

STELLARIS FANS

IMPORTANT PAGES

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ABOUT THIS SITE

Stellaris Fans is a website for new fans to know detailed information of Stellaris, a sci-fi grand strategy game developed by Paradox Development Studio and published by Paradox Interactive. It is an unofficial website.

EXPANSION CONTENT



Stellaris



Leviathans



Utopia



Synthetic Dawn



Apocalypse



Distant Stars



MegaCorp



Ancient Relics



STELLARIS GAME BASE

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GENERAL INFORMATION

RELEASE DATE

Stellaris has been released on May 9, 2016 at 18:00 CEST.

EDITIONS

Beside the Standard Edition, Stellaris is available with premium content:

>The Nova Edition includes all the content of the standard edition, plus the Digital Original Soundtrack, an Arachnid exclusive alien race and a Nova forum icon.

>The Galaxy Edition includes all the content of the Nova Edition, plus the Digital Collector's Book, the Stellaris: Infinite Frontiers novel by Steven Savile (e-book), an exclusive forum avatar and Galaxy icon, as well as a signed wallpaper.



LEVIATHANS EXPANSION

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GENERAL INFORMATION

RELEASE DATE

Leviathans is the first story pack for Stellaris. It was announced on 2016-09-15. It was released on 2016-10-20 along with Patch 1.3.

EXPANSION FEATURES

>Guardians: Powerful space entities with mysterious origins and motives. Fight or investigate them to unlock technologies and gain access to great treasures.

>Enclaves: Independent outposts of traders and artists who are willing to make a deal. Exchange resources, purchase information about the galaxy, or commission a great work of art for your empire.

>War in Heaven: Where will your fledgling empire lie if two ancient Fallen Empires decide to renew old grievances in a War in Heaven? Will you err on the side of caution and take a side with the stronger power, or will you strike at both whilst they are occupied with their own titanic struggle?

>New art and music to add greater variety and listening pleasures to your game experience.



STELLARIS™
LEVIATHANS



UTOPIA EXPANSION

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GENERAL INFORMATION

RELEASE DATE

Utopia is the first major expansion for Stellaris. It was announced on 2017-02-02 and was released on 2017-04-06. The expansion was

EXPANSION FEATURES

- >Megastructures: Build wondrous structures in your systems including Dyson Spheres and ring worlds, bringing both prestige and major advantages to your race.
- >Habitat Stations: Build "tall" and establish space stations that will house more population, serving the role of planets in a small and confined empire.
- >Ascension Perks: Collect Unity points and adopt Traditions to unlock Ascension Perks that allow you to customize your empire in unique ways. Follow one of the three Ascension Paths and achieve Biological Mastery, give up your biological forms in a Synthetic Evolution, or unlock the full psionic potential of your species through Transcendence.
- >Purge and Slavery Types: Further define the different treatment and purging options of species.
- >Native Indoctrination: Help pre-FTL species think in the right way, your way!
- >Advanced Civics: Go to the extreme with choosing either Syncretic Evolution, Mechanist or Fanatic Purifiers.
- >Hive Minds: Tired of ethics? Become one with yourself!



SYNTHETIC DAWN EXPANSION

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GENERAL INFORMATION

RELEASE DATE

Synthetic Dawn is the second story pack for Stellaris. It was announced on 2017-08-03 and its release date is 2017-09-21. The expansion is to be accompanied by the free 1.8 patch (aka Čapek).

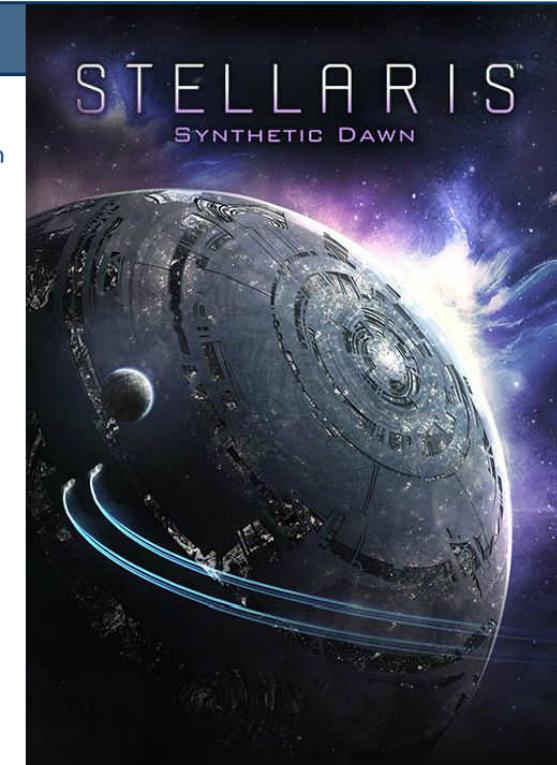
EXPANSION FEATURES

>You, Robot: Play Stellaris as a customized robotic civilization, complete with a series of robotic portraits for science robots, worker robots, and more

>AI, eh? Ayel: Follow new event chains and story features to lead your robot race to greatness as an intergalactic AI empire; pursue mechanical perfection in the stars

>Rise of the Machines: Oppressed synths may rebel against their masters and form new empires -- or you may even discover a fallen synthetic civilization deep in space

>Digital Enhancements: New synthetic race portraits, and expanded voice packs for VIR



APOCALYPSE EXPANSION

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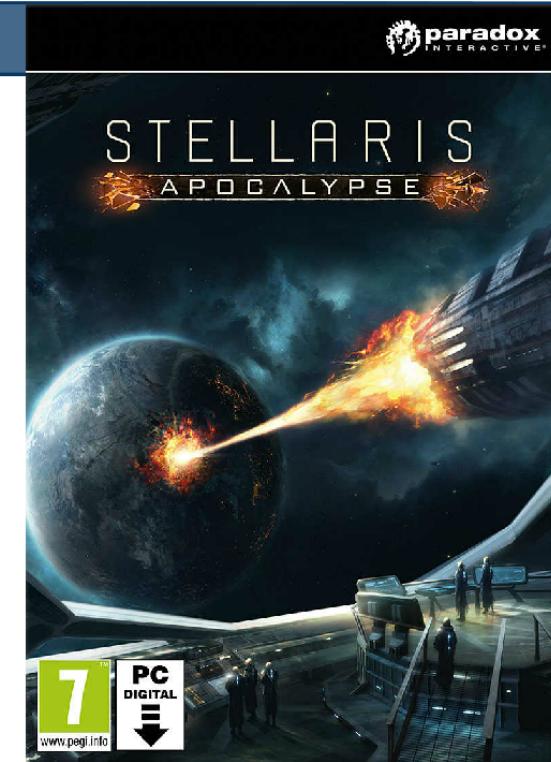
GENERAL INFORMATION

RELEASE DATE

Apocalypse is the second major expansion for Stellaris. It was announced on 2018-01-11 and its release date is 2018-02-22. The expansion is to be accompanied by the free 2.0 patch (aka Cherryh).

EXPANSION FEATURES

- >Planetary destruction – Ability to construct a special late-game planet-killer ship nicknamed "Colossus", a technological super-weapon that can, in one of its 6 configurations, shatter entire worlds.
- >Titan class ships – Players are now capable of building strong capital-sized ships that offer tremendous bonuses to vessels under their command.
- >Ion cannons – Starbases can deploy expensive defense modules that hit targets on the other side of the system with a powerful attack.
- >Marauders – Nomadic empires can now spawn on the fringes of the galaxy and raid settled nations. Players can hire mercenary generals and admirals from them and order a raid on a rival if relations are high enough. There is also a chance these scattered hordes coalesce into a unified force, potentially triggering a mid-game crisis event.
- >More civics and ascension perks to further customize the inter-stellar empires.



DISTANT STARS EXPANSION

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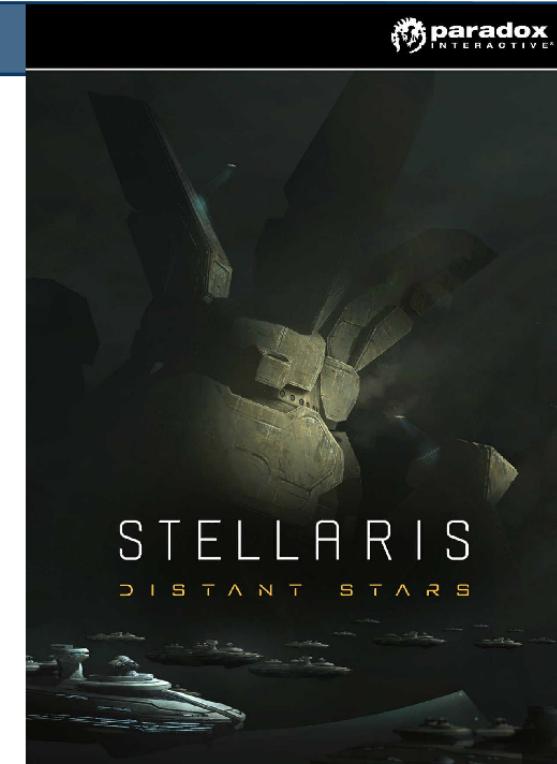
GENERAL INFORMATION

RELEASE DATE

Distant Stars is the third story pack for Stellaris. It was announced on 2018-04-23 and was released on 2018-05-22. The expansion is accompanied by the free 2.1 patch (aka Niven).

EXPANSION FEATURES

>Behind Closed Doors: Discover hidden traces of an ancient gateway network unlocking a sealed path to a constellation outside our own galaxy. But is this door holding something out, or keeping something in?
>Sensors are Picking up... That Can't be Right: Encounter dozens of new anomalies and events for your intrepid scientists to observe and analyze, and a galaxy of wonders for them to discover.
>Brave New Worlds: Plot unexplored unique solar systems, each with their own story to tell. Gain technology, resources, and valuable worlds to colonize.
>There's Always a Bigger Fish: Come face to face with a number of unique gargantuan creatures that exist and thrive in the vacuum of space. But approach with caution, because whether gentle giants or something more sinister, these legendary behemoths have existed long before you and will do what it takes to survive long after.



MEGA CORP EXPANSION

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GENERAL INFORMATION

RELEASE DATE

MegaCorp is the third major expansion for Stellaris. It was announced on 2018-10-24. The expansion was accompanied by the free 2.2 patch (aka Le Guin).

EXPANSION FEATURES

>Corporate Culture: CEOs of a MegaCorp can conduct business on a galaxy-wide scale with a host of new civics. By building Branch Offices on planets within empires they have trade agreements with, the MegaCorp can add a portion of the planet's Trade Value to their own network. Using the new Corporate Authority, construct an economic powerhouse and dominate galactic trade.

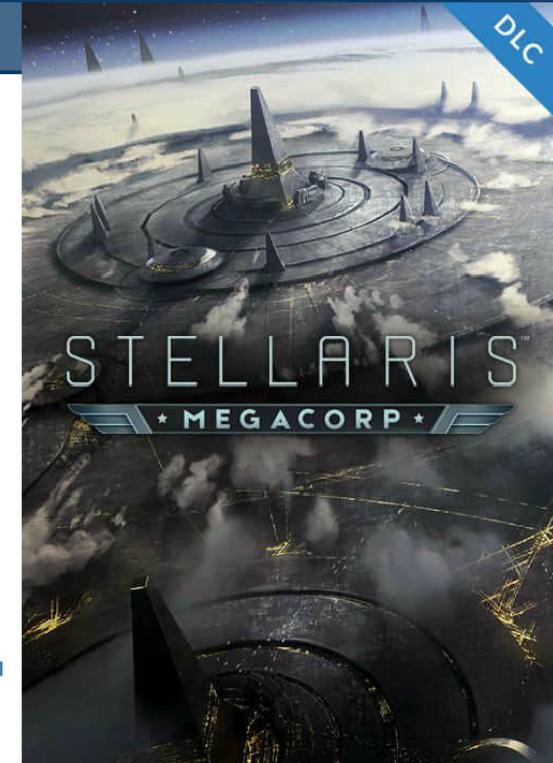
>City World: With Ecumenopolis, players can increase the population density of core worlds to truly epic proportions, eventually creating a planet-spanning megacity.

>Caravaneer Fleets: Keep an eye out for the Caravaneers, nomadic interstellar wheelers-and-dealers who stay aloof from galactic politics, and always have a bargain up their sleeve. Expect surprises when these master traders wander through your space or when you visit their home systems.

>More Megastructures: Build a glorious Matter Decompressor, Mega-Art Installation or Strategic Coordination Center to acquire new scaling capabilities for your megalopolis.

>Galactic Slave Market: Buy and sell pops on an industrial scale, set them free or keep them as livestock.

>New Ascension perks: Keep an economy competitive in a cutthroat galaxy with additional Ascension perks!



ANCIENT RELICS EXPANSION

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GENERAL INFORMATION

RELEASE DATE

Ancient Relics is the 4th story pack for Stellaris. It was announced on 2019-05-14 and was released on 2019-06-04. The story pack is accompanied by the free 2.3 patch.

EXPANSION FEATURES

>Said Ancient Relics: Collect and acquire valuable relics in your adventures as rewards for overcoming major crises or after completing a dig at an archaeological site and solving the chapters. Each relic gives significant benefits to your empire to aid in your interstellar escapades

>Those Who Came Before: Encounter two new extinct Precursor civilizations, each with their own anomalies. Players can investigate these to understand who they were and, more importantly, what one can learn from their demise.

>Relic Worlds: Once teeming with life, these Relic worlds now lie dead, covered with desolate ruins and dormant mysteries. Players can create archaeological sites to explore these remains and bring to light powerful relics and artifacts.

>Matter of Artifacts: Utilizing archaeological research, discover Minor Artifacts, a new resource type which can help empower one's empire.

>Dig In: Hit the dirt on a variety of enigmatic and alien worlds with more archaeology sites available for your empire to study... or plunder. Each site begins a story with between one and six chapters to investigate. Retrace the history to discover artifacts and relics that can be boons to your empire.

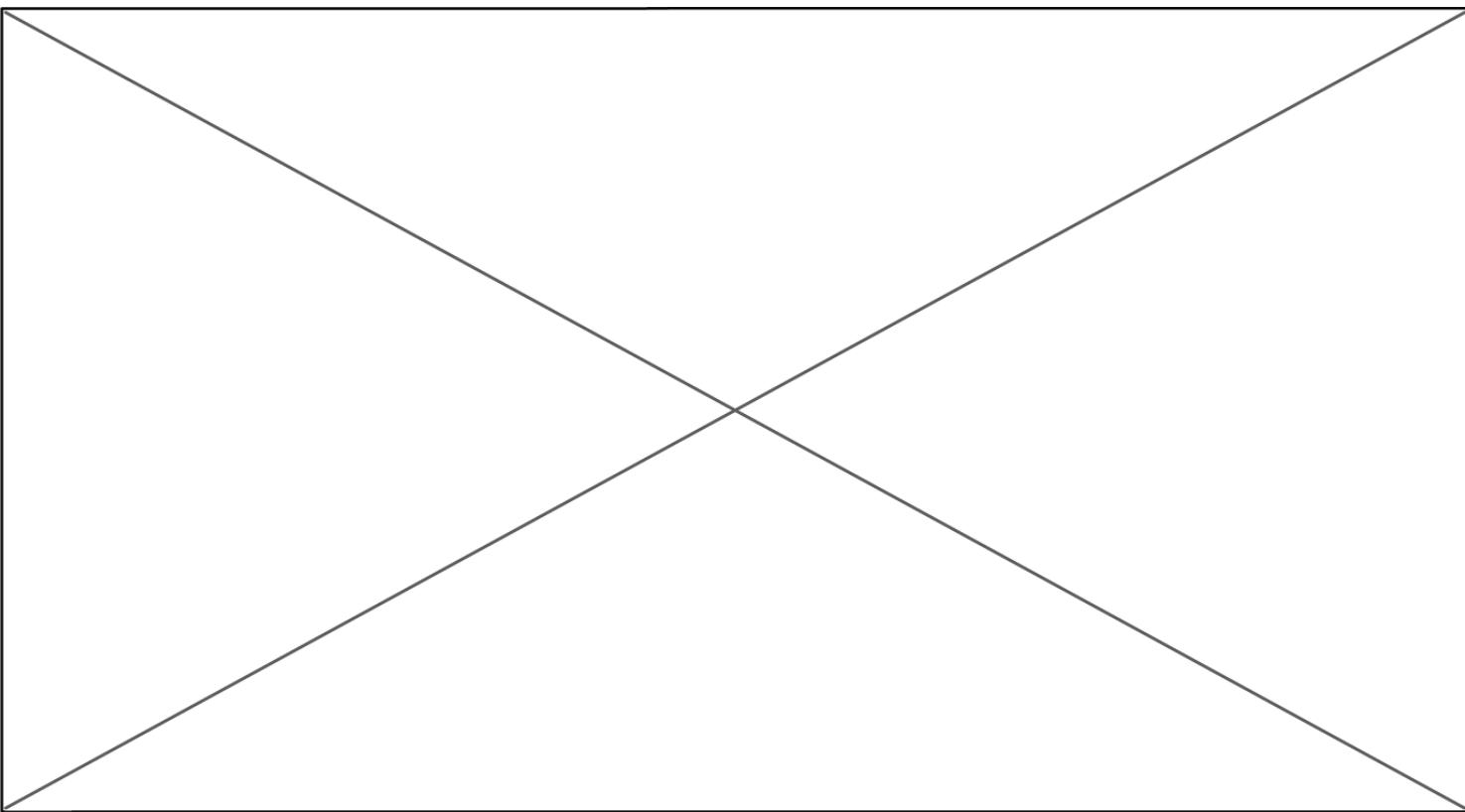


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Possible Colors



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RELEASE DATE
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