

# Ashes of the Singularity: Escalation

Ashes is a game in the style of [Total Annihilation](#), released on March 31st of 2016 by [Stardock Entertainment](#). Similar to [Supreme Commander - Forged Alliance](#) for [Supreme Commander](#), „Escalation“ is a stand-alone Extension of [Ashes of the Singularity](#).

## Purchase

The game is distributed via [Steam](#)

## Turn Off Launcher

By default, Steam does not start the game immediately but an intermitted launcher. If you want Steam to start right into the game, add the parameter `/nolauncher` to the start options.

## Tech Tree

The game is divided into two factions, the Post Human Coalition (PHC) and the Substrate. Both have similar but different tech trees and variations of units that fullfill specific purposes. Here is an overview of the build order/tech tree:



## Dreadnought Upgrades

Dreadnoughts have different levels, beginning with 1 and ending at 5. The more units (not buildings!) the Dreadnought destroys, the more experience (XP) it gets. When reaching certain amounts of experience, the Dreadnought unlocks a new level which brings along certain abilities for permanent selection for this unit. The levels are unlocked when reaching the following XP points:

XP	XP Sum	Level
0	0	1 (start value)
12000	12000	2
15000	27000	3
21000	48000	4
27000	75000	5 (max. level)

In general, there are two lanes to select abilities from. Within a single lane you can only pick the very next ability the current XP unlocks but at any time you may select from either one of the two lanes. This however, finds its limits with the last level (5), during which you might run out of upgrades to choose from one lane. This happens when you consecutively chose abilities from one lane exclusively. Every lane has up to three upgrades to offer, so when reaching level 5 you already had three

upgrades from one lane, facing the fourth selection not being available from this one, but only from the other (the first upgrade from this lane). Each Dreadnought has a unique set of upgrades. Some of them are used twice for different Dreadnought types. On top of that you always have the ability »Instant Repair«, which adds 5000 HP to the Dreadnought, but at the same time uses up an upgrade slot.

The available selection of upgrades follows in the next subsections.

## Instant Repair







☒ All Dreadnoughts have the ability »Instant Repair«. It increases the current health points (HP) by ☒ 5000. It is described as follows: »Single use effect, immediately restores 5000 health to the Dreadnought by deploying a cloud of short-lived nanites.« It does however use up an upgrade slot and only restores health once. So effectively it reduces the number of permanent upgrades by one each time it is used. So it is a question of what you want to do with the Dreadnought in the future and if the unit is in danger of being destroyed, if not fixed instantly.

## PHC







### Hyperion

Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Self-Sealing Hull	☒	Slowly repairs damage to the Dreadnought as a permanent film of repair nanites seals breaches caused by enemy weapons.	Assault Drones	☒	Launches a self-replenishing swarm of offensive drones to harass any threats to the Dreadnought.
2	Healing Drones	☒	Launches a self-replenishing swarm of hull-repair drones to support the Dreadnought and its army.	Disabling Bolts	☒	Enemies struck by the Dreadnought's weapons have a small chance of being temporarily disabled.
3	Durantium Armor	☒	Increases Armor by 20% with a permanent coat of extra-hard Durantium alloy.	Overload Engines	☒	Increases entire army's speed by 20% by dynamically evaluating reactor containment tolerances.

### Cronus







Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Orion Cascade		Long recharge, adds a super-long-range missile battery to the Dreadnought that rains down terrifying streams of death from above.	Death Blossom		Long recharge, adds an emergency short-range targeting protocol to the Dreadnought's weapon systems which obliterates encroaching enemies.
2	Armor Piercing Rounds		Infuses the entire army's weapons with 40% armor-piercing capabilities.	Radar		Grants the Dreadnought a radar module.
3	Subsonic Demolisher		Adds a sonic anti-structure module to the Dreadnought capable of massive damage to all buildings in an area.	Ionic Rangefinder		Grants the entire army an additional 10% attack range with centralized targeting routines.

Prometheus







Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Draining Beams		Adds two health-draining beam modules to the Dreadnought. Their experimental nature only allows them to target enemy Dreadnoughts and Juggernauts.	Main Battery Overload		Long recharge, adds a slow-recharge alternate firing mode to the Dreadnought's main cannon that shreds all but the hardest targets in a single activation.
2	Precision		Boosts the entire army's damage against Dreadnought and Juggernaut class enemies by 20% thanks to advanced superstructure analysis.	Annihilate		Increases firing rate of entire army by 25% by centralizing weapon protocols within the Dreadnought's mainframe.
3	Durantium Armor		Increases armor by 20% with a permanent coat of extra-hard Durantium alloy.	Substructure Reinforcement		Grants the entire army additional hit points by injecting preframulated amulite into the support structures.

Substrate



Retributor





Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Backup Generator		Increases maximum shield capacity by 50% with an auxiliary reactor.	Targeting Computer		Increases the entire army's rate of fire by 25% by slaving lesser units' targeting routines to the Dreadnought.
2	Nano-Reinforced Armor		Adds heavy armor (+20% armor) to the Dreadnought reinforcing the hull on the molecular level.	Energy Transfer		Strengthens the entire army's damage by 10% by applying theoretical physics principles to all weapon systems.
3	Havoc		Long recharge, emergency weapons protocol lets the Dreadnought overcharge its weapons in a terrible display of power.	Inertial Dampeners		Speeds the entire army's movement by 20% by increasing stress tolerance of hull superstructures.

## Overmind

Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Additional Drone Squadron		Gives the Dreadnought another drone squadron with the addition of a secondary launch bay.	Shield Projector		Adds a module that allows the Dreadnought to quickly refill the army's shields with an energy pulse.
2	Durantium Armor		Increases Armor by 20% with a permanent coat of extra-hard Durantium alloy.	Static Charge		Long recharge, interrupts all nearby enemy weapons and propulsion systems with a pulse of disabling radiation.
3	Drone Factory		Cuts the Dreadnought's drone respawn time in half with advanced nanoconstruction techniques.	Shield Amplifier		Doubles the Dreadnought's shield recharge rate with advanced reactor design.

## Savager

Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
1	Maneuvering Thrusters		Doubles the Dreadnought's rotation speed by using additional lateral thrusters.	Shield Amplifier		Doubles the Dreadnought's shield recharge rate with advanced reactor design.

Level Step	Lane 1 Name	Symbol	Description	Lane 2 Name	Symbol	Description
2	Sky Scour		Unlocks power anti-air beams effective against heavy air units.	Impenetrable Armor		Reinforces the Dreadnought with super-heavy armor (+20% armor) by adding ablative Durantium plating beneath its outer hull.
3	Demolish		Increases the Dreadnought's damage against structures by 50% by employing battle-adjusted targeting data.	Executioner		Modulates the Dreadnought's main armament into an unrivaled destructive force.

## Web Links

- <https://www.ashesofthesingularity.com/>

## See also

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