

Screenshot0001

A Gatling Gun opens fire on a charging unit of traditional Samurai warriors.

Screenshot0002

A large naval battle is depicted. In the foreground we see an ironclad – one of the modern, steam-driven ships. In the background, another ship is engulfed in a cataclysmic explosion which will break it in two.

Screenshot0003

Naval battle. In the foreground is a metal-plated Frigate-class ship.

Screenshot0004

A land battle depicting conflict between a traditional Samurai bow unit and a rifle-bearing Shinsegumi Police unit.

Screenshot0005

A large naval battle showing frigates and ironclads. Note the new Naval UI, with 19th century-style direct speed controls for ships.

Screenshot0006

A screenshot from a land battle showing the detail of the new rifle-bearing infantry unit models.

Screenshot0007

Cannon feature predominantly on the battlefields of the 1860s. Here we see a Parrot Gun in action – a weapon that saw extensive use in the American Civil War.

Screenshot0008

Here we see a large siege battle. The defences have been softened by cannon fire, and the attacking troops are mounting an assault.

Screenshot0009

A shot of the Campaign map. Note that, as the army lays siege to this city, there is a navy offshore. There is a circular marker around the navy which marks the navy's cannon range. As the city is within this marker, the navy will be able to provide explosive bombardments during the ensuing land battle.

Screenshot00010

A shot of the Campaign Map, illustrating the new railway lines. If a player builds railway stations or captures territories that have railway stations, he will be able to move his armies and agents at speed across the map from station to station.

Screenshot00011

A shot of the campaign maps showing a railway station. Also note: the new agricultural texture-map, new, rescaled foliage and enhanced height-map which allows us to create higher, more realistic mountains.

Screenshot00012

An army weighs up the wisdom of attacking his enemy who not only outnumber him, but travels with a Foreign Veteran. The Foreign Veteran is capable of killing an army's General outright by calling him out in Single Combat, or Harassing an army to reduce its numbers before a battle.