

Storm3D Engine

Storm3D is a [game engine](#) that is used by various strategy & action games. It was initially used by [Activision](#) and later by [Mad Doc Software](#). Here is a selection of titles, that use a derivative of it:

- [Battlezone](#)
- [Battlezone II](#)
- [Battlezone 98 Redux](#)
- [Battlezone: Combat Commander](#) (remaster of *Battlezone II*)
- [Star Trek: Armada](#)
- [Star Trek: Armada II](#)
- [Star Trek: Legacy](#)

There are two successors/derivatives from it, the [Zero engine](#) and the [Mad3D engine](#).

List of Game Engines

2022-04-22-14-11 · 7saturn

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:game_tech:storm3d_engine&rev=1650638970

Last update: **2022-04-22-14-49**

