

SUPREME COMMANDER™ Forged Alliance



The last days of man are at hand. Two years after the Infinite War the once great warring nations now lie in ruins, and humanity's hope for a brighter future is nothing but a bitter memory. A new, seemingly unstoppable enemy, supported by the zealots of The Order, now seeks to eradicate mankind; UEF, Aeon Loyalist, and Cybran alike. With their backs against the wall and staring into the abyss, the tattered remnants of Humanity's forces must put aside old hatreds and band together as they prepare to make one last desperate stand. One last chance. An alliance forged in blood, steel and hope, they turn to face the dark.

Features:

- **New Playable Faction:** A completely new playable faction will be available in multiplayer games and serve as the main threat during the new single-player campaign. This new threat is a cunning and devious race with advanced technology and are true masters of quantum technology. New weapons, new strategies, new conquests!
- **New Units:** 110 new land, sea, air, base and experimental units evolve armies to address strategic weaknesses or become the ultimate expressions of factional military doctrine.
- **Warfare on an Epic Scale:** Fully realized navies, orbital weaponry and advanced counter intelligence technologies give commanders unprecedented, deadly new capabilities in what is already the most strategic RTS on the market today.
- **New Multiplayer Maps:** new multiplayer battlefields provide new grounds for players to prove their supremacy.
- **New Single Player Campaign:** Play through a brand new single player campaign as you gather your forces to save mankind from extinction.



SHIP DATE
November 2007

GENRE
RTS

PLAYERS
1-8

