

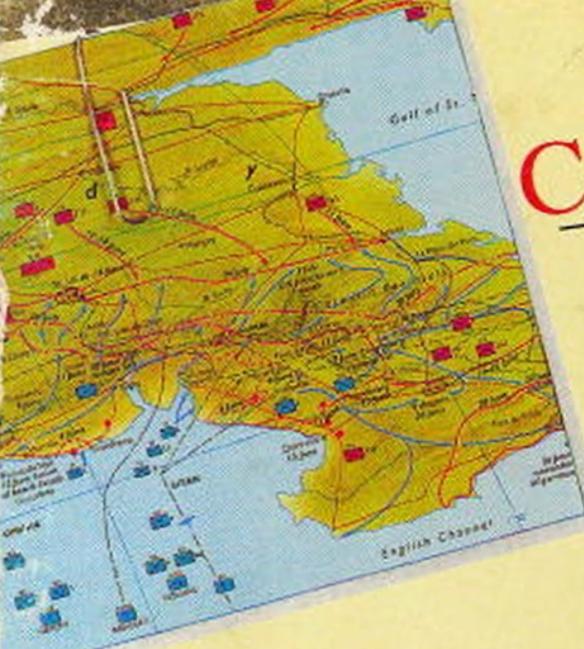
# Campaign

Tactical & Strategic War Simulation



**empire**  
SOFTWARE

# CAMPAIGN REPORT:



## Battlepack Checklist

- Campaign Gaming System Software ..... (✓)
- Map Editor Software ..... (✓)
- Extensive User Guide and Gameplay Manual Incorporating Historical Background, Vehicle Factfinder and Campaign Maps ... (✓)
- 2 World War II Propaganda Posters ..... (✓)
- 2 World War II Propaganda Postcards ..... (✓)
- D-Day Landings Battleplan Map ..... (✓)
- Authentic Wartime Newspaper Reprint ..... (✓)

## The Most Comprehensive Military Simulation of Warfare in World War II

Take full command of up to 3000 vehicles on over 20 historically accurate predefined maps ranging in size from 625 to 10 million square kilometres. Locations range from the Sahara and Russian Steppes to the Battle of the Bulge in the Ardennes and the decisive D-Day landings.

The amazing Map-Editor allows you to modify the existing maps and create new ones of your own. This option is available at any time allowing you to pause and enter the editor to modify the forces. You can even swap sides!

Control either Allied or Axis forces from the level of Field Marshal right down to tank driver.

As Field Marshal coordinate strategy for all groups of tanks, convoys, aircraft, ships and production centres.

As General, control the fighting of an individual battle with as many as 16 active tanks plus artillery and air support.

As Tank Driver/Gunner experience the battle in stunning 3D.

Over 150 vehicle types, each one displayed in Super Fast 3-D; Russian, American, German & British tanks, artillery, support vehicles, aircraft and ships including:- M3 Stuart III · M18 Hellcat · M7 Priest · M4 Sherman · M4A3 · Churchill III · Matilda II · Mosquito · Spitfire · P47 Thunderbolt · Jagdpanther · Tiger I · Junker Ju52 · Messerschmitt Me 109

Campaign gives you full control over all aspects of combat including airstrikes and sea battles.

Your playing area covers up to a staggering 10 million square kilometres of detailed terrain featuring towns, villages, rivers and woodland. You can lay an artillery barrage at a vital rail-crossing, or send a squadron of bombers to strafe an enemy position.

You will need to create a full supply system, incorporating factories, convoys and ammunition to back up your forces and also to arrange vital reconnaissance missions..



**System Requirements:**  
Amiga A500, A500+, A500HD, A1000, A1500, A2000, A3000  
Workbench 1.2 or above · 0.5Mb RAM (1.5Mb RAM required for  
rain sequence) · Mouse and Keyboard control required.



Commodore  
Amiga

THE MOST SOPHISTICATED NEW WARGAMING SYSTEM EVER  
DEIGNED FOR THE HOME COMPUTER, SUCCESSFULLY  
COMBINING STUNNING 3D, TOP LEVEL SIMULATION  
AND IN-DEPTH STRATEGY.  
SIMPLY THE MOST ORIGINAL WAR GAME EVER!

Designed & Programmed by Jonathan Griffiths

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