



Grab your shashka and get ready for a winter offensive!

Eastern Front WW1 FPS releases on November 16

ALKMAAR, THE NETHERLANDS – September 14, 2017 – The two studios behind Verdun - Blackmill Games and M2H – reveal more details about their new title Tannenberg, scheduled for Early Access release on November 16 on PC via [Steam!](#)

Watch more footage here: <https://youtu.be/zL7cEuh4nF8>

Early Access Release on November 16

Tannenberg will be coming to PC for Windows, Linux+SteamOS and Mac on November 16, where it will be available to buy in Early Access from Steam for \$17.99.

Arriving alongside the release will be a new trailer and a special bonus for Tannenberg buyers who already own Verdun! The Early Access period for Tannenberg is planned to last until Q1 2018, and will be used to incorporate final polish and balancing based on feedback from their player base.

What to Expect

A new 64 person game mode will let players experience the different nature of warfare on the Eastern Front – in the new **Maneuver battles** the action will flow unpredictably as both sides try to outflank and effectively encircle enemy positions. Instead of static trench lines and alternating attack and defense, players will attempt to capture important positions such as signal posts and ammunition dumps reflecting the enemy army's supply and links with their headquarters. Larger maps and the higher player counts will give these battles a real sense of scale as both sides frantically attempt to encircle each other and break out of any pockets that form.

Russian Cossack troops with their lethal shashka sabres will be a powerful force in these battles for vital positions. As with everything else in Tannenberg, the new game mode, troops and weapons are firmly based in reality.

Until Then

Things aren't going to be silent until the release though! More details are available in the FAQ, and the developers are releasing regular Frontline News updates showing off what they've been working on and dropping details about Tannenberg. You can read them on the [Steam Community page](#).

###

1914-1918 series

Starting out on the Western Front with the release of the first realistic WW1 FPS *Verdun* back in April 2015, and expanding to the Eastern Front with the upcoming *Tannenberg*, the 1914-1918 series throws players into intense warfare inspired by the chaos and fury of iconic battles from the First World War. With over 900,000 copies of *Verdun* sold, this novel and underserved setting has proven popular with the gaming community!

Players choose from a variety of historically accurate squads and weapons, with more available to unlock through playing the game, before diving into the mud and blood splattered battlefields of dynamic multiplayer trench warfare.

Every game is built on a base of thorough research and receives extensive post-release support bringing new content and challenges for our players. The games in the series are linked, but each one is standalone and provides a different experience, reflecting the nature of the fighting in the many-sided theaters of the war.

###

Related Links

Official website: www.TannenbergGame.com
Steam page: <http://store.steampowered.com/app/633460>
Press kit: <http://press.verdungame.com>

About the Developers

M2H and Blackmill Games started working together on the realistic squad-based WW1 FPS game *Verdun*, which was Greenlit on Steam in July 2013. *Verdun* was released in April 2015 after a year of Early Access, and went on to see releases on PlayStation 4 and Xbox One, along with many free updates. While continuing to support and improve *Verdun*, M2H and Blackmill Games are currently working on standalone expansion *Tannenberg*.

For more information on the two studios, visit www.M2H.nl and www.BlackmillGames.com.

Press Contact

Bram and Stephanie (Game Drive)
Public Relations *Verdun* & *Tannenberg*
E-mail: press@1914-1918series.com