

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 it:

- [Battlezone](#)
- [Battlezone II](#)
- [Battlezone 98 Redux](#)
- [Battlezone: Combat Commander](#) (remaster of *Battlezone II*)
- [Empire Earth 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](#).

Web Links

- [Moby Games on Storm3D](#)

[List of Game Engines](#)

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