



DESIGNED BY: Frost Giant Studios
GENRE: Real-Time Strategy (RTS)
PLATFORM: Windows® PC
KEY DATE: Closed testing begins July 2023
PUBLISHER: [Coming to Steam](#)

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Stormgate Gameplay Revealed on the PC Gaming Show

Limited closed testing to begin in July; to sign up for a chance to play, visit playstormgate.com

Pre-alpha footage showcased tried-and-true RTS gameplay from a playtest between lead co-op designer Kevin “monk” Dong and SC2 legend Dario “TLO” Wunsch

June 11, 2023 – Frost Giant Studios (frostgiant.com) president and game director Tim Campbell appeared on the PC Gaming Show today to reveal a first look at gameplay from **Stormgate**—the studio’s eagerly-anticipated real-time strategy game.

Alongside host Sean ‘Day[9]’ Plott, Campbell introduced in-game footage that highlighted the signature gameplay and deep mechanics that RTS fans have been clamoring for.

Future battlefield commanders were able to catch a glimpse of the gameplay made possible within Unreal Engine 5 thanks to **SnowPlay**—the studio’s custom-built technology that aims to make **Stormgate** the most responsive and fun-to-play RTS ever.

This reveal focused on a 1v1 mirror match featuring the **Human resistance** – the first of **Stormgate**’s asymmetric playable factions. Other factions to come include the **Infernal Host**, a race of warmongering demons hellbent on claiming Earth and its resources. Co-operative modes will enter closed testing later this year.

NEW for PC Gaming Show

First Look at **Stormgate**’s Two Main Resources

- **Luminite:** Primary resource (temp visual: gold mound)
 - Used to pay for nearly everything.
 - Can be mined by 12 B.O.B. workers (see below) before severe diminishing returns.
- **Therium:** Secondary resource (temp visual: gray (and glowing green) polyhedrons)
 - Mostly used to pay for advanced units and structures, and upgrades.
 - Gradually spreads and enriches when unmined, providing players with strategic options about where and when they should expand.
 - Therium appears in various forms that each have different gameplay mechanisms, including exposed patches and underground veins.



Featured Human Units

- **B.O.B.:** Smiley-faced robot worker units who harvest resources, build structures, repair mechanical units, and even muster a solid defense in a pinch.
 - Multiple B.O.B. units can work together to build a structure.
- **S.C.O.U.T.:** These robot dogs (with frickin' laser eyes) have heightened senses that can even identify the presence of enemies still concealed by the fog of war.
 - With a warning howl, SCOUTs can activate advanced ocular scanners to temporarily see further, including through forests that would normally block their vision.
- **Lancer:** Blade-swinging frontline soldiers with long reach.
 - The *Lancer Shields* upgrade gives them the ability to shrug off damaging blows.
- **Exo:** A versatile soldier, armed with a reliable rifle.
 - Can pick up the *Double Time* upgrade to temporarily increase its movement speed—if it shoots during this period, it fires two shots instead, then reverts to normal speed.
- **Medtech:** Hefty support unit that can heal and repair allies and enhance nearby forces.
 - With *Medtech Adept Training*, can unleash a swarm of nanobots to either attack an enemy, or heal an injured ally.
- **Atlas:** Long-range artillery mechs that rain down area-of-effect damage.
 - With the *Purification Ordnance* upgrade, its attacks leave behind a damaging field of flames. **Atlas attacks cause friendly fire damage, no pun intended.*
- **Evac Transport:** Transport ships that pick up and drop off allied units, including a deployed Atlas, to reposition them strategically or whisk them away from danger.
- **Vulcan:** This mech has a gatling gun that spins up to deal increased damage.
 - The *Jump Jets* upgrade allows the Vulcan to reposition in combat, and can stun any enemies in its way. Can also be used to clear out trees.
 - Fires piercing rounds that can punch through multiple units in a straight line, dealing damage to all of them.

Featured Human Structures

- **Command Post:** Human HQ – produces B.O.B. worker units.
 - Upgrades to Central Command to unlock access to Tier 2 units. Tier 3 coming soon!
 - The Command Post can trigger an *Overcharge* on nearby B.O.B. units, temporarily diverting power to combat systems (attack speed and armor).
- **Habitat:** Increases supply. You must build these to expand your army.
- **Barracks:** Produces Tier 1 units such as the S.C.O.U.T., Lancer, Exo, and Medtech.
- **Mech Bay:** Production facility for the Vulcan, Atlas, and more.
- **Therium Refinery:** Secondary resource dropoff and research for various passive upgrades.
- **Biokinetics Lab:** Research upgrades for infantry, such as Lancer Shields.
- **Machine Lab:** Research upgrades for mechanical and air units. Has a conveyor belt.
- **Sentry Turret:** Targets ground and air. Provides some peace of mind.