

Call to Arms – Gates of Hell
Press Kit



BARBEDWIRE
S T U D I O S



Project description

Call to Arms - Gates of Hell is a RTT/ RTS game, made by Barbedwire studios and published by Digitalmindsoft. It aims to portray the second world war realistically. It is deeply immersive for its genre, stunningly beautiful and based on historical facts and real locations.

History

In fall 2015, a small group of developers decided they wanted a more immersive and better-looking game than the ones they knew. They set up Barbedwire Studios and started developing Gates of Hell as their first project, aiming for more immersion and realism. One could say that the project was born out of a passion for history and out of love for the game genre. The base game, "Ostfront", released on June 11th, 2021.

Scope

Call to Arms - Gates of Hell uses a 64- bit development of the GEM2 engine and plays on Windows PCs.

The initial release, "**Ostfront**" (published June 2021), contains 2 factions (USSR and Germany).

On June 8th 2022, "**Talvisota**", was the first expansion to be published. This added Finland as a playable nation/ faction.

On November 18th 2022, "**Scorched Earth**" was published. This expanded the original "Ostfront".

On November 29th, 2023, "**Liberation**" was released. This DLC added the USA to the game, on the European Western front of 1944 - 45.

On October 17th, 2024, "**Airborne**" was released. This DLC adds a US Airborne campaign.

On June 19th, 2025, the "**Supporter Pack**" and "**Jubilee**" DLCs were released. The Supporter Pack contains artwork and UI elements; "**Jubilee**" is a free DLC that offers bonus content and easter eggs.

Development of more DLCs is planned to continue well past 2025.



GEM2 games have been around since 2004. Gates of Hell differs from these because nothing - except the game engine - was re- used from other titles.

So what's new in Call to Arms - Gates of Hell? Animations, effects, sounds, maps, assets, briefing videos, dynamics - basically everything - is brand new.

Another significant step is the instantly switchable views for all units. In GoH, tanks and vehicles have switchable top- down, 3rd and 1st person views.

Infantry has top- down and 3rd person views, while some specialized infantry units such as snipers and officers also have 1st person views.

This is a feature in all Call to Arms titles.



Links & social media

Our official Discord server is the best place to find scoops.

Feel free to re- use any of our images published on or after June 11th, 2021.

Plan to play? Please start with the official (short) tutorials on YouTube, linked below:

Social media:

[YouTube](#)

[Discord](#)

[Facebook](#)

[X](#)

[Vkontakte](#)

[Instagram](#)

[Bluesky](#)

[Twitch](#)

Steam:

[Ostfront Store Page](#)

[Talvisota Store Page](#)

[Scorched Earth Store Page](#)

[Liberation Store Page](#)

[Airborne Store Page](#)

[Supporter Pack store page](#)

[Jubilee DLC store page](#)

[Steam Community hub](#)

Websites:

[Developer website](#)

[Publisher website](#)

Wiki:

[FanWiki](#)