



Free Expansion for Verdun

New region, new game mode, new squads,
new weapons and gore!

ALKMAAR, THE NETHERLANDS – March 23, 2016 – The developers M2H and Blackmill Games have just released a free expansion for the WW1 FPS Verdun. This update will vastly enrich the gameplay experience of the Western Front by introducing a whole new region, adding five additional squads, introducing over 40 new weapons and giving the players the option to experience the true horrors of war with gore settings.

Watch the trailer: <https://www.youtube.com/watch?v=AchJpEGgQ5k>

Verdun is available via [Steam](#) on PC, Mac and Linux.

Free Expansion

As promised the developers [M2H](#) and [Blackmill Games](#) have continued working on their WW1 FPS Verdun after its release in 2015, to ensure that the community gets what it wants: a full WW1 experience of the Western Front. A number of updates have been developed to give Verdun players even more historical battles to relive, more game modes to try out, and many other new additions.

The free expansion introduces players to a **gloomy night map** called Champagne, a new **co-op game mode** named Squad Defense, new squads including **American, German** and **Belgian troops**, loads of new **weapons**, new animations, and **horrendous gore settings** that players can try out if they dare...

Champagne

Champagne is a region in France that saw the first offensive by the Entente against the Germans, after the end of what was called mobile warfare. The map is set at night, which drastically alters the tactics and experience of the game as most battles are going to be at close quarters among the trenches due to the darkness.

Squad Defense

The Squad Defense game modes is a change in pace for Verdun players, offering a new kind of authentic WW1 experience. This cooperative game mode pits your 4-man squad against waves of advancing AI controlled enemy troops, and asks how long you can hold your trench in the face of relentless attacks. Outnumbered and outgunned, you'll need to stand back to back with your squad mates to survive!

New Weapons

More than 40 historically accurate weapons have been added to the game. This includes a number of community favorites such as the Artillery Luger pistol carbine, the M1918 BAR, the iconic Stielhandgranate, the flawed but highly accurate Ross Rifle, and the C96 Mauser. There are also new

attachments available for use, such as telescopic sights and trench magazines in addition to new abilities such as bombardments from the infamous Big Bertha artillery.

New Squads

A number of long awaited new squad types are added to the game. The Belgians and Americans finally make their entrance to the battlefield with one Belgian sentry squad and two US squads; the *Doughboys rifle squad* and the *US Marines engineer squad*. The Central Powers are reinforced by the *German Schützen sentry squad* and the *Pioniere*, a German engineer squad.

Gore Settings

Players can now experience the real horrors of WW1. In order to get a more realistic war-torn feel to the game the developers have added bloody injuries such as soldiers losing limbs. This has been done in a respectful way as the developers understand that this is not an easy topic to cover. For those that find it too realistic or even shocking, the developers have made sure that the new gore setting can be set to different levels of intensity, even allowing the players to disable it completely if they choose.

The developers will [stream](#) this new update Saturday the 26th of March at 3PM EST / 8PM GMT.

About Verdun

Verdun is the first multiplayer FPS set in a realistic First World War setting. The merciless trench warfare offers a unique battlefield experience, immersing you and your squad into intense battles of attack and defense.

The game takes place on the western front between 1914 and 1918, in one of the bloodiest conflicts in world history. The developers were inspired by the infamous Battle of Verdun in 1916. The game offers 4 distinct game-modes; Frontlines, Attrition, Rifle Deathmatch and Squad Defense. There are also many historically accurate features included such as realistic WW1 weaponry, authentic uniforms, gore, and maps based on the real battlefields of France and Belgium.

The Frontlines game mode is unique in its tactical complexity. The realistic trenches are challenging to fight in and require tactical cunning to capture and defend. The Entente and Central Powers strive to gain control of frontline sectors. One battle you'll find yourself rushing the enemy trenches during an offensive battle in order to gain ground, while in another battle you might be defending your recently conquered ground against a fierce enemy counter-attack.

Players can choose to be part of one of the many squad-types in the game, each of whom have their own distinct tactical role. By working together with your friends, you can earn experience that improves the power and versatility of your squad. As you gain more experience fighting and get promoted in rank, you also earn Career Points which you can use to unlock specializations, weapons and equipment.

In the Attrition game mode, the Entente and the Central Powers are pitted against each other in a single battle. Each side has a number of tickets which represents the amount of manpower they have. When a player is killed and respawns, a ticket is deducted from the side they belonged to. When a side has no more tickets, players of that side cannot respawn - the last side standing wins!

The Rifle Deathmatch is a free-for-all game mode, where all players are pitted against each other in a thrilling contest of skill using only bolt-action rifles.

In the Squad Defense mode, the player along with three squad-mates will have to defend a position as long as they can against endless waves of AI controlled attackers.

Verdun key features include:

- Realistic World War 1 gameplay: Authentic weaponry with realistic bullet physics, skill based weapon handling, gore, poisonous gas with a claustrophobic gas mask experience, gore and artillery barrages
- Tactical squad-based FPS: Unique squad leveling system, distinct squad types and roles, voice chat
- True trench warfare: Real-time dynamic frontline with momentum-based attack and counter-attack gameplay
- Authentic World War 1 setting: Typical WW1 music and style, historical battlefields set on the Western Front
- Challenging game modes: Team-based Frontline, tactical Attrition, skill-based Rifle Deathmatch and desperate survival in Squad Defense

For more information, please visit Verdun on [Steam](#), like us on [Facebook](#), subscribe on [YouTube](#), stream on [Twitch TV](#) and follow us on [Twitter](#).

Related Links

Steam page: <http://store.steampowered.com/app/242860/>
Official website: <http://www.verdungame.com>
Press kit: <http://www.verdungame.com/press>

About the Developers

With the development of Verdun, Game Studio M2H and Blackmill shared a common vision; a passion to create a realistic World War 1 game and a desire to differ from the typical First Person Shooter familiarities.

The challenging trench-warfare in a WW1 setting combined with a tactical squad mode along with the different squad types and role, bring a unique diversity in tactical gameplay to this First Person Shooter. Verdun is the first Dutch game that made it through Steam Greenlight (July 2013) and has been in Steam Early Access from 2013 to April 27th 2015. M2H and Blackmill Games took this opportunity to work with the community on polishing the game, and they've continued this process after their live launch, by releasing multiple free expansions.

Verdun has attracted over 425,000 players and won several awards including: IndieDB Editors Choice; Best Multiplayer 2015, Best Economic Achievement Award 2015, Control Industry Award 2015, the NWTV award; Best Dutch game 2014 and #5 Top Upcoming Indie Games of 2014 as voted by the IndieDB community.

M2H

M2H is a veteran when it comes to developing games. In 2009, the brothers Hergaarden founded their studio, focusing on 3D Unity multiplayer games as their specialization. This challenging approach resulted in many successful Android, iOS, Web and Standalone games. Their mobile games have been downloaded more than 20 million times already and their web portal Wooglie.com, which hosts third-party Unity games as well as their own self-developed games, has over 2 million unique monthly visitors. M2H has won several Dutch Global Game Jam awards for their games including an audience and jury award. Soon, M2H will release another multiplayer game called [Marooners](#). For more information visit www.M2H.nl.

Blackmill Games

Blackmill Games is a studio specialized in Unity3D game development. It was founded in 2013 by Jos Hoebe, a software engineer with a broad set of game design and development skills. The studio gained experience in the mod-scene and with the development of the music game [MokMok](#). The affinity Blackmill Games have with authentic historical games can be seen in their first game; [Verdun](#).

Blackmill is a studio that puts the user experience first and makes sure to drive this force behind every design decision-making process. It didn't make the [European Develop 100](#) for nothing!

For more information, please visit www.BlackmillGames.com.

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