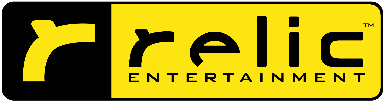
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***COMPANY OF HEROES 3* ANNOUNCED**

*Join the fight on* [*CompanyOfHeroes.com*](http://www.companyofheroes.com) *and play the Pre-Alpha Preview today!*

**VANCOUVER, CANADA – 13 JULY 2021** – The legendary strategy franchise is back, combining heart-pounding combat with new layers of strategy in a breathtaking Mediterranean setting. Relic Entertainment™ and SEGA® Europe Ltd. are thrilled to reveal that Company of Heroes™ 3, the latest instalment in the critically acclaimed strategy franchise, is coming to PC in 2022! Those eager to get their hands on the game won’t have to wait until then – visit [CompanyOfHeroes.com](http://www.companyofheroes.com/) to join CoH-Development and get access to the Pre-Alpha Preview for Company of Heroes 3 via [**Steam**](https://store.steampowered.com/app/1677280/Company_of_Heroes_3/) right now!

Watch the Announce Trailer [**here**](https://www.youtube.com/watch?v=F0nWPG_cFqY).

Watch the Gameplay reveal trailer [**here**](https://www.youtube.com/watch?v=EwBOk-2vWZs).

Players who join Relic’s CoH-Development program, which is powered by Games2Gether™, can expect an early glimpse at the campaign experience. Signing up is free, and it will give players exclusive insights into how the game is being made, as well as a voice in its development. Players who link their Steam account today, will have access to the Pre-Alpha Preview until 2nd August 7 PM PDT / 3rd August 3 AM BST.

**Mediterranean Theatre & New Features**

Company of Heroes 3 is bringing the series’ intimate boots-on-the-ground storytelling to a brand-new theatre of war, unlocking authentic new tactics, factions, and a wealth of untold stories from World War II. The Mediterranean is a place of immense variety, from windswept Italian mountain passes to harsh North African deserts and coastal vistas. On this new frontline, intelligence trumps speed.

In Company of Heroes 3, the critically acclaimed Company of Heroes gameplay has been enhanced with authentic new features, making for the deepest tactical experience to date – all powered by the Essence Engine 5, the latest evolution of Relic’s proprietary real-time strategy technology. On the **Dynamic Campaign Map**, players command ground, air and naval forces and build supply lines as they lead the Allies’ campaign to retake mainland Italy from the entrenched Axis forces. The long-term choices you make here will affect not only the battles you fight, but the story of the war itself.

In single-player modes, **Full Tactical Pause** gives players a new level of tactical control over the pacing on the battlefield. By freezing the action, players who choose to employ Full Tactical Pause will be able to coordinate all their actions at once, thinking through every move in detail without the pressure of doing it all in real-time.

*“We’re really excited for players to experience Company of Heroes 3 right from the pre-alpha stage and to receive their valuable feedback,”* said Justin Dowdeswell, General Manager at Relic Entertainment. *“We’ve been co-developing the game with some of our fantastic community members for years now, and they have been instrumental in providing consistent and meaningful feedback at every step of the development process. We are ready to expand that program in a massive way with our fans around the world via our CoH-Development program, which has been made possible by Amplitude Studios*™*’ superb Games2Gether platform.”*

For more information about Company of Heroes 3 head to [www.companyofheroes.com](http://www.companyofheroes.com), where players can also sign up for CoH-Development. You can follow the game on [YouTube](https://www.youtube.com/user/CoHOfficial), [Twitter](https://twitter.com/CompanyOfHeroes), and [Facebook](https://www.facebook.com/companyofheroes). For more information about SEGA Europe, log on to [www.sega.co.uk](http://www.sega.co.uk/) and follow us on [Facebook](http://www.facebook.com/sega), [Instagram](https://www.instagram.com/sega/), [YouTube](https://www.youtube.com/user/SEGAEurope) on [Twitter](http://www.twitter.com/sega).

**About Relic Entertainment**  
Relic Entertainment is the award-winning development studio behind critically acclaimed franchises including Company of Heroes, Age of Empires IV, Warhammer 40:000: Dawn of War, and more. Since its inception in 1997, Relic has produced a rich catalogue of genre-defining real-time strategy titles and continues to innovate today as a SEGA-owned studio. Relic is located in Vancouver, Canada. Learn more at [www.relic.com](http://www.relic.com).

**About SEGA® Europe Ltd.:**

SEGA® Europe Ltd. is the European Distribution arm of Tokyo, Japan-based SEGA CORPORATION, and a worldwide leader in interactive entertainment both inside and outside the home. The company develops and distributes interactive entertainment software products for a variety of hardware platforms including PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Interactive Entertainment Europe. SEGA wholly owns the video game development studios Two Point Studios, Creative Assembly, Relic Entertainment, Amplitude Studios, Sports Interactive and HARDlight. SEGA Europe’s website is located at [www.sega.co.uk](http://www.sega.co.uk/)