



PRESS INFORMATION

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Con- trol

Massive Armies, Customize Units and Battle Online on the Xbox 360™ and Continue a Centuries

Debuting the series' tactical real-time action on the Xbox 360™ video game and entertainment system from Microsoft® and delivering all-new content to 2006's critically acclaimed Warhammer: Mark of Chaos for the PC, **Battle March** brings the brutality, strategy and drama of warfare to life with six unique playable armies, fully customizable units and intense online clashes.

On the Xbox 360 console, **Warhammer: Battle March** includes the original content from Warhammer: Mark of Chaos as well as all-new features, intuitive control schemes and support for online play via Xbox LIVE® online game service. Thrusting players into Games Workshop's renowned fantasy world, players will be able to control six unique armies – the Empire, Chaos, Skaven, High Elves as well as the all-new Dark Elf and Orcs & Goblins forces – as they battle for supremacy in a world torn apart by constant warfare. The individual units of each army can be customized in great detail, allowing players to put their own mark on their fighting force and strike fear into their opponents with terrifying combinations of weaponry and armor. Players can also control Heroes and Champions for each army, high-powered units that gain new abilities as they tear through the opposition. Placing the focus of gameplay on combat and tactics rather than tedious resource management, **Warhammer: Battle March** on the Xbox 360 features two control schemes for both master battlefield tacticians and novice warriors that offer full control over all aspects of the player's army. On Xbox LIVE, up to four players can engage in massive multi-army clashes in head-to-head and team-based modes of play.

About Deep Silver

Deep Silver develops and distributes interactive games for all platforms. The Deep Silver label means to captivate all computer and video gamers who enjoy and share a passion for thrilling gameplay in modern game worlds. Deep Silver works with its partners to achieve a maximum of success while maintaining the highest possible quality, always focusing on what the customer desires. Deep Silver products are designed to equally appeal to professionals and beginners, children and adults.

Deep Silver has published around 40 games since 2003, including the most successful adventure of 2006, Secret Files: Tunguska, the bestseller ANNO 1701 (co-published with Sunflowers), the challenging Crossword knowledge puzzle game, the horse simulation Horse Life DS, and the soccer MMO World of Soccer Online. Current developments include Warhammer® - Battle March™ (in cooperation with Namco Bandai), the action role-playing game Sacred 2: Fallen Angel (in cooperation with Ascaron), S.T.A.L.K.E.R.: Clear Sky, the sinister Chernobyl shooter for PC, and the new game from the Piranha Bytes team. Deep Silver's own developing studio Deep Silver Vienna opened in 2007. For more information please visit www.deepsilver.com

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