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Yup... there are a lot of units here

## **Stronghold Crusader Extreme Comes with Over 10,000 Units on Screen!**

*Real time strategy will be taken to a new level*

I still remember playing the first RTS title - Dune 2. Although it was a great game, you were only able to build about 30 units and that was all. Still, things haven't progressed as we would've liked since we still have games that limit the number of units one can build in the game, even though this limit is a bit bigger now: usually about 90. On the other hand, we had Rome Total War (we're picking it since it is arguably the best known title) that came to rock your strategic world, allowing you to control hundreds of units. And, since sometimes glory comes with numbers, Stronghold Crusader Extreme promises to bring them all: no less than 10,000 units on screen for you to fight with or against. And that is huge (even though it can't compare to the billions or millions promised by [Molyneux](#)). Stronghold Crusader Extreme is a new and improved version of the original Stronghold Crusader and the numbers are definitely a big improvement. Also, the new tactical aid bar which allows you to unleash super moves on your enemies, and a new Extreme Trail with dozens of linked missions to test even the most elite Crusader players are two of the new, shiny features the game comes with. Also, 20 new missions come to complete the offer. "Stronghold fans demand the most from their [RTS](#) and simulation games, and Firefly delivers once again," said Harry Miller, the president of Gamecock Media Group. "Crusader Extreme steps up and delivers medieval Mayhem on a scale previously unseen in the series. Firefly has nurtured their baby into a true, manic adult." Stronghold Crusader Extreme's gameplay is a combination of city building and real-time strategy, putting you in the armor of a warrior that has to follow a simple rule: "Lead, Conquer and Expand". The game will hit the store shelves this May and it is developed by Firefly Studios and published by Gamecock Media Group.