

WARDOGS Fact Sheet

Title	WARDOGS
Developer	BULKHEAD
Publisher	Team17
Genre	Tactical First-Person Shooter
Platform	PC - Steam Early Access (10 September, 2026)
Console	Coming later to PlayStation 5 and Xbox Series X
Release	Out Now in Steam Early Access. Full release after 12–24 months.
Players	Up to 100 players per match
Price	Paid title. No battle pass. No pay-to-win.
Engine	Unreal Engine with bespoke War Dynamics Framework
Rating	TBC
Website	wardogs.com
Steam	store.steampowered.com/app/1867240/WARDOGS

About WARDOGS

WARDOGS is an All-Out Warfare FPS that combines tactical gunplay and combined arms combat with building and destruction mechanics in a large-scale, up to 100-player militaristic sandbox. The game mode - Inspired by 'King of the Hill' - has three teams fight for control of randomized 2x2km 'Control Zones' within larger maps. The team with the most players within the Control Zone earns points - the first team to reach 100 points wins the match. The variables in zone location and individual player tactics mean no match ever plays out the same.

Key Features

100-PLAYER THREE-TEAM WARFARE

- Three teams compete simultaneously for control of a randomised 2x2km Control Zone within massive 16x16km maps.
- The team with the most players inside the zone earns points continuously. First to 100 wins.
- A smaller, moving hot zone grants double cash and points: a high-risk, high-reward swing mechanic.

MASSIVE DESTRUCTIBLE MAP

- Massive battlefield with an array of terrain to fight across.
- Destructible environments powered by Unreal Engine and BULKHEAD's proprietary War Dynamics Framework.
- Base building and fortification mechanics give squads a strategic foothold.

PERSISTENT CASH ECONOMY

- Every action on the battlefield earns cash: securing zones, reviving allies, transporting teammates, eliminating enemies
- Players spend earnings on weapons, vehicles, and gear before each match.
- Cash persists from match to match, so spending big on better gear, equipment, or a vehicle at the right time has the potential to turn the tide of battle and could yield massive returns.

PLAY YOUR WAY

- Support multiple roles: frontline assault, lone sniper, vehicle operator, base builder/repairer, logistics support.
- Unlimited squad sizes
- Vehicles include helicopters and tanks.
- Proximity chat friendlies and squadmates as well as enemies enables organic in-match communication across the map.

About BULKHEAD:

BULKHEAD is a video game development studio based in Derby, UK with an ambition to make a mark on the FPS genre. Founded in 2015 by a small group of friends the studio has expanded from creating acclaimed indie titles like The Turing Test and Battalion 1944 to building a larger team focused on ambitious multiplayer experiences such as WARDOGS. The studio was recently acquired from Tencent by a newly-formed consortium comprising SMG, everplay and HIRO Capital and BULKHEAD's latest title WARDOGS is being published by Team17.

About Team17:

Founded in 1990, Team17 is a leading developer, video games label, and creative partner for developers around the world. Part of the everplay Group plc with an extensive portfolio of over 140 titles, and fully encapsulates the spirit of independent games. Team17's portfolio of multi-award-winning and award-nominated in-house brands include Hell Let Loose, Golf With Your Friends, The Escapists, and the iconic Worms franchise, alongside its games label partner titles, including the award-winning games Date Everything, Dredge, and Overcooked! franchise. Visit www.team17.com for more information.

Steam	store.steampowered.com/app/1867240/WARDOGS
Pre-Alpha	Sign up for playtesting at community.wardogs.com/signup/community
Discord	discord.gg/playwardogs
Publisher PR	pr@team17.com
Social	X / TikTok / Facebook / Instagram — @wardogsgame