

— AN ARCANEPUNK TACTICAL WARGAME

ARCFLAME

FRONTIERS

Three factions. One continent. An arcane resource that reshapes everything. A world of pride, fury, and destruction — where placement matters and every turn earns its weight.

FACT SHEET

DEVELOPER	Codename Red B.V.
LOCATION	The Hague, Netherlands · Founded 2024
PUBLISHER	<i>To be announced</i>
GENRE	Tactical turn-based wargame · Arcanepunk fantasy
PLATFORMS	PC (Windows), Mac, Linux / Steam Deck at launch · Console & mobile considered for the future
RELEASE DATE	<i>In development – date to be announced</i>
PRICE	Premium · Aimed at \$29.99 MSRP
MODES	Single-player Campaign · Conquest · Competitive PvP · Skirmish
PLAYERS	1 (Campaign, Conquest, Skirmish) · 2 (Online PvP)
LANGUAGES	<i>To be announced</i>
WEBSITE	arcflame.gg
STUDIO	codenamered.nl
PRESS CONTACT	socials@codenamered.nl
DISCORD	discord.gg/caYZzpq3Ru

ABOUT THE GAME

Arcflame Frontiers is an immersive tactical turn-based wargame, combining the deliberate weight of campaign strategy with the sharpness of grid-based placement combat.

Set in an Arcanepunk fantasy world inspired by the boreal forests of Canada and the frontier exploration of the late 1700s, Arcflame Frontiers drops players onto the embattled continent of **Terramare** — a land split open by the discovery of **Lucentium**, an arcane resource that grants superhuman power to those who can wield it.

The technocratic **Kingdom of Akel** hurls its full military might at the frontier to seize control. The exiled **Feynerian Outcasts** — banished as heretics — fight to reclaim a future stolen from them, drawing strength from the very resource their oppressors covet. And from beneath the heaving soil, the **Dwellers** rise: ancient, primal, and indifferent to the wars of those above.

Every battle takes place on a fixed isometric battlegrid resembling a small chessboard. All units attack simultaneously at the end of each turn — meaning timing, position, and the influence range of every unit is everything. Combat often results in board-wiping carnage. There is no mana, no buildup, no waiting for the "real" units to arrive. Each unit takes a few rounds to recharge between attacks and abilities, keeping the entire roster meaningful from the first turn to the last.

Arcflame Frontiers delivers three full story-driven campaigns, an endless conquest mode powered by behavioral AI, online competitive play, and a deep collection-and-army-building system called the **Strategium**. With over 90 hours of content at launch, it is built as the first entry into a franchise designed to grow across multiple games.



"There is always a reason to fight, and always something to fight."

KEY FEATURES

F · 01

PLACEMENT MATTERS

Every unit projects an influence range. Where you set your line decides the battle — not which card you spend.

F · 02

SIMULTANEOUS RESOLUTION

All units attack at the end of each turn. Timing and position are everything. One wrong move — board wipe.

F · 03

NO MANA, NO BUILDUP

No energy meters, no gated unlocks. Units recharge between attacks, so your full roster stays useful from turn one.

F · 04

THREE CAMPAIGNS

Three story-driven faction campaigns, told through animated cutscenes and in-game storytelling in the tradition of classical RTS.

F · 05

CONQUEST MODE

Total War-style territorial capture against a behavioral-AI Game Director. Endless, tailored, truly playerbound runs.

F · 06

THE STRATEGIUM

Earn Lucentium in battle. Spend it to acquire units and build custom armies. A deep collection meta with no lootboxes.

F · 07

ONLINE COMPETITIVE

Take your collection online. Two-camera multiplayer, one camera per side of the board, built for clean readability.

F · 08

NO PAY-TO-WIN

A premium game, played fairly. Progress is earned at the table, not at the till. Clear, visible, earned value at every step.

"No mana. No delays. No pay-to-win. Just war."



THE THREE FACTIONS

At launch, Arcflame Frontiers fields three opposing factions — each defined by a distinct silhouette language, palette, and philosophy.

FACTION I · PROMETHEAN / ELITIST

*Technocratic.
Dominant.*

KINGDOM OF AKEL

A rigid technocratic empire that has exerted its full military might to secure control of Terramare and the Lucentium it holds. Each soldier has a defined place in the hierarchy — uniquely identifiable, fiercely loyal. In a world where magic and monsters run rampant, consistency is their greatest weapon.

TECHNOCRATIC

MAGIC TECHNOLOGY

DOMINANT

ABOVE

FACTION II · HARMONY / FREEDOM

*Fierce.
Shamanic.*

FEYNERIAN OUTCASTS

Fractured remnants of a once-noble rebellion. Banished for dissent, they found Lucentium and in their desperation mutated superhuman abilities by imbibing it. In their infused forms they gain strength, resilience, and great savagery — drawing power from the world around them whilst abhorring every scrap of technology wielded by the kingdom that exiled them.

SHAMANIC

FIERCE

UNITY & PRESERVATION

INDEPENDENT

FACTION III · SYNERGY / FURY

*Ferocious.
Inevitable.*

THE DWELLERS

Lucentium does not yield without consequence. From fractured veins, the Dwellers emerge — feline grace, reptilian resilience, fire made manifest. Not born of corruption, but of the world defending itself. They are Terramare's immune system: ancient, unstoppable, and utterly indifferent to the wars of those above.

FEROCIOUS

PRIMAL

BELOW

NATURE'S WRATH

THE STUDIO

CODENAME RED STUDIO

THE HAGUE, NETHERLANDS · FOUNDED 2024

Codename Red is the independent developer of Arcflame Frontiers. The team is built from ex-AAA and indie veterans, united by a single mission: unforgettable gaming experiences for a global audience. We combine AAA production craft, indie agility, and a fully formed IP vision.

Three Arcflame titles are already in development — with Arcflame Frontiers as the first entry point into a universe built to grow across multiple games. The studio works with a curated network of external partners across technology, audio, UX, AI, and brand strategy.

Stay close to the studio at codenamered.nl and to the game at arcflame.gg. Direct dispatches are sent through our Discord and across social channels listed on the contact page.

PRINCIPLE I

START SMALL

Scope that ships beats scope that sinks.

PRINCIPLE II

THINK BIG

Every decision builds the IP.

PRINCIPLE III

LEVERAGE

Shared world. Multiplied impact.

"Start small. Think big. Build love & value."



CONTACT & CHANNELS

For interviews, hands-on requests, custom assets, or coverage embargoes, reach out to socials@codenamed.nl. We respond personally to press, creators, and partners.

<p>PRESS & MEDIA</p> <p>socials@codenamed.nl</p>	<p>GAME WEBSITE</p> <p>arcflame.gg</p>
<p>STUDIO WEBSITE</p> <p>codenamed.nl</p>	<p>DISCORD</p> <p>discord.gg/caYZzpq3Ru</p>
<p>YOUTUBE</p> <p>youtube.com/@CodenameRed_NL</p>	<p>X / TWITTER</p> <p>x.com/CodenameRedNL</p>
<p>BLUESKY</p> <p>bsky.app/profile/codenamed.bsky.social</p>	<p>INSTAGRAM</p> <p>instagram.com/codenamednl</p>
<p>TIKTOK</p> <p>tiktok.com/@codenamed.studio</p>	<p>LINKEDIN</p> <p>linkedin.com/company/codename-red</p>

LOGO, KEY ART & CUSTOM ASSETS

High-resolution logos, faction insignia, character key art, environment paintings, and gameplay stills are available on request. Contact socials@codenamed.nl with a brief outline of your coverage and required formats — assets are typically delivered within 48 hours.