



Terran Dawn is an isometric space RTS by solo developer Kálmán Dengel. Build an orbital economy, fit ships with weapons and support modules, and lead five distinct factions through branching campaigns, skirmishes, survival runs and online battles.

DEVELOPER / PUBLISHER Kálmán Dengel	PLATFORM Windows PC
GENRE Isometric space real-time strategy	PLANNED RELEASE 30 October 2026 Steam Early Access
MODES Campaign, skirmish, survival, online multiplayer	INTERFACE & TEXT English, German, Spanish, French, Hungarian

Key features

- Five playable factions: Terran, Zythian, Mechanoid, Voidborn and Xenos, each with its own ships, structures and research.
- Five branching campaigns with 84 missions across all routes, narrative briefings and different endings.
- A modular ship designer for fitting weapons, shields, armour, reactors and utility modules.
- An orbital economy built around asteroid mining, production, station expansion and research.
- Skirmish, survival and online multiplayer, with an in-game encyclopedia. The optional Supporter Pack DLC unlocks the map editor.

About the developer

Terran Dawn is created and self-published by Kálmán Dengel. The solo project brings fleet combat, ship design and orbital base building together in a single space RTS.

Press enquiries

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The mission total includes every campaign branch, rather than the length of one playthrough.

Release plans and development-build visuals may change. Refer to the Steam page for current availability.