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**Title: Battleborn**

**Publisher**: 2K  
**Developer:** Gearbox Software

**Genre:** Hero-shooter

**Players:** 1-5 Online  
**Platforms:** Xbox One, PS4, Windows PC **Rating:** Not yet rated

**Release Date:** Winter, 2015  
**Website:** [www.battleborn.com](http://www.battleborn.com)

# Product Overview:

***Battleborn*** **is a first-person-shooter** with a deep roster of 25 playable heroes. Every hero has their own personality and comes equipped with their own unique weapons and powers. Through ***Battleborn***’s accelerated character growth system, players will fully experience each hero’s leveling progression in a single story mission or multiplayer match.

***Battleborn*** is set in a distant future, where nearly every star in the universe has gone dark at the hands of a mysterious enemy. Solus, the last star, is the only beacon of hope for the universe’s surviving population. The fading of stars has led to a great war among those desperate for the last remaining resources. Heroes, called Battleborn, fight for the dominance of their unique factions as all life in the universe teeters on the brink of extinction. Now, the mysterious enemy is threatening to finish what they’ve started, and only an unlikely alliance between the universe’s most powerful heroes can stop them.

***Battleborn*** will be available worldwide this Winter on PS4, Xbox One, and PC for $59.99.

# Key Features:

* **Story Mode:** Battleborn’s Story Mode is a narrative experience that can be played entirely singleplayer, and is even better when it’s played cooperatively with friends both splitscreen and online.
* **Multiplayer:** Battleborn’s team-based competitive multiplayer action can be experienced by up to 10 players online in 5v5 matches, and includes three distinct multiplayer modes.
  + **Incursion:** Teams of heroes must defend their base from waves of AI-controlled minions while working together alongside their own minions to destroy their opponent’s base.
  + **Devastation:** Teams of heroes face off in a fast-paced death match and must capture and hold objectives on the map to win.
  + **Meltdown:** Teams of heroes must guide their minions as they march to their death at the center of the map. Points are scored for every minion who throws themselves into the incinerator, and the team with the most points wins.
* **Persistent Progression System:** All experience points, whether earned through playing Battleborn’s Story Mode or Competitive Multiplayer modes, contribute to leveling up individual Character Rank, as well as player profile Command Rank.
  + **Character Rank:** Each hero can permanently rank up from 1 to 10 outside of missions and matches, allowing players to swap out augments in their helix skill tree, as well as unlock skins.
  + **Command Rank:** Players can rank up their own player profile, unlocking badges and titles to impress friends, and loot that can be used to benefit any hero the player chooses to command.
* **Factions:** The last star, Solus, is the only beacon of hope for the universe’s surviving factions.
  + **The Peacekeepers** are sworn protectors of Solus
  + **The Eldrid** are preservers of the natural order of the universe
  + **The Rogues** are mercenaries only concerned with their own survival
  + **The Last Light Consortium (LLC)** are war profiteers, exploiting others for their own gain
  + **The Jennerit Empire** rule others by force, valuing power above all else
* **Battleborn Heroes:** Battleborn has a deep roster of 25 playable heroes and no two are the same. Every hero has their own personality and comes equipped with their own unique weapons and powers.
* **Helix System:** Battleborn’s accelerated character growth system allows players to level-up a character from 1 to 10 and fully experience each hero’s unique weapons and powers in a single story mission or multiplayer match.

# The Battleborn:

* **Montana:** When he's not clotheslining bears for fun, Montana can be found on the battlefield, soaking up industrial-sized buckets of hurt and suppressing enemies with his fearsome minigun. A friend to everyone, Montana controls the Battlefield with sprays of ice or fire, and sometimes just a good old fashioned shoulder dash.
* **Oscar Mike:** Cloned to fight in a war that ended years past, Oscar Mike now brings well-crafted modern combat instincts to the Solus War, with the effective, sure fire of earnest objectives, strong missions, and excellent personal hygiene. Master of the UPR-AR7 Assault Rifle and the UPR-MkII Battle Augmented Deflective Armor Stealth Suit.
* **Thorn:** Teshka Elessamorn – nicknamed ''Thorn'' for her short temper – was the last aelfrin child of her homeworld before it was darkened by the Varelsi. Thorn ranges the jungles of Ekkunar and beyond with her bow ''Kreshek'' and her advanced Eldrid magic.
* **Miko:** The last surviving bud of a once planet-sized fungal colony, Miko is widely known as a compassionate and very skilled healer. Now more of a combat botanist, Miko devotes her time to restoring all which can be restored and throwing kunai at things which cannot be restored.
* **Rath:** Verod Rath is not a vampire, though he gets that a lot. Rath is a master bladesmith and swordsman of the Jennerit Empire, once a member of the Keepers of the Blade — the elite guard of Empress Lenore. Rath is deeply focused on the art of battle, applying his three energy blades with lethal efficiency.
* **Orendi:** Feared even by members of her own faction, the unhinged and unpredictable Orendi channels powerful magic-like energies, striving to test herself against the universe's greatest foes. She has more than earned the title “Chaos Witch.”
* **Marquis:** Marquis d'Caliber was once butler to Phoebe before an odd encounter with the LLC's AI leader, the Magna Carta, altered his personality. Now, this high-society sociopath wreaks havoc on the unwashed masses with his sniper cane Bindlebane and his explosively temperamental mechanical owl, Hoodini.
* **Phoebe:** Inventor, adventurer, and heiress to one of the largest family fortunes within the Last Light Consortium, Phoebe Elizabeth Audelia Hemsworth the Fourth is NOT to be trifled with. Always ready for adventure, Phoebe rushed to the aid of the universe, accompanied by her multi-phasal sabre, Addonexus, earning her the title “Mageblade” among her friends. Phoebe is lured by her fascination with Eldrid “magic,” ancient relics, and her penchant for bringing more of her Hemsworth Mage-tech to the battlefield.
* **Caldarius:** Caldarius won his name, fame, and eternal Sustainment in the Jennerit Fighting Pits. Armed in the jet-enhanced J-HTX Assault Frame armor of the Jennerit Shock troops, Caldarius is brutally efficient at hit and run close quarters fighting.
* **Boldur:** Boldur the Unbearable is a stubborn, axe-wielding native of Ekkunar who has survived the last two millennia of interruptions to his quiet forest life through sheer stubbornness and the aid of the civilian militia he leads called the Woodsworn. Tough as a gnarled root, the Ekkuni dwarf carries only a rune-forged axe and shield into battle against any foe who dares land their dropship in his front yard.

# Developer Information:

Gearbox Software is respected industry wide for award winning, best-selling video games developed for all major video game platforms. Founded in 1999 and headquartered near Dallas, TX, Gearbox Software is well known for the creation, development and management of its original blockbuster video game franchises including the critically acclaimed, award winning Brothers in Arms franchise and the record-breaking, genre-setting Borderlands franchise. In addition to having developed video games in some of the world's greatest video game brands, including Half-Life and Halo, Gearbox Software has also acquired and produced content for powerful, landmark intellectual property including Duke Nukem and Homeworld. Gearbox Software’s success has been supported through many key and mutually beneficial business relationships with the world's greatest video game platform and publishing partners including Sony, Microsoft, Nintendo, Valve/Steam, Apple and Take-Two/2K.

**Contact Information (Press only):**

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