

OPEN BETA 1.3 COMING SOON

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Welcome Back

Hello and welcome to the 12th edition of the Tunis Telegraph! In this edition we will be revealing some of the treats that we shall be shipping in the Open Beta 1.3 and subsequent patches. Of course we aim to bring as much new content for every release but some articles are previews of future content and will not necessarily be included in 1.3. For more details check out the planned content list!

What's In This Month's Issue

Last month was heavily focused on the new Armour that will be featured in 1.3, this time we are focusing on some new infantry weapons. What is even more exciting is the emergence of the Italian Army in this patch, with a new rifle and submachine gun to fight with.

We begin with the MAB 38A and Carcano M91, two standard weapons of the Italian Army, both of which will be included in 1.3.

We then move onto some new Commonwealth weaponry, the Ordnance QF 2 Pounder anti-tank gun, 2-Inch Mortar and the Enfield No.2 MkI* revolver.

Last but not least we have a look at how our latest map Sidi Barrani was made and Justin has a look at the legendary Long Range Desert Group and how and why they were formed and operated.

Italian 10th Army

The Italians finally entered the war on the 10th June 1940 by declaring war on Britain and France. The Italians primary aim was to expand its colonies in North Africa and their influence in the Med, the 10th Army was one of two Italian armies in Italian North Africa, the other being the 5th Army. The 10th Army was based at Bardia in the eastern side of Libya in Cyrenaica under the command of Marshal Italo Balbo.

Things did not begin well for the Italians and within a week the British had seized Fort

Capuzzo in Libya, then on June 28th Italo Balbo was killed in a friendly fire incident in Tobruk. Mussolini appointed Marshal Rodolfo Graziani as his replacement and ordered that he invade Egypt immediately.

Four of the ten divisions were used when the army advanced into Egypt on 13th September 1940. Four infantry divisions and the "Maletti Group", which included most of the M11/39 medium tanks available in North Africa and numerous L3 tankettes, advanced 100 kilometres in four days. The Italians stopped when they got to Sidi Barrani and defensive

positions were prepared by the Italians in the form of several fortified camps.

Ultimately, the Italian positions in Egypt were completely overrun by the British and they had to retreat back into Libya. As static fortified garrisons, such as Bardia and Tobruk were encircled, large amounts of soldiers were taken prisoner. Eventually at the battle of Beda Fomm on the morning of 7th February, the Italians convinced of the overwhelming size and strength of the British forces, surrendered. The 10th Army was destroyed.



Model: Andrei

Texture: Grollo

PLANNED CONTENT

As you can see this is a fairly extensive list and will only grow in size and scope over the coming patches. We at Mare Nostrum pride ourselves on quality rather than quantity and so what started with humble beginnings is starting to grow at an ever increasing pace.

After Open Beta 1.3 is released we really hope that the community mappers come alive and make some great maps, as we are down to only 1 active level designer on the team!

Player Models

- Italian Bersaglieri
- Commonwealth Infantry

Weapons

- MAB 38A
- Carcano M91
- Lee Enfield No.1 Mk III*
- Bren Mk II
- Mills No.36
- Thompson M1928 A1
- Ordnance QF 2 Pounder AT gun
- Flak 36 AT gun
- 47/32 'Elefantino' AT Gun

Vehicles

- Vickers Mk VIB
- Matilda Mk II
- Matilda Mk III CS
- Valentine II (Tank, Infantry, Mk III*)
- Bren Carrier
- BMW R75
- Panzer II AUSF F
- Panzer III
- Panzer IV F2
- Tiger I
- SDKFZ 251

Maps

- Sidi Barrani
- Bardia
- Tobruk
- Akaba
- Fallen Empire
- Arid (*conversion of Arad*)

Features

- Italian, British & Australian voice commands.
- You now need to be unbuttoned to exit tanks.
- Tanks/AT guns start unloaded to allow you to choose shell type without firing.
- New menu interface.
- New menu music.
- New objective win/loss music.
- New tank damage code means there is an increased chance of tracking tanks.

As with all updates there are some things that just missed out on the 1.3 patch and they are listed below. We have another map already in the pipeline in the form of Gazala, which will offer a huge playing field for all out tank warfare. In addition we have the Crusader tanks for the British and the arrival of Italian armour in the form of the Carro Armato M13/40, M14/41 and M15/42. Finally we have some new weaponry to expand both Axis and Allied arsenals.

Coming Soon...

- Breda modello 30
- Enfield No.2 Mk I*
- Crusader I
- Crusader II
- Crusader III
- M3A1 Stuart
- Carro Armato M13/40
- Carro Armato M14/41
- Carro Armato M15/42
- Ordnance SBML 2-Inch Mortar
- Gazala



Interesting WW2 Fact

At the time of Pearl Harbour, the top U.S. Navy command was called CINCUS (pronounced "sink us"), the shoulder patch of the U.S. Army's 45th Infantry Division was the Swastika, and Hitler's private train was named "Amerika." All three were soon changed for PR purposes.

Did You Know?

Mare Nostrum has several community groups and profiles across the internet? These are the links officially endorsed by Mare Nostrum, so be sure to check them out for exclusive content and regular updates as and when they happen!

<http://steamcommunity.com/groups/marenostrum>
<http://www.xfire.com/clans/marenostrum/>
<http://www.fpsbanana.com/games/414>
<http://www.moddb.com/mods/mare-nostrum>
http://en.wikipedia.org/wiki/Red_Orchestra:_Mare_Nostrum

MAB 38A

History

(Written by Psycho Sam)

The Moschetto Automatico Beretta 1938 (MAB M1938 in short) was one of the best submachine guns of World War 2. The MAB was developed from the Beretta Model 18 which itself was derived from the Villar Perosa light-machine gun of World War I fame. Designed by Tullio Marengoni in 1935, the MAB was finally introduced in 1938 and was issued to not only the Italian army but also the German, Romanian, and Argentine armies.

The gun was extremely well designed and manufactured and so the originally complicated and expensive design was gradually simplified so that the guns were made lighter and significantly cheaper to produce; nevertheless, these weapons were still effective and reliable.

The MAB 38 is blowback operated weapon which also has dual triggers, the rear one for full automatic fire whilst the forward one gives semi automatic fire. The weapon fired a more powerful Italian version of the 9x19mm Parabellum cartridge (the Modello 38). The weapon could hold 10, 20, 30 or 40 round magazines and fired at 600 rounds per minute. With a muzzle velocity of 429m/s the gun had an effective range of about 200m which is comparable to that of the MP40. Rather unusually the ejection port was on the left hand side of the gun but it was far enough forward to not pose a problem. The gun was fitted with a wooden stock although several variants were produced with folding shoulder stocks for paratroop use.

The Model 1938A has a relatively long barrel and can be recognized by the perforated cooling sleeve over the barrel. In later versions the barrels were shortened and the cooling jackets removed. Original M1938 machine guns were also fitted with a folding knife-bayonet, which was dropped in the M1938A and subsequent versions.

Specifications

Cartridge: 9x19mm

Length overall: 80 cm

Length of barrel: 31.5 cm

Weight: 3.3 kg

Rate of fire: 600 rounds per minute

Muzzle velocity: 429 m/s

Magazine capacity: 10, 20, 30 or 40 round clip



CARCANO M91

History

(Written by Psycho Sam)

Introduced in 1891, the rifle was chambered for the newly developed rimless 6.5x52mm Mannlicher-Carcano cartridge. It was developed by the chief technician Salvatore Carcano at the Turin Army Arsenal in 1890 and was named the Model 91 (M91). Successively replacing the previous Vetterli-Vitali rifles in 10.35x47mmR, it was produced from 1892 to 1945. The M91 was issued in both rifle and carbine form to most Italian troops during the First and Second World Wars.

The rifle's bolt action was based on a German Mauser style bolt action and uses a magazine system using en bloc charger clips developed and patented by Ferdinand Mannlicher, but the actual and superior variant used in the Carcano is derived from the later non-Mannlicher German Mod. 1888 commission rifle.

A short rifle variant in carbine length called the M91/38 was introduced in 1938, jointly with a new 7.35x51mm cartridge. The new calibre, however, never replaced the old one, and in 1940, production switched back to the 6.5x52mm cartridge. In 1941, the military reverted to a long-barrelled infantry rifle again (slightly shorter than the original M91), the M91/41.

Sniper versions never existed, but in World War I, a few rifles were fitted with telescopes (World War II scoped rifles are prototypes only). A number of Moschetti M91/38 TS (special troops' carbines) were chambered for the larger calibre German 7.92x57mm Mauser ammunition. The reasons for this conversion are still not clear; one batch was already converted in World War II (around 1941), but never saw troop service, while most were converted after 1945, and were exported to Egypt, where they served as drill and training carbines. The occasional model designation "Model 1943 (M43)" is wrong, and was never applied to either 8 mm gun.

German forces captured large quantities of Carcano rifles after Italy's capitulation in September 1943. It was the most commonly issued rifle to the German people's militia Volkssturm units in late 1944 and 1945.

Specifications

Cartridge: 6.5x52mm

Length overall: 129.5 cm

Length of barrel: 78 cm

Weight: 3.8 kg

Muzzle velocity: 700 m/s

Chamber capacity: 6 round en bloc clip



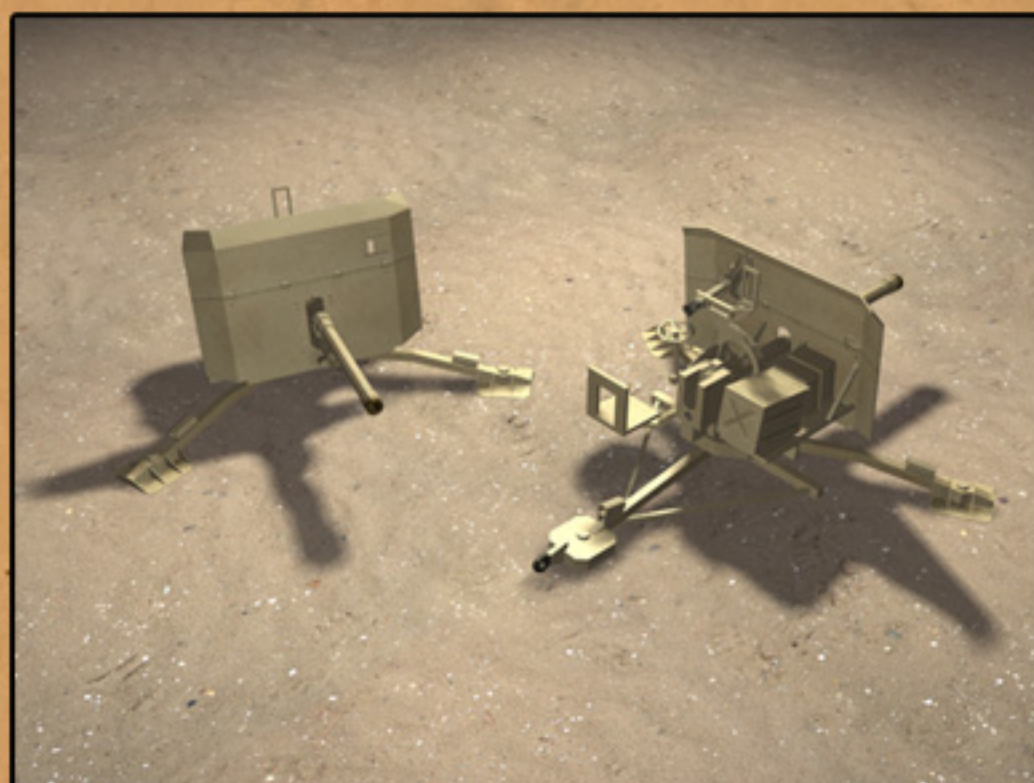
ORDNANCE QF 2 POUNDER

History

(Written by Psycho Sam)

The 2 pounder was initially developed as a tank weapon, and made its debut as the main armament of the Vickers-designed Cruiser Tank Mk I. However for reasons of economy and standardization, the Director of Artillery accepted it as a basis for an anti-tank gun in October 1934. Contracts to design a carriage were given to Vickers and the Woolwich Arsenal with Vickers being the first to submit a design, which was subsequently accepted as the Ordnance QF 2-pounder Mark IX on Carriage Mark I. The carriage had an innovative three-legged construction. In the travelling position, one of the legs was used as a towing trail, and the other two were folded. When the gun was positioned for combat, the legs were emplaced on the ground and the wheels were lifted up.

Eventually when Woolwich Arsenal submitted a design it was found to be cheaper and easier to produce than the Vickers design and therefore replaced it as the Ordnance QF 2-pounder Mark IX on Carriage Mark II. The Woolwich Arsenal design was conceptually similar, although when the gun was emplaced for combat the wheels had to be removed. The unusual construction gave the gun good stability and a traverse of 360 degrees, allowing it to quickly engage moving vehicles from any approach. The 40 mm 2-pounder could outperform a typical 37 mm piece such as the German 3.7 cm PaK 36 or the Bofors 37 mm, however the 2-pounder was nearly twice as heavy as PaK 36, and had a higher profile.



Specifications

Weight: 814 kg
Barrel length: 2.08 m
Calibre: 40 mm
Elevation: -13° to $+15^{\circ}$
Traverse: 360°
Rate of fire: 22 rounds per minute
Muzzle velocity: 792 m/s with AP shot
Effective range: 914 m

During the retreat at Dunkirk a large majority of the 2-pounder weapons were left behind stripping the Army of its infantry anti-tank capability. Although the Woolwich Arsenal had already designed a successor to the 2-pounder, the 6 pounder gun, it was decided in the face of a likely German invasion to re-equip the army with the 2-pounder, avoiding the period of adaptation to production, and also of re-training and acclimatization with the new weapon. This had the effect of delaying production of the 6 pounder until November 1941, and it was only in spring 1942 when the new gun reached frontline units. As such, for most of the North African campaign, the army still had to rely on the 2-pounder, aided by the 25 pounder gun-howitzer functioning as an anti-tank gun - a role for which it was capable though at the expense of taking it away from its main artillery role. The evolution of German tank design meant anti-armour performance of the 2-pounder gradually became insufficient, however the gun owes large part of the bad reputation it gained during the campaign to the open terrain (which made the high-silhouette piece hard to conceal) and to less than perfect tactics.

The guns were never equipped with High Explosive rounds which would have given the gun some capability against un-armoured targets, although the rounds had been produced. The shells were not introduced however, because it was felt that the tiny amount of explosive contained in such a relatively small shell would be ineffective. This proved to be a problem in combat when duels would break out between opposing anti-tank gun units. It also presented a major problem for armoured vehicles equipped with the gun, which were equally limited in dealing with opposing anti-tank guns (and their crews) at distances beyond the range of their machine gun.

ORDNANCE SBML 2-INCH MORTAR

History

(Written by Psycho Sam)

The 2-inch mortar was developed during the 1930s after the British Army had looked at weapons of a similar calibre on the continent. The Army was particularly interested in the 50mm Spanish mortar and although it was deemed unsuitable for British needs the 2-inch mortar was based upon the Spanish design.

By November 1937 ten examples of the 2-inch along with 1600 high-explosive rounds each entered trials. The trials confirmed the reliability and dependability of the weapon and so the Director of Artillery ordered the weapon be placed into production. By 1939 over 500 mortars along with their ammunition had entered service with infantry platoons.

The 2-inch had the advantages of being more portable than larger mortars which needed vehicles to be carried around, but gave greater range and firepower than rifle grenades. Over the duration of the war the 2-inch mortar was developed into no fewer than eight separate marks, from which also stemmed a number of other variations. Some were successful and others less so, such as the Weston version developed in 1944 and found to be less than satisfactory when used on soft ground. This version had the advantage of being fitted with an automatic re-cocking feature of the firing mechanism, but despite this it was withdrawn from use.

The standard service version of the 2-inch mortar had a barrel length of 21 inches and could fire a high explosive bomb weighing 2.25lb out to a range of 500 yards. With such a short barrel the normal firing method, where the bomb was dropped down the tube and a pin in the base of the barrel struck the detonator in the tail of the bomb, would not work so firing was by a small trigger mechanism at the breech. Originally the 2-inch mortar was fitted with a large collimating sight with elevating and cross-level bubbles, but this was soon dropped as it was deemed unnecessary in a front-line unit. It was replaced instead with a simple white line painted up the length of the barrel. The firer had to line this up in the direction of the target and fire a number of bombs for effect. Whilst this method of operation may sound rather haphazard, it worked well and the practice continued long after the war.

Specifications

Calibre: 2 inches (50.8 mm)

Length: 53 cm

Weight: 4.8 kg

Firing mechanism: Trip

Elevation: 45° to 90°

Range: 457 m

Rate of fire: 8 rounds per minute



ENFIELD No 2, Mk 1*

History

(Written by Justin Coquillon)

Throughout the First World War, the standard service revolver of the British Military was the robust Webley 0.455-in. However, by the end of the war it had been decided that a smaller pistol firing a 0.38-in round would still pack enough punch to do the job, but in combat would prove to be lighter and easier to handle with less training required.

Webley & Scott, at that stage considered by most to be the official supplier of service revolvers to the British Military, met this challenge by redesigning and rescaling their existing design, creating the Webley Mk.IV in 1923. The new design was a top breaking revolver like the earlier Webleys. Opened by a pivoting lever on the side of the receiver, when the hinged frame was broken open, the cylinder moved forwards whilst the extractor plate remained static, automatically ejecting the empty cases. This allowed the new cartridges to be inserted by hand, either singly or using a speed loader.

To the surprise of many, and the upset of Webley & Scott, this design was modified by the British Military, made an "official" design and given to the Royal Small Arms Factory at Enfield Lock in Middlesex in 1926. The Enfield Lock product became the No.2, Mk.1 Service Revolver and was first issued to troops in 1932, where it was found to be reliable and well constructed. However with the increased mechanisation of the British forces large numbers of these revolvers were issued to tank crews and other mechanised personnel. They quickly discovered that the Enfield's key flaw was the long hammer spur, which proved too effective at catching on the internal fittings of the vehicles, with what could be nasty results.



Specification – Enfield No. 2 Mk1*

Cartridge: 0.380 SAA ball (9.65 mm)
Length overall: 260 mm (10.25 in)
Length of barrel: 127 mm (5 in)
Weight: 0.767 (1.7 lb)
Muzzle velocity: 183 m (600 ft) per second
Chamber capacity: 6 rounds

Thus the Enfield design was modified to create the No.2, Mk.1*, a revolver almost identical to the original model, except with the hammer spur entirely removed and the trigger mechanism lightened to increase its effectiveness in its new double-action only form. Those No.2, Mk.1 service revolvers already in service, were also field modified to this updated design. Unfortunately the double-action made the Enfield considerably harder to aim accurately beyond very close ranges, but this was seen as a relatively minor issue.

With the outbreak of the Second World War, Webley and Scott were soon brought back into the fold to help meet the ever expanding demands of rearmament. Enfield simply could not produce enough revolvers to meet all demands, and so thousands of the Webley Mk.IV were to be supplied alongside the nearly identical Enfield No.2, Mk.1. Unfortunately, despite the fact both revolvers were near identical in appearance, in reality they both featured enough minor differences in their designs to prevent interchangeability of parts.

Both of these revolvers were to be used by British and Commonwealth forces between 1939 and 1945 and were to stay in service until the late 1950s before becoming obsolete in the 1960s. There was also an updated Enfield, the No.2, Mk.1**, which benefited from a number of wartime improvements to manufacturing, and was to appear in 1942. They can both still be found in active service to this day in a number of foreign militaries, which is quite an achievement for a design that, apart from calibre, has barely changed in well over a century.



THE MAKING OF SIDI BARRANI

Introduction

(Written by Psycho Sam)

During this article we will explore the steps that we take as a team whilst highlighting one of our newest maps. The first step when making a map of course is choosing your battle scenario. From reading several books and websites I settled upon the idea of a conflict at Sidi Barrani, which marked the extent of the Italian advance into Egypt and so was a key position in their defensive line.

After the battleground is decided we step up the level of research, we want information such as the units that fought and their respective strengths, the equipment they had and the surrounding terrain. Once we have completed the research it is time to decide what kind of map we want to make based upon that information. With the advent of our tanks I felt it was important that I made a map that used them, however I also wanted infantry combat and so I decided that a combined arms approach was best.

The next stage is to decide the scale and layout of the map. I wanted the map to have a steady progression from a desert environment into the barracks at Sidi Barrani and so an inland advance towards the coast was decided upon. As for scale we obviously wanted a fair amount of room for the tanks to manoeuvre whilst keeping it small enough for the infantry.

With this brief I consulted Grollo on what the plan was how the map should be structured. With this information he put his pen to paper and drew me up a preliminary plan. The advantage of a plan is that it lets you gain a real sense of map scale, objective locations and game play. With the map in hand the next task is to start blocking the map out in the editor!



Sidi Barrani Barracks

Hand Drawn Plan - Grollo

THE MAKING OF SIDI BARRANI



Environmental Artists at work

To begin the construction of the map I firstly roughed out the terrain of the map. In actual fact Sidi Barrani never had an oasis nearby, or varied terrain. However in interest of game play and map design we decided to spice things up by adding some ridges and an oasis to break up an otherwise sparse desert.

With the terrain complete I began to construct the barracks and the outlying buildings, with these all positioned I could move onto the task of placing my barbed wire and tank traps. With the barebones of the map in place it now needs spawns and all the other associated actors to make it function.

Detailing the whole map is one of the longest processes when creating a map and can also be one of the most enjoyable. You would not think that the placement of static meshes and assignment of textures plays an important role in a map but get it right and the map goes from looking ok to excellent. In order to achieve this, the EA team have come up with some great pieces of work. Bobjoel created a custom water texture for my Oasis and various terrain textures in order to make the surroundings jump to life.

After the detail comes one of the most boring, yet important tasks, optimisation! With a frame rate of 5fps nobody is going to want to play your map and so optimisation is very important. With a desert setting this can prove difficult and so we had to add the ridges not only for game play but also for optimisation reasons. Only thing left now is the numerous finishing touches!

I hope you have enjoyed this very brief look at the making of Sidi Barrani, which incidentally will be my first ever publically released map. See you on the battlefield!



Overhead Map

LONG RANGE DESERT GROUP

Unit History

(Written by Justion Coquillon)

The Long Range Desert Group (LRDG) had its origins during World War I, with the Light Car Patrols (LCP) which operated in a reconnaissance and light strike role against forces across Egypt and Palestine. These units, composed of British and Australian personnel, used Ford Model T cars converted for military use in the desert and were armed with Lewis machine guns.

The unit was founded in Egypt in 1940, by Major Ralph A. Bagnold, following the Italian declaration of war in June. Bagnold foresaw the Italian threat to Egypt and the Suez Canal in the event of war being declared and with this in mind, in 1939, he proposed the creation of a unit, like the Light Car Patrols, to spy on the Italians. Despite his extensive experience in desert travel between the wars and his knowledge of the area his concept was ignored, until by a stroke of good fortune he was able to get his idea directly to Field Marshal Wavell (at that stage the commander of the British and Commonwealth armies in the Middle East). Wavell instantly recognised the merit of Bagnold's plan and so he was given a free hand to look for volunteers amongst the forces to hand.

To begin with, Bagnold's new unit was known as the Long Range Patrol Group. It was formed with a core of 150 New Zealand volunteers, as Bagnold believed that, with a strong rural and farming background, they would prove adept at maintaining and repairing equipment in a hostile environment. Bagnold had hoped to recruit Australians for similar reasons, but due to the Australian policy of keeping their troops together in Australian units, this was not possible. After the initial successes of the LRDG it was expanded to over 300 men, including many British (initially considered likely to be too urbanised for such an environment and task), Rhodesians and later on Indians.



LRDG members in a Chevrolet 30-cwt

The two key roles of the LRDG in North Africa were as follows. Firstly they were to operate behind enemy lines, scouting and gathering intelligence to feed back to British military HQ. The group specialised in this form of long range mechanised reconnaissance, due to their unique skills in desert navigation. Secondly the LRDG also made a number of strike operations against Axis forces in the Desert. The most famous of these was a raid on Barce and its airfield as part of Operation Hyacinth on 13th September 1942.

The LRDG comprised of 3 units (called patrols) of 40 men each. Each of these patrols was armed with ten Lewis machine guns, four Boys anti-tank rifles, anti-aircraft guns, Bren guns and Thompson sub-machine guns and maintained communication with base using wireless sets.

Their vehicle of choice was the Chevrolet 30-cwt truck, which had to initially be purchased in Cairo or obtained from the Egyptian army. Each vehicle was modified as its commander saw fit (most had a range of 1,100 miles and could carry three week's supply of food and water). One feature that was included in nearly every vehicle was the Bagnold sun compass (patented by Bagnold in 1939) fitted to the centre of the front bulkhead, above the instrument panel. This provided an accurate and fast method for following a bearing across the featureless desert, without the potentially lethal inaccuracy of a magnetic compass as it became disorientated by the proximity of the engine and body of the vehicle. In March 1942 the LRDG began to receive the first of a batch of 200 Canadian-built Chevrolet 30-cwt trucks, with an improved aluminium body and much more storage provided.

During the Desert Campaign of 1940 to 1943 the LRDG regularly operated hundreds of miles behind enemy lines, gaining a well earned reputation as the experts in navigation of the Middle East. They were often called upon to transport SAS personnel, the Free French, and various commando units, as well as British and Arab spies and agents. They also rescued a number of Allied prisoners of war and downed aircrew, and took a number of enemy personnel prisoner. Despite all their successes, as the war in the desert came to a close, so did their usefulness, and the LRDG was disbanded by the end of the war.



CLASSIFIEDS

The Search Continues

Sandstorm Productions is always looking for new members to expand and improve the team. If you are interested in applying for a position please email your CV to: admin@marenostrumgame.com All work can be completed on a one off basis, so there is no commitment to producing further work for the team. This enables donators to do work for a portfolio whilst helping us achieve our goal.

Positions Open

Texture Artists

- Experience with Photoshop, ZBrush or similar application required.
- Unwrapping skills not essential but an advantage.

3D Artists

- Experience with 3DS max, Maya or similar application required.
- Ability to unwrap models required.
- Experience with Unreal Engine is an advantage.

Animators

- Experience with 3DS max required.- Must understand weapon rigging techniques.
- Experience with Unreal Engine is an advantage.

Coders

- Prior knowledge of Unreal Engine 2.5.
- Familiarity with the RO code is an advantage.

Mappers

- Prior Unreal Engine experience.
- Map portfolio is an advantage.

What Can We Offer You?

A position in the Mare Nostrum team will provide you with high profile exposure to not only the entire Red Orchestra community but the very large and vibrant Unreal community. We have had front page articles on the official Red Orchestra website along with many other computer game fansites.

We were also voted into the top 100 mods of 2007 by the community on the www.moddb.com website which was then covered on the <http://game.amd.com> website which receives millions of visitors each month.

URGENT!

MODDERS NEEDED



2D ARTISTS

3D ARTISTS

CODERS

ANIMATORS

MARE NOSTRUM
AFRIKAFELDZUG
40-43



LET'S FINISH THE JOB!

WWW.MARENOSTRUMGAME.COM

As well as building your portfolio you will also be able to develop your communication, organisational and team skills. Whilst this is just a hobby, we take the task seriously and so members need to meet deadlines attend meetings and post regular updates on the forum.

Working within the team of very friendly people, you will no doubt pick up invaluable knowledge that could help you secure a place within the industry. All employers want to see you have experience and can work as a part of a successful team, which we are!

EDITOR: PSYCHOSAM

NEWSEDITOR: HARVEY

PRODUCTION EDITOR: HARVEY

ABOUT MARE NOSTRUM

About the Project

The Mare Nostrum project aims to bring the most realistic and exciting experience of the battles in the deserts of North Africa up to the invasions of Sicily and Italy and the Allied 'Road to Rome'.

We have initially pitched the British forces against the German Afrika Korps however the Italians and maybe even the Americans will be sure to get involved before too long, have no fear. So if you have longed to play with western forces in a game with Red Orchestra's attention to detail and realism this may be the perfect modification for you.

We are making sure every addition we make follows in the tradition of the Tripwire Developers in being properly researched and implemented as accurately as possible in game. From vehicles to weapons to map scenarios, everything is based on huge amounts of research.

However we are not content with only implementing additional content, we also have our hearts set on bringing you fun and innovative gameplay features. In every Tunis Telegraph you will be able to glean snippets of just what you can be expecting to hit download mirrors in the near future.



What Would You Like to See?

Sandstorm Productions places a high value on our community feedback. Through the success of the early public Beta releases we can show that we do listen to what you have to say and act on it! So if you want to write an article for the Tunis Telegraph, or just have a suggestion for an article then please contact us.



BECOME A TESTER

With the public Beta of Mare Nostrum now released we are now looking for a new batch of testers. We realise that some of you may have applied before in the past but we are starting afresh and ask you to re-apply. We now have a new organisational structure when dealing with applications which should allow us to process them in a much faster manner.

Testing is a serious business and is not all about playing with the new content before the public release. It takes time and dedication to test a mod especially when it may be riddled with bugs. Testers are required to feedback regularly on both new content and gameplay features so you need to be reasonably articulate. Testers will also need to understand how to log and record bugs and submit them into a bug tracking website.

We ask all our testers be able to give at least 2-3 hours of their time a week to testing in both online and offline modes. You will also be required to sign a Non-Disclosure Agreement.

Anyone found to not be fulfilling their duties will be removed from the team without warning.

In order to apply email the form found in the Testers section on the forum to;

Testers@marenostrumgame.com

The History Behind Mare Nostrum

As you can expect from a team such as Sandstorm Productions the history behind the Mediterranean Campaign matters a great deal to us and we take it seriously. Many of the team are amateur historians and we are always reading books, manuals, documents or websites in order to further our understanding.

If you share our interest then why not get in touch? We would love it if you were to share some anecdotes from veterans, or if you have just gleaned some information from a book, military document or even a helpful website. Not forgetting photographs which say a thousand words anyway!

Alternatively if you have a question about the theatre, either email us at: history@marenostrumgame.com or post on the forum. We can't wait to hear from you!

Her Latest and
Greatest
Tune...

OUT NOW!



Contact Details



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