

ACADEMIES OF WAR

★ THE NORTH IGNITES ★

PUBLISHER PITCH

Gamescom 2026

Story-driven tactical RPG for PC, built around academy life, tactical battles and character relationships

Business gameplay trailer & meeting assets

nordlichtgames.com/gamescom



WHY THIS GAME

THE HOOK

Turn-based tactics, played directly from the battlefield.

The player commands the squad from a tactical overview, then takes direct third-person control of individual cadets during their turn: move, aim, take cover and commit actions manually.

COMMAND MODE

UNIT ACTION

DIRECT AIMING

Publisher read

A known tactical RPG fantasy made immediately more personal and legible through third-person control.



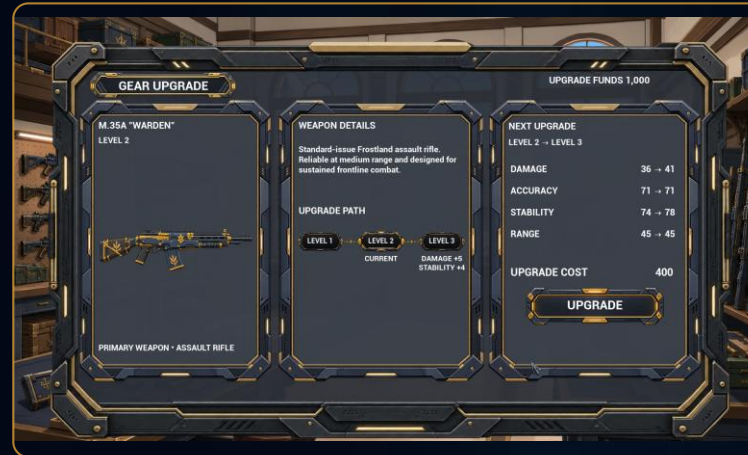
PROOF OF EXECUTION

CURRENT PROTOTYPE

Current build focuses on the playable tactical loop, supported by a 100% in-game mechanics business trailer.

**Combat loop**

Movement, aiming, shooting

**Meta layer**

Briefing, dialogue, gear foundations

**CP / MP**

Turn economy and movement limits

Enemy turn

Role-based enemy behavior

Suppression

Battlefield pressure over turns

Command mode

Tactical overview & unit activation

MISSION STRUCTURE

CORE GAMEPLAY LOOP

Every mission turns combat results into stronger cadets, deeper relationships and new preparation choices.



100% IN-GAME MECHANICS FOCUS

TACTICAL COMBAT



Designed for cinematic tactical war battles where positioning matters because the player controls it directly.

Turn-based command

Commit actions carefully and control the pace of each engagement.

Direct positioning

Move units, choose angles, exploit terrain and use cover.

Squad roles

Each cadet brings a readable battlefield identity and skill focus.

Mission goals

Sabotage, defense, rescue, breakthrough and commander elimination.

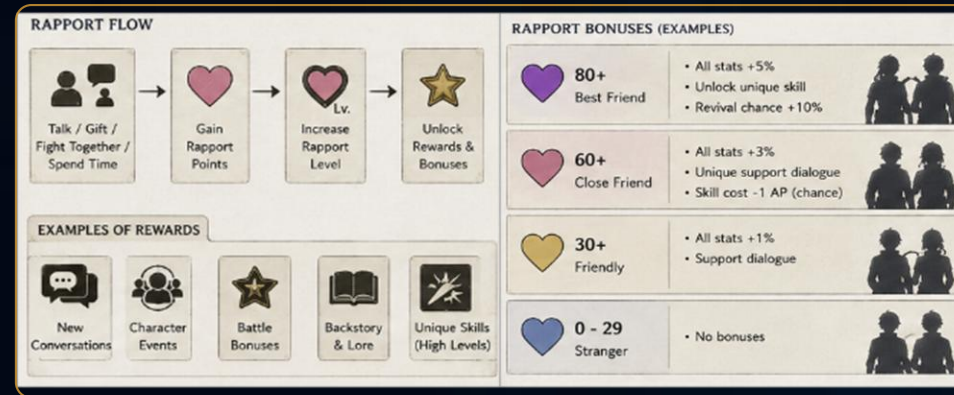
Enemy pressure

Role-based AI, suppression and battlefield intelligence drive tension.

BEYOND THE BATTLEFIELD

ACADEMY + RAPPORT PROGRESSION

The academy phase keeps progression emotional and strategic between combat missions.



Academy hub

Training, R&D, armory, classes and squad setup

Rapport loop

Talk, fight together, gain points, unlock scenes and bonuses

Progression loop

Level, class, equipment, facilities and relationship bonuses

Relationships are a progression system.

A SCALABLE IP FOUNDATION

WORLD + CHARACTERS



Unit Avalanche is the emotional core: named cadets with national combat roles, personal arcs and relationship value.

One academy squad. Many tactical identities. A northern war drama with no simple good or evil.

HELLBORN – DEMON MECHAS ENEMY TYPES

1. JALKAVÄKI DEMONI INFANTRY DEMON

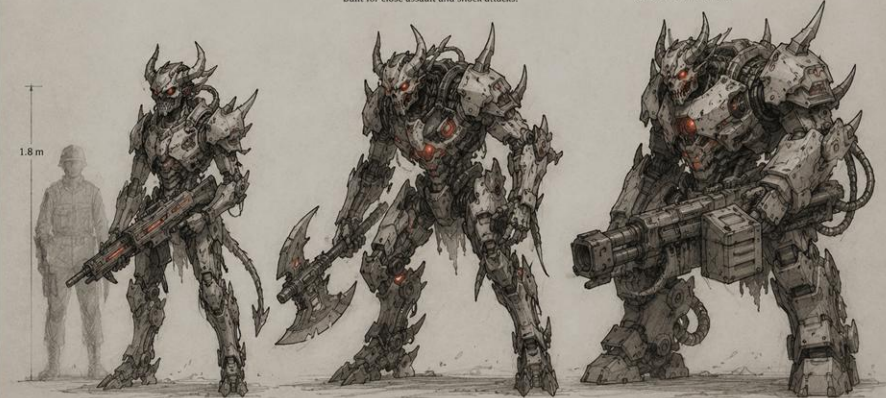
Demon-Mecha hybrid infantry.
Slightly larger than a human.

2. PUOLIRASKAS HYÖKKÄYSDEMONI MEDIUM ASSAULT DEMON

Slightly larger than the infantry demon.
Built for close assault and shock attacks.

3. RASKAS DEMONI HEAVY DEMON

Heavily armored demon-mecha.
Slow but extremely durable with
devastating firepower.



AI made art target

The Hellborn threat gives the academy-war fantasy a clear long-term conflict and franchiseable enemy identity.

WHO THIS IS FOR

AUDIENCE & MARKET POSITIONING

For players who want strategy and character attachment in the same game.

Primary audience

Tactical RPG / strategy RPG players who care about characters, squad identity and long-term growth.

Platform & model

PC / Steam-first premium title. Internal commercial planning built around a €29.99 list price.

Valkyria Chronicles

Direct battlefield tactics

Fire Emblem: Three Houses

Academy life + Bonds

Final Fantasy Tactics

Class growth + Mission strategy

XCOM

Squad-based tactical decision-making

Publisher read

Familiar audience overlap, differentiated through direct third-person tactical control and academy-life progression.

WHY NORDLICHT GAMES CAN DELIVER

THE TEAM

Small team. Clear ownership. Tangible prototype execution already demonstrated.

KIMMO TANNER

- Business leadership & studio operations
- Sales, finance & partnerships
- Game Director
- Epic Games Certified Game Designer / Developer
- Military experience



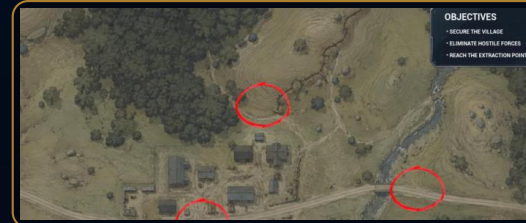
JYRI LAHTINEN

- Gameplay Systems Design
- Narrative Design
- Production support
- Military experience



HIRING PLAN

Funded production expands into a focused UE5 development team across design, engineering, art, writing and production support.



Current prototype developed in Unreal Engine 5.7, with core combat, command, enemy turn, academy, dialogue and gear foundations represented in build footage.

MANAGEMENT BASE CASE

PRODUCTION PLAN & MILESTONES

A realistic staged path from Gamescom 2026 publisher discussions to PC launch.



Production runway

Apr 2027 – Mar 2029 funded 24-month production, followed by launch stabilization and long-tail optimization.

WHAT WE ARE SEEKING

PUBLISHER PARTNERSHIP & FUNDING

PUBLISHER / PRIVATE ASK

€675,000

€650k production financing
+ €25k formation & capitalization

Paired with planned German Federal
Games Funding target: €650,000

FUNDING USE (€675K ASK)

Personnel & core team		76.9%
External production		7.3%
Marketing & events		3.0%
QA + admin		3.1%
Production contingency		6.0%
Formation capital		3.7%

WE NEED

- Publishing strategy
- Marketing support
- Funding / co-financing
- QA & localization support
- Distribution / platform guidance

€650k production financing + €25k formation & capitalization; paired with planned €650k German Federal Games Funding.

WHAT THE PARTNER SHOULD REMEMBER

SUMMARY

- PC-first story-driven tactical RPG with academy life, squad bonds and cinematic tactical war drama.
- Clear gameplay hook: direct third-person control inside a turn-based tactical command structure.
- Prototype proof: core combat, command, enemy turn, academy and progression foundations represented in build footage and business trailer.
- Scalable IP foundation: academies, doctrines, factions, rivalries and the Hellborn threat.
- Partnership ask: €675k private / publishing side, paired with a €650k federal funding target.

Lead with strategy. Build bonds. Ignite the North.



www.nordlichtgames.com/gamescom

kimmo.tanner@nordlichtgames.com