

# *Ashes of the Singularity: Escalation* Releases Biggest Content Update Ever with *Secret Missions* DLC

DLC Includes New Single and Multiplayer Features; Free Base Game  
Update to 2.7 Also Available Today

**Plymouth, MI. – February 1, 2018** - Today, Stardock released the *Secret Missions* DLC for *Ashes of the Singularity: Escalation*, which adds new units, new scenarios, and new maps for both single and multiplayer modes. In addition, Stardock also released a free 2.7 base game update for all users which adjusts some previously existing audio issues, improves map balance on select maps, and corrects targeting issues for units.

“This is our biggest DLC ever, and it expands every key part of the game,” said Callum McCole, the game’s lead designer. “The new units open up additional strategic depth by allowing for different compositions and counters. The scenarios are challenging and interesting, and the maps are absolutely massive.”

*Secret Missions* includes two new frigates, one for each playable faction:

- **PHC Atlas** - This anti-air, anti-drone frigate is an excellent line of defense against Drone Hives. Since it only costs metal and doesn’t require radioactives, the Atlas is a less powerful, but inexpensive, alternative to the Apollo cruiser.
- **Substrate Tormentor** - This indirect fire frigate is capable of saturating an area with artillery shells, causing damage to anything in its radius of attack. Although it lacks accuracy and direct single target damage, the Tormentor is at its most powerful against groups of units rather than structures.

There are also 8 new scenarios in the DLC that cater to players who enjoy large, late-game battles and tactical flexibility. “These scenarios are designed to put players in unique situations that are unlike any in the already existing campaigns and scenarios,” said McCole. “There are missions for both the PHC and the Substrate, all of which focus heavily on late-game units and large armies. Some may require you to destroy an enemy base or protect an allied base, while others may focus on stopping your enemy from achieving critical mass of Turinium.”

The scenarios range from missions that require you to command PHC forces to take down a rogue post-human, or that place you as the last standing Substrate member against waves of PHC forces, or that task you and your PHC forces with taking down an experimental prototype Substrate unit, and more.

New maps are the final feature of *Secret Missions*, but they aren't the smallest. "Players are always asking for bigger maps so they can have even bigger showdowns," McCole said. "We designed these to be symmetrical and ideal for multiplayer matches, some of which can accommodate up to 14 players."

In addition to the enormous 5v5, 6v6, and 7v7 maps, *Secret Missions* adds some medium and large-sized maps with limited choke points and varying symmetry.

The *Secret Missions* DLC is available for \$3.99 at [Stardock](#) and [Steam](#) and requires the base game to play. To read more about what's being added in the DLC, visit the [forums](#). To see the full v2.7 changelog, click [here](#).

*Ashes of the Singularity: Escalation* is also available at [Stardock](#) or [Steam](#) for \$39.99. For more information on the game, please visit [www.ashesgame.com](http://www.ashesgame.com).

### **Secret Missions Media Assets**

Screenshots: [Screenshot 1](#) | [Screenshot 2](#) | [Screenshot 3](#) | [Screenshot 4](#) | [Screenshot 5](#)

**Overview Video:** <https://youtu.be/qlSZZPmTya8>

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Please contact [press@stardock.com](mailto:press@stardock.com) for all media inquiries.

**About Stardock:** Stardock is a developer and publisher of PC games and desktop software founded in 1991 by nationally recognized technology expert Brad Wardell. Located in Plymouth, Michigan, Stardock is a powerful leader in the video gaming and software development world. Its PC games include Sins of a Solar Empire, Offworld Trading Company, Galactic Civilizations and Ashes of the Singularity.

**About Oxide Games:** Oxide Games is an independent digital entertainment studio focused on delivering revolutionary leaps in PC and console gaming. Its groundbreaking Nitrous engine provides industry-leading visuals and powers its first game, Ashes of the Singularity. Oxide Games is based in Timonium, Maryland. Learn more at [www.oxidegames.com](http://www.oxidegames.com).