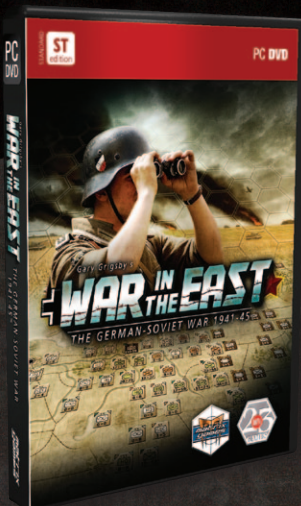


## WORLD IN FLAMES MAP PACK

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!







## GARY GRIGSBY'S WAR IN THE EAST THE GERMAN- SOVIET WAR 1941-1945

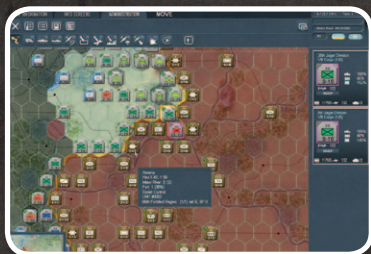
**Platform:** PC  
**Language:** English  
**Genre:** Operational, Strategic  
**Difficulty:** Advanced  
**Period:** World War II  
**Developer:** 2by3 Games  
**Multiplayer:** Yes  
**Manual:** PDF E-Book, Printed-Black & White  
**Award:** War-Historical Wargame of the Year 2010 - Silver

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

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

### Features:

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



## AVAILABLE EXPANSIONS AND DOWNLOADABLE CONTENT



### GARY GRIGSBY'S WAR IN THE EAST DON TO THE DANUBE

The critically and fan acclaimed Eastern Front mega-game *Gary Grigsby's War in the East* just got bigger and better with *Gary Grigsby's War in the East: Don to the Danube*! This expansion to the award-winning *War in the East* comes with a wide array of later war scenarios ranging from short but intense 6 turn bouts like the Battle for Kharkov (1942) to immense 37-turn engagements taking place across multiple nations like Drama on the Danube (Summer 1944 – Spring 1945). *Don to the Danube* and the *War in the East* system gives players unprecedented control over pivotal operations in the Second World War like Operation Uranus, the encirclement of the 6<sup>th</sup> 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.



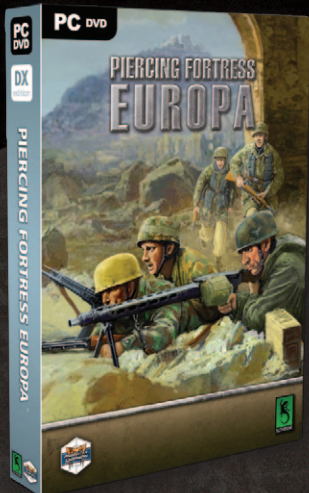
### GARY GRIGSBY'S WAR IN THE EAST LOST BATTLES

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.





# PIERCING FORTRESS EUROPA

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Basic, Intermediate  
**Period:** World War II  
**Developer:** Adanac Command Studies  
**Multiplayer:** Yes  
**Manual:** PDF E-book

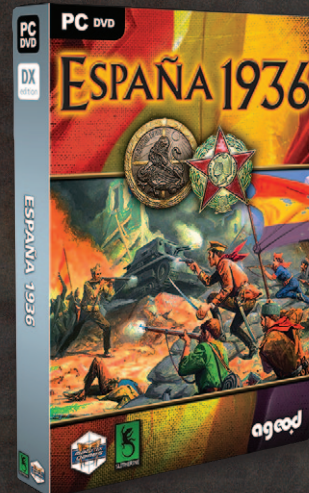


*Piercing Fortress Europa* is the new game from veteran game designer Frank Hunter. It covers the campaigns of the Western Allies from July, 1943 through the end of April, 1945 in Sicily and Italy.

Each area has its own map and time scale to best represent the campaigns 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. As the commander you need to plan ahead, allocating your limited combat supply to your units in advance of combat operations and making sure your supply lines do not stretch too far.

### Scenarios

- The Sicily Campaign.
- The Italian campaign which begins on September 1st, 1943 and runs for 20 months till the end of April, 1945.
- The Southern Italy campaign, focuses on the initial invasion of Italy, the capture of ports such as Taranto and Naples that can support further operations and the capture of the airbase at Foggia.
- Breaking the Gustav Line, covers the crucial period when the Allied advance on Rome was being held up at the Gustav Line centred on Cassino.
- Advance to the Alps, covers the battle along the Gothic line and the breakthrough by the Allies into the Po Valley and to the foothills of the Alps.
- Main front: Italy. An alternative campaign which assumes the invasion of southern France doesn't happen and the forces and resources are instead kept in and/or diverted to the Italian campaign.



# 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



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

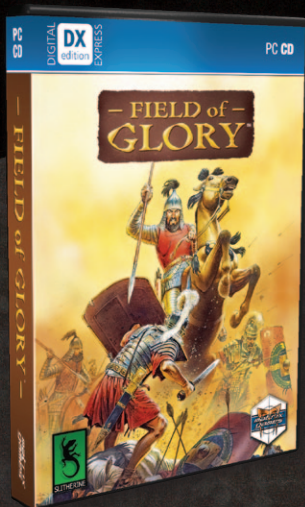
The game covers a period rarely seen in computer games and has rich historical detail and historical accuracy. It is the first computer strategy game covering the entire Spanish Civil War. You will face the real dilemmas and challenges of the Republicans or Nationalists during the war. Not only must 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.

### Features

- Scenarios:
- 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.





## FIELD OF GLORY

**Platform:** PC, Mac  
**Language:** English, German, Italian  
**Genre:** Tactical  
**Difficulty:** Basic  
**Period:** Ancients  
**Developer:** Slitherine  
**Multiplayer:** Yes  
**Manual:** PDF E-Book, ON-line  
**Awards:** War-Hist Wargame of the Year – Bronze



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

### Features:

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

## AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



### DECLINE AND FALL

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



### RISE OF ROME

Roman Republic



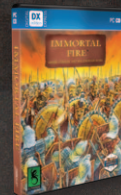
### ETERNAL EMPIRE

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



### STORM OF ARROWS

Western Europe from 1300 to 1500 AD



### IMMORTAL FIRE

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



### SWORDS AND SCIMITARS

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



### LEGIONS TRIUMPHANT

Roman Empire and its opponents from 25 BC to 493 AD



### FIELD OF GLORY BATTLE PACK

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





## COMMANDER THE GREAT WAR

**Platform:** PC  
**Language:** English, French, German  
**Genre:** Strategic  
**Difficulty:** Intermediate  
**Period:** World War I  
**Developer:** The Lordz Games Studio  
**Multiplayer:** Yes  
**Manual:** PDF E-Book, Printed - Color



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

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

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

### Features:

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



## COMMANDER NAPOLEON AT WAR

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



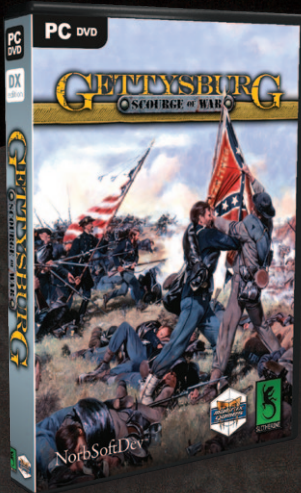
## COMMANDER EUROPE AT WAR GOLD

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

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







## SCOURGE OF WAR GETTYSBURG

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Intermediate  
**Period:** Civil War  
**Developer:** NorbSoftDev  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



*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

## 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.

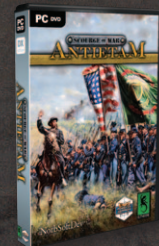


### SCOURGE OF WAR CHANCELLORSVILLE

*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

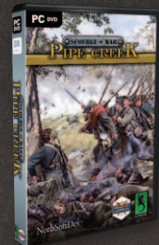
In *Antietam*, the second major battle expansion for *Scourge of War: Gettysburg*, players will take command of the Union or Confederate forces during the battles of Antietam and South Mountain in September of 1862.

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.

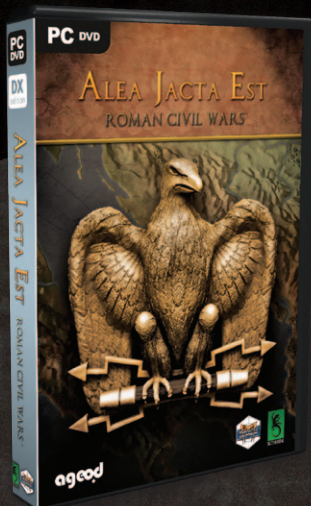


### SCOURGE OF WAR PIPE CREEK

*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

**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



"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

## AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



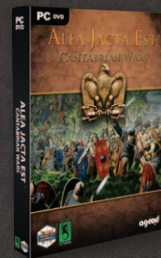
### ALEA JACTA EST BIRTH OF ROME

*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.



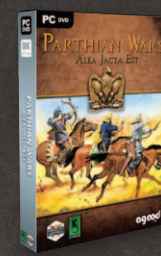
### ALEA JACTA EST THE SPARTACUS REVOLT 73 BC

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: Rome must destroy all the rebels and kill Spartacus, while the latter must attempt to have as many of his followers as possible to leave Italy



### ALEA JACTA EST THE CANTABRIAN WARS - 29BC

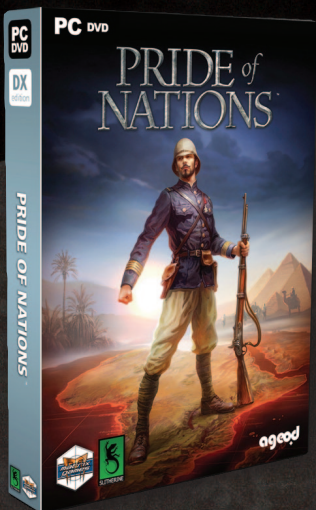
This scenario spans over ten years of tough fighting and guerrilla in the difficult mountains of Northern Spain, when the Romans under Emperor Augustus try to subdue the last remaining independent Hispanian tribes in Asturia and Cantabria, from 29 BC to 19 BC. Players can either select Rome or the Spaniard 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

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

*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.



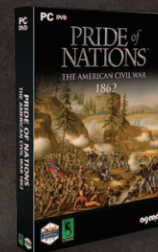
This release from AGEOD follows such successful historical strategy games as *Birth of America*, *American Civil War*, *Napoleon's Campaigns*, *Rise of Prussia* and *Wars in America*.

### Features

- Immerse yourself in realistic historical game play 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



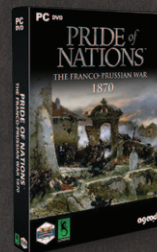
## AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



### 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,

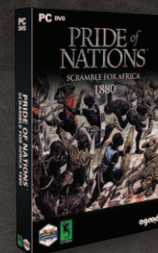
where each side has its well-known strengths and weaknesses, but where sound strategic planning and operations will decide who shall prevail... Most of the key aspects of the ACW are here, including possible foreign intervention in the conflict.



### 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

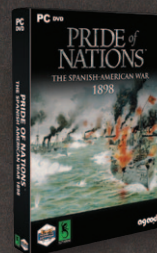
Imperial France and the advent of the Second Reich under the aegis of Otto von Bismarck. Prussia and her allies must crush the armies of France, invade the country and capture Paris before the end of 1871, using numbers and excellent leadership. France has quality of troops but abysmal command, and can later rely on Republican spirit to may be 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?

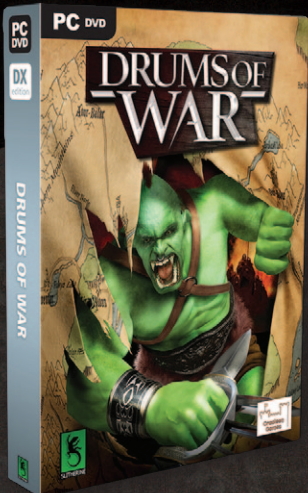


### PRIDE OF NATIONS THE SPANISH- AMERICAN WAR 1898

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.





## DRUMS OF WAR

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Basic  
**Period:** Fantasy, Medieval  
**Developer:** Craslehen Games  
**Multiplayer:** Yes  
**Manual:** PDF E-book

*Drums of War* is a turn-based tactical strategy game with incredibly engaging combat system which makes an extensive use of interactive environment, which provides wide opportunities for tactics.

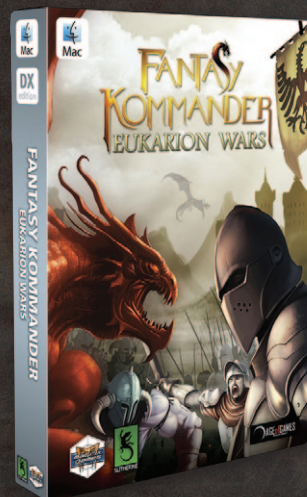


You play the role of a hero-leader. As the campaigns unfold the size of your armies can increase by up to 16 varied units. By participating in battles, all of the units become more experienced while naturally getting stronger. Players have the ability to hire new recruits, buy potions and distribute artifacts obtained in battles between fights. Each unit can be outfitted with one artifact and two potions. In addition to common units the player's army can include up to three unique heroes.

Almost every environment object is interactive – one can chop down a tree, set it on fire, or even turn it into an ally using magic. Each unit has its own action points which can be spent for any action – movements, attacks, spells or active skills. The player can randomly move units during his turn.

### Features

- Immerse yourself in the world of Drums of War by playing through 2 full campaigns spanning 30 missions each.
- Customize your army by training and equipping your troops as you see fit.
- Use magic, special abilities, potions and legendary artefacts to aid allies and attack enemies.
- Command or fight soldiers from 4 available races, each with their own classes and fighting styles.
- Meet, ally and fight over 50 unique characters.
- Use the environment to your advantage and alter the terrain to ensure victory.
- Assault castles with siege ladders and catapults.
- Create your own campaigns with the powerful campaign editor.
- Challenge your friends or rivals in the hotseat multiplayer mode.



## FANTASY KOMMANDER EUKARION WARS

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Basic  
**Period:** Fantasy, Medieval  
**Developer:** Age of Games  
**Multiplayer:** No  
**Manual:** PDF E-Book



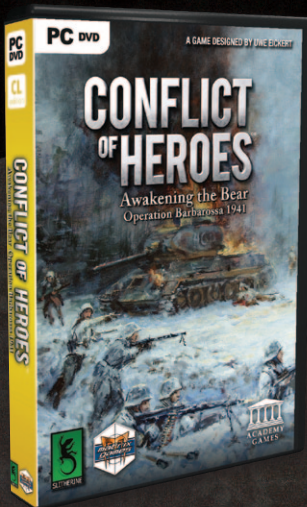
*Fantasy Kommander - Eukarion Wars* is a turn based wargame with a setting inspired by European fantasy and medieval tradition. The gameplay is based on a traditional hex map, with a wide variety of terrains and units available. The Battle System is very detailed and is based on several Combat Tables,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

*Fantasy Kommander - Eukarion Wars* is an operational level game: units approximate squads, with most of them consisting of about hundred soldiers, though some (e.g. heroes, dragons) represent single entities. Every unit is like a rpg character with its own characteristics and special abilities that you can increase as soon as it reaches a higher XP level.

### Features

- Turn-based Fantasy Wargame.
- A complex and detailed Battle System that considers the strength ratio between the Attacker and Defender, the state of health and morale of the units, the terrain and many other tactical factors.
- A deep and involving Storyline set in a world inspired by the European Middle Age and enriched by the Fantasy narrative tradition.
- 4 Single Player Campaigns with 25 Epic Battles, 3 Heroes, Powerful Enemy Generals, and multiple Side Quests.
- Over 70 different Units to enroll, upgrade and unleash in Battle. Every Unit is like a Rpg character with many stats and abilities that you can manage and upgrade.
- Incredible spells.
- Hordes of Enemies.
- Hours and Hours of pure Strategy and Rpg fun!





## CONFLICT OF HEROES AWAKENING THE BEAR!

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Introduction, Basic, Intermediate  
**Period:** World War II  
**Developer:** Western Civilization Software  
**Multiplayer:** Yes  
**Manual:** PDF E-Book, Printed - Color



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

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

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

### Features:

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

## AVAILABLE 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 STORMS 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 fledgling 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.





## DECISIVE CAMPAIGNS THE BLITZKRIEG FROM WARSAW TO PARIS

**Platform:** PC  
**Language:** English  
**Genre:** Operational, Strategic  
**Difficulty:** Intermediate  
**Period:** World War II  
**Developer:** VR Designs  
**Multiplayer:** Yes  
**Manual:** PDF E-Book  
**Award:** War-Historical Wargame of the Year 2010 - Bronze



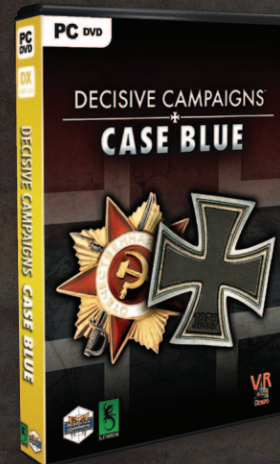
*Decisive Campaigns: The Blitzkrieg from Warsaw to Paris* is the first in an innovative series of operational World War II wargames that also include a strategic element. It simulates Germany's military successes in Poland and France in 1939 and 1940 (including also a hypothetical "Sea Lion" invasion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

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

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

### Features:

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



## DECISIVE CAMPAIGNS CASE BLUE

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

*Decisive Campaigns: Case Blue* is the second title in the critically-acclaimed *Decisive Campaigns* series, with tons



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

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

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

### Features:

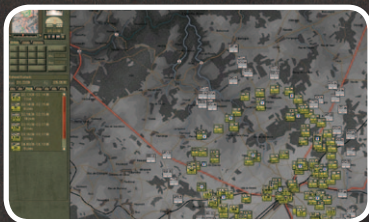
- 4 campaign scenarios (Case Blue (Long and Short), and Operation Uranus, 2nd Kharkov-Trappenjagd)
- 1 linked scenario campaign (1st Panzer Army)
- 2 small scenarios (2nd Kharkov and Drive on Voronezh)
- New rewritten and greatly improved AI
- Full scenario editor
- Well-researched historical simulation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





## COMMAND OPS BATTLES FROM THE BULGE

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Intermediate, Advanced  
**Period:** World War II  
**Developer:** Panther Games  
**Multiplayer:** Yes  
**Manual:** PDF E-Book  
**Awards:** CSR Award 2010

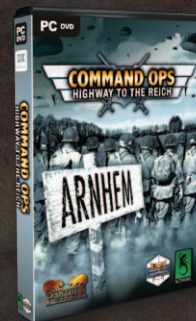


Panther Games brings us to the Winter of 1944 with *Command Ops: Battles from the Bulge*. Although the Battle of the Bulge is ground that has been visited by wargamers before, it has never been done with this level of fidelity and historical accuracy. The most advanced and realistic model of command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

### Features:

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

## AVAILABLE EXPANSION AND DOWNLOADABLE CONTENT



## COMMAND OPS HIGHWAY TO THE REICH

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

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

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



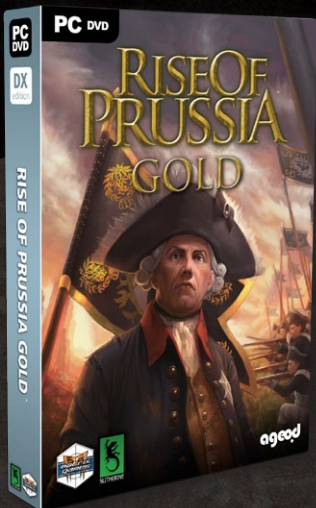
## COMMAND OPS BATTLES FOR GREECE

*Assess, Plan, Order and React – The Decisions are Yours!*

As the second official expansion pack for the award winning *Command Ops* series, *Command Ops: Battles for Greece* from acclaimed developer Panther Games brings you to the early years of World War II, to fight over the ancient battlefields of Greece. In the shadows of Mount Olympus in Greece, Allied forces struggle to halt the blitzkrieg German advance. The *Battles for Greece* expansion pack is a set of 19 historical and what-if scenarios covering all of the major actions that took place during German invasion of Greece during 1941 as well as the previous Italian invasion.

More than just a conversion of the old scenarios to play on the new system, the Expansion Pack represents a major update to the *Command Ops* level of the first half of Panther Games' ground breaking classic game *Conquest of the Aegean*.





## RISE OF PRUSSIA GOLD

**Platform:** PC  
**Language:** English, German, French, Spanish  
**Genre:** Operational, Strategic  
**Difficulty:** Intermediate  
**Period:** Age of Muskets  
**Developer:** AGEOD  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



*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.

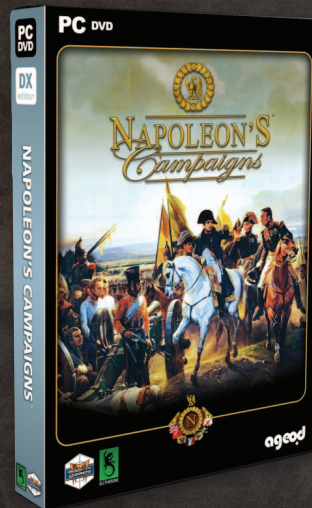
The Gold version includes 3 new scenarios. Two cover the key moments of the Prussian intervention during the War of Austrian Succession (1740-1748), where king Frederick II fought on the battlefield for the first time. The third is a 4-players campaign of the 1757 to 1763 years has been included to enhance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

### Base game features:

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

### Gold edition features:

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



## NAPOLEON'S CAMPAIGNS

**Platform:** PC  
**Language:** English, German, French, Spanish, Italian  
**Genre:** Operational  
**Difficulty:** Advanced  
**Period:** Napoleonic  
**Developer:** AGEOD  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



The greatest historical strategy game about Napoleon's Campaigns is here!

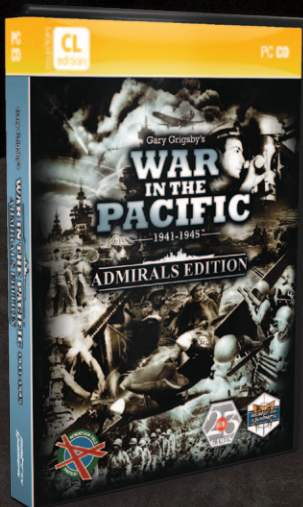
*Napoleon's Campaigns* is a realistic simulation of the campaigns fought by the renowned French emperor between 1805 and 1815. In addition to reliving these landmarks of operational maneuver across Europe, the game also includes the Peninsula War (1808-1814) and even a what-if scenario where Napoleon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

Each scenario presents a unique and interesting challenge!

### Features:

- The largest most beautiful Napoleonic Europe map ever, with unequalled look and detail levels like dioramas
- A large collection of campaigns: Austerlitz (1805), Trafalgar (1805), Iena (1806), Friedland (1807), Danube (1809), Russia (1812), Germany (1813), France (1814), Waterloo (1815), Peninsula War (1808-1814). And as a bonus a what-if scenario on the invasion of England (1805)
- Easy to play, hard to master, play a scenario over a few hour or long breathtaking Campaigns following Napoleon's tracks
- 7 playable nations, dozens of different troops, hundreds of events, over 1000 historical leaders with unique abilities
- Organize divisions, armies and corps, manage supply and morale, and put the best leaders in command
- Upgraded Birth of America and American Civil War engine with improved Military AI and national personalities
- Very fast support and large community benefits at [www.ageod.co.uk](http://www.ageod.co.uk)





## 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



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



## PANZER COMMAND OSTFRONT

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Advanced  
**Period:** World War II  
**Developer:** Black Hand Studios  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



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.

### Features:

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







## ADVANCED TACTICS: GOLD

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Intermediate  
**Period:** World War I, World War II, Modern, Fantasy  
**Developer:** VR Designs  
**Multiplayer:** Yes  
**Manual:** PDF E-Book

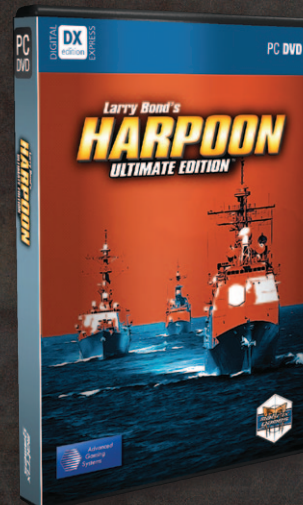
Based on the award winning game engine by the same name, *Advanced Tactics: Gold* offers a unique and infinitely replayable wargaming experience for any strategy fan. Building off of the enormous success of *Advanced Tactics:*

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

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

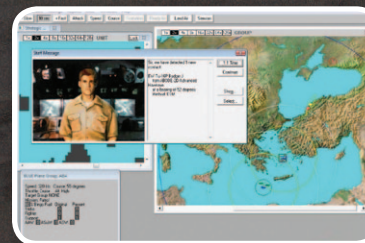
### Features:

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



## LARRY BOND'S HARPOON ULTIMATE EDITION

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Expert  
**Period:** Modern  
**Developer:** Advanced Gaming Systems  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



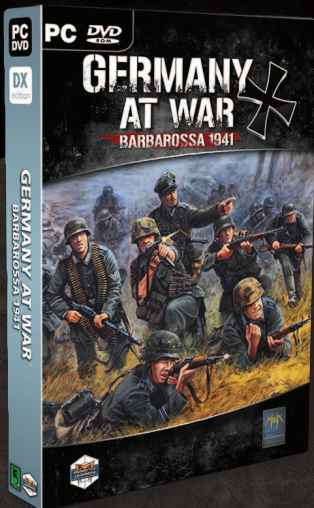
*Harpoon – Ultimate Edition* is the best and most comprehensive compilation of computer Harpoon games ever assembled! The two flagship products in the *Harpoon* line up, *Advanced Naval Warfare* and *Commander's Edition* come highly expanded and improved from their previous versions. *Advanced Naval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

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

### Features:

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





## GERMANY AT WAR BARBAROSSA 1941

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Basic  
**Period:** World War II  
**Developer:** Phobeter  
**Multiplayer:** Yes  
**Manual:** PDF E-Book



*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.

Additional stand-alone scenarios cover other famous battles and are ideal for head to head play through the integrated PBEM++ system. Units and maps are represented at realistic scales and the combat, movement and terrain systems are all based on real capabilities.

Aimed at all levels, from those who have never played a wargame before to those who know the history of World War II in detail, this is an entertaining and challenging game of combined arms strategy.

### Features:

- 4 Campaigns
- 14 Stand-alone Scenarios
- Scenario Editor
- Easy-to-use but realistic combat, movement and logistics system
- Realistic map and time scales
- Different unit sizes fully modelled and viable, from Tiger Battalions to Infantry Divisions
- Wide variety of support units and realistic historical upgrades for each unit type as units earn experience
- Historical equipment base on historical availability
- Dynamic branching campaign system with player decisions, choose the main German axis of attack after the battle of Smolensk.
- In-Game scenario events like bridge destruction, news from other fronts, etc.
- PBEM++ play via server
- Balanced Stand-alone scenarios suitable for head to head play and as either side



## HISTORY® LEGENDS OF WAR

**Platform:** PS3, X360, PS Vita  
**Language:** English  
**Genre:** Tactical  
**Difficulty:** Intermediate  
**Period:** World War II  
**Developer:** Enigma  
**Multiplayer:** Yes  
**Manual:** PDF E-Book

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

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

### Features:

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



# ALL GAMES A-Z

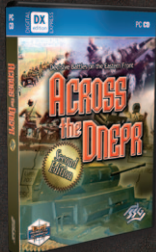


## ACHTUNG PANZER: OPERATION STAR

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

**Developer:** Graviteam

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



## ACROSS THE DNEPR: SECOND EDITION

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

**Developer:** Strategic Studies Group

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

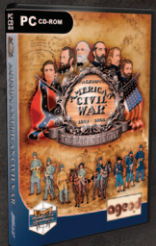


## AI WAR: ALIEN BUNDLE

**Platform:** PC  
**Language:** English  
**Genre:** Strategic  
**Turns:** Real-Time  
**Complexity:** Intermediate  
**Period:** Sci-Fi

**Developer:** Arcen Games

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



## AMERICAN CIVIL WAR THE BLUE AND THE GRAY

**Platform:** PC  
**Language:** English  
**Genre:** Operational  
**Turns:** Turn-Based WEGO  
**Complexity:** Intermediate  
**Period:** Civil War

**Developer:** AGEOD

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



## ARMADA 2526

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

**Developer:** Ntronium Games

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



## ARMADA 2526: SUPERNOVA

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

**Developer:** Ntronium Games

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



## BATTLE OF BRITAIN II: WINGS OF VICTORY

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

**Developer:** Shockwave Productions

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



## BATTLEFRONT

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

**Developer:** Strategic Studies Group

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



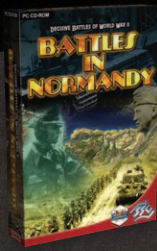


## BATTLES IN ITALY

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

**Developer:** Strategic Studies Group

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

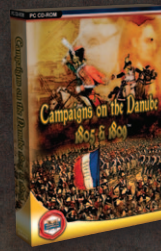


## BATTLES IN NORMANDY

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

**Developer:** Strategic Studies Group

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



## CAMPAIGNS ON THE DANUBE

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

**Developer:** Adanac Command Studies

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



## CARRIERS AT WAR

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

**Developer:** Strategic Studies Group

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



## BIRTH OF AMERICA

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

**Developer:** AGEOD

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

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



## BIRTH OF AMERICA 2: WARS IN AMERICA

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

**Developer:** AGEOD

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



## CHARIOTS OF WAR

**Platform:** PC  
**Language:** English  
**Genre:** Tactical, Operational  
**Turns:** Turn-Based IGOUGO, Real-Time  
**Complexity:** Intermediate  
**Period:** Ancients

**Developer:** Slitherine

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



## COMBAT COMMAND: THE MATRIX EDITION

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

**Developer:** Boku Strategy Games

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





### CONQUEST OF THE AEGEAN

**Platform:** PC, iOS, Android  
**Language:** English  
**Genre:** Operational  
**Turns:** Real-Time Pausable  
**Complexity:** Intermediate  
**Period:** World War II

**Developer:** Panther Games

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

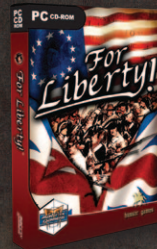


### CONQUEST! MEDIEVAL REALMS

**Platform:** PC, iOS, Android  
**Language:** English  
**Genre:** Strategic  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Basic  
**Period:** Medieval

**Developer:** Slitherine

Conquer your Foes, Exercise your Brain This is *Conquest! 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.



### FOR LIBERTY!

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

**Developer:** Hussar Games

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

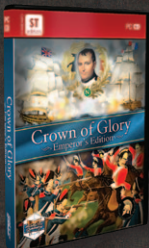


### FORGE OF FREEDOM: THE AMERICAN CIVIL WAR 1861-1865

**Platform:** PC  
**Language:** English  
**Genre:** Tactical, Strategic  
**Turns:** Turn-Based WEGO  
**Complexity:** Intermediate  
**Period:** Civil War

**Developer:** Western Civilization Software

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



### CROWN OF GLORY: EMPERORS EDITION

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

**Developer:** Western Civilization Software

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



### EMPIRES IN ARMS

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

**Developer:** Australian Design Group

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



### FROZEN SYNAPSE

**Platform:** PC  
**Language:** English  
**Genre:** Action, Tactical  
**Turns:** Turn-Based WEGO  
**Complexity:** Basic  
**Period:** Modern

**Developer:** Mode 7 Games

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

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



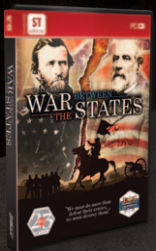
### GARY GRIGSBY'S EAGLE DAY TO BOMBING THE REICH

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

**Developer:** Talonsoft

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



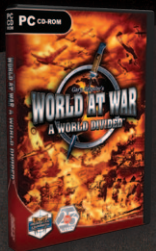


### GARY GRIGSBY'S WAR BETWEEN THE STATES

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

**Developer:** 2by3 Games

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



### GARY GRIGSBY'S WORLD AT WAR: A WORLD DIVIDED

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

**Developer:** 2by3 Games

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

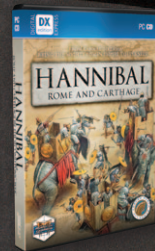


### GUNS OF AUGUST 1914–1918

**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!

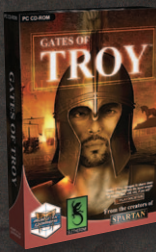


### HANNIBAL: ROME AND CARTHAGE IN THE SECOND PUNIC WAR

**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.



### GATES OF TROY

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

**Developer:** Slitherine

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



### GREAT INVASIONS

**Platform:** PC  
**Language:** English  
**Genre:** Strategic  
**Turns:** Real-Time Pausable  
**Complexity:** Intermediate  
**Period:** Ancients, Medieval

**Developer:** AGEOD

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



### HIRED GUNS: THE JAGGED EDGE

**Platform:** PC  
**Language:** English  
**Genre:** Tactical, Role Playing  
**Turns:** Turn-Based IGOUGO, Real-Time Pausable  
**Complexity:** Intermediate  
**Period:** Modern

**Developer:** Game Factory Interactive

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



### HISTORY EGYPT: ENGINEERING AN EMPIRE

**Platform:** PC, PSP, iPhone, iPad  
**Language:** English  
**Genre:** Tactical, Strategic  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Intermediate  
**Period:** Ancients

**Developer:** Bloober Team

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





## HISTORY GREAT BATTLES MEDIEVAL

**Platform:** PC, PS3, 360, iPad, Android  
**Language:** English  
**Genre:** Tactical  
**Turns:** Real-Time Pausable  
**Complexity:** Basic  
**Period:** Medieval

**Developer:** Slitherine

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



## HORNET LEADER PC

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Basic  
**Period:** Modern

**Developer:** Dan Verssen Games

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



## JOHN TILLER'S BATTLEGROUND NAPOLEONIC WARS

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

**Developer:** Talonsoft

*John Tiller's Battleground Napoleonic Wars* puts the player in command of the mighty armies of the Napoleonic era, combining the time-tested interface and turn-based game mechanics that made John Tiller's original game designs famous. With the choice of 2D or 3D battlefield view, dozens of scenarios and more historical information 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 wargaming 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.



## HORSE AND MUSKET: VOLUME I

**Platform:** PC  
**Language:** English  
**Genre:** Tactical  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Intermediate  
**Period:** Age of Muskets, Napoleonic

**Developer:** Boku Strategy Games

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



## JOHN TILLER'S BATTLEGROUND CIVIL WAR

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

**Developer:** Talonsoft

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



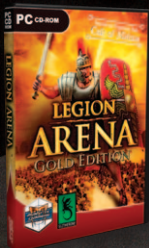
## KORSUN POCKET

**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.





## 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!



## 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.



## MAKING HISTORY II: THE WAR OF THE WORLD

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

**Developer:** Muzzy Lane Software

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

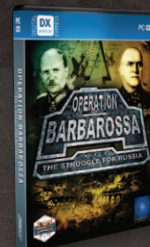


## NAPOLEON IN ITALY

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

**Developer:** Hussar Games

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

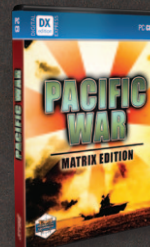


## OPERATION BARBAROSSA - THE STRUGGLE FOR RUSSIA

**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:** English  
**Genre:** Strategic  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Advanced  
**Period:** World War II

**Developer:** Matrix Games

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





## REVOLUTION UNDER SIEGE

**Platform:** PC  
**Language:** English  
**Genre:** Operational, Strategic  
**Turns:** Turn-Based WEGO  
**Complexity:** Intermediate  
**Period:** Inter War Period

**Developer:** SEP REDS

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



## SMUGGLERS IV – DOOMSDAY

**Platform:** PC  
**Language:** English  
**Genre:** Strategic  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Intermediate  
**Period:** Sci-Fi

**Developer:** Niels Bauer Games

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



## STARSHIPS UNLIMITED V3

**Platform:** PC  
**Language:** English  
**Genre:** Strategic  
**Turns:** Real-Time Pausable  
**Complexity:** Basic  
**Period:** Sci-Fi

**Developer:** ApeZone

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



## STEEL PANTHERS: WORLD AT WAR - GENERALS EDITION

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

**Developer:** Matrix Games

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



## 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!



## STORM OVER THE PACIFIC

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

**Developer:** Wastelands Interactive

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



## STRATEGIC WAR IN EUROPE

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

**Developer:** Wastelands Interactive

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





## TEAM ASSAULT: BAPTISM OF FIRE

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

**Developer:** Zeal

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



## TIME OF FURY

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

**Developer:** Wastelands Interactive

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



## 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

**Platform:** PC, Mac  
**Language:** English  
**Genre:** Operational  
**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...



## 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.



## UNITY OF COMMAND RED TURN

**Platform:** PC, Mac  
**Language:** English  
**Genre:** Operational  
**Difficulty:** Basic  
**Period:** World War II  
**Multiplayer:** Yes

**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 offensive agenda for one last time. Soon after, as the strategic initiative swings in favor of the Soviets, you are tasked with liberating the motherland in command of victorious Red Army forces.

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



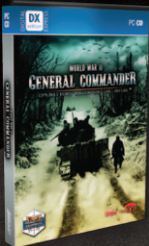
## WAR PLAN ORANGE: DREADNOUGHTS IN THE PACIFIC 1922 – 1930

**Platform:** PC  
**Language:** English  
**Genre:** Operational, Strategic  
**Turns:** Turn-Based WEGO  
**Complexity:** Advanced  
**Period:** Inter War Period

**Developer:** 2by3 Games

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





## WORLD WAR II: GENERAL COMMANDER

**Platform:** PC  
**Language:** English  
**Genre:** Tactical, Operational  
**Turns:** Real-Time  
**Complexity:** Introduction  
**Period:** World War II

**Developer:** Games GI

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



## WORLD WAR ONE GOLD

**Platform:** PC  
**Language:** English  
**Genre:** Strategic  
**Turns:** Turn-Based IGOUGO  
**Complexity:** Intermediate  
**Period:** World War I

**Developer:** AGEOD

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



## 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



Commander: The Great War iPad



Conquest! Medieval Realms For iOS and Android



Frontline: Road to Moscow



Legion Gold for iPad



Magnifico for iPad and Android



HISTORY Great Battles Medieval for iPad and Android



Panzer Corps for iPad



Small General



Small General Eastern Front

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