

**Genre:** Action / Strategy  
**Publisher:** JoWood Productions  
**Developer:** Wings Simulation  
**Release Date:** First half 2003  
**Platform:** PC  
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### Description

The year 2010: After more than a half century of military interventions the super powers are growing weary of their role as a global police force.

Failing economies and political infighting have forced the world powers to drastically reduce their military forces and rely more and more on secret, highly specialized mercenary units mobilized for specified operations. Wars are no longer waged by state controlled-armed forces, but by small, highly trained, well-armed mercenary units.

In "SÖLDNER – Secret Wars", the player takes command of these highly mechanized, elite units. Soldiers, helicopters, light tanks and vertical takeoff planes stationed on a camouflaged carrier are ready to engage the enemy anywhere in the world. Access to secret prototype weapons increases firepower and gives your units the element of surprise.

Complex geopolitical systems provide for dynamic campaigns: every decision the player makes – every assignment he accepts or rejects, brings consequences that can severely affect future objectives.

From Wings Simulations, creator of the highly acclaimed Panzer Elite.

## Features

- ✍ Dedicated server support for up to 32 players, up to 128 on special provider servers
- ✍ Design focused on multi-player scenarios: e.g. team play with numerous mission types
- ✍ Dynamic single-player campaign with mission generator
- ✍ Realistic weapons systems from the secret research laboratories of the weapons industry
- ✍ Simulation of a complex, geopolitical system enabling an unimagined diversity of missions and mission types
- ✍ Dynamic playing world based on authentic satellite data with day and night cycles, as well as changes in weather and seasons
- ✍ Realistic, virtual battlefield: the advanced-terrain engine with its new destruction system even permits display of damage resulting from atomic warheads