



# THE FINAL YEAR OF WWII

## SPRING 1944

**8 playable factions**  
unique gameplay for each side

- ★ 8 fully operational factions with unique gameplay for each, hundreds of unit types, realistic equipment
- ★ Realistic handling of tank fights and anti-tank weapons
- ★ Suppression simulation for soldiers
- ★ Simple economic model focused on fighting and less base construction
- ★ 30 to 75 minute matches
- ★ Under continuous development: 1–2 releases a week, 40 devs historically

### WHAT'S NEW

AI assists players to control groups of units

AI helps players with building defense lines or with scouts micromanager

Behaviors sharing through lobby AI packages manager

Preparing for a Steam release

