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***Sins of a Solar Empire II - Paths to Power* DLC Pack and Major v1.4 Update Now Available**

New DLC pack for acclaimed strategy title features 10+ scenario maps with objective-based gameplay and Free v1.4 update introduces Population Mechanic



Plymouth, Mich. - March 27, 2025 - Players will have their strategic knowledge and skill tested like never before as *Sins of a Solar Empire II* has officially released its first paid DLC, “Paths to Power,” today. This DLC debuts 10 new scenario maps that will test players with unique, objective-based challenge missions each with their own victory conditions. Whether you are defending your home planet from relentless invaders as the Pranast United faction, or assimilating the human population of the galaxy as the Advent; Paths to Power will push even the most seasoned of *Sins* players.

<https://youtu.be/roDGxwqv9Lg>

[Paths to Power Trailer]

“With Paths to Power, we set out to create wholly unique gameplay scenarios where players will create strategies they’ve never used before in *Sins II*,” said Brian Clair, Executive Producer at Stardock. “In addition to this great new DLC pack, we get to bring a free new update to all

players with Update v1.4 featuring the return of Population, as well as new units and planet types!”



Examples of Paths to Power Scenarios:

Conversion

The Unity must grow if it's to continue the wars against the despised TEC and obnoxious Vasari. The Advent have suffered many losses of late and fresh blood is needed. It's time to assimilate the populations of the galaxy to the Unity's cause using new culture and population gameplay mechanics.

Seek & Destroy

The Vasari Exodus are attempting to summon the feared 'mad' Vorastra titan from deep

space as a means to destroy their enemies once and for all. Played from the perspective of either the Vasari Exodus or the TEC, you must capture special Phase Resonators and hold them against your foe. Which side will you fight for?

Clash of the Titans

The Aluxian Resurgence is proving to be a major thorn for the greater powers of the region. You must eliminate their homeworld using only a titan that's been equipped with the ability to summon reinforcements. Be careful - you don't have a homeworld to fall back to!

Alongside the 'Paths to Power' DLC, Stardock has also released a huge update, dubbed '**Total Subjugation**' (v1.4) for free for all players! This update re-introduces the Population mechanic from the original *Sins of a Solar Empire*. This time in *Sins II*, the culture of your Empire will determine your population's allegiance; giving players bonus resources or debuffs based on the loyalty of their citizens!

Update v1.4 Features

- **Population Mechanics:** Population is a new mechanic for Sins II and is heavily lore-based. Culture now affects the populations of the galaxy, creating diverging allegiances. The player who dominates culture on a planet will gain bonuses to resource and research generation; while other cultures present debuff those bonuses.
- **New Units:** Three new units have been added in the v1.40 update to help fill gaps in battle rosters:
 - TEC Stilat Missile Corvette
 - Vasari Heavy Fighter Strikecraft
 - Vasari Junsurak Warden Frigate
- **New Planet Types:** Three new gravity wells have been added in this update: Ice Moon, Volcanic Moon and Barren Planet.
- **Huge Rebalance:** This update contains a massive rebalance of the game on everything from research costs, to unit durability and more.



Sins of a Solar Empire II - Paths to Power is available to [purchase on Steam](#) and [Epic Games Store](#). The *Paths to Power* DLC is now available standalone for \$12.99; and is included as part of the Premium Edition Bundle for \$99.99, or as part of the *Sins of a Solar Empire II Content Pass* for \$59.99. Follow *Sins II* and learn more at www.sinsofasolarempire2.com.

[Click HERE for Assets](#)

About Stardock

Stardock is a pioneer in the strategy gaming genre headquartered in Plymouth, MI that has been in operation since 1991. Starting with *Galactic Civilizations* on Microsoft OS/2, Stardock's influence on strategy game design is found in every new release in the genre. The company has created multiple iterations of the beloved *Galactic Civilizations* series and established *Sins of a Solar Empire*, *The Political Machine*, and *Elemental* as tentpole strategy franchises that have garnered critical and commercial success. Learn more at www.stardock.com.

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Media Contact:

Stardock_Media@zebrapartners.net

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