DON'T PANIC

THE HITCHHICKER'S GUIDE TO FLEET OPERATIONS
Version 2.8 as compiled by Dominus Noctis (For Patch 3.0.7)

(Pilfered from Douglas Adams' Five Part Trilogy)

Contents

About this Multiplayer Strategy Guide

First and foremost, this Fleet Operations Strategy Guide is designed to cater to those who play human versus human multiplayer matches. This is not to say that certain strategies that are listed here will not work against the AI, but that these strategies have been tested over and over again against human players. Thus, the strategies discussed in this guide will probably not be best against an AI that does not care whether you harass—to say the least.

It is also important to mention that this guide in general is not intended to teach you the basics of playing Fleet Operations. Instead the suggestions described here are best used by someone who is "somewhat" familiar with the units, resources, and game-play for this Real Time Strategy game. As I have tried to avoid being redundant, information that is useful early in the guide is not repeated later on. Thus, in order to get the most out of this guide, it is highly recommended that you read each section in the order that they are listed. Hopefully this will help you to learn an opponent's strategies in order to come up with your own and thus become a better tactician.

The sections of the guide called Unit Overviews are dedicated to giving you all the statistics you've always wanted to know about for each vessel that you will be commanding. Vessel size is given by the terms Small, Medium, and Large. Small roughly equates to scouts, freighters and destroyers, while Medium is equivalent to cruisers and support vessels (starships with three special abilities), and Large to stations and battleships. Weapon types are Beam, Torpedoes, or Pulses and are abbreviated as B, T, or P within this section. Weapon range can either be Short, Medium, Long, or Artillery (abbreviated as S, M, L, or A). Officer rank five abilities have been included. Note that mixed-tech units receive their own special avatar and/or mixed-tech benefits, and thus the Mixed-Technology Unit Overviews in this guide are completely self-sufficient (avatar bonuses do NOT stack with normal mixed-tech units). Italicized abilities are those that were gained from mixed-technology. Note that all mixed-tech ships build slower than normal shipyard counterparts.

You might notice that the Unit Overviews are not representative of all ships you will encounter as the faction in question. These overviews are designed solely as references to the comments within the strategy portion of the guide, and thus stations which do not play an integral part of your *fleet* will not be discussed here. If you wish more information, the guides created by *Zebh*, *Le_Deimos (recently removed)*, *Svarsmannen*, and *Dircome (Ship Profiles: currently unreleased)* are good material.

General Tips and Suggestions in Regards to Fleet Operations

Etiquette:

This is probably one of the more important aspects of the game. Always respect your opponent. In a 1v1 if your opponent is not very good, give friendly advice (if they want it) and be gentle. Do not smash them from the get go even, but show them how your tactics are superior. Usually if your opponent is a new player they will not be prepared for fast rushes. Thus it is a good idea to ask whether they are ok with being rushed, or whether they'd prefer a longer build up. In matches it is generally proper etiquette to establish rules beforehand. For instance, if there is the possibility for contested mining in a 2v2, 3v3 etc, decide who gets what mining so that there are no squabbles later (unless you all agree to duke it out). If someone tells you to stop doing something, do what they say. It is no fun to play if both sides aren't enjoying the match. When you record a game for the purpose of releasing it on a forum (or on YouTube), be sure to ask your opponent for permission.

Do not complain that a faction or unit is underpowered / overpowered just because you have been beaten/have beaten another with that faction before playing a sizeable number of multiplayer games. Likewise, please do not complain that a particular vessel is underpowered simply because "it isn't like it was in the shows". Note that playing against the AI will not teach you effectively about balance and tactics, but can help you learn the roles of the individual units. Finally, because Fleet Operations is about *fleets*, comparing a particular unit from one faction to another will never give you a good idea of how balancing is accomplished in this RTS.

Galaxy Class

Using the Map Effectively:

Types of nebulae: **Crystalid** (a green nebula that disables cloak and regenerates shields), **Fluid** (a blue nebula that disables cloak and shields, hides vessels inside), **Tetrion** (a blue nebula with lightening that disables cloak and causes damage), **Nucleon** (a sickly red nebula that disables cloak and causes damage), **Mutara** (a purple nebula that disables shields, sensors and cloak, and hides vessels inside).

If you want to get a look in a nebula without sending all of your ships within it, simply place a scout in a periphery of the nebula. Of course, this works both ways: you can put a scout on the outside of a nebula that disables sensors in order to increase your sensor range to allow you to target ships outside of the nebula. Note that the blue Fluid Nebula and the purple Mutara Nebula cause all ships firing from the outside of the nebula to be unable to actively target the ships inside (phasers, torpedoes, and pulse weapons will simply miss), *even if*

you can see those vessels. Area of effect weapons will obviously still damage ships within these nebulas. The ships in these nebulas will have no trouble killing those on the outside however, so you must either draw the ships out or risk going into the nebula yourself. Note that the color of the nebulas and player color can be combined to be tactically useful: the dull green will hide you effectively in Crystalid nebulae and the light blue will hide your ships in a Fluid nebula (using purple is pointless, as Mutara nebulae kill sensors anyway). This is only really effective against a player who is casually glancing at the nebula or who relies on the minimap to see if enemy forces are present.

Nucleon Nebula

Tetrion Nebula

Fluid Nebula

Mutara Nebula
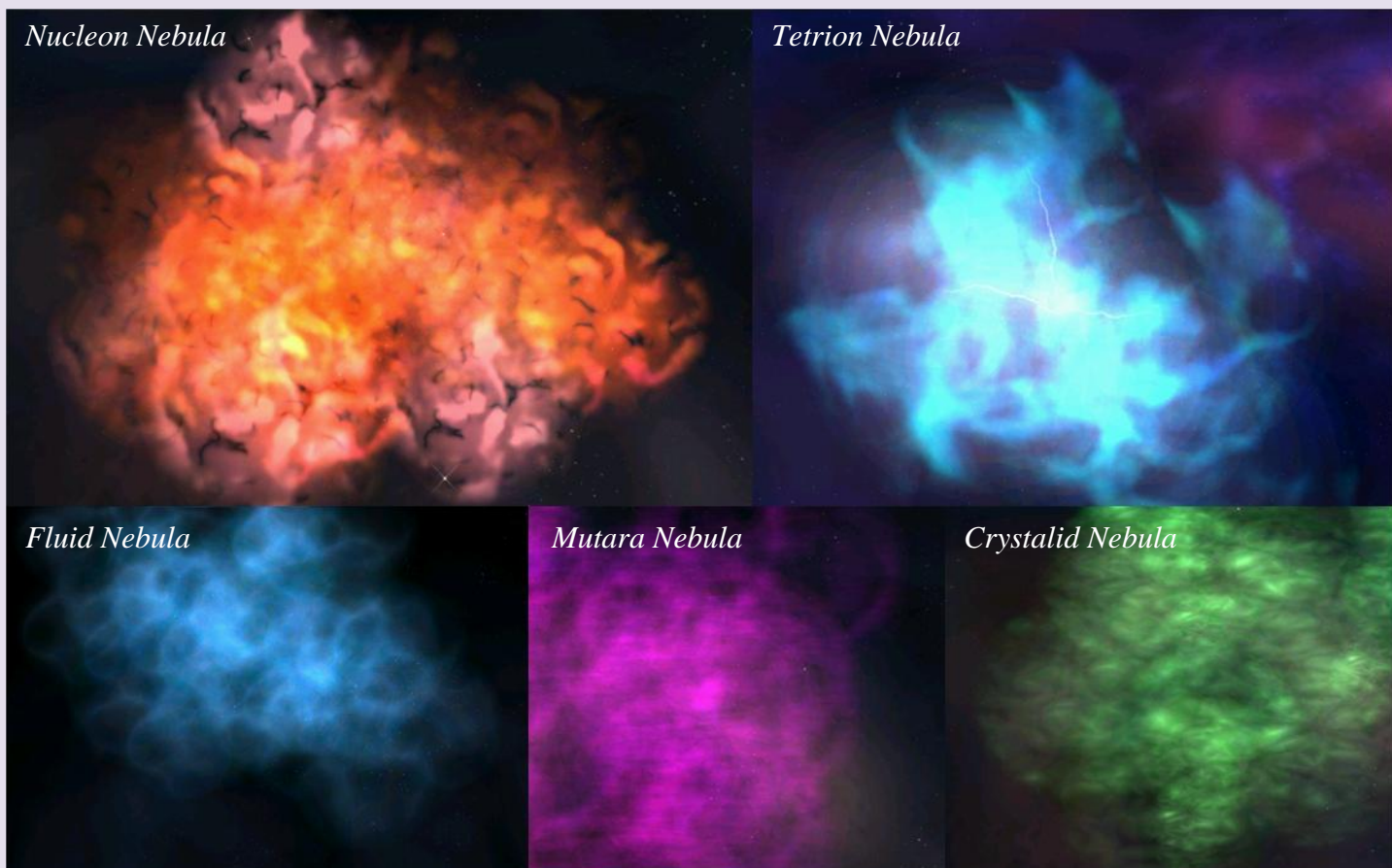
Crystalid Nebula

Read the tooltips on nebulas carefully. For instance, if you are Borg, do not stay within the light green Crystalid Nebulas that regenerate *only* shields, as these will put you at a disadvantage if your opponent is non-Borg. Nebulas that disable shields and cloaking are the most effective ways to ensure survivability of Borg units while Nebulas that decloak and regenerate shields are best for non-Borg units. Make sure to read the tooltips for nebulas before sending in your ships.
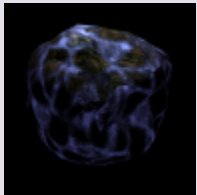

Base Building:

Always build your stations on the near side of the starbase, to allow it to defend your miners and stations. You can lure non-micromanaged ships that are attacking your miners by sending them closer to your starbase.

All your ships are initially built with medium movement autonomy (meaning they will move to intercept passing ships, but will go back to their original spots) and low weapons autonomy (meaning that they will not use their special weapons unless you direct the unit to). High movement autonomy means that the ship will follow an enemy ship all across the map and high weapons autonomy will mean that the unit will use its special weapons anytime it gets the required amount of special energy recharged. Medium weapon autonomy indicates that a unit will only fire a special weapon when more than half of its special energy is recharged. You can set all your construction ships to high/medium/low weapon autonomy and/or high/medium/low movement autonomy to build shipyards and Collective Uplinks so that the units that are built will have the same autonomy level as the construction ship that built them. Likewise, by doing the same to individual shipyards (or to Starfleet Command) the vessels that are built from them will have the same settings as the mother shipyard.
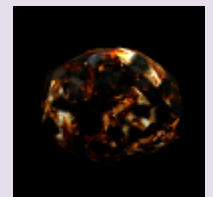
Instead of canceling ship production if you want to get the funds returned, simply click on the 30, 60, or 90 second "pause construction" button. This will save time and allow you to keep your initial queue.

The general rule is that for the Borg you can have a maximum of two freighters and one station per moon (as they will be then in synchrony), while for Klingons, Federation and Romulan you should have a maximum of three freighters and one station per moon. However, occasionally depending on the setup of your mining facility, two miners do just fine (pay attention to the load/unload cycles). Generally, you should notice a small gap when a miner is collecting dilithium or tritanium if you have only two freighters—this is what the third miner is for. Note that a three miner set-up in general is not supremely efficient, as one of the three freighters will be idle for a short while so that you don't really gain three times as many resources as if you had only one freighter per moon. Consequently, it is wise to move freighters from moon to moon when you anticipate needing more resources of a particular type, rather than investing in three freighters for every moon you own. Although it might appear as if you can save your resources by only building one mining station per moon couplet at first (with two or three miners per moon), this setup quickly produces a backlog, so that a player with two mining stations will recoup his/her resources within the next minute and proceed to out gather you. On the other hand, for the Dominion, if you build Ketracel Synthesizers and have miners collecting supplies, these freighters will fill the window between normal resource collecting. Thus you will only need two dilithium or tritanium miners at this point.
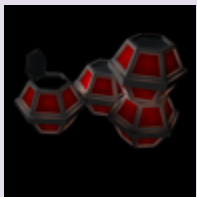
Klingons, Dominion, Federation and Romulan all start off with two construction ships and one scout. The Borg begins with one construction ship and one scout (Detector). Generally this is as many construction ships that you will need throughout the game.

Keep expanding. Even if you are "winning", if you forget to expand and invest in mining and freighters, you will eventually be out produced. Conversely, if you expand quickly enough that you cannot build shipyards and vessels fairly consistently you will lose even despite that resource advantage. Usually for non-Borg races it is wise to expand after your first tech facility is complete (or as your construction ships become idle). By that time you should have a few ships to protect your construction ships.

When you expand to a second set of moons as a non-Borg faction you should usually build one or two defense platforms surrounding each moon (building Borg platforms will tie up your constructor too much so that you can't build Collective Uplinks etc). This especially holds true if your opponent has access to cloaking units and thus has the power to easily strike where you are not. Early in the game, any faction's defense platform can handle several destroyers and because you are limited on ships (and perhaps not on resources), you can often not afford to spread ships between your expansions and wherever else you'd like your fleet to be. Thus the defense platform—while a static defense—offers you the chance to protect your mining and discourage your opponent from attacking with weakly shielded units until your fleet returns. Likewise, you might choose to immediately build a second shipyard at this mining outpost to allow an easier defense against rushes (especially if you have pulse-based Rhienns or B'rels going up against a Descent), because you can continually cycle your ships to repair at the facility and then attack again. As non-Borg shipyards have strong shields, usually there is little worry that your opponent's destroyers will be able to destroy it this early in the game.

Note that each faction's main base structure (starbase) may be upgraded two times to power up the defense of your starbase to make it less vulnerable to enemy fire and two times to improve the weapon systems of your starbase to deal increased amounts of damage with every shot. Each offensive upgrade will add 60 offensive value and the structure will gain additional combinations of weapon types (and may even become equipped with multi-targeting weapon systems) while the defensive upgrade will add 20 defensive value to your starbase for each upgrade. The offensive upgrades cost 600 tritanium and 50 dilithium, while the defensive upgrades cost 50 tritanium and 600 dilithium. The starbase cannot be upgraded successfully until you empty your build queue.

Fleet Action:

Repair your ships if they get damaged and recrew them: ships that have crew in the "yellow" or "red" zone will fire more slowly, repair more slowly, and obviously succumb to the Borg (or to crew killing weapons) much

more quickly. Hitting the "R" key when a unit is selected will force that unit to immediately head back to a shipyard to begin repairs. This can be useful in the midst of a battle when you don't wish to tediously click through the "Orders" menu in order to send your vessels to repair. Pressing "R" while selecting a Borg unit (which cannot go to a repair facility)--or a unit that acts like a station such as the Tavara—will additionally cause that unit to begin recrewing in the field of battle.

You can issue waypoints for ships by holding tab and clicking. The vessel will begin moving as soon as you release the tab key.

You can hit the "S" key when ships or stations are selected to get them to stop firing/moving/transporting etc.

Ships that can rank up will gain a special talent that is generally given to the unit at Officer rank four. The effects of this "talent" will usually double upon reaching Officer rank five.

Hitting the "E" key will cause your units to go into "explore mode" which essentially scatters your units. This can be used to evade area of effect weapons relatively effectively as you can disperse your units before Nanites, Plasma Coil, or Field of Fire (damaging area of effect weapons) can be used against bunched up vessels.

To hotkey fleets: select units, hold down control and press a number. To deselect a unit from a fleet, have the fleet selected, hold shift and click the desired unit. Now hold control and press the same number of the fleet. You can also remove a ship from a fleet by selecting it and pressing control and the minus key. Also, you can add a ship to a fleet by selecting the ship and then pressing shift plus control plus the fleet number. To ensure that units immediately enter your fleet from the shipyard, you can also hotkey shipyards.

Always Scout! Always. If you don't scout you will lose because you won't know what ships your opponent is building/hiding and where his/her shipyard, mining, and starbase(s) are being built. Usually it is wise early game to set your scout to a "fleet" of its own, and then use the minimap to set it exploring so that you can pay attention to it at the same time as building your base (as you will also be able to quickly access it by tapping the correct fleet number).

To get rid of Romulan mine fields (or Romulan Mixed-Tech Defiant anti-matter mines) you can build a few scout vessels and send them one at a time into the middle of the fields. As mines will only be attracted to a ship which has not already *blown up*, the fastest scouts you can build are ideal because they will cover the most area and thus attract the most mines—in fact continuing to attract mines until they complete the actual explosion animation. Consequently, even if these scouts have lost all their hull points and are no longer controllable, they

will continue moving forwards for quite a ways because of their momentum. As a result, they will draw even more mines.

Double clicking a ships icon or a fleet number will center your camera directly on that ship/fleet.

You can see the range of weapons and sensors by holding your cursor over the sensor and weapons indicator on each ship (the place where it says at what capacity these ship functions are operating at: obviously, it is normally at 100% effectiveness). You can see the range of special weapons by holding your cursor over the appropriate special weapons button.

Note that near the end of a game, if you go in for the kill, some players will ignore their dying base to attack you and hopefully destroy you faster. Make sure that if you gamble with this strategy, you can still win. Even if you end up destroying your opponent's base, if you don't get all the construction ships and their scattered warships, they might still end up winning by building another base.

A good strategy, although cruel (so refer to etiquette) is to simply attack your opponent's mining and leave without having a firefight with enemy ships. This will give you superior resources as it forces your enemy to rebuild, without losing your own fleet. You can imagine that this is best performed with factions that can cloak.

Once you do attack, do not engage main starbases first, but try to micromanage to attack from out of range. Against the Federation destroy Starfleet Command initially to prevent instant reinforcements. Against the Borg destroy the Conduction matrix (no more Collective Uplinks). When attacking the Klingons, attack the central small squarish portion of the most basic yard to destroy the entire expanded station at once. In general go for shipyards and then research stations.

The only area of effect weapons that do damage to friendly units are the Hyperspace Artillery and the Bortas's Artificial Ion Storm. All other area of effect damage weapons do a maximum amount of damage which is then split between all receiving units within the particular zone. Consequently, the more units within the affected region, the less damage each individual unit receives (the total amount of damage dealt remains the same). Note that the Sovereign's Engine Overload ability deals damage which is not spread in this manner.

Mixed Technology:

Note that if you have multiple allies (or multiple captured alien construction ships), you only need to Analyze Alien Technology once to gain access to units from each shipyard.

You should never build Mixed-Tech facilities as your first shipyard (despite the facilities being initially cheaper than a normal shipyard) as they take far too long to build, research, and finally produce units (the mixed-tech shipyards produce units slower than normal vessels). Each *class* of mixed technology unit consumes one mixed-tech slot out of a maximum of 20, except for the Dominion V-15 Dreadnought, which consumes 10 slots (each faction's yard counts separately towards this limit). Thus, if you may build two Borg V-15 Dreadnoughts and 20 mixed technology T-15s etc.

Usually you will build a Mixed-Tech facility after you have a defensible position. For instance, as the Romulans, you can build such a structure after having insured you have the upper hand by harassing with Rhienn-class vessels and when you are deciding whether to move onto constructing Generix-class starships. Thus, you will usually build a Mixed-Tech facility as either your second or third shipyard in your normal build order. Consequently, the early game phase of a game is typically over by the time these special units enter the stage. Factor this into your gameplay accordingly.

Playing Team Multiplayer:

You can share resources, ally chat, or give ships by first allowing this option in the advanced options menu (before launching the game) and then using the communications menu (second button to the left on the top right of the screen) to select these options. To give ships you must select the ships before pressing the "give vessels" button. You cannot share mixed-tech units, construction ships, or buildings.

You can upgrade each yard you make (for resource costs) to allow your allies to repair their vessels at the yard. You will have to research Service Contract on each yard you want your allies to repair at.
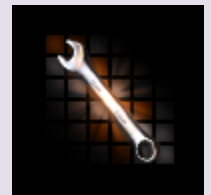
Know your opponent well, but make sure you know your teammate much better. In order to succeed, you must know what build order your teammate is using, how good he/she is with using particular units and micromanaging in general. For instance, if you are playing with a Romulan ally, make sure that your ally is researching the Talon-refit and putting scouts in your base and around your map (this is cheaper than your own two cloak detect researches). If you are playing as Romulans, make sure that you micromanage your Support Generixes to recharge the shields of your allies shields. Retreat and engage in

Generix Support Refit

unison so as to minimize losses. Likewise, by bringing the most force to bear on one opponent you stand the greatest chance of winning. This topic will be discussed in much more detail soon *UPDATE*

Miscellaneous:

Phasers do equal damage to all ship classes. Torpedoes do equal damage to all ship classes, yet they miss 40% of the time against small targets and 20% against medium targets. Pulse weapons do only 80% against medium targets and 60% of total damage against big targets. Note that these are only general rules, as some pulse and torpedo weapons have special hit chances and several ships have reduced hit chances from pulses and torpedoes as well. Throughout the guide I will usually refer to ships using the "small, medium, large" nomenclature, because these are the general rules for Fleet Operation weapons (note that ship classes such as "cruiser" or "support" listed in the odfs are generally only for the purposes of creating the Admirals Log). Nonetheless, as was stated earlier, Small roughly equates to scouts, freighters and destroyers, while Medium is equivalent to cruisers, and support ships, and Large to stations and battleships.

Note that if you find the cinematic window irritating, pressing Control + I will cause it to disappear, giving a bit more space to see your fleets engage in battle. Furthermore, if you press Control Alt + P, you can take screenshots without any of the UI interfering with your artistic musings.

Take advantage of opportunities as they present themselves: if you see a cloaked fleet that is not moving, attack it before the ships get a chance to decloak and regain shields. Romulan ships may recloak almost immediately (2 seconds, or 1 second with the upgraded Tavara), but Klingon ships take 4 seconds to recloak.

General tactics for the oh so annoying warp-in rush:

Go for killing Steamrunners first because they will do the most damage to buildings with their special and normal attack, but are relatively weak compared to the other Warp Ins in terms of defense. Nebulas should be killed next because their pulse weapon will murder the freighters. Kill Excelsiors next because although they have a weak attack, they attack the fastest and killing them will reduce your opponent's firepower faster. Last go for Galaxies as they do the

Excelsior Class

Ambassador Class

most damage through torpedoes, but which will often miss your ships and the freighters. Against the Ambassador-class, pay close attention to the defensive value of this vessel. If it suddenly increases to 45, do not attack this cruiser, but concentrate on the other Warp-In ships until the Ambassador's defense drops back down to 30 (to allow easier destruction). If it is a Descent, it is pretty self explanatory: just kill it! Take advantage of the fact that your opponent most likely is not micromanaging these

units so that he can keep building, so cycle your ships into repairing, and trick your enemy into letting his ships fly next to your starbase by taking the freighters/ships he is attacking, and retreating them into range of the starbase.

You might notice that there are several speed options available for game play. Default is game speed three, which allows a fair amount of micromanagement and still allows you to see ships move faster than the snail on your desk (incidentally, this is also the speed which is also used for reference in this strategy guide). Four is most commonly preferred online because it allows faster games. However, you will also notice that battles tend to last quickly enough that micromanagement is definitely much more difficult. Some players will also play on speed two, which ideally gives you great micromanagement skills, but will have the unfortunate effect of leaving you bored stiff (as the early game will be drawn out so long as to leave you wondering when that friggin' freighter will finally unload so you can build your *second* destroyer).

Do not be afraid to test new strategies, even if you might lose: it is always good to explore new possibilities because you might discover a winning tactic.

Finally, remember that this is a static guide: you are responsible for finding out how to juggle replacing your destroyed mining and construction ships with continuing to build up. Thus, it is really the early game build order that is most heavily detailed, because a bad beginning will often cause much more grief than experimentation later in a game.

The Romulan Star Empire

Things to Note

When playing as the Romulans it is very important to have scouts scattered across the map--preferably at choke points--so that you can attack ill protected freighters, construction ships, and scattered vessels as they move between fleets/mining bases. It is preferable to place cloaked scouts in places where your opponent will not think to look, or locations that are difficult to get at. For instance, the corners of nebulas or the peripheries of asteroid fields (especially sharply concave areas) are perfect places to hide scouts. Generally players do not use cloak detect near these locations. Even if your opponent does manage to spot your scout, it is difficult to see it onscreen before move it and recloak the vessel, as it tends to blend in with the surroundings due to its size. Even on the minimap, a single pixel of [insert color] is quite hard to pick out when there is a large green/blue/red nebula blob or grey asteroid field practically on top of the scout. Lastly, place your scouts on "green alert" so they do not immediately dart off and attack your opponent if he/she manages to decloak them.

Keep your ships cloaked near your base and expansions so that your enemy's spies cannot tell how many ships you might have. If your opponent does use tachyon scanning to try and find your ships, he/she will most likely scan areas that are next to your shipyards, or within your mining expansion (instead of farther away). If you are playing in a large map, keep your ships cloaked half way between your base and your opponents, so as to maximize your opportunities to strike when your opponent least expects it. Sometimes however, it is possible to leave some of your ships uncloaked to serve as a warning to your opponent. They will not be sure how many ships you have, and thus those few uncloaked ones might be a strong enough deterrent to prevent an attack in the first place. Often times your opponent will guard his/her mining expansion heavily, and leave the main base open to attack--believing that the Starbase offers enough protection. Use these opportunities to first attack mining ships and then shipyards in the region.
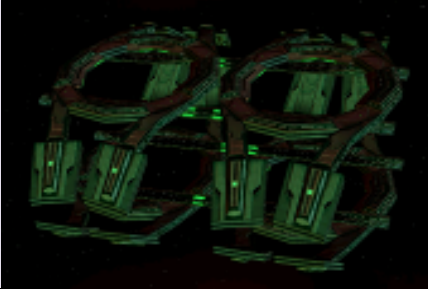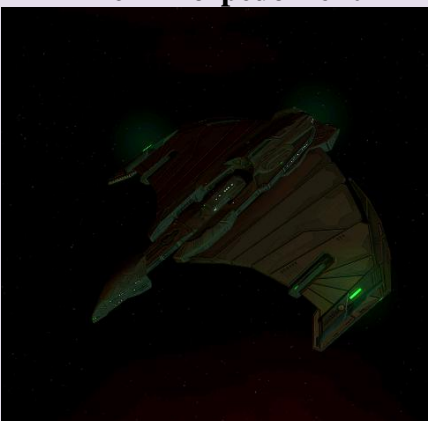
All Romulan war-vessels, with the exception of an upgraded Tavara (which takes one second), take two seconds to cloak and decloak. Special weapon energy does not regenerate while cloaked. All Romulan vessels--save the Mogai-class and Fakairu-class--can cloak (the Fakairu gains this ability once the Cloaking Generator is built).

Remember that all Romulan weapons discharge more rapidly at the onset of battle and fire more slowly over time. Your strategy should *always* revolve around fast hit and run attacks to make the most of your initially superior firepower. Consequently, destroy your opponent's mining vessels at every chance and retreat to recharge your quick firing capabilities.
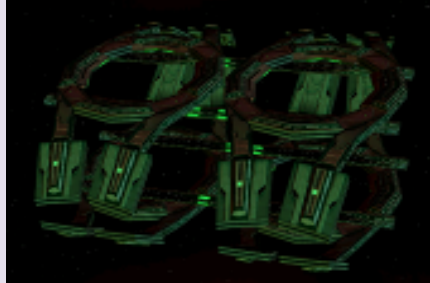
The Romulan Unit Overview

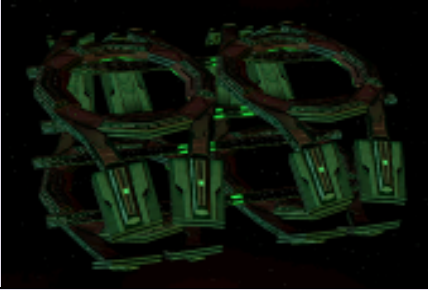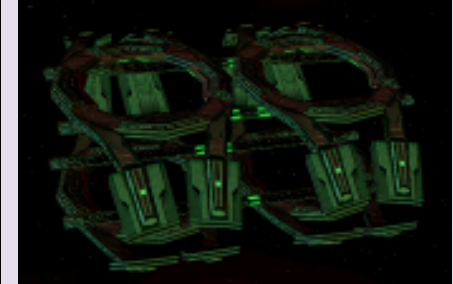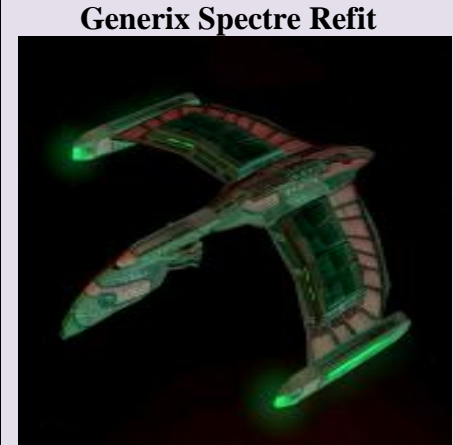| Starbase Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Mogai	Small	0	22	15	50	NA	NA	262	185	14
Constructs all Romulan Star Empire stations Construction ships cannot level up.										
Fakairu	Small	0	13	9	50	NA	NA	139	98	7
Stationary Cloaking Device: Stationary cloaking generators are much more efficient, allowing stations and freighters to keep the shields and weapons online. Available upon building the Cloaking Generator station. Mines Dilithium and Tritanium: Dilithium capacity: 150 Tritanium capacity: 100 Freighters cannot level up.										
Talon	Small	6	5	4	160	P	S	128	54	6
Large sensor radius. May be enhanced with the Sensor Refit. Researched at the Research Institute. Scouts cannot level up.										
Talon Refit	Small	7	6	5	160	P	S	214	87	10
Large sensor radius. Tachyon Detection Grid: equips the Talon-class with a passive detection grid which reveals cloaked vessels passing through its sensor range. Researched at the Research Institute. Scouts cannot level up.										

Staryard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Rhienn	Small	14	13	9	120	P	L	361	125	8 / 15
May be enhanced with additional refits researched at the Research Institute Rank 5 gains 2x Improved Pulse Disruptor. Veteran gains Aldovh Type Cloak: The next generation of cloaking devices enables disruptors to be used while cloaked. Activation will cause the normal cloak to drain energy per second, but keeps the weapons online. This ability is gained by all three Rhienn Classes upon attaining Veteran rank. Veteran Offense/Defense/System: 25/26/13 Consumes 4 slots out of 25										
Rhienn Disruptor Refit	Small	17 / 14	18	14	120	P,B	L	439	185	11 / 18
Kaleh Maneuver: Once every two minutes the Rhienn will deal immense damage when opening combat. Multi Targeting Disruptor: Fires a simultaneous disruptor volley at up to 5 hostile targets dealing increased damage. Researched at the Research Institute. Rank 5 gains Flanking: Increases damage dealt to slower targets by 26 percent. Veteran Offense/Defense/System: (28)/31/18 Consumes 4 slots out of 25										
Rhienn Torpedo Refit	Small	19	13	14	120	P,T	L	465	179	12 / 19
Predatory Strikes: This unit deals increased damage to cruisers. Vector Torpedo: Launches an artillery range torpedo that will bounce to 2 additional targets. Researched at the Research Institute. Rank 5 gains Infiltrator: Attacks of the Rhienn have a 50 percent chance to disable the weapons of a target station. Veteran Offense/Defense/System: 30/26/18 Consumes 4 slots out of 25										

Staryard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Shrike (Mijural Only)	Small	17	14	19	130	P	M	403	160	18

2x Experimental Pulse Disruptor: Has a chance to disable weapons when targeting destroyers.
Tal'Shiar Agent: Activates a sleeper agent aboard a hostile vessel in this sector, granting you access to its sensors for 3 minutes. Required for Saboteur Agent. Grants the Intelligence Center experience based on the infiltrated vessel. Researched at Research Institute.

Rank 5 gains Special Agent: Allows the Tal'shiar Agent special ability to target stations. An infiltrated station will reveal the complete sensor data of its owner. Decreases the energy costs by 50 percent.
Veteran gains Pulse Weapon Mastery: The Experimental Pulse Disruptor effect has a higher chance on destroyers and may also disable the weapons of cruisers.
Veteran Offense/Defense/System: 23/33/14   Consumes 4 slots out of 25

Griffin (Helev Only)	Medium	28	21	14	90	B	M	603	201	13

Sensor Jammer: Scrambles the targeting sensors of hostile units, disabling the sensor or weapon subsystems. Not all affected vessels will suffer from subsystem failure. Deals an amount of damage based on the targets sensor range. Lasts 6 seconds. Researched at Research Institute.

Rank 5 gains Universal Jamming: The Sensor Jammer special ability may also disable the engines on affected vessels and will always disable a subsystem.
Veteran gains Dynamic Energy Allocation: Reroute the energy used by the cloaking device to the shield generators while cloak is inactive, increasing the shield power by 40 percent.
Veteran Offense/Defense/System: 38/62/23   Consumes 6 slots out of 25

Leahval	Medium	23 20	18	18	100	B	S	455	231	11 21

Level 1: Metaphasic Disruptor: Fires a special disruptor shot. The disruptor is constantly phasing and therefore will deal highly variable damage.
Level 2: Advanced Energy Reeling: Increases offensive by 30 and damage dealt to cruisers by 20 percent. Lasts 10 seconds.
Level 3: Auto Repair Systems: Engages automated damage control systems to rapidly bring this ship back to full operational status. Level 2/3 researched at Research Institute.

Rank 5 gains 2x Particle Weapon: Deals increased damage to structural weak targets with a defense value of 20 or less.
Veteran gains Dynamic Energy Allocation: Reroute energy used by the cloaking device to the shield generators while cloak is inactive, increasing the shield power by 40 percent.
Veteran Offense/Defense/System: (32)29/51/28   Consumes 5 slots out of 25

Staryard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Generix	Medium	22 / 19	17	12	100	B	M	422	139	9 / 18
May be enhanced with additional refits researched at the Tal'Shiar Academy. Rank 5 gains Plasma Torpedo. Veteran gains Arlterium Disruptor Lens: Increases weapon range to long and occasionally fires a disruptor pulse that deals direct hull damage and has a chance to disable engines. All Generix variants but Support Refit gain ability. Veteran Offense/Defense/System: (31)28/38/17 Consumes 5 slots out of 25										
Generix Frigate Refit	Medium	29 / 26	24	12	100	B,P	M	582	154	12 / 23
2x Particle Weapon: Deals increased damage to structurally weak targets with a defense of 20 or less. Suppressive Shielding: Decreases the damage taken from pulse weapons by 50 percent. Rank 5 gains Combat Thrusters: Increases movement speed by 20 percent and grants a 16 percent chance to dodge torpedo and pulse weapons. Veteran Offense/Defense/System: (41)38/47/17 Consumes 5 slots out of 25										
Generix Support Refit	Medium	22 / 19	19	27	100	B	M	447	302	12 / 23
Level 1: Plasma Bolt: An extremely hot plasma bolt will deactivate the enemy's weapon systems. Lasts 10 seconds. Level 2: Plasma Mine: Drops a self-detonating mine at the current location. Level 3: Shield Recharge: Recharges a friendly target's shields rapidly. Level 2/3 researched at the Tal'Shiar Academy. Rank 5 gains Plasma Storage: Increases the duration of the Plasma Bolt special ability by 4 second and the damage dealt by Plasma Mines by 50 percent. Veteran gains System-Wide Interconnectors (Support Refit only): Decreases the special energy costs of special weapons by 30 percent and increases all attributes by 3. Veteran Offense/Defense/System: (29)26/43/45 Consumes 5 slots out of 25										

Staryard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Generix Spectre Refit	Large	26 23	29	12	100	B,P	M	584	155	11 22

Oversized Shields: Reduces damage received from torpedoes by 25 percent. Combat-Cloaking Generator: The cloaking device has been adjusted to fit the Generix's energy signature, allowing it to keep its shields up even while cloaked. Activation will cause the normal cloak to drain energy per second but keeps the shields online. Researched at the Tal'Shiar Academy.

Rank 5 gains Strategic Analysis: Decreases the damage from hostile targets based on their Defensive Value by up to 50 percent.

Veteran Offense/Defense/System: (45)42/45/17
Consumes 5 slots out of 25

Serkas	Medium	23	14	9	60	T	A	680	136	13 25

Silent Resolve: Fires a Quadcobalt Torpedo ignoring the normal cooldown time. May be used while cloaked. Researched at the Tal'Shiar Academy.

Rank 5 gains Delevhas Reload Systems: Reload time improved by 10 percent and blast radius increased by 20 percent.

Veteran gains System-Wide Interconnectors: Decreases the special energy costs of special weapons by 30 percent and increases all attributes by 3.
Veteran Offense/Defense/System: 34/34/17
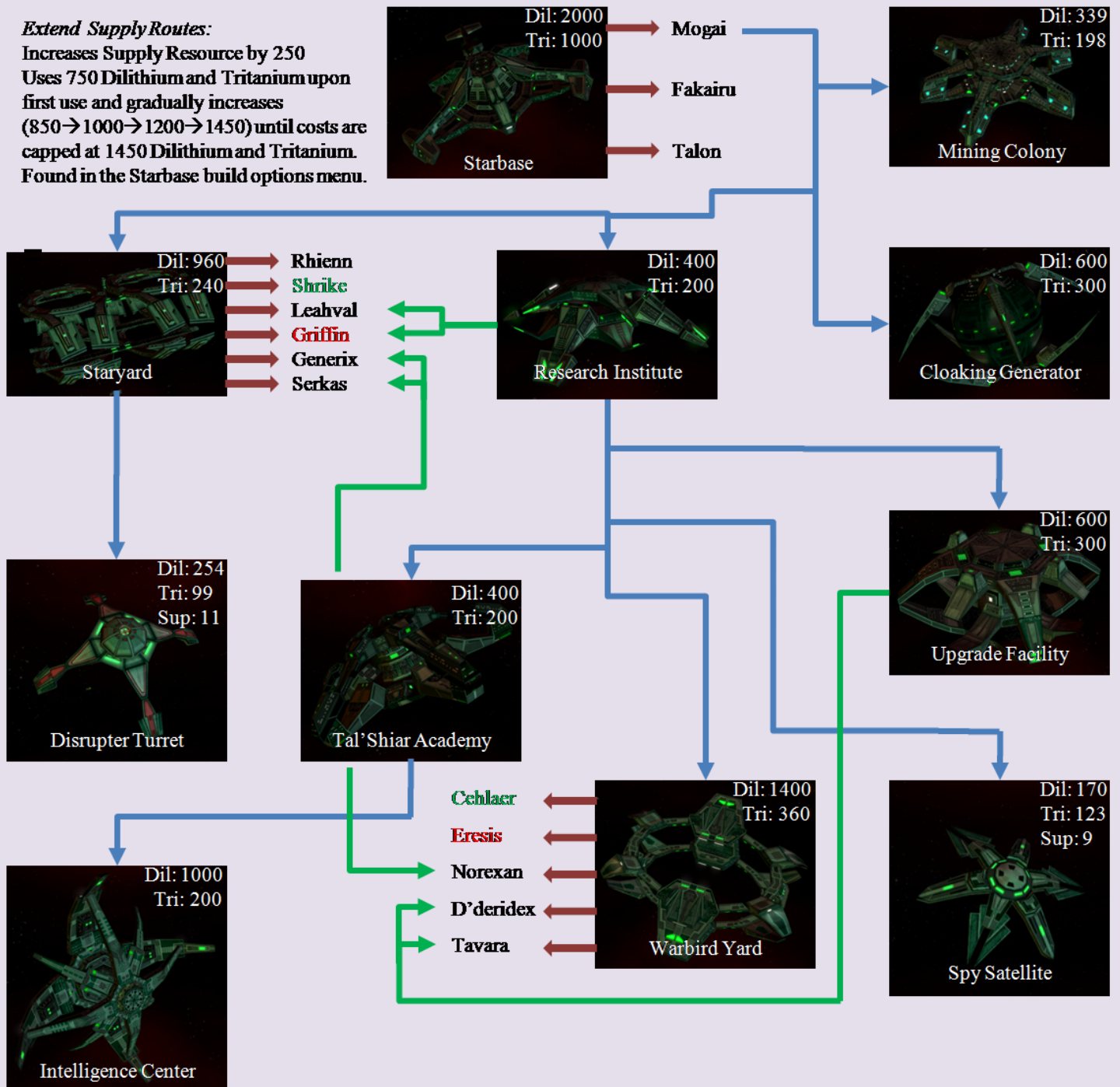Consumes 4 slots out of 25

Warbird Yard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply

Eresis (Helev Only)										
	Large	32	29	18	100	B,T	M	787	270	33

Radiation Array: Creates a field of plasma radiation at the target location which will deal damage to all targets within the area of effect. Damage is split through all valid targets. There is also a chance to deal a larger amount of damage to one of the affected vessels. Hits cloaked vessels. Researched at the Tal'Shiar Academy.

Rank 5 gains Radiation Chambers: Increases the effect radius of the Radiation Array special ability and increases the damage dealt with it by 50 percent.

Veteran gains Specialized Defense: Decreases the damage received from special weapons by 30 percent and decreases the damage received by all targets by 10 percent for each special weapon the attacking vessel may have.
Veteran Offense/Defense/System: 46/63/28
Consumes 7 slots out of 25

Cehlaer (Mijural Only)										
	Large	37	31	19	80	B	L	877	275	36

Disruptor Bombardment: Fires constant blasts of phasing plasma particles at an opponent unit. The shield stress will render the target incapable of any actions. Researched at the Tal'Shiar Academy.

Rank 5 gains Assistant Singularity Cores: Special energy regeneration rate increased by 200 percent. The main disruptor fires 20 percent faster.

Veteran gains Specialized Defense: Decreases the damage received from special weapons by 30 percent and decreases the damage received by all targets by 10 percent for each special weapon the attacking vessel may have.
Veteran Offense/Defense/System: 48/67/33
Consumes 8 slots out of 25

Norexan										
	Large	40 / 43	32	23	90 / 100	B,P	M	930	319	39

Multipurpose Weapons: Allows use of the Norexan's beam disruptor as an additional pulse disruptor weapon. Each shot will consume 66 special energy. Decreases special energy regeneration rate by 50 percent while active. Lasts until canceled. Researched at the Tal'Shiar Academy

Full Spectrum Battleship: Reduces the energy costs of the Multi Purpose Weapons by 60 percent

Veteran gains Dagger Doctrine: The rate of fire increase when opening fire is doubled, lasts twice as long, and only takes 10 seconds to refresh.
Veteran Offense/Defense/System: 65/73(76)/33
Consumes 9 slots out of 25

Warbird Yard Vessels (Helev/Mijural)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
D'deridex	Large	35 38	40	22	60 70	B,T	M	918	299	41
	Majestic Flight: Defensive increased and allows 20 percent of the special energy regeneration rate to regenerate shields Stealth Field: Bombards the space around this unit with subspace transmissions, making it impossible for the enemy to clearly target your fleet. Decreases the damage dealt by hostile units by 25 percent. Lasts 15 seconds. Researched at the Research Institute. Rank 5 gains Plasma Charge: Torpedoes deal up to 160 percent additional damage. Bonus damage is based on the distance to the attacker. Veteran gains Specialized Defense: Decreases damage received from special weapons by 30 percent and decreases the damage received by all targets by 10 percent for each special weapon the attacking vessel has. Veteran Offense/Defense/System: 52/84/35 Consumes 9 slots out of 25									
Tavara	Large	73 74	69 73	44	70 80	B,P, T	M	1211	418	50
	Rei'karansu Covert-Ops team. Transports 75 Romulan marines on the target vessel. They will immediately try to board it. Researched at the Tal'Shiar Academy. Build limit of one with Helev and two with Mijural. Rei'karansu Marines: Increased boarding party strength and may be recrewed like a station. Upgrade Offense: Improve the weapon systems of the Tavara to deal increased amounts of damage with every shot. Plus 20 offense Upgrade Defense: Power up the defense of the Tavara to make it less vulnerable to enemy fire. Plus 40 defense. Upgrade System: Reduces the special energy costs for cloaking to 0. Reduces the delay for cloaking and decloaking to 1 second. Plus 20 system Rank 5 gains Modularization: Increases attribute bonuses gained from upgrades by 40 percent. Veteran gains Matriarch Warbird: The Tavara gains the special abilities of all other Warbirds, if researched. Veteran Offense/Defense/System: 107(108)/148(152)/68 Consumes 18 slots out of 25									

Romulan Technology Tree

Extend Supply Routes:
Increases Supply Resource by 250
Uses 750 Dilithium and Tritanium upon
first use and gradually increases
(850→1000→1200→1450) until costs are
capped at 1450 Dilithium and Tritanium.
Found in the Starbase build options menu.

Starbase
Dil: 2000
Tri: 1000
→ Mogai
→ Fakairu
→ Talon

Mining Colony
Dil: 339
Tri: 198

Staryard
Dil: 960
Tri: 240
→ Rhienn
→ Shrike
→ Leahval
→ Griffin
→ Generix
→ Serkas

Research Institute
Dil: 400
Tri: 200

Cloaking Generator
Dil: 600
Tri: 300

Disrupter Turret
Dil: 254
Tri: 99
Sup: 11

Tal'Shiar Academy
Dil: 400
Tri: 200

Upgrade Facility
Dil: 600
Tri: 300

Intelligence Center
Dil: 1000
Tri: 200

Cehlaer
Eresis
Norexan
D'deridex
Tavara

Warbird Yard
Dil: 1400
Tri: 360

Spy Satellite
Dil: 170
Tri: 123
Sup: 9

Key:

→ Allows construction of indicated vessels

→ Constructs the indicated vessels

→ Allows construction of indicated structures

Romulan Strategy

***General Build Order*:** You will start with two Mogai-class construction ships and a Talon-class scout ship. Immediately select one of the two construction ships and begin building the Staryard parallel to your Starbase. Select the second construction ship and begin building a mining station for the dilithium moon. At the same time, queue up four mining freighters, two for each moon type. At the same time you should use your *cloaked* Talon to scout the nearest available moon pair, followed by your opponent's most likely point of expansion and then your opponent's base itself (make sure to leave your scout far enough away from the Starbase that if they do research cloak detect, and you have not realized that, your scout will not be destroyed).

General Helev

Gives access to two new units:
- Eresis class
- Griffin class

Gives access to the following benefits:
- Increased Offensive Value for all vessels with beam-type disruptors by 3.
- The Intelligence Center will gain more experience and level-up faster
- Reduced the Supply costs by 50%

After the shipyard is completed, begin building the Research Institute and queue up about ten Rhienn-class vessels. Make sure to set weapon autonomy to high for this shipyard. The other construction ship should be almost done with the mining station. When it is finished, begin building a mining station next to the tritanium moon. When the construction ship that was building the Research Institute is done, send it to the nearest

Rhienn

expansion point and begin constructing a turret to defend your expansion (but only if your opponent is aggressive). Follow this by building additional freighters (only 3 this time, as you will probably not need that much more tritanium at this point) and two mining stations. At the Research Institute research the Disruptor Refit and the Multi-Targeting Disruptor. This will not only give your Rhienn the Kaleh Maneuver passive ability, which causes the Rhienn to do immense damage every two minutes, and also the special energy ability to damage up to five targets at once when the ability is used. Consequently, this refit is much better against races that use many weak ships at once. It is generally not advisable to set these Rhienns on high weapon autonomy until enemy vessels

are well within range of your Multi-Targetting disrupter (this way you do not waste this firepower). Only research the Torpedo Refit and the Vector Torpedo if you are facing off against the Borg (the torpedoes will rarely miss the generally large Borg vessels). This will grant the passive ability Predatory Strikes (which causes the Rhienn to do more damage to cruisers) and also the special energy ability to launch a torpedo that hits up to three targets when the ability is used. Make sure to set these Rhienns to high weapon autonomy if you do not wish to control the special weapons constantly. *Do not refit your Rhienns until your first mining expansion is built.* If you do, you will definitely have a much slower start. If you are facing against the Romulans or the Klingons (or Dominion Breen Alliance) you should also build several more scouts and research the Talon refit as soon as possible (this is much cheaper than using the Research Institute to research the Simple Detection Grid for your Starbase and the Tachyon Detection Grid for your fixed sensor stations). This will increase your sensor range for the scout and allow the detection of cloaked ships (for the Breen, this is in the form of Breen Cruisers). Note that if cloaked ships enter your sensor range, it is often wise to pretend as if you did not see these ships if they are not close to your mining or main base. Take your own ships, setting them to "green alert" (or better yet, cloak them) for the moment, and casually move them by only to attack your opponent's cloaked ships when your fleet is nearly on top of them (to prevent escape). If you see cloaked scouts, it is best to set some ships to "green alert" and then capture the unassuming scout.

At this point you should have at least three Rhienns. Make sure to refit them (note that all refits must decloak to be refitted and they can be refitted anywhere on the map) and begin making hit and run attacks against your opponents' mining. To do this, cloak your ships and using your scout as an aid, choose mining that is the farthest away from your opponent's fleet and turrets. Many players will build turrets at their expansion, thinking that their main base structure is enough to defend their primary mining

Rhienn

facilities. Of course, if you micromanage well, you can destroy freighters without ever getting within range of this powerful structure. Also keep a tab on what ships they are building, as it is crucial to do as much damage as possible to disrupt their efforts to build a fleet. For instance, if you can see that Federation Norways are being built, attack your opponent's tritanium mining ships as Norways are very expensive in terms of tritanium. Likewise, destroy hugely expensive Dominion prototypes when you get the chance. Attack freighters first, followed by construction ships. Stations simply have too high of a hull/shield rating to bring down quickly. If your enemy sends ships against you and you have superior firepower, destroy them. The Rhienn does not have heavy shields, but it can retreat and still fire (as it is a fast, long ranged destroyer). Unfortunately its pulses are forward and side firing only. Accordingly, to use the brunt of your firepower you must keep your face or flank to the enemy. If you wish to avoid engagement with superior forces when attacking a mining station, you must cloak your ships when the enemy fleet is nearly upon you and play cat and mouse: simply move your cloaked ships to your opponent's unguarded mining and rinse and repeat. In general, if a Rhienn loses shields and a tiny

bit of hull it is best to cloak the Rhienn (as it takes a second or so before enemy forces can no longer attack the cloaking unit) and send it back to the shipyard for repairs.

Against the Dominion (Early Game)

- When facing the Dominion, you will most likely encounter A-20 Attack Destroyers (commonly called "Bugs") initially. If you are facing the Puretech Avatar, these attack ships will outnumber you quickly, because the avatar gets a reduced construction time. Although these ships only have a medium weapons range, they will be able to keep up with you and thus can still destroy your ships if you don't keep them out of range.

Breen Cruiser

Off: 23
Def: 20
Sys: 10

Likewise, these vessels have the ability to ram your ships, potentially destroying them instantly. Thus it is of the utmost importance to keep your distance. In general, it is highly recommended that when facing equal or superior firepower you continue moving your ships around to take advantage of the Rhienn's superior range. Later in the game you will most probably face S-2's which are short range, but bolster the attack of nearby ships by 45%. Simply maneuver at long range around them to defeat these ships. Against the Breen Alliance, you will face fewer numbers of Bugs (A-20 Attack Destroyers) because of a decreased build speed, but you will encounter the Breen Cruiser. The cruiser has long range, a 360 degree firing arc, and a powerful torpedo attack that does increased damage against small vessels, but is slower than the Rhienn. However, because Breen Cruisers are armed with torpedoes they will miss quite a lot, and thus it is not even necessary to maneuver your Rhienns at long range. Instead, make certain that when your destroyers lose shields to retreat them under cloak (also make sure that your Rhienns are always facing the Cruisers to make the best of your pulse weapons).

Against the Klingons (Early Game)

- When facing Martok Avatar Klingons, you will be attacked with pulse-based B'rels early on, which cannot retreat and fight because their weapons are forward facing. Thus your best bet in a full engagement is to split your Rhienn fleet into two sections, the first travels in front of the B'rels as they try to keep up and fire their short-ranged weapons and the second Rhienn group travels behind them, taking advantage of their

B'rel

forward pulse weapons (and the lack of B'rel firepower from that angle). It is also possible that the Klingon player will throw forward firing K'vorts at you. Although these have stronger offense/defense, they are slower and turn slower as well. Be fearful of their ability to cloak and strike without warning

using Shield Breaking Torpedoes (which may be fired while cloaked). Against the TaQ'Roja Avatar, both Bird of Prey classes get short range torpedoes, so it is important not to let these units close with your Rhienns. Retreating is probably best when facing these units (as they could turn quickly into your following Rhienns and kill them much faster using the torpedoes if you used the above Martok strategy). Against Veqlaragh vessels, it is best to open fire only when you are in the midst of them to prevent them from retreating and firing (and thus perhaps escaping).

Against the Federation (Early Game)

- When facing the Mayson Federation Avatar, you will encounter Norways and long-range Sabers. Norways are the bane of the Romulans existence (Norways are anti-destroyer and cruiser and Romulans predominantly rely on these two classes). Their area of effect attack, Plasma Coil, can heavily damage a Rhienn. It is highly important that you trick your opponent into using their Norways prematurely. By splitting your Rhienns into several fleets and spreading them far enough apart, you can uncloak one of your *moving* fleets (the damage is done over time) and the Norways will likely fire upon them. Immediately uncloak the rest of your fleet, and, keeping them moving in separate groups, attack and destroy your opponents Sabers (they have superior speed, and so are hard to keep up with) and your opponent's now defenseless Norways (they take about a minute to recharge their special ability). Against the Risner Avatar you will only face Sabers and Canaverals armed with Sensor Blackout and perhaps slightly later, the short-range Intrepid.

Norway

Against the Borg (Early Game)

- When facing the Borg Optimize Avatar you will most likely be attacked by Probes and perhaps even short range Scout Cubes. These vessels are slower and shorter ranged than the Rhienn, but still make sure to keep moving in a straight line and separate your ships into separate fleets to avoid taking losses (Rhienns must slow down to turn it appears). Against the Assimilate Avatar you must expect an early rush of at least one very powerful Assimilator. The Assimilator has long range for its heavy hitting torpedoes (if outfitted with these) and its assimilation beam. Thus it is wisest to go for this *slow* target first because not only will you remove the greatest amount of your opponent's firepower by destroying it, but it is the one that can damage you with the greatest likelihood. Be careful to keep your Rhienns at the outward limit of the Assimilator's range and to recrew them often—even if it means lowering the shields of your other vessels to keep a Rhienn from being captured. Although much faster Scout Cubes will most likely be fitted with Interception modules, which excel at damaging destroyers, they are short range. In general, against the Borg it is wisest to seek battle with them constantly, both to distract your opponent from building more modules, and to whittle down their forces so that you can still outmicro

them and not worry about a rush into your base where you are forced to make a stand (and thus where you will lose many ships).

After you have built roughly ten or so Rhienn vessels, you should have enough resources floated to build another Staryard. Promptly begin producing Griffin-class vessels and research their special ability Sensor Jammer. This ability grants the Griffin the chance to disable the weapons or sensors of all vessels within range for six seconds. It is recommended that you use the Griffin to close with the enemy to best exploit the effects of its special weapon. Even though it appears as if the Griffin is much more expensive than comparable vessels, its special ability allows you to quickly render your opponent's forces useless, so that your Rhienns might pound them without fear of retribution. You should produce between 3-6 Griffin-class vessels at this stage in the game, making sure to keep them on low weapon autonomy so that you might use utilize their special most efficiently. Griffins can also be used to allow your forces to retreat if you are beginning to lose a battle. By triggering their Sensor Jammer and then cloaking, you can ensure that your forces will take the least amount of damage possible. Now that you have given your Rhienns some much needed support, construct a Tal'Shiar Academy and begin producing Generix-class vessels at your two Staryards. At this point in the game, you will need to decide what refit is best to use for these Romulan cruisers.

Against the Borg (Mid Game)

- Against the Borg, the support refit is best to start with because the level 1 ability, Plasma Bolt (which comes already researched) will prevent the relatively small numbers of Borg ships from firing for 10 seconds, allowing you to easily destroy them. Micromanage this ability by setting these cruisers on low movement autonomy so you do not waste special energy. Likewise, after you research the Mine special ability, you will have the ability to lay vast minefields which do tremendous damage against the hull-based Borg vessels. As more ships are better against the Borg early to mid game (for if they have the Devastating Attack and Slicer upgrades they can easily shred your few battleships), after you have roughly a fleet of 16 cruiser Support refits, research the Spectre refit for the Generix (this gets a 25% reduction in incurred torpedo damage due to the Oversized Shields passive ability, but becomes a battleship and thus is never missed by torpedoes). Note that later game, when the Borg have Diamonds and Cubes, they can use the Nanite Collective Feature, which will decimate destroyers (and cruisers to a lesser extent). Thus it is still wise to build battleships late game—and the Spectre counts as one! Since the Borg rely heavily on torpedo modules to do damage (or on assimilation to remove your firepower), the Spectre refit is quite good as it takes much less damage from torpedo hits and has a high crew compliment (200). Do not bother to research the Spectre's special ability against any of the races, unless you have extra resources that you don't know what to do with. Note that against the Borg it is extremely important to begin building support refits as soon as possible. Thus, if you anticipate that you will not be

able to make hit and run attacks against your Borg opponent's base (perhaps they have built too many turrets for defense), do not build the customary ten Rhienns, but instead tech up to Griffins much sooner (perhaps at around only five or so Rhienns). Griffin-class warships have 200 crew and thus will be quite difficult to assimilate this early in the battle. In addition, their weapon/sensor disabler will do wonders against the limited numbers of Borg units you will face.

Against the Klingons (Mid Game)

- Against the Klingons, it is best to go with Frigate refits first if your opponent is still utilizing B'rel and K'vort vessels. The Frigate refit takes 50% less damage from pulse-based weapons with its Suppressive Shielding passive ability and deals increased damage to targets with a defense less than twenty (due to particle weapons). Thus they are perfect against Klingon Bird of Prey and even the K't'inga and its more powerful cousin, the K'beajQ. If your Klingon opponent has already

K'vort

Off: 23
Def: 20
Sys: 8

advanced up to Vor'chas and is not extremely aggressive, you are best suited to go with Support refits first, making sure to research both the secondary and tertiary support abilities of the Generix (Mines and Shield Recharge respectively). Shield Recharge will ensure that your small numbers of Rhienns and Generixes will be able to withstand powerful strikes from the Vorcha cruisers and heavier Klingon ships. Make certain not to bunch up your ships when facing off against a Martok Avatar opponent, as the Lu'Spets Field of Fire ability is area of effect and will make quick work of your smaller Romulan vessels. Eventually it is a wise idea to also build Generix Spectre Refits, as these vessels will take 40% less damage from pulse based weapons (as they are battleships) and they take 25% less damage from the torpedo heavy Klingon warships.

Against the Romulans (Mid Game)

- Against the Romulans you should tech up as quickly as possible to Frigate refits due to the overreliance

Generix Frigate Refit

on Rhienns at the beginning of a match. It may be necessary to suicide a scout to make sure you aren't behind your opponent in Frigate construction (click on their research building to see what they are researching if you don't see any Frigates). Frigates will remain powerful later in the game as many Romulan warships rely on pulse-based weapons. Spectre refits are not at all useful against the Romulans, because the Romulans do not have a heavy reliance on torpedo weapons.

Against the Federation (Mid Game)

- Against the Federation, Support refits are probably best against both Avatars as you will not be facing many pulse based weapons (only the Saber gains a quantum pulse upon officer rank, and the Canaveral begins with one). Likewise, Generix Support refits will become even more useful with their Shield Recharge late game as you field powerful D'deridex and Norexan vessels that will become the focus of enemy attacks. Since the Federation is heavily reliant on torpedo weapons, it is also wise to upgrade to the Spectre refit after you have a fair number of Support refits (roughly a fleets worth). Against Mayson, be careful not to keep all your Support refits in one fleet, as it becomes excessively easy to destroy them all with several well placed Plasma Coil shots. Likewise, beware of both Avatars' Canaverals, as their tertiary ability, Sensor Blackout, is an area of effect weapon which will decrease your rate of fire by 75% for 25 seconds. Thus always split your vessels up into well spaced out fleets of six or so vessels in order to minimize collateral damage. Make sure to micromanage your support refits to disable the weapon systems of any Descents that are flung into your mining (as these are battleships, they take 40% less damage from pulses, which means that your Rhienn's will generally not be enough to take these behemoths down).

Against the Dominion (Mid Game)

- If the Dominion builds T-15s or (rarely) Troop Transports, which are pulse based, it is again best to build Frigates first. Likewise, as the Dominion relies heavily on Bugs with a defense of eleven, Frigates will do quite nicely against them. However, in all games, you should eventually research the Generix Support refit, as it will instantly make your fleet much more powerful by not only disabling your opponent's firepower on their larger and expensive battleships, but by recharging

A-20 Attack Destroyer

your own shields. In between battles, it is often wise to lay down minefields to protect mining outposts that you can't guard constantly. In general, against all races, you should have at least one fleet of Support refits to ensure rapid recharge of shields and the ability to lay minefields effectively. Likewise, your leftover early game Rhienns should be kept as far as possible from your opponent's weapons, because although they do deal a good deal of damage, they are nowhere near as hardy as the Generix refits.

Upon acquiring a fair mix of Generix Support and Frigates/Spectre (or possibly just Support), it is best to build the Warbird Yard and start building Norexan-class vessels and research Multipurpose Weapons at the Tal'Shiar Academy. These are your fastest battleships, and are quite powerful. Notice that these ships also fire forward firing pulse weapons. Used in combination with Generix Support, they can last a long time. All Norexans

Norexan

should be set to high weapon autonomy to make the best of their multipurpose weapons. If for any reason you begin to gain resources faster than you can spend them (you should still be building a few Generix for some additional Frigates/Spectre refits as you lose them), build an Upgrade Facility and research a weapon upgrade to universally increase your firepower. At the same time, start building D'deridex-class vessels and research their Stealth Field special ability. This is an area of effect weapon that decreases the amount of damage enemy warships cause to you. These vessels have a very high shielding, but are very slow and cannot perform quick strikes like a fleet of Rhienns and Norexans. If you do send them into battle, you must ensure that you have superior firepower, as there will be no retreat with these ships. Manually targeting their special ability one by one will ensure that your opponent's fleet is chronically underpowered. Note that against the Borg it may be wisest to stick with small vessels (Generix refits and Leahvals—which are addressed in the below paragraph) because the Borg can easily dispatch large vessels in a few hits by using Devastating Attack and Slicer and thus remove more of your firepower at one time. Using small vessels thus ensures that the Borg wastes its special weapons on incrementally lowering your firepower.

I have not mentioned the Eresis class. This vessel is decent in terms of firepower, but its special area of effect weapon does almost no damage to even a single isolated unit. Since a Helev Avatar player will already have built a Tal'Shiar Academy, it is much wiser to build Norexans instead (with their much more useful Multipurpose Weapons). Likewise, although the Serkas is artillery range, because of the rate at which enemy forces close with you, it has a tendency to strike your own vessels with its area of effect torpedoes. This ship is best used in small numbers (3-4) to

Serkas

"crack" Starbases and long range defenses, as otherwise these warships will move into range of your opponent's stationary defenses. Thus set these ships to "green alert" and low movement autonomy to prevent them from moving within range of enemy defenses. You can also manually target a chokepoint to possibly goad your opponent into striking your main fleet. Using its Silent Resolve special weapon, you may fire one of its torpedoes while cloaked. This is best used if you can manage to catch an opponent's fleet off guard. By moving a large quantity of Serkas-class vessels in range, and then using this ability, you have the potential to soften your opponent's fleet so that your main fleet may attack. Since it is quite probable that your opponent will immediately use Tachyon Scan to decloak your Serkas (having seen your torpedo shots), it is necessary to engage your opponent with other starships before your artillery ships are slaughtered. Note that this tactic becomes even more powerful against opponents who cloak their fleets because if you use your Talon refit to find a cloaked fleet and strike with Silent Resolve, you can quickly eliminate these *unshielded* enemy vessels.

The Leahval, while quite powerful in its own right, has a weak hull and is not fast enough to strike with your Rhienns. I prefer to use this vessel in a support role in my Helev fleet by building these after I have already started construction of Norexan-class vessels (because they deal all their damage at once with their special weapon, they are good at preventing warships from escaping). Due to the large amount of ships involved in later game action, it is not necessary to

Leahval

upgrade to their second or third abilities, as they will most likely not get a chance to use it (and are thus better off with using their special energy for the Metaphasic Disruptor). However, when using Leahvals alone, the Energy Reeling special ability (which is quite cheap for such a powerful ability) is excellent at making these ships last in combat (increases Offensive Value by 30 and damage dealt to cruisers by 20% for ten seconds). These ships have good shielding for being low in the technology tree, and work well with tying up units with their close-in weapon systems while Rhienns bombard your opponent from afar. However, you must keep in mind that the Leahval's weapon systems are short-range, which means that you must either ambush your enemies by decloaking amidst them, or you must close with the enemy using a screen of Generixes and heavier ships. It is not wise to engage an opponent's fleet with only Leahvals, unless his/her fleet is also limited to short or medium range weaponry.

Tavara

Last but not least is the Tavara. This ship can be upgraded to increase defense, offense, and its cloaking abilities. Generally if you do manage to build one of these, it is wise to upgrade just its defense and offense at first (to get the most firepower, as Generix Support Refits should be recharging your shields). If you do have a glut of resources, try to upgrade the System Value as well, because the 20 extra points cause the Tavara to regenerate shields and armor that much faster. As it does not cost much more than the D'deridex, requires the Upgrade Facility, and does a great deal of damage for its cost, this is a good ship to get after a few D'deridexes. Most players upon seeing a Tavara will send all their ships to target it. Thus the Tavara acts like a magnet. Used in combination with Generix Support Refits, it can last a long time even under this sort of barrage, while allowing the rest of your ships to meanwhile escape unharmed and continue the assault. In this regard, it serves the same purpose as a Borg Cube.

The Cloaking Generator could actually be useful due to its ability to cloak all structures (and freighters) that are not researching or building units—*without* dropping their shielding. This means that when facing the Borg's Devastating Attack or the Remore's Precision Volley (both of which destroy shields very quickly), the Starbase and any other cloaked defenses

Cloaking Generator

will continue being able to fire (and will remain cloaked) because your opponent's units will not be able to target the cloaked structure (unless of course cloak detect is used). With the Borg this can be more of a gamble, as they can very easily drop a Sensor Relay to see your cloaked base. Non-Romulan factions will have to use the cloak detect over and over again (and eventually run out of energy), because you can keep recloaking your base. At any rate, this will buy you a bit more time to retaliate. You are limited to one Cloaking Generator. Its construction precludes you from building an Intelligence Center.

Intelligence Center

The Intelligence Center is essentially spending a Generix in terms of supplies to get a 50:50 chance to destroy an opponent's ship (using sabotage costs 10 supplies while planting a sleeper agent costs 3 supplies). This is probably best used later game if there is a build up with few battles, because mostly larger and thus more expensive warships will be built (destroying one of those is well worth the cost in supplies). The Intelligence Center can gain rank. When it reaches officer rank you get the ability to spy on all of your opponent's fleets and bases. Note that against the Borg this station is incredibly powerful and thus is a must for getting rid of those pesky Tactical Cubes cheaply and quickly. You are limited to one Intelligence Center. Its construction precludes you from building a Cloaking Generator.

General Mijural

Gives access to two new units:
- Shrike Class
- Cehlaer Class

Gives access to the following benefits:
- Equips Disruptor Turrets with Plasma Torpedoes and all attributes increased by 5.
- Increased Offensive and Defensive Values for all Warbirds by 4 and increased their movement speed.
- You may build two Tavara Type Warbirds.

Against the Romulans, Klingons, Dominion, and Federation:

After the Staryard is completed, queue up the yard with the Shrike-class vessels. These starships are not only cheaper and faster than fully refitted Rhienns, but they are armed with the Experimental Pulse Disruptor, which is a special anti-destroyer weaponry that has a chance to disable the weapons on an opponent's destroyers.

Shrike

Sadly, Shrikes are medium-range vessels and because they are armed solely with pulse disruptors, they have a limited forward firing arc. Consequently, upon encountering your opponent's ships you should make sure that you attack from maximum range and that you can perform strafing runs where your pulse based weapons will still fire. Accordingly, it is important to shadow your opponent's destroyers while cloaked and destroy a few before recloaking to avoid return fire. If you notice that your opponent is attacking one Shrike and damaging it severely, make sure to start moving that Shrike away. This will not only allow you to avoid unnecessary casualties, but your opponent will probably so fixated on killing that one heavily damaged Shrike that he/she will try and chase after it (thus neglecting your other starships while the very fast damaged ship makes its escape). As Mijural does not receive the same bonus as Helev does in terms of supply costs, you must plan on buying supplies much quicker. Consequently, Mijural is more limited early game because you do not wish to incur unnecessary costs for fear of being unable to buy more supplies and continue ship production. Thus it should not come as a surprise that you should not build a Research Institute after completing your Staryard. Instead, immediately begin your expansion as you would with the Helev Avatar. Notice that this will give you the added benefit of accruing resources early game more quickly than Helev.

Similarly to Helev, when you have around twelve or more Shrike-class vessels, you should be floating enough cash to build another Staryard, as well as a Research Institute, without slowing down your shipbuilding. At this middle point in the game, your opponent is probably on the cusp of building cruisers. As Shrikes have anti-destroyer weaponry (only on officer rank do they gain anti-cruiser weaponry), cannot retreat and fire, and have relatively weak shields, you will be hard pressed to use these starships against cruisers. Consequently your best option is to begin building short-ranged Leahvals. These cruisers will become the mainstay of your fleet because you cannot afford to build a Tal'Shiar Academy and begin building Generix Refits due to Mijural's excessive supply costs. However, this is not to say that Leahvals are weak. On the contrary, they have good shielding and deal an incredible amount of damage all at once due to the Metaphasic Disruptor, which does not require any research. As these vessels are a good deal slower than your Shrikes, it is best to use them to tie up your opponent's forces. Likewise, if your Shrikes encounter superior firepower, you can retreat these vessels across the path of cloaked Leahvals, and as soon as your opponent is in range, decloak and attack. At the same time, wheel your Shrikes around at maximum range. Although you can set your Leahvals to high weapon autonomy when you have only a few of these starships, after getting more than three or four this is not advisable. Because the Metaphasic Disruptor deals all its damage at once, if you allow your Leahvals to constantly use this ability, several ships will undoubtedly use the disruptor on a weak destroyer, thus wasting an incredible amount of firepower that could have been targeted singly at stronger vessels. Thus, as you get more and more Leahvals and it becomes harder to micromanage, you should probably hotkey a couple as different fleets so that you can ensure that you still make the best of their special weapons but waste the least possible amount of firepower.

After you have a few Leahvals, it is also wise to research Energy Reeling which increases Offensive Value by 30 and damage dealt to cruisers by 20% for ten seconds. Obviously, this is perfect for the middle game where cruisers dominate the field of war. Due to the amount of special weapon energy that Leahvals carry and the fact that Energy Reeling disables the Leahval's special weapons when triggered, it is wise to activate Energy Reeling on all Leahvals only after using their Metaphasic Disruptor once. This will ensure that you have just enough special energy to make the most of the Leahval's weapons. As Energy Reeling does not increase the Leahval's defense, there is a good chance that these cruisers will be destroyed while using this ability. Thus, engaging the Metaphasic Disruptor once before using Energy Reeling allows them to deal the maximum amount of damage possible. Although the Auto Repair special ability is very good (it allows a heavily damaged Leahval to repair all of its hull and half its shields in a matter of seconds), it is highly unlikely that you will have the chance to use this ability in combat as you will be using the special energy for the other two special weapons. Consequently, unless you expect that a great many of your ships will lose their engines and still be able to cloak and hide during combat, it is not wise to research this ability as you will not be able to get much use out of it. Leahvals *must* be supported by other vessels due to their slower speed and their short ranged weaponry. If you do not provide a distraction with your Shrikes, it is highly unlikely that your Leahvals will be able to close with the enemy as most other faction's vessels are medium or long range (obvious examples of exceptions are the Klingon's K'vort and B'rel, and the Dominion's S-2 Escort Cruiser) or simply faster.

After you have created an appreciable number of Leahvals (probably around 10 or more) from your two Staryards, it is time to build a Warbird Yard to give you access to Mijural's powerful late game. The rather slow Cehlaer will be the first vessel available from the Warbird Yard, and does not require you to build an expensive Tal'Shiar Academy. As this vessel is armed with beam weaponry, it deals equal damage to all ship classes. In addition this vessel is long range. For this reason, usually your opponent will have to close with this vessel in order to deal damage, which allows your Leahvals in turn to enter combat range with your opponent's fleet. After you have secured a handful of these starships, it is a good idea to build the Tal'Shiar Academy to allow you

Cehlaer

access to Generix Refits as well as special weapons for your warbirds. Accordingly, it now becomes important to mention the special ability of the Shrike—the Tal'Shiar Agent. This ability randomly gives you access to an enemy vessel's sensors for 3 minutes. Unlike for Helev, the Tal'Shiar Agent special ability is required in order to use the Intelligence Center's Saboteur Agent (the Intelligence Center requires the construction of the Tal'Shiar Academy). The use of the Shrike's Tal'Shiar Agent also grants the Intelligence Center experience based on the infiltrated vessel (again, however, only late in the game when battleships are fielded should you begin investing in using the Saboteur's ability to destroy costly ships for the price of around a dozen supplies).
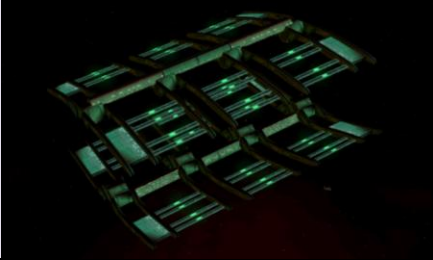
If you notice that your opponent is fielding mainly battleships (or big defensive structures such as starbases and Dominion Perimeters), the first thing you should research is Disruptor Bombardment, which allows the Cehlaer to keep a target from moving, using special abilities, firing, or transporting for about ten seconds. This will allow well micromanaged Cehlaers to keep these high priority targets from doing anything, while your Leahvals and Shrikes engage your opponent's ships. If on the other hand your opponent is building mainly small or medium sized vessels the Disruptor Bombardment research is useless (you will simply be swamped with small starships). Consequently, following the same guidelines set up by the Helev Avatar strategy section, you should begin building Generixes and the appropriate refits. Although it might seem like a good idea to build Norexans, as they are armed with both beam and pulse based weaponry (thus meaning that they are strong against small vessels), these ships are quite expensive and cannot support your already built Cehlaers (note the Support Refits Shield Recharge) or provide strong fire support against weak defensive units (note the Frigates passive abilities). However, eventually you must build the relatively fast Norexan-class and research its special abilities to supplement your fleet of Generix Support Refits. At this point in the match game play becomes similar enough to Helev that following these [**Error! Reference source not found.Error! Reference source not found.**] guidelines is advisable.
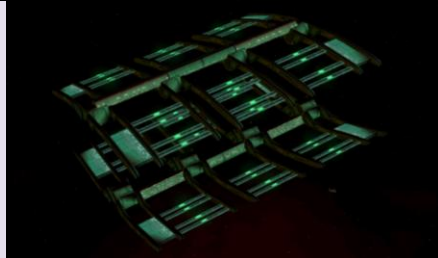
Against the Borg:

Unfortunately Shrikes are almost useless against the Borg. Most Borg units do not count as destroyers (only the Probe and Detector do), and Borg units are highly resistant to sub-system failure. Likewise, you will never be able to engage the Borg head to head, so having long range units is a necessity. Accordingly, you must use the exact same strategy early game as Helev for combating Against the Borg (Early Game) (link). Thus, after building up and harassing with Rhienn Torpedo Refits, you must attempt to build a Tal'Shiar Academy to gain access to Serkas-class artillery starships as soon as possible. Upgraded with their Silent Resolve special ability, these vessels will be able to fire one quadcobalt torpedo without the normal cool down. This will greatly increase the offensive capabilities of your otherwise weakly armed and armored vessels. These vessels have artillery range weaponry, and although they are slow, they are perfect for destroying the few numbers of Borg units you will encounter. When attacking your opponent's Borg vessels, you must keep your Serkas vessels retreating. However, because Borg vessels still might be able to move out of the central blast zone of the quadcobalt torpedo, it is generally wise to manually target ahead of a Borg vessel, so that it flies into and through the blast radius. Likewise, due to their ability to cloak and fire while cloaked (thanks to the special ability), you can sneak these starships into the back of your Borg opponent's base to destroy his/her Conduction Matrix to halt ship production. Furthermore, to increase these vessels performance dramatically, if you have the necessary fund, it is advisable to build a Warbird Yard right after building the Tal'Shiar Academy. Once this is accomplished, immediately queue up Cehlaer-class starships and research Disruptor Bombardment at the

Academy. The long range Cehlaer is very powerful against the Collective, with its reliance on a few powerful ships. This warship will disable movement and weapons for a long time with its special weapon, Disruptor Bombardment (roughly 10 seconds), allowing your Serkas vessels to always hit their Borg Adversaries. By micromanaging each Cehlaer's special weapon against the relatively few numbers of Borg units you can make quick work of larger Borg vessels without taking much damage. Furthermore, it is relatively easy to make hit and runs with a combination of Serkas starships and Cehlaers by cloaking your vessels and using the Serkas special weapon before engaging in battle. Once engaged, rapidly decloak out of range and use each Cehlaer to incapacitate a target and destroy it with your Serkas artillery. After Disrupter Bombardment runs out of special energy, let your vessel recharge enough to recloak, and send your vessels out of combat. Of course, if your Borg opponent has hotkeyed his or her Assimilation Matrix, it is very easy to decloak your vessels, but since all of your vessels are faster or as fast as the Spheres and Assimilators that you will be encountering at this stage, you should still be able to make a clean getaway.
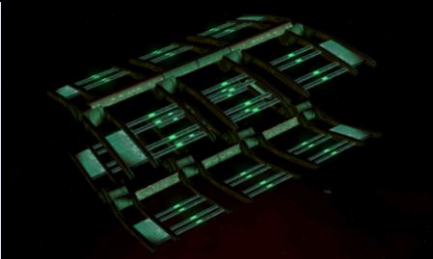
Mixed Technology Unit Overview

Borg Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Leahval	Medium	22	20	20	100	B	S	507	259	23

Adapting Disruptor Arrays: This unit deals increased damage to non-Borg vessels.
Level 1: Metaphasic Disruptor: Fires a special disruptor shot. The disruptor is constantly phasing and therefore will deal highly variable damage.
Level 2: Advanced Energy Reeling: Increases offensive by 30 and damage dealt to cruisers by 20 percent. Lasts 10 seconds.
Level 3: Auto Repair Systems: Engages automated damage control systems to rapidly bring this ship back to full operational status. Level 2/3 researched at Research Institute.
Rank 5 gains 2x Particle Weapon: Deals increased damage to structural weak targets with a defense value of 20 or less.
Veteran gains Dynamic Energy Allocation: Reroute energy used by the cloaking device to the shield generators while cloak is inactive, increasing the shield power by 40 percent.
Veteran Offense/Defense/System: 31/53/30
Consumes 5 slots out of 25

Rhienn	Small	15	14	10	120	P	L	391	131	17

Close Distance Transwarp Drive: An experimental Transwarp system inspired by Borg technology. Allows to instantly travel a small distance.
May be enhanced with additional refits researched at Research Institute.

Rank 5 gains 2x Improved Pulse Disruptor.
Veteran gains Aldovh Type Cloak: The next generation of cloaking devices enables disruptors to be used while cloaked. Activation will cause the normal cloak to drain energy per second but keeps the weapons online. This ability is gained by all three Rhienn Classes upon attaining Veteran rank.
Veteran Offense/Defense/System: 26/27/14
Consumes 4 slots out of 25

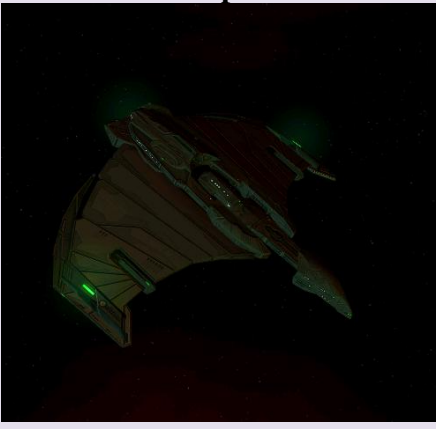| **Generix Frigate Refit**	Large	28	26	14	100	B,P	M	700	214	28

Graviton Energy Source: Shield regeneration rate increased by 50 percent. Unit counts as a station for damage calculation due to its abnormal mass.
2x Particle Weapon: Deals increased damage to structurally weak targets with a defense of 20 or less.
Suppressive Shielding: Decreases damage taken from pulse weapons by 50 percent.
Rank 5 gains Combat Thrusters: Increases movement speed by 20 percent and grants a 16 percent chance to dodge torpedo and pulse weapons.
Veteran gains Arlterium Disruptor Lens: Increases weapon range to long and occasionally fires a disruptor pulse that deals direct hull damage and has a chance to disable engines.
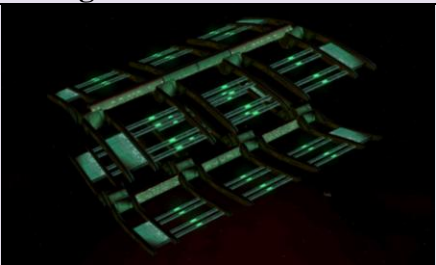Veteran Offense/Defense/System: 40/49/19
Consumes 5 slots out of 25

Federation Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Talon Repair Refit	Small	7	7	5	160	P	S	383	135	16

Repairs vessels and stations

Scouts cannot level up.

| **Generix Frigate Refit** | Medium | 26 | 26 | 12 | 100 | B,P | M | 665 | 188 | 26 |

Critical Shot: A direct hit kills the enemy's weapon systems and deals high damage. Lasts 12 seconds.
2x Particle Weapon: Deals increased damage to structurally weak targets with a defense of 20 or less.
Suppressive Shielding: Decreases damage taken from pulse weapons by 50 percent.

Rank 5 gains Combat Thrusters: Increases movement speed by 20 percent and grants a 16 percent chance to dodge torpedo and pulse weapons.
Veteran gains Arlterium Disruptor Lens: Increases weapon range to long and occasionally fires a disruptor pulse that deals direct hull damage and has a chance to disable engines.
Veteran Offense/Defense/System: 38/49/17
Consumes 5 slots out of 25

| **Leahval** | Medium | 22 | 20 | 18 | 100 | B,T | S | 504 | 235 | 22 |

	Equipped with Burstfire Torpedoes. Level 1: Metaphasic Disruptor: Fires a special disruptor shot. The disruptor is constantly phasing and therefore will deal highly variable damage. Level 2: Advanced Energy Reeling: Increases offensive by 30 and damage dealt to cruisers by 20 percent. Lasts 10 seconds. Level 3: Auto Repair Systems: Engages automated damage control systems to rapidly bring this ship back to full operational status. Level 2/3 researched at Research Institute. Rank 5 gains 2x Particle Weapon: Deals increased damage to structural weak targets with a defense value of 20 or less. Veteran gains Dynamic Energy Allocation: Reroute energy used by the cloaking device to the shield generators while cloak is inactive, increasing the shield power by 40 percent. Veteran Offense/Defense/System: 31/53/28 Consumes 5 slots out of 25

Dominion Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Serkas	Medium	26	14	9	60	T	A	798	160	29
Blast radius of the Quadcobalt Torpedo increased. Silent Resolve: Fires a Quadcobalt Torpedo ignoring the normal cool down time. May be used while cloaked. Researched at the Tal'Shiar Academy. Rank 5 gains Delevhas Reload Systems: Reload time improved by 10 percent and blast radius increased by 20 percent. Veteran gains System-Wide Interconnectors: Decreases the special energy costs of special weapons by 30 percent and increases all attributes by 3. Veteran Offense/Defense/System: 37/34/17 Consumes 4 slots out of 25										
Leahval	Medium	20	16	23	100	B	S	424	279	22

Level 1: Metaphasic Disruptor: Fires a special disruptor shot. The disruptor is constantly phasing and therefore will deal highly variable damage.
Level 2: Advanced Energy Reeling: Increases offensive by 30 and damage dealt to cruisers by 20 percent. Lasts 10 seconds.
Level 3: Cascade Feedback replaces Auto Repair System: *Causes a meta-static fluctuation at the targeted area. Cascading energy wave will rip through the systems of all hostile vessels in the area causing heavy damage to their systems with a chance to lose special weapon energy. Damage dealt and the chance to lose special weapon energy are based on the maximum number of special abilities a unit may carry.*
Rank 5 gains 2x Particle Weapon: Deals increased damage to structural weak targets with a defense value of 20 or less.
Veteran gains Dynamic Energy Allocation: Reroute energy used by the cloaking device to the shield generators while cloak is inactive, increasing the shield power by 40 percent.
Veteran Offense/Defense/System: 29/49/33
Consumes 5 slots out of 25

Rhienn Torpedo Refit	Small	20	13	14	120	P,T	L	503	190	22

Tetryon Precharger: Increases damage dealt to stations.
Predatory Strikes: This unit deals increased damage to cruisers.
Vector Torpedo: Launches an artillery range torpedo that will bounce to 2 additional targets. Researched at the Research Institute.

Rank 5 gains Infiltrator: Attacks of the Rhienn have a 50 percent chance to disable the weapons of a target station.
Veteran gains Aldovh Type Cloak: The next generation of cloaking devices enables disruptors to be used while cloaked. Activation will cause the normal cloak to drain energy per second but keeps the weapons online.
Veteran Offense/Defense/System: 31/26/18
Consumes 4 slots out of 25

Klingon Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Rhienn Pulse Refit	Small	15	18	14	120	P	M	417	191	19

Kaleh Maneuver: Once every two minutes the Rhienn will deal immense damage when opening combat.
4x Pulse Disruptor

Rank 5 gains Flanking: Increases damage dealt to slower targets by 26 percent.

Veteran gains Aldovh Type Cloak: The next generation of cloaking devices enables disruptors to be used while cloaked. Activation will cause the normal cloak to drain energy per second but keeps the weapons online.
Veteran Offense/Defense/System: 26/31/18
Consumes 4 slots out of 25

Generix	Medium	21	17	12	100	B	M	504	163	21

	May be enhanced with additional refits researched at the Tal'Shiar Academy.									
	Rank 5 gains Plasma Torpedo.									
	Veteran gains Arlterium Disruptor Lens: Increases weapon range to long and occasionally fires a disruptor pulse that deals direct hull damage and has a chance to disable engines. Veteran Offense/Defense/System: 30/38/17 Consumes 5 slots out of 25									
Saeihr	Medium	26	19	13	90	B,P	L	559	166	22
	2x Particle Weapon: Deals increased damage to structurally weak targets with a defense of 20 or less. Concave Plasma Conduits: A concave plasma conduit will highly increase the offensive value of the Saeihr. In addition the damage dealt by particle weapons is doubled. Nevertheless the coils will be heavily stressed during usage and won't make it long. You may not cloak while the effect of Concave Plasma Conduits is active. Lasts 20 seconds. Rank 5 gains Vmax Ammunition: Increases the maximum defensive value at which the Particle Weapons will deal extra damage by 10 and increases the special weapon energy regeneration rate by 30 percent.

Veteran gains the System-Wide Interconnectors for Veteran: Decreases the special energy costs of special weapons by 30 percent and increases all attributes by 3. Veteran Offense/Defense/System: 48/45/27 Consumes 5 slots out of 25 | | | | | | | | | |

Mixed-Technology Unit Analysis

Borg Mixed Tech Vessels:

- Leahval: Gains the Adapting Disruptor Array passive ability which deals more damage to non-Borg vessels. The class has one less offense and two more defense than the Helev Leahval. For Helev, this ship is not worth it because not only will you will still have to research its special abilities, but the supply costs are double.

- Rhienn: Gains the aptly named Close Distance Transwarp Drive, which consumes a significant amount of special energy (when refitted you can only use this ability twice before needing to recharge special energy). This is absolutely *not* worth it for either avatar because you should always be using the special abilities of the Rhienn (Vector Torpedo or Multi-Targetting Disruptor) and thus you can never use the *extremely* short-range transwarp. Likewise, because it is mixed-tech you will not get any avatar bonuses and yet it will be more expensive and less useful.

- Generix Frigate Refit: This class gains two more defense and one less offense. The passive ability Graviton Energy Source is added which grants a 50% increase in the shield regeneration rate. The ship also counts as a station for damage calculation purposes. Thus, torpedoes always hit this ship and pulse weapons will deal 40% less damage to it. As this Generix is built already refitted, in the strategies that you would normally build Frigate Refits, you can use this vessel instead to supplement your Generix Support Refits and save yourself the research efforts.

Federation Mixed Tech Vessels:

- Generix Frigate Refit: This vessel gets less offense but higher defense as well as the special ability Critical Shot. This ability disables an enemy ship's weapons for ten seconds. Since normally a Frigate gets *no* special abilities, this is a nice way to get some additional use out of Generix Frigate Refits. This ship should be built for both Avatars (especially when facing against the Borg where it should be micromanaged to disable high priority targets such as Diamonds and Cubes). When playing the Helev Avatar you should only build a few of these vessels and micromanage them, but with Mijural this ship should probably completely replace using and upgrading your own Generix Frigate refits to save on research costs and to give you a great deal more early game firepower (as well as to allow your normal Staryards to continue building Generix Support Refits).

- Leahval: This class gets burstfire torpedoes and one less offense, but one more defense than Helev's Leahval. The torpedoes make it much better at staying useful late game against battleships and stations. With Helev this ship is definitely not worth it due to its extreme supply costs.

- Talon Repair Refit: Although this ship has very weak stats, it has the same repair weapon as the Federation Newton vessel (and is also limited to three ships, sadly). Consequently if you can keep it out of battle, it will be able to repair the systems and hull of any ships that are stranded, as well as any stations. Build these only if you have extra funds because of their outrageous costs.

Dominion Mixed Tech Vessels:

- Serkas: This expensive class gets a sizeable boost in offense and a slightly larger blast radius. Consequently you need less to do more damage in the field which is always good. As these ships are generally not used in mainstream combat, only build a mixed-tech facility if you are planning on building the other available ships as well (otherwise the costs are not worth it).

- Leahval: This vessel gets the Cascade Feedback special ability in lieu of Energy Reeling. This ability damages enemy units based on the amount of special abilities they have. Consequently this unit is rather powerful against your opponent's support vessels and thus quite effective against races that rely heavily on support units (the Federation for instance). Unusually, this ship is actually cheaper than the one available from the Staryard. For both avatars this should supplement your normal fleet when facing the above situations (although energy Reeling must still be researched to gain access to Cascade Feedback).

- Rhienn Torpedo Refit: The offensive value has been boosted by one although the defense has been decreased by one as well. The class gains the Tetrion Precharge passive ability which enables it to do more damage to stations. Likewise the amount of special energy reserves has been increased which allows you to fire several more Vector Torpedoes before running out of special energy. For the Helev Avatar this ship is not worth it due to the excessive costs and the fact that it comes so late game.

Klingon Mixed Tech Vessels:

- Generix: This unrefitted ship has one less offense then the Helev Avatar and yet is oddly more expensive. Obviously not a good choice for either avatar (it will only give plus two offense for Mijural, which is still not worth the extra hundred dilithium you will be spending).

- Rhienn Pulse Disruptor Refit: This ship comes equipped with a 4x Pulse Disruptor and the Graviton Marker (which will slow down enemy vessels until they are repaired), but does not have a very high offense (less than both Helev refits and the same stats as the Disruptor Refit for Mijural). Likewise it can only fire from the front and from the sides. Combined with its medium range weaponry, it is only good for killing destroyers and could potentially be useful for support due to the Graviton Mines if it were not so weak defensively. Building a few of these later game and using their mines before setting ambushes is *potentially* powerful (especially for allowing your units to catch up to long range and moderately fast ships like Excelsior II's).

- Saeihr: This ship comes equipped with the Concave Plasma Conduits special ability which gives the class plus ten in offense for ten seconds at the cost of one supply per usage. In all other regards it has the same passive abilities as the Generix Frigate Refit (and is roughly the same cost). Although the Concave Plasma Conduits ability gives it a sizeable offensive increase over the Generix Frigate Refit for a short time, its defense is considerably weaker (and its normal offense is slightly weaker than the Helev refit). The supply costs for special weapon usage are negligible (equivalent to only single digit values of

dilithium and tritanium). For Mijural this is a much more useful ship. Probably it is not wise to build a Klingon Mixed-Tech facility at all for Helev due to the tiny benefits involved.
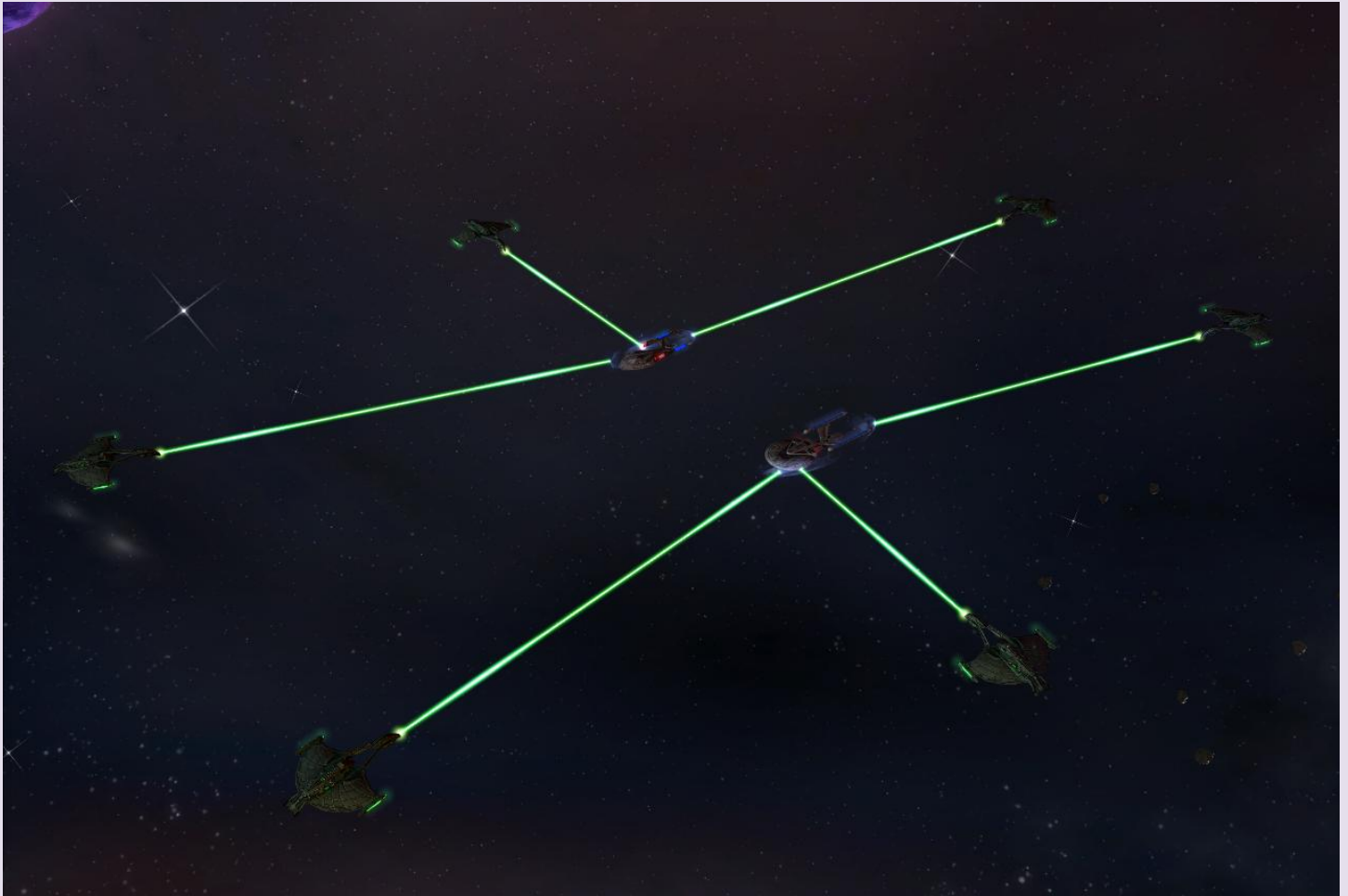
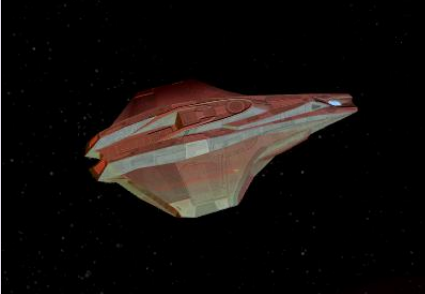# The United Federation of Planets

Things to Note

Most players will look at the Federation as a thoroughly defensive faction, what with their heavy shielding and generally weaker weaponry. However, do not let this obscure the truth. The Federation has an abundance of fast ships with long range weapons—all of which make the Federation a great race for quick hit and run attacks. Likewise, many Federation vessels have 360 degree firing arcs, which means that you can continue firing at chasing ships (which are generally slower) until these vessels are forced to break off their attacks for fear of destruction.

When playing as the Federation it is important to immediately explore the map, beginning with all moon pairs (preferably the moon pairs your opponent is most likely to expand to) as well as the spaces in between moon pairs as this will offer you the opportunity to use your "free" Warp-In capabilities to strike anywhere later in the game (again, the ideal harassment technique). Scouting early game is always the easiest because there are no enemy destroyers or turrets to harass your scout, so you can go almost anywhere you please. As your opponent expands, do not forget to investigate his/her expansions as this will give you the best idea of undefended territory. Usually your opponent is so focused on protecting his/her expansions from attack that they leave their base undefended. This of course gives you the perfect opportunity to Warp-In ships to attack their main-base mining with impunity (as long as you do not let your ships get too close to your opponent's starbase). If you use your Warp-In aggressively you can cause normally offensive sneaky races (such as the Romulans) to become defensive by fear of losing valuable mining ships and stations if they do not leave behind vessels or defensive structures. Note that the Federation relies heavily on support units to the extent of often having more support vessels than main battleships and cruisers. Your main offensive power early game relies on the Warp-In, so it is important to get access to this ability as soon as possible.
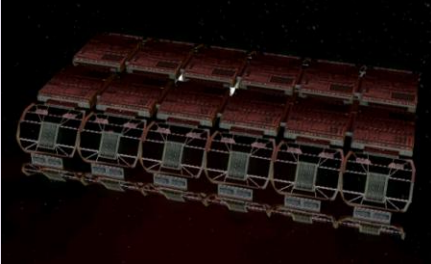
After building Starfleet Command, make sure to give it a hotkey to allow you to call reinforcements in the midst of battle. Note that any Normal Warp-In vessel upon reaching officer rank (rank 4 and 5: either one gold bar or two) will no longer count for a Warp-In slot. When an Experimental Warp-In reaches officer rank the player will gain back one Warp-In slot. Accordingly remember not to not keep your Warp-In slots in reserve, but use them immediately to bolster your fleet (as there is the off chance that they may get promoted and free up slots anyway). If all else fails, you can always target your own Warp-In vessels to free up some slots for that late-game Descent-class.
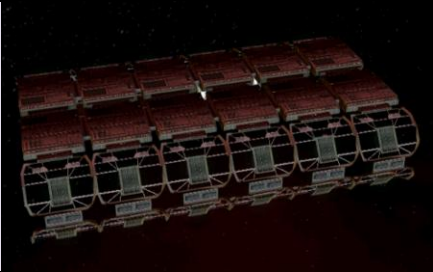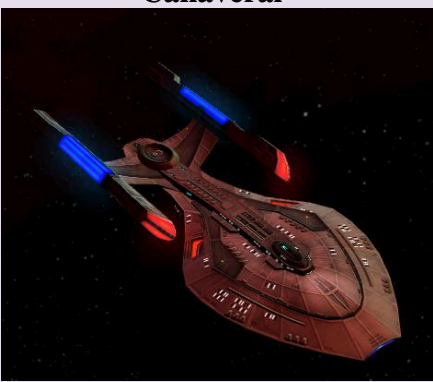
Federation Unit Overview		
Outpost Vessels (**Mayson**/**Risner**)	Vessel Stats	Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Mediterranean	Small	0	28	12	60	NA	NA	274	190	11
Constructs all United Federation of Planets stations Construction ships cannot level up.										
Mandril	Small	0	16	7	50	NA	NA	142	99	6
Mines Dilithium and Tritanium: Dilithium capacity: 150 Tritanium capacity: 100 Freighters cannot level up.										
Venture	Small	6	7	3	160	P	M	145	56	5
Large sensor radius. Scouts cannot level up.										
Newton	Small	5	18	8	100	B	M	434	238	16
Field Diagnostics: Allows Newton Class repair vessels to upgrade several times to operate more effectively in combat. Each of the three upgrades increases the repair rate by 3%.Researched at Starfleet Engineering. Repairs vessels and stations. Repair ships may not level up.										

Antares Yard Vessels (Mayson/Risner)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Saber	Small	11	15 12	5	120	B	L	288	83	10

Evasive Maneuvers: Decreases the chance to be hit by torpedoes and pulse weapons.
Hyper Impulse Drive: Engage the Hyper Impulse Drive to greatly increase the movement speed (to 140) and dodge chance of this vessel. Lowers the Offensive Value by 2. Lasts until canceled. Researched at Antares Yard.

Rank 5 gains Light Quantum Pulse: Deals increased damage if the target is neither a cruiser nor a battleship.

Veteran gains Type XV Phaser: Deals up to double damage.
Veteran Offense/Defense/System: 18/(30)27/6
Consumes 3 slots out of 25

Monsoon	Small	14	21 18	7	120	B	S	293	95	9

Proximity Torpedo: Fires a special torpedo at an opponent unit. This torpedo is not set on the normal detonate-on-impact setting, making it easier to damage small and fast vessels. Researched at the Antares Yard.

Rank 5 gains Sixth Generation Shields: Pulse and Beam weapon damage reduced by 24 percent.

Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent.
Veteran Offense/Defense/System: 19/(43)40/8
Consumes 4 slots out of 25

Intrepid	Medium	19 22	24 20	9	110	B,T	S	372	123	12

Tricobalt Torpedo: A tricobalt loaded torpedo deals double damage to hostile buildings. Researched at the Antares Yard.

Rank 5 gains Bioneural Gel Packs: Weapons are fired 22 percent faster.

Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent.
Veteran Offense/Defense/System: (25)28/(46)42/12
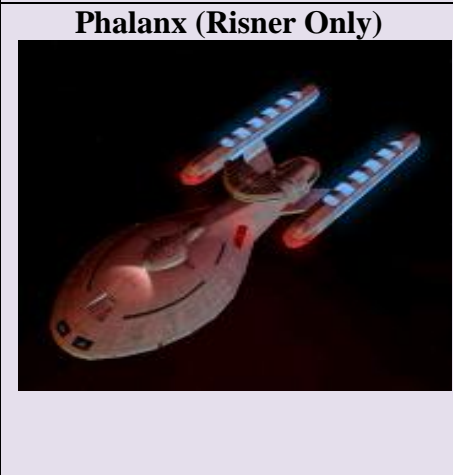Consumes 4 slots out of 25

Antares Yard Vessels (Mayson/Risner)	Vessel Stats	Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Akira	Medium	22 / 25	32 / 28	11	100	B,T	M	546	164	17

Defense Patterns: Reroute all emergency-power to the shields, increasing the shield regeneration rate by 500 percent and the hull repair rate by 250 percent. Special weapon energy does not regenerate while the effect of Defensive Patterns is active. Lasts 30 seconds. Available at Antares Yard.

Rank 5 gains Torpedo Barrage: Might cause explosions while fighting which cause a certain percentage of the torpedo damage as hull area damage.

Veteran gains Modified Photon Torpedo: Breaks through shields and deals direct hull damage.

Veteran Offense/Defense/System: (34)37/(61)57/15

Consumes 6 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Norway (Mayson Only)	Medium	15	20	22	110	B	S	305	302	13

Level 1: Emergency Power: Transfers energy reserves to an allied unit. Restores 60 special weapon energy.

Level 2: Plasma Coil: Creates a field of super-hot warp plasma. Deals increased damage to small and medium sized targets. Damage is reduced for each vessel inside the field of effect. Lasts 5 seconds.

Level 3: Assault Mode: Power up all of the Norway's systems to maximum, greatly increasing her siege capability. Increases shield and hull repair rate by 100 percent. Reduces damage received from stations by 50 percent. The Norway may not use special abilities while the effect of Assault Mode is active. Lasts 25 seconds. Level 2/3 researched at Starfleet Science.

Rank 5 gains Special Purpose Cruiser: Deals 28 percent increased damage to battleships.

Veteran gains Type XV Phaser: Deals up to double damage.

Veteran Offense/Defense/System: 23/52/26

Consumes 6 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Canaveral	Medium	13	17 / 14	25	110	B,P	L	321	344	14

Level 1: Probe: Launches a sensor probe in the direction this unit is facing. The probe will reveal all areas it passes by. Lasts 20 seconds.

Level 2: Tachyon Scan: Decloakes all enemies nearby. May only be used once every 30 seconds.

Level 3: Sensor Blackout: Overloads the enemies targeting systems on all hostile units at the target area decreasing their rate of fire by 75 percent. Lasts 25 seconds. Level 2/3 researched at Starfleet Science.

Rank 5 gains Strategic Support: Weapon range and area of effect for all special abilities increased.

Veteran gains Type XV Phaser: Deals up to double damage.

Veteran Offense/Defense/System: 17/(55)52/31

Consumes 6 slots out of 25

Eraudi Yard Vessels (Mayson/Risner)	Vessel Stats	Vessel Cost
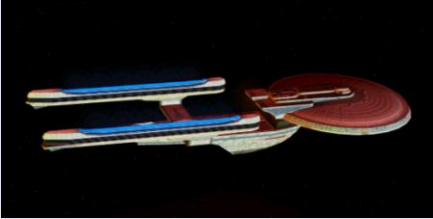
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Excelsior II	Medium	33 / 29	34 / 30	13 / 18	90	B,T	L	735	192	21

ACS Torpedo (Mayson): Fires an Anti Capital Ship torpedo on a hostile target. The Anti Capital Ship Torpedo deals highly increased damage to battleships. Researched at the Eraudi Yard.
Guided Quantum Torpedos: Increases hit chance on medium sized targets.

Rank 5 gains Strategic Offense: Weapon range increased to Artillery.

Veteran gains Superior ECM: Decreases the chance to be hit by torpedos and pulse weapons.
Veteran Offense/Defense/System: (51)47/(70)66/(15)20
Consumes 7 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Remore	Medium	24	28	36 / 41	80	B,T	M	534	478	22

Level 1: Precise Volley: Although Remore Class vessels do not carry enough torpedoes to effectively use them in battle they can fire precise volleys at structurally weak points, greatly damaging the targets shields.
Level 2: Vector Calculation: Calculates the projectile vectors for an allied vessel, allowing the target to fire 40 percent more shots per second. Lasts 60 seconds.
Level 3: ECM: Greatly decreases the chance that weapons will hit friendly targets nearby. Level 2/3 researched at Starfleet Science.

Rank 5 gains Rapid Processing: Damage reduced from special weapons by 80 percent.

Veteran gains Additional Antimatter Containers: Increases special weapon energy by 300 and improves the rate of fire for photon torpedoes.
Veteran Offense/Defense/System: 35/81/39(44)
Consumes 9 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Defiant	Large	36	38	17 / 22	100	P	S	660	223	21

Critical Shot: A direct hit kills the enemy's weapon systems and deals high damage. Lasts 12 seconds. Researched at the Eraudi Yard.

Rank 5 gains 2x Quantum Torpedoes: Gains 2 Quantum Torpedo Launchers.

Veteran gains Chenfield Plasma Collider: Occasionally fires an additional pulse and causes all pulse weapons to deal double damage do small targets.
Veteran Offense/Defense/System: 59/82/19(24)
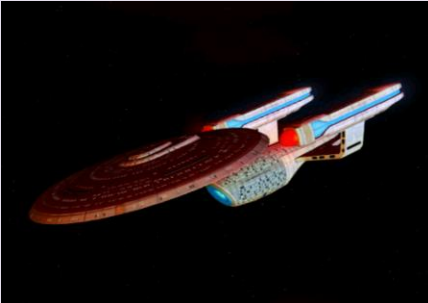Consumes 8 slots out of 25

Eraudi Yard Vessels (Mayson/Risner)	Vessel Stats	Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Sovereign	Large	36	46	18 23	80	B,T	M	887	263	27

Distortion Field: Creates a field of zero-energy fluctuation. The engines of all nearby enemies will stop functioning. Engine overload effects will deal a portion of damage to the affected units based on their movement speed Lasts 6 seconds. Researched at the Eraudi Yard.

Rank 5 gains Flagship: Damage reduced from vessels which did not yet reach an officer rank by 32 percent.

Veteran gains Starfleet Engineers: Shields, hull and subsystems repair twice as fast. Subsystem durability increased and reduces the duration of all subsystem disabling effects by 25 percent.
Veteran Offense/Defense/System: 52/97/23(28)
Consumes 9 slots out of 25

Avalon (Risner Only)	Large	32	37	21	70	B	L	799	211	23

Launch 3 Peregrine Fighters (Offense/Defense/System): 5/6/2. Armed with Fighter Pulse Phaser.
Launch 3 Peregrine Bombers (Offense/Defense/System): 5/6/2. Armed with Fighter Quantum Torpedo.

Rank 5 gains Elite Squadrons: Decreases the time it takes to ready up the fighter hangars by 40 percent.

Veteran gains Starfleet Engineers: Shields, hull and subsystems repair twice as fast. Subsystem durability increased and reduces the duration of all subsystem disabling effects by 25 percent.
Veteran Offense/Defense/System: 55/79/27
Consumes 8 slots out of 25

Phalanx (Risner Only)	Large	44	46	25	70	B,P	L	1087	293	33

Magnan Phaser Array: Hypercharge the Magnan Phaser Coils. This allows it to fire several shots with the Magnan Phaser Array in very short amount of time Magnan Phaser Recharge rate reduced to 20 percent. Lasts until canceled. Researched at the Eraudi Yard.

Rank 5 gains Empowered Magnan Phaser: Increases damage dealt by the Magnan Phaser by 30 percent.

Veteran gains Chenfield Plasma Collider: Occasionally fires an additional pulse and causes all pulse weapons to deal double damage do small targets.
Veteran Offense/Defense/System: 67/102/28
Consumes 10 slots out of 25

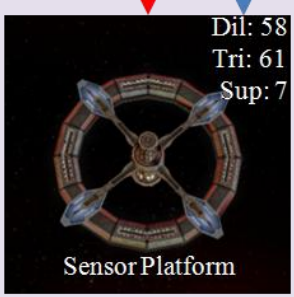| **Experimental Warp-In Vessels (Mayson/Risner)**	Vessel Stats		Probability of Arrival

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Slot 1	Slot 2	Slot 3
Descent	Large	35	74	18	70	B,T	M	100 %	NA	NA
	Shield Reset: Reset the shield-matrix of the Descent to completely restore her shield energy and the shields of all allied vessels nearby. Rank 5 gains Field Command: This vessel consumes one slot less of the Warp-In limitation. Veteran gains Battle-Tested Technology: All attributes increased by 10 and reduced the cool down of Shield Reset by 60 percent. Veteran Offense/Defense/System: 69/140/33 Consumes 9 slots out of 25										

Normal Warp In Vessels (Mayson/Risner)	Vessel Stats								Probability of Arrival	
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Slot 1	Slot 2	Slot 3
Galaxy	Large	30	35	15	80	B,T	M	28.6 %	0.00 %	11.1 %
	Type 3 Torpedoes: Changes the fire-mode of the Galaxy to fire Photon Torpedoes at up to three targets. Shield regeneration rate and rate of fire for photon torpedoes reduced. Lasts until canceled. Rank 5 gains Field Command: This vessel no longer counts towards the Warp-In limitation. Veteran gains Modified Photon Torpedo: Breaks through shields and deals direct hull damage. Veteran Offense/Defense/System: 47/79/19 Consumes 8 slots out of 25										
Excelsior	Small	18	23	9	120	B,T	L	0.00 %	75.0 %	44.4 %
	Weaponry Refit: Fires an additional photon torpedo for each 40 special energy available. Rank 5 gains Field Command: This vessel no longer counts towards the Warp-In limitation. Veteran gains Additional Antimater Containers: Increases special weapon energy by 300 and improves the rate of fire for photon torpedoes. Veteran Offense/Defense/System: 32/48/11 Consumes 5 slots out of 25										
Normal Warp In Vessels (Mayson/Risner)	Vessel Stats								Probability of Arrival	

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Slot 1	Slot 2	Slot 3
Steamrunner	Medium	21	16	7	80	T	A	0.00%	25.0%	22.2%
Light Tricobalt Torpedo: Deals double damage to buildings. Tricobalt Triloader: Three separate automated reload systems increase the rate of fire for Light Tricobalt Torpedos to one volley per second. Decreases the movement speed of this vessel. Lasts 6 seconds. Rank 5 gains Field Command: This vessel no longer counts towards the Warp-In limitation. Veteran gains Modified Light Tricobalt Torpedo: Breaks through shields and deals direct hull damage. Veteran Offense/Defense/System: 34/32/9 Consumes 4 slots out of 25										
Nebula	Medium	25	29	18	80	B,P	M	14.3%	0.00%	11.1%
Full Scan: Power up the Nebula's sensor system. Greatly increases the sensor range but reduces Offensive Value by 23. Lasts 30 seconds Rank 5 gains Field Command: This vessel no longer counts towards the Warp-In limitation. Veteran gains Superior ECM: Decreases the chance to be hit by torpedoes and pulse weapons. Veteran Offense/Defense/System: 34/66/25 Consumes 6 slots out of 25										
Ambassador	Medium	29	30	13	90	B,T	S	57.1%	0.00%	11.1%
Energy Rerouting: Redirect energy to the shield generators and prepares for impact of enemy fire. Increases Defensive Value by 15, reduces movement speed and greatly reduces the damage received from torpedoes Special weapon energy does not regenerate while the effect of Energy Rerouting is active. Lasts 20 seconds. Rank 5 gains Field Command: This vessel no longer counts towards the Warp-In limitation. Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent. Veteran Offense/Defense/System: 47/68/17 Consumes 7 slots out of 25										

Federation Technology Tree

Dil: 2000
Tri: 1000

→ **Mediterranean**

→ **Mandril**

→ **Venture**

→ **Newton**

Outpost

Dil: 342
Tri: 199

Storage Dock

Dil: 100
Tri: 50

Platform

Dil: 800
Tri: 200

→ **Saber**
→ **Monsoon**
→ **Intrepid**
→ **Akira**
→ **Norway**
→ **Canaveral**

Antares Yard

Chassis 1

Chassis 2

Chassis 3

Dil: 400
Tri: 200

Starfleet Engineering

Dil: 225
Tri: 87
Sup: 11

Phaser Platform

Dil: 600
Tri: 300

Starfleet Science

Excelsior II ←
Remore ←
Defiant ←
Sovereign ←
Avalon ←
Phalanx ←

Dil: 1200
Tri: 300

Eraudi Yard

Dil: 439
Tri: 159
Sup: 17

Pulse Platform

Dil: 800
Tri: 400

Starfleet Command

Dil: 695
Tri: 221
Sup: 25

Torpedo Platform

Dil: 58
Tri: 61
Sup: 7

Sensor Platform
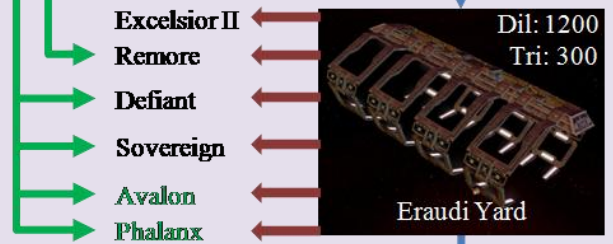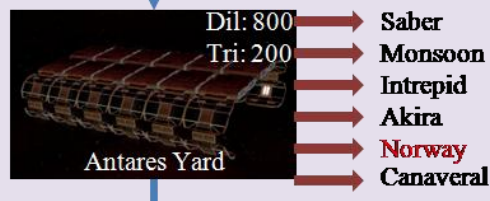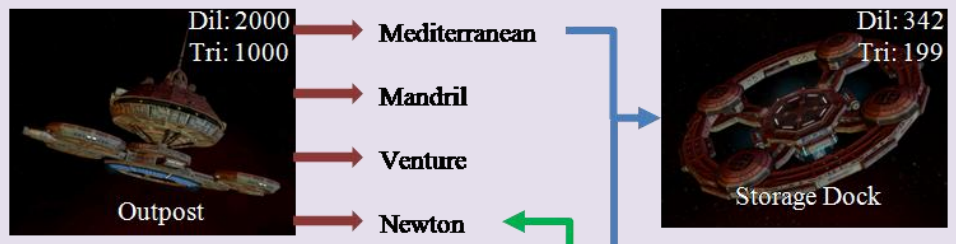
Note: Cost of Platform
not included in any
upgraded Platforms.

Key:

→ Allows construction of indicated vessels

→ Constructs the indicated vessels

→ Allows construction of indicated structures

→ Allows base structure to be upgraded

Federation Strategy

General Build Order: You will start with two Mediterranean-class construction ships and a Venture-class scout ship. Immediately select one of the two construction ships and begin building the Antares Yard parallel to your starbase. At the same time, queue up four mining freighters, two for each moon type. Select the second construction ship and begin building a mining station for the one of the two moons. Whether you mine dilithium or tritanium will depend on your avatar choice and race you are facing, which is discussed below.

Admiral Ben Mayson

Gives access to two new units:
- Norway class
- Torpedo platform

Gives access to the following benefits:
- Increased Defensive Value for all Antares Yard vessels.
- Reduced construction time for all stations by 25 percent.
- Increased Offensive and Defensive Value for Excelsior II Class by 4 and allows her to be equipped with the ACS Torpedo special ability

Against the Dominion, Klingons, and Romulans there are two decent strategies available:

The first strategy relies on your first mining station being for tritanium, as this strategy is heavily reliant on tritanium. Consequently you should have two and maybe three tritanium miners before putting any freighters on your dilithium moon. Once the Antares Yard is complete, set special weapons autonomy to low and begin constructing the Starfleet Science technology facility. You can skip building Starfleet Engineering because the upgrades to get to higher chassis (and thus more powerful ships) are cost prohibitive against these races this early in the game. With your free construction ship you should begin building another mining station. As soon as you have a free construction ship, begin building Starfleet Command. Upon the completion of Starfleet Science, you will be able to begin building Norways. Make sure to research Plasma Coil at Starfleet Science. This ability is area of effect and deals increased damage to small and medium vessels. Consequently, in numbers (4-8) the Norway is great for softening up your opponent's ships, when used in conjunction with Warp-In support. As the weapon's effects last for five seconds, this means that enemy vessels which fly

B'rel

by will also receive damage. Although a favorite tactic by Klingon players is to use the K'vorts Shield-Breaking Torpedo to snipe Norways while cloaked, simply pay attention to where the torpedoes are coming from, and use Plasma Coil to destroy these unshielded ships.

Note that although this strategy will leave you helpless for the first few minutes of the match (as you will not have any Sabers built) you will soon have powerful ships in the form of Warp-Ins. Upon completion of Starfleet Command, send your construction ships straight away to begin expanding. Usually it is wise to build one or two un-upgraded turrets at your expansion to cover both moons, this way you can quickly upgrade them to powerful Pulse Turrets when attacked. Against factions which rely on cloak, it is better to have them already upgraded as a deterrent and because your opponent's ships will be able to uncloak and attack/destroy your un-upgraded turret faster than you will be able to upgrade it (likewise, the turret will get a minimum two second window to fire on unshielded destroyers). Against cloaking factions make sure that you begin researching Tachyon Scan and the passive detect cloak ability for your sensor turrets as soon as you have established your mining colonies for your expansion (you need something worth defending in order to waste money on it).

If the map is a small one and you know exactly where your opponent's least defended expansion is, immediately use the Normal Warp-In ability at your Starfleet Command and send your first one or two Norways to aid (your opponent should have just begun building a mining outpost as well). If you should be so

Steamrunner

lucky as to receive a Steamrunner vessel, immediately target your opponents' mining (or if there is a shipyard preset, target this expensive target first) and use its Triloader ability to let loose a storm of tricobalt torpedoes to quickly destroy the station (the tricobalt torpedoes do double damage against buildings). Note that the Steamrunner is slow and its weapon is only forward firing, so there is no retreat. Make sure to use your Norway's Plasma Coil ability on any defending destroyers, and, if you have dispatched these quickly enough to not rely on the Plasma Coil, use the special weapon on your opponent's mining freighters to destroy them more quickly. As the Plasma Coil does not use up all of your special energy for the Norway, use the Emergency Power ability to transfer special energy to your Steamrunner to enable it to launch another volley of tricobalt torpedoes at any remaining buildings. If your opponent begins decommissioning his stations and sends his/her freighters and construction ship fleeing, target the stations first as your opponents ships are likely too slow to evade destruction. If you receive a Galaxy-class *battleship*, set it to use its

Galaxy

Type-3 Torpedoes ability *in battle* (when out of combat, deactivate the ability). Even though its shield regeneration rate and weapon reload rate for torpedoes will now be lower than normal, the Galaxy's torpedoes will do damage to three ships at once (the torpedoes will not always hit, as in patch 3.0.5a). Obviously this will work wonders against the low shielding of your opponent's destroyers and freighters and allow you to do much more damage at once. If the map is small enough, make certain to repair any Warp-In vessels that you have called in as these really are your heavy support this early in the game (Excelsiors are especially easy to repair as they are very fast and thus can retreat from battle and return to it quickly). The Ambassador-class is

short range and only slightly faster than a Galaxy-class, which means that you must close with the enemy to make the most of its weapons. Its Energy Rerouting ability, which lasts 20 seconds, allows it to withstand torpedo attacks much better and also increases its defensive value by 15. Only use this ability when the vessel is being attacked. Often it is a good idea to send this vessel in first to allow it to soak up damage and allow your other Warp-In vessels to continue their assault. Nebula class vessels do fair damage against destroyers with their pulse and phaser weaponry. Even though you might think that their slow movement speed is crippling, this can easily be used to allow your other accompanying vessels to escape if things get rough, as most opponents will stop or slow down to destroy your Nebula.

Note that although it may be tempting to Warp-In a Descent-class using the Experimental Warp-In feature, this

Descent

is generally not advisable early game. The Descent--while having a great staying power with a defensive value of 74 with the special ability to recharge its own shields and those of vessels surrounding it (at the cost of 20 supplies)-- is primarily torpedo based in terms of damage output, and thus will miss its small freighter and destroyer targets quite often. Likewise, it is somewhat slow and will not be able to retreat effectively if your own mining has been attacked and you need reinforcements. For cloaking factions it is often possible to simply recloak a damaged destroyer and repair it when attacked by a Descent, while for the other non-Borg factions it might even be possible to run away and repair (though this is unlikely for Dominion A-20 Attack Destroyers as they are weak defensively and have medium weapons range). In fact, again the Dominion's Bugs, the Descent will prove useless early game, as only a few of these vessels ramming directly into the Descent's hull will be enough to destroy it. Thus the Descent turns out to be more of a nuisance against most players rather than a verifiable threat. The Normal Warp-In might be less durable and chancy (you could end up getting three easily damaged Steamrunners), but you will always get a higher total offensive value with this choice and thus any destroyer that loses shields will have a very low likelihood of escaping. On the other hand, the Descent can also be used defensively if your first mining outpost is attacked. Not only will you frighten away destroyers, but if your slow construction ship (and/or miners) is fleeing the scene, you can use the Shield Reset ability to give it a chance to return to base unharmed. Late game however, the Descent is powerful due to its high shielding and since you will be facing many large vessels, its quantum torpedoes will almost always hit.

Once you have built around five Norways, you should begin researching the second level ability of the Canaveral, Tachyon Scan, at Starfleet Science. Once this research is completed, begin building Canaverals and tech up to its tertiary ability, Blackout, which is an area of effect weapon which decreases enemy firepower by 75% for 25 seconds. By the time this ability is researched, your first Canaverals should be ready for battle. Note that the Canaveral is also equipped with a quantum pulse weapon, which is quite good at dealing with

destroyers (specifically the Light Quantum Pulse deals increased damage if the target is neither a cruiser nor a battleship). At this point you should be producing maybe one or two Norways for every Canaveral to supplement your raiding force of Warp-Ins. Upon encountering your opponent's fleets, use your Norway's Plasma Coil first to reduce enemy numbers (preferably one usage at a time to reduce the chance of overkill and thus wasting your special energy), followed by using the Blackout ability at the proper intervals to ensure that your small tritanium expensive fleet will always have superior firepower. Remember to use the Norway's Emergency Power if you really need to use Blackout against ships and stations that are well fortified against Plasma Coil (battleships, defense turrets, starbases). When not in combat, you can use the Canaveral's Probe ability to spy on your opponent's fleets and buildings, or at the very minimum, scout ahead.

If you still have a sizeable amount of Norways and Canaverals left over from skirmishes, you should begin building an Eraudi Yard. Note that this yard is still more cost efficient than building Starfleet Engineering and researching chassis upgrades to bring out more powerful ships (however, to build the Eraudi Yard, you will still have to build Starfleet Engineering first). Set the Eraudi Yard's weapon autonomy to high and make certain that you research the Anti Capital Ship (ACS) torpedo upgrade for the Excelsior II. Begin building Excelsior II's to remove your glut of dilithium. Not only are these ships effective with a decent offense and defense, but they are cruisers and thus withstand pulse-based weapons better (only 80% of normal damage). Accordingly, due to their

Excelsior II

Guided Quantum Torpedoes passive ability, they have an increased hit chance on medium sized targets, which is good for the midgame when these vessels should first be introduced. Likewise, they are useful late game as well due to the ACS torpedo and thus should remain the backbone of your fleet.

After building the Eraudi Yard, however, it will become clear that you have enough Norways and Canaverals (probably roughly 16 or more vessels). At this point in the game, support is not enough for the Federation, and you need some cheaper heavier hitting vessels. Consequently, now is the time to research the first two chassis upgrades so that you can begin building Akiras. At the same time, you should research the Defensive Patterns ability so that as soon as you can build Akiras they will already have their ability researched. The Defensive Patterns special ability lasts 30 seconds and regenerates the Akira's shields 500% quicker and the hull 250% faster. Micromanaged well, this allows your Akiras to withstand an assault much better, as your opponent will most likely be focusing his/her

Akira

fire on one ship only (and a ship which has Defensive Patterns activated will withstand an assault for quite a while). Therefore, do not simply activate this ability for all selected Akiras, but pay attention to which ones are being damaged so as to not waste the ability on fully shielded and hulled vessels. Note that unless you are planning a last base assault or a quick hit and run attack, it is not wise to build the short-range Intrepid (the

Intrepid is slightly faster than the Akira). Although these vessels are quite powerful against buildings with their artillery range Tricobalt Torpedo ability (it deals double damage to buildings), they do not have as significant a staying power as Akiras (Intrepids have roughly 10 less in defensive stats) and must close with the enemy to do damage with their phaser and torpedo. This means that they must bear the brunt of your opponent's assault even if they are one of your more weakly shielded units. Accordingly they are best used in a supporting role against non-Borg factions to quickly deal damage to buildings (the tricobalt torpedo does double damage to buildings) and large targets such as battleships, whereupon they should immediately retreat to allow them to recharge their special energy. As most Federation ships have 360 degree firing arcs, you can easily retreat to join up with other ships (or with your shipyards) and continue firing.

After you have begun to supplement your Excelsior II's with Akiras you should begin building Remores which are available with the chassis upgrades you used to get to the Akira. Remores come standard with the Precise Volley ability which deals immense damage--but only to shields (it can lower the shields of most cruisers with one use). The Remore is an excellent counterpart to your slower Akiras and Excelsior II's as this basic special ability set on high weapon autonomy can quickly kill the shields of your opponent's vessels to allow your other ships to make quick work of them. A single Remore even poses a threat to the strong defenses of a powerful

Remore

warship such as the Descent or Tavara-class, as it will quickly reduce the shields of these vessels with only a few volleys. Thus, it is possible to use Remores set on either low or high weapon autonomy based on the situation. If you know that your enemy will be sending you high-priority vessels (such as the battleships described just before) you should manually use Precise Volley to allow your other vessels to kill the hull of these few capital ships. However, when faced with a great number of ships, it is best to use Remores set on high weapon autonomy to allow you to micromanage your Canaverals and Norways (which will make quick work of enemy hulls with Plasma Coil once shields are down). However, all of the Remores abilities have a great deal of use. Unfortunately this is problematic with the way special weapons autonomy works. If you are playing on a game speed above three, it is rather difficult to micromanage each of the Remores abilities, and thus it is tempting to place the Remore on high-weapons autonomy. Unfortunately, this means that a great of Remores end up firing off one of their abilities at the same target, thus depleting their special energy rather quickly and needlessly. Consequently it is wise to keep a few of your Remores on low weapon autonomy as a "special fleet". The second level ability, Vector Calculation, allows the Remore to target an allied vessel to allow it to fire 40% more shots per second for 60 seconds (imagine targeting a Descent or Steamrunner). The last ability available to the Remore is Electronic Counter Measures (ECM) which is an area of effect weapon which decreases the chance that enemy weapons will hit ships in the vicinity of the Remore. This ability lasts for roughly 10 seconds as it consumes 70 special energy per second. It is

recommended that you keep many of your Remores on low weapons autonomy so that you can set one Remore after another to use this ability (as well as being able to target high priority targets such as the Romulan Tavara or Dominion Dreadnought with the Precise Volley). In the end, when the Federation fleet is engaged in battle, the outcome will often depend on a great deal of micromanagement using Plasma Coil, Blackout, and the Remore's abilities. Often it is best to retreat your Canaverals and Norways from battle after using their Sensor Blackout and Plasma Coil abilities as they all have relatively low defense and offense. Remores, however, can be left in the midst of battle due to their surprisingly quick special energy regeneration and their ability to be left unattended on high weapon autonomy.

If you have not yet won or lost at this point, you might consider upgrading your chassis level yet again. This will give you the ability to build what essentially amount to heavy support: Sovereigns and Defiants. By cycling the Defiant's special ability, Critical Shot, you can disable the weapon systems of high priority targets such as Tavaras, Dreadnoughts, or starbases for twelve seconds for each shot, while allowing your Defiants to use their pulse canons against remaining destroyers and cruisers. The Sovereigns special ability, Engine Overload, is best used against short range vessels or ships that have small firing arcs (most pulse-weapon based ships) as this allows you to attack your opponent's ships from range with impunity and/or to attack from behind without receiving fire for those six seconds. Consequently, as the Romulans and Klingon rely heavily on pulse based weaponry while the Dominion and Klingons have limited firing arcs or short range, the Sovereign can often render the fleets of these factions useless. Likewise, the Engine Overload ability does damage: the faster the ship, the more damage it receives (a handful of Sovereigns using Engine Overload can easily dispatch destroyers and even cruisers).

After a battle is over you can use a Newton to quickly repair hull and subsystem damaged ships or buildings in the field, thus allowing you a greater resilience than other factions. As the Newton is a weak ship it should not be sent to the frontlines as it will simply be cannon fodder. Any smart player will quickly target these ships first, or simply switch targets much faster than you can get to that next vessel to repair it.

The second strategy available to a player fighting against the Dominion and Klingons (and the Federation as well) initially involves more micromanagement. In this strategy you should begin with a dilithium mining outpost. Once your Antares Yard is complete, queue up the Hyper-Impulse Drive speed upgrade (this is optional) for the Saber and begin building Sabers. This ability will allow your long range Sabers to outrun the now slower Klingon short range B'rels and K'vorts, as well as the medium range Dominion Bugs (A-20 Attack Destroyers) and the short range Norways that your Mayson Federation opponent will probably field. Note that if your Federation opponent encounters this strategy, most likely he/she will start building Sabers to counter it. Based on the avatar, a Puretech Dominion opponent can attempt to tech up as quickly as possible to long range

T-15's (available at the second yard) to counter your Sabers. If your opponent has chosen the Breen Avatar, they can begin building long range Breen Cruisers relatively quickly as they are available at the first Dominion yard. Note that although both of these units have long range and are excellent destroyer-killers with their pulse or torpedo based weapons, the T-15 has a limited firing arc and the Breen Cruiser will miss quite often. As long as you can outflank these fleets, or possibly force a retreat with the Canaveral's Blackout, you will avoid most of your opponent's firepower. A Klingon opponent will have great difficulty defeating this

Breen Cruiser

tactic, as most early game units are short range (TaQ'roja's weakly defended Veqlaragh is an exception, but as it fires torpedoes it will often miss your destroyers). Thus the main advantage to either Klingon Avatar is to set ambushes of cloaked units or to snipe Cananverals using the K'vort's Shield Breaking Torpedo (while cloaked). Consequently, it is a good idea to keep your Tachyon Scan ability hot keyed (available at the starbase) to allow you to quickly decloak attacking Klingon K'vorts.

With the Antares Yard complete, begin building Starfleet Science (and as soon as you can, Starfleet Command) and tech up to the Canaveral's Blackout ability after building around five Sabers. As Canaverals are long range, quite quick, and have very fast shield regeneration rates (and an anti-destroyer quantum pulse weapon to boot), they are the perfect companions for your Sabers when battling against Klingon and Dominion short/medium range destroyers and cruisers. Essentially you will be able to annoy your opponent to death by constantly making strafing runs where you fire from maximum range at nearby freighters, mining stations, and research stations. Consequently, make sure that your units are set to low movement autonomy so that they do not move

into range of your opponent's units. The only possible way that your opponent can defeat this strategy is to build superior long range units, trap you, or build defense turrets. However, all of these scenarios are expensive and can usually be dealt with by carefully using the Blackout ability. By the time that your opponent has figured out a way to corner these harassing units for good, you should have built up a sizeable armada of Excellsior II's, Akiras, etc as described in the above paragraphs. This strategy is not truly feasible against the Romulans, as the early-game Rhienn is long range, nimble, and has a 360 degree firing arc for its disruptor/torpedo refit.

Starfleet Science
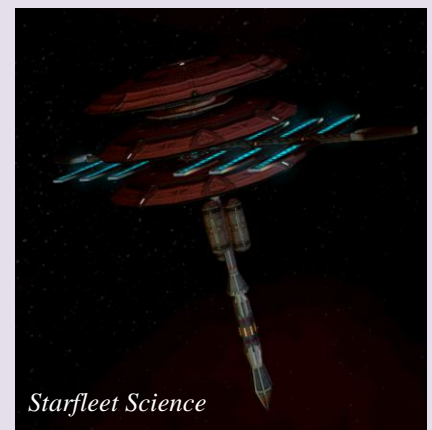
Against the Borg:

When competing against an Optimize Directive opponent, scouting is of the importance. If your opponent appears to be building Scout Cubes and Probes (select your opponent's Assimilation Matrix or Conduction Matrix to see what crafts they are building/researching), once your Antares Yard is complete, queue up the Hyper-Impulse speed upgrade for the Saber and begin building Sabers. This ability will allow your Sabers to outrun Optimize's already slow short ranged Probes or even Scout Cubes with ease (it also reduces how much micromanaging you must do because of the increased turn speed and ability to always stay at maximum range), although your phasers will do even less damage when the ability is turned on (it also reduces the hit chance for torpedoes, but this is unimportant until your opponent gets to at least Assimilators). As Scout Cubes are short range, you should have no trouble making hit and run attacks with your Sabers. Your first mining station should thus be harvesting dilithium, as Saber production is more reliant on dilithium then on tritanium. With the Antares Yard complete, begin building Starfleet Science (and as soon as you can, Starfleet Command) and tech up to the Canaveral's Blackout ability after building roughly five or six Sabers. As Canaverals are long range, quite quick, and have very fast shield regeneration rates, they are the perfect companions for your Sabers when battling against the Borg. As your Sabers do not deal much damage per second, using the Canaveral's Blackout ability evens the odds nicely. Against the Borg, the Norway's Plasma Coil is relatively useless unless you are able to amass great quantities of Norways (16 plus against Scout Cubes), which is obviously cost prohibitive. However, if you wish to gamble on the fact that you may receive a Steamrunner from the Normal Warp-In, it is useful to build at least two Norways in order to use their first ability, Emergency Power, to keep Steamrunners firing their Triloader special ability. If on the other hand, your Borg opponent seems to be going for one heavy ship (either a Sphere for the Optimize Directive or an Assimilator for the Assimilate Directive) it is extremely important that you begin building Canaverals equipped with Sensor Blackout very rapidly to combat this significant threat. Consequently it is possible to initially skip building the Saber altogether and immediately begin constructing a Canaveral once you have completed construction of Starfleet Science.

It should be noted that when fighting against the Borg, your Warp-In ability is primarily defensive this early in the game. You will be facing Scout Cubes, Probes, Spheres and/or Assimilators which are not easy to dispatch (or ignore) like the destroyers from other factions. Consequently, these Warp-In vessels become much more

Unlike the previous strategy used for non-Borg factions, it is generally not wise to build an Eraudi Yard yet and build Excelsior II's. At this point your Borg opponent will most likely have researched Devastating Attack (which will be able to lower the shields of your precious expensive Excelsior II's in a few hits) and Slicer, which will cut your unshielded ships to ribbons. Instead, it is much better to go with hit and run attacks, which is more in line with how you have used Sabers and Canaverals thus far. Accordingly, it is wise to build Starfleet Engineering and research the first chassis. At the same time, research the Tricobalt Torpedo ability for the Intrepid-class. This ability is artillery range and thus perfect for devastating hit and runs on the (generally) short or medium range Borg vessels. As Intrepids have short-range torpedoes and phasers and are quite weak defensively, you should triple check that these ships are set on low movement autonomy to prevent them from flying in range of Borg heavy weapons. These ships are quite fast and agile, and will easily outmaneuver most Borg vessels—unless they get in range. Consequently it is best to wait until the Tricobalt Torpedo ability is fully charged and then perform strafing runs on Borg mining operations with full weapons autonomy. Be sure to make small fleets (6-10 vessels) of Intrepids so that you can micromanage each one so that they do not all waste their ammunition on one lowly Scout Cube.

When resource production begins to outstrip ship production, build another Antares Yard and continue constructing more Intrepids. These will be your main units for whittling down your Borg adversary due to their very heavy hitting artillery. However, eventually you should begin building an Eraudi Yard to bolster your fleet with the long range relatively fast Excelsior II vessels, which will excel at killing large Borg units with their ACS torpedoes. Likewise, upon gaining rank Excelsior II's will become artillery range. Likewise, their speed and 360 degree firing arc make Excelsior II's quite good at chasing after retreating Borg vessels, as well as "strategically" retreating from most Borg vessels (only Diamonds and Assimilators have long range weapons). Likewise, they are more difficult to assimilate due to their higher crew count of 140 (destroyers have much less than 50 usually). Note that you should keep on taking the offensive against your Borg opponent and never let them build up a large fleet, so that you will not have to worry about a rush that will prevent you from micromanaging your fleets. Instead, you will have to deal with a few strong units which you can maneuver around quite easily and thus defeat.

To supplement the power of your Excelsior II's it is also wise to build Remores (available at chassis level two) and research their second and third level abilities. If this should prove too costly (as you will not be using the first ability of the Remore, as the Borg have no shields), it might be better to upgrade to the next chassis level in order to build Defiants and Sovereigns. Defiants have a low crew count so make sure not to send them against Auto-Assimilator equipped Assimilators (or Holding Beam vessels) as they will be quickly captured. Although the ship itself is quite powerful, its special ability, Critical Shot, is the best use of this ship against Borg vessels. Thus, by carefully cycling Defiants to fire Critical Shot at very high priority targets such as Tactical Cubes (or the
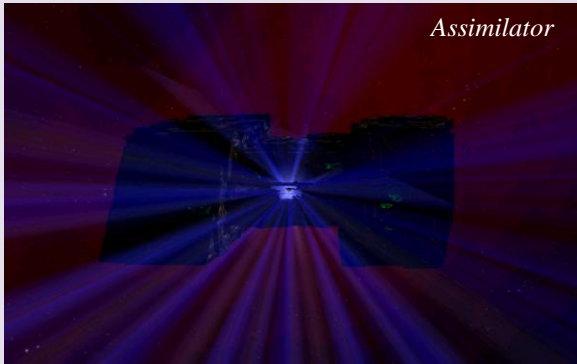
Assimilator

next rarest heavy hitter in the Borg lineup), and then retreating them, you can take out the weapon systems of these vessels for eight seconds at a time. Note that as the Defiant is expensive and represents a significant fraction of your firepower, taking Defiants to the rear lines usually only works if you already have an advantage against your Borg adversary. The Sovereign's Engine Overload special ability (which lasts six seconds) can also be used to allow your long or artillery range units to pound Borg units again and again as these immobile units will not be able to either close with your forces or retreat.
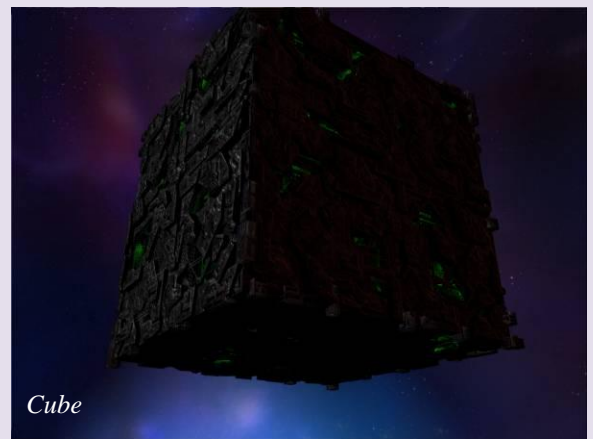
Cube

Thus in many ways, micromanaging the Sovereign's short range ability allows you to worry less about keeping your Intrepids and Exelsior II's moving because your Borg opponent will not be going anywhere as long as you keep on using Engine Overload. However, you must be prepared to lose your Sovereigns if these are the only vessels that you send close in to engage the Borg. In general it should be noted that as soon as your Borg opponent has researched any Collective Features (most particularly Devastating Attack and Slicer) you should be very careful not to get within close or medium range with Borg vessels and thus it is wise to set all of your ships to low movement autonomy to prevent them from closing with the enemy.

Note that you will get the option of being able to upgrade un-upgraded turrets to Mayson's artillery-range Torpedo Turrets after building the Eraudi Yard. It is by no means advisable to sacrifice overall ship production to make these turrets (they are expensive after all), but a few well placed Torpedo Turrets upgraded with the Organize Defense ability (which decreases nearby enemy ship's rate of fire by 40% for ten seconds) will enable your fleet to take out high priority targets with less fear of retaliation. Note that Organize Defense must be manually targeted on your opponent's ships. Building these turrets will also allow you to very easily prevent harassment from cloaking races or even opposing Warp-In attacks.

You might notice that I have not mentioned the Monsoon. Although this vessel has the potential to be an excellent destroyer, the Norway is better in all regards. The Monsoon lacks an area of effect weapon and has weaker defense and offense to boot. For the Mayson Avatar there is thus no point in building Monsoons.

	Admiral Jane Risner
	Gives access to two new units: • Phalanx class • Avalon class **Gives access to the following benefits:** • Increased Offensive Value for Intrepid and Akira Class vessels by 3. • Increased System Value for all Eraudi Yard vessels by 5. • Reduced research costs for all Starship Chassis by 25 percent.

A Risner strategy will be added in the next version, so stay tuned.

Mixed Technology Unit Overview

Borg Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Monsoon	Small	15	19	8	120	B	S	323	114	10

Proximity Torpedo: Fires a special torpedo at an opponent unit. This torpedo is not set on the normal detonate-on-impact setting, making it easier to damage small and fast vessels. Researched at the Antares Yard.
Tactical Armor: Decreases damage taken from beam weapons by 10 percent.

Rank 5 gains Sixth Generation Shields: Pulse and Beam weapon damage reduced by 24 percent.

Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent.
Veteran Offense/Defense/System: 20/41/9
Consumes 4 slots out of 25

Intrepid	Medium	20	20	10	110	B,T	S	429	160	14

Graviton-Loaded Torpedo: A graviton-particle loaded torpedo assembled with Borg technology deals double damage to hostile battleships and triple damage to hostile stations.

Rank 5 gains Bioneural Gel Packs: Weapons are fired 22 percent faster.

Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent.
Veteran Offense/Defense/System: 27/44/14
Consumes 4 slots out of 25

Remore	Medium	28	32	40	80	B,T	M	760	626	30

Level 1: Precise Volley: Although Remore Class vessels do not carry enough torpedoes to effectively use them in battle they can fire precise volleys at structurally weak points, greatly damaging the targets shields.
Level 2: Vector Calculation: Calculates the projectile vectors for an allied vessel, allowing the target to fire 40 percent more shots per second. Lasts 60 seconds.
Level 3: ECM: Greatly decreases the chance that weapons will hit friendly targets nearby. Level 2/3 researched at Starfleet Science.

Rank 5 gains Rapid Processing: Damage reduced from special weapons by 80 percent.

Veteran gains Additional Antimatter Containers: Increases special weapon energy by 300 and improves the rate of fire for photon torpedoes.
Veteran Offense/Defense/System: 39/85/43
Consumes 9 slots out of 25

Romulan Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Defiant	Large	36	38	18	100	P	S	772	332	26

Critical Shot: A direct hit kills the enemy's weapon systems and deals high damage. Lasts 12 seconds. Researched at the Eraudi Yard.
Cloaking Device: Hides this unit from the enemy's sensors. Cloaking and decloaking will take 3 seconds. Special weapon energy does not regenerate while cloaked.

Rank 5 gains 2x Quantum Torpedoes: Gains 2 Quantum Torpedo Launchers.

Veteran gains Chenfield Plasma Collider: Occasionally fires an additional pulse and causes all pulse weapons to deal double damage do small targets.
Veteran Offense/Defense/System: 59/82/22
Consumes 8 slots out of 25

Canaveral	Medium	13	14	29	110	B,P	L	357	425	17

Level 1: Probe: Launches a sensor probe in the direction this unit is facing. The probe will reveal all areas it passes by. Lasts 20 seconds. *The Probe special ability will reveal cloaked units.*
Level 2: Tachyon Scan replaced by Plasma Bolt: *An extremely hot plasma bolt will deactivate the enemy's weapon systems. Lasts 10 seconds.*
Level 3: Sensor Blackout: Overloads the enemies targeting systems on all hostile units at the target area decreasing their rate of fire by 75 percent. Lasts 25 seconds. Level 2/3 researched at Starfleet Science.

Rank 5 gains Strategic Support: Weapon range and area of effect for all special abilities increased.

Veteran gains Type XV Phaser: Deals up to double damage.
Veteran Offense/Defense/System: 17/52/35
Consumes 6 slots out of 25

Excelsior II	Medium	30	30	15	90	B,T	L	819	261	25

Vector Torpedo: Launches a torpedo that will bounce to two additional targets.
Guided Quantum Torpedoes: Increases hit chance on medium sized targets.

Rank 5 gains Strategic Offense: Weapon range increased to Artillery.

Veteran gains Superior ECM: Decreases the chance to be hit by torpedoes and pulse weapons.
Veteran Offense/Defense/System: 48/66/17
Consumes 7 slots out of 25

Dominion Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Miranda II	Medium	27	36	13	80	B,P	L	698	206	21
	Quantum Pulse: Deals increased damage if the target is not a battleship Blockade Breaker: The Miranda-II is a highly durable battle cruiser which can punch through enemy lines and assault strategic targets. Doubles the rate of fire for the Heavy Quantum Pulse weapons and grants plus 10 in Defense. The lesser ECCM calculation cycles per shot will cause a greater miss rate on small and medium targets This vessel counts as a battleship while the effect of Blockade Breaker is active. Lasts 20 seconds. Rank 5 gains Stand-Alone Shield System: Defensive Value increased by 20. Veteran gains Superior ECM: Decreases the chance to be hit by torpedoes and pulse weapons. Veteran Offense/Defense/System: 36/98/15 Consumes 6 slots out of 25									
Mandril	Small	0	18	7	50	NA	NA	479	234	18
	Mines Dilithium and Tritanium: Dilithium capacity: *188* Tritanium capacity: *125* *Capacity increased by 25%.* Freighters cannot level up									
Akira	Medium	24	30	11	100	B,T	M	637	194	19
	Defensive Patterns: Reroute all emergency-power to the shields, increasing the shield regeneration rate by 500 percent and the hull repair rate by 250 percent. Special weapon energy does not regenerate while the effect of Defensive Patterns is active. Lasts 30 seconds. Researched at the Antares Yard. *2x Photon Torpedo.* Rank 5 gains Torpedo Barrage: Might cause explosions while fighting which cause a certain percentage of the torpedo damage as hull area damage. Veteran gains Modified Photon Torpedo: Breaks through shields and deals direct hull damage. Veteran Offense/Defense/System: 36/59/15 Consumes 6 slots out of 25									

Klingon Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Newton	Small	4	18	8	100	B	M	479	234	18
Field Diagnostics Upgrade: Allows Newton Class repair vessels to upgrade several times to operate more effectively in combat. Each of the three upgrades increases the repair rate by 3%. Researched at Starfleet Engineering. *Combat Tractor Beam: Can be locked on a target even while shields are active.* Repairs vessels and stations Repair vessels may not level up.										
Monsoon	Small	16	18	7	120	B	S	323	99	10
Proximity Torpedo special energy costs reduced by 50 percent. Proximity Torpedo: Fires a special torpedo at an opponent unit. This torpedo is not set on the normal detonate-on-impact setting, making it easier to damage small and fast vessels. Researched at the Antares Yard. Rank 5 gains Sixth Generation Shields: Pulse and Beam weapon damage reduced by 24 percent. Veteran gains Optimized Shield Geometry: Reduced damage received from beam weapons by 30 percent, damage from pulse weapons by 20 percent and damage from torpedoes by 10 percent. Veteran Offense/Defense/System: 21/40/8 Consumes 4 slots out of 25										
Defiant	Large	39	38	17	100	P	S	766	283	24
Critical Shot: A direct hit kills the enemy's weapon systems and deals high damage. Lasts 12 seconds. Researched at the Eraudi Yard. *Antimatter Mines: Drops a self detonating mine at the current location.* Rank 5 gains 2x Quantum Torpedoes: Gains 2 Quantum Torpedo Launchers. Veteran gains Chenfield Plasma Collider: Occasionally fires an additional pulse and causes all pulse weapons to deal double damage do small targets. Veteran Offense/Defense/System: 62/82/19 Consumes 8 slots out of 25										

Mixed Technology Unit Analysis

Borg Mixed Tech Vessels:

- Monsoon: This vessel is slightly more expensive, but gains the Tactical Armor passive ability which allows the Monsoon to take only 90% of beam weapon damage. Although this would seem to be a bargain, due to the fact that mixed-technology only comes into play after the destroyer phase and this is a counter-destroyer, this version becomes useless for both avatars. Accordingly, the normal Monsoon is not often used and this version does not offer an immense bonus to change this fact.

- This vessel comes equipped with the graviton-loaded torpedo which allows the vessel to deal double damage to hostile battleships and triple damage to hostile stations. Since the Intrepid class's Tricobalt Torpedo is normally used to make strafing runs on battleships (as the chance to miss is greatly reduced) and stations, the fact that the Intrepid's special weapon has been made so much stronger makes this unit an absolute beauty. This mixed-tech Intrepid is not cost prohibitive, and its offensive, defensive, and system values are right between those of Risner and Mayson. Furthermore, you won't be tying up your normal yards and so you can concentrate on building other classes. Likewise, as normally it is inadvisable to introduce the Mixed-Technology yards early in the game, the fact that you can build this yard mid-game when cruisers (and soon battleships) are being put out in full force means that this version of the Intrepid is indispensible for both avatars.

- Remore: This vessel gains no special abilities apart from its normal counterpart, but it does get plus four in offense, defense, and system. Of course, the mixed-technology Remore also gets a large hike in cost. For Mayson, this version of the Remore is much more worth it because of the plus four in system—not only giving it a faster shield regeneration, but also much more special energy. Due to the stat increases, the Remore also becomes more combat worthy. Since this Remore has a greater build time, it is best to supplement Mayson's normal Remores with these (as they build slower). Probably this vessel is not worth it for Risner as the cost of the Mixed-Tech Yard and research is prohibitively expensive when you will be relying mainly on Akiras and Remores (which have a higher system value then the Borg mixed-tech version) as the core of your fleet.

Romulan Mixed Tech Vessels

- Defiant: This battleship gains a cloaking device and a cost increase of 100 dilithium and tritanium, but also a decrease in overall stats. However, because you will not have to research the next chassis level to gain access to this ship, this mixed-tech Defiant becomes quite a bit more attractive. The cloaking device

allows this vessel not only to be able to survive battles much more easily (cloak the vessel after shields are down, and it will be able to escape due to the strong hull), but combined with its speed and pulse-based weapons, the Federation can now do effective hit and runs on freighters and destroyers with this rather powerful battleship.

- Canaveral: For a rather negligible increase in resources this vessel gains an even more impressive shield recharge rate and an additional extremely useful ability—Plasma Bolt. Replacing Tachyon Scan (which is now added to the Probe ability), the Plasma Bolt will disable enemy weapon systems for 10 seconds. Although you will probably have finished building the handful of Canaverals at your Antares Yard by the time a mixed-tech facility is built, this version of the Canaveral will bolster your fleet (and replace your obsolete regular Canaverals) as you can micro its new special ability to disable the weaponry of high priority targets such as Borg vessels, Romulan Tavaras, and Dominion Dreadnoughts. Due to its high system value, the Canaveral can use its Sensor Blackout ability more often, allowing you to depend on less Canaverals overall.

- Excelsior II: This vessel gains the special ability Vector Torpedo, which launches a torpedo that will bounce to two additional targets. This ability does not need to be researched. The Excelsior II also gains a modest increase in offensive and system values. As Mayson already gets a much improved Excelsior II which costs less and is armed with the ECS, this vessel is not worth it when placing this avatar. However, for Risner, this vessel gives the player the ability to use the Excelsior II's special energy which is definitely worth the 100 extra dilithium. As Risner's Excelsior II's are not all that powerful (and thus will stop your Eraudi Yard from producing the Remores and Sovereigns that you should be building), the only version of this vessel that should be built when playing as this avatar is the mixed-tech vessel.

Dominion Mixed Tech Vessels *Vessels*:

- Miranda II: This vessel is around the cost, offense, and defense of the Defiant but gains enormous defensive boosts upon leveling up. Likewise, the Miranda II has the Blockade Buster ability which gives it plus 10 in defense and doubles the fire rate of its anti-destroyer and anti-cruiser Quantum Pulses for 20 seconds. As the Miranda II also counts as a battleship while the ability is active, this vessel is extremely resilient versus ships that rely on pulse-based weaponry. However, all torpedoes will now hit due to the change in vessel-class. For both avatars this vessel is a must and can easily replace Akiras and Excellsior II's as the mainstay of your fleet. However, be careful, as this ship is not armed with torpedoes and does very little damage against structures and the Borg.

- Mandril: This freighter gains plus two in defense and a 25% boost in storage capacity, which means that this vessel gathers more and slowly boosts your economy. The excessive costs are hard to deal with early on so that it is recommended that you build these freighters if your other freighters are being attacked and you are in danger of losing them. Note that you will still need three freighters per moon.

- Akira: This vessel gains the 2x Photon Torpedo Launcher, which means that this vessels firepower is more concentrated around its torpedoes. Thus, this vessel is better suited to combat with battleships due to the zero miss chance (for most battleships). The vessel's stats also lie between Risner and Mayson with only a modest increase in vessel cost. As Mayson gets a higher defense for his Akiras, it is probably wise to only build these vessels when playing as Risner. However, you must note that these Akiras do not require the chassis upgrades, and because Mayson relies more heavily on Excelsior II's, if you are not planning on upgrading to Akiras, it is best to go with the now cheaper mixed-tech variant. As Risner relies on Akiras for the core of her fleet's strength, the ability of these vessels to attack larger class vessels is good. Likewise, this mixed-technology Akira only has one less in offensive stats, but two more in defense, which is a decent boon to Risner's Akira forces.

Klingon Mixed Tech Vessels:

- Defiant: This battleship gains the Antimatter Mines special ability, which allows the Defiant to drop a mine which can nearly lower the shields of a B'rel (for comparison). The system value is increased by three. This ability need not be researched, and even though the costs of this vessel are greater than a non-mixed tech Defiant, you do not have to research the additional chassis levels to begin producing this ship. Consequently it is wise to begin producing this vessel for both avatars, as it allows you to field Defiants earlier and more cheaply.

- Monsoon: This destroyer's Proximity Torpedo costs 50% less special energy per usage, which actually allows the Monsoon to fire several powerful anti-destroyer torpedoes. The cost increase is rather small and the Monsoon even gets plus two in offense. For Risner, who gets no defensive bonus for Antares Yard vessels, this vessel is much more worth it than for Mayson (who also has access to the much more formidable Norway). However, because destroyers are being phased out when the mixed-tech facilities are being built, if you wish to build this unit, it depends heavily on how many destroyers and cruisers your opponent is fielding.

- Newton: This vessel gains access to the medium-ranged Combat Tractor beam which allows the Newton to lock an enemy vessel into place even if its shields are still up. The Norway also gains plus one in offense. Since your Norways should not be in combat in the first place, the only way this ability is useful is if you spot a construction ship or a high priority target and need to lock it down for a few seconds. Thus, even despite the relatively small cost increase, this vessel just isn't worth it for either avatar (and no, it does not stack with the normal Norways to allow you six repair vessels).

The Borg Collective
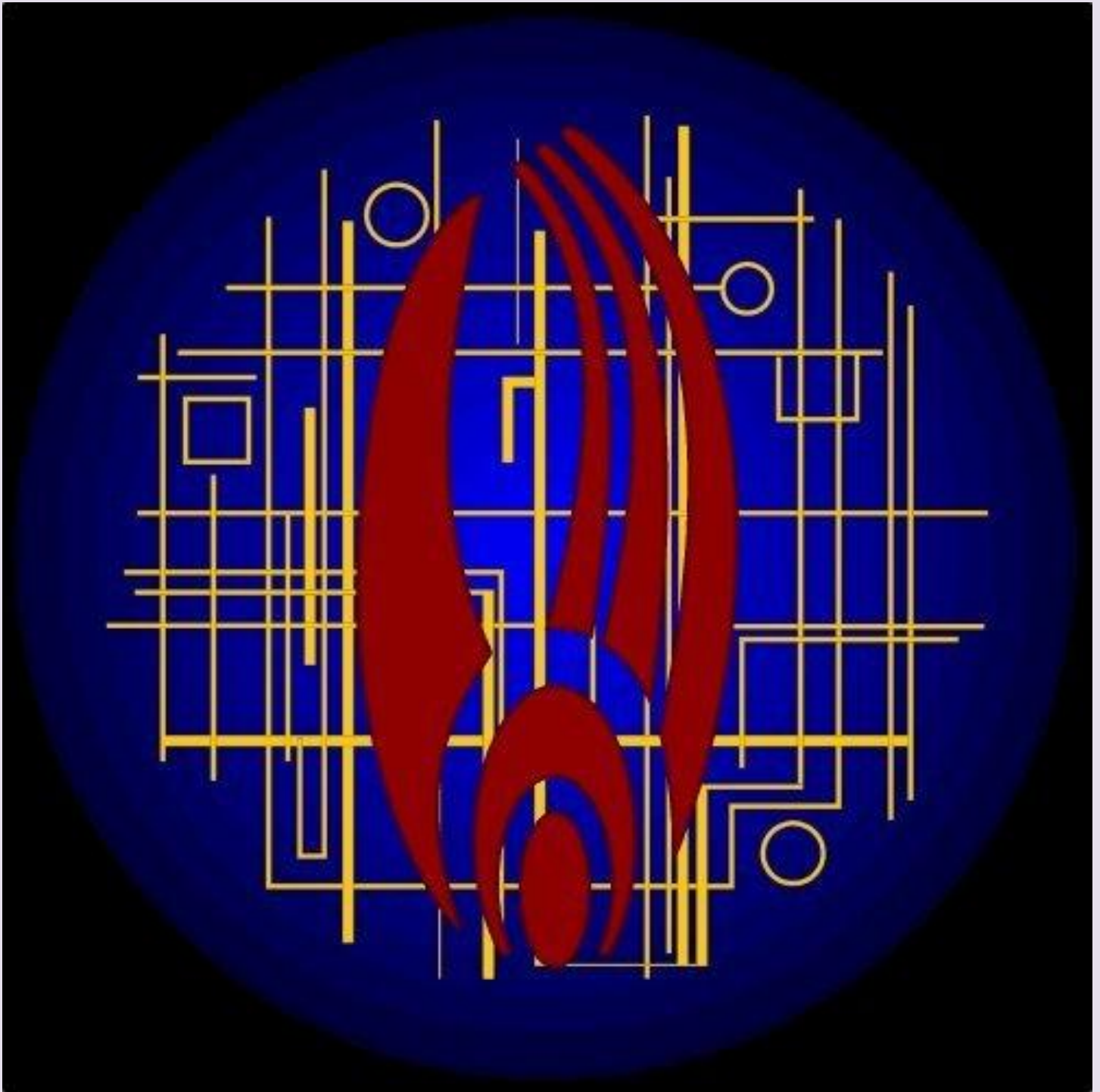
Things to Note

Clump your units together so they minimize your radar profile and look much less menacing to your opponent. This is especially important with Scout Cubes and Assimilators, because they will spread out considerably when placed in a fleet. Likewise, putting units close together will ensure that the enemy has to approach all of your vessels at the same time. Thus you expose enemy ships to the maximum possible amount of firepower. When hiding in nebulas, it becomes even more important to minimize your radar profile because the nebulas are small. However, it is important to note that minimizing the radar profile of a large fleet can have the repercussion of area of effect special weapons hitting all your ships at once, so keep a lookout for enemy warships.

To make the best use of all non long range Borg units (aka, most of them), you must close with the enemy. Slicer is a short-range ability while Devastating Attack is medium-range, and many Borg units have Beam Modules that are shorter range than their torpedoes as well. Likewise, because Borg units are slow and big, by practically appearing on top of your opponent's fleet it means that his/her units will have little to no chance to retreat and it will also be hard to micro individual units because they are being obscured by huge Borg vessels.

Often near the beginning of a game you will start being attacked by your opponent's destroyers (Rhienns, B'rels, Dominion Bugs, or Sabers). If you only have one Scout Cube, it is usually inadvisable to send it alone against your opponent's forces if they outnumber you by more than three to one, even if they are damaging your mining expansion. It is best to wait until you have at least two Scout Cubes, so you can destroy destroyers before they have a chance to retreat. Although Borg buildings and Resource Assimilators are quite durable, a sustained attack by Klingon, Dominion, Romulan, and Federation forces will still end up destroying them. Thus it is unwise to leave yourself undefended, no matter how tempting it is to tech up quickly.
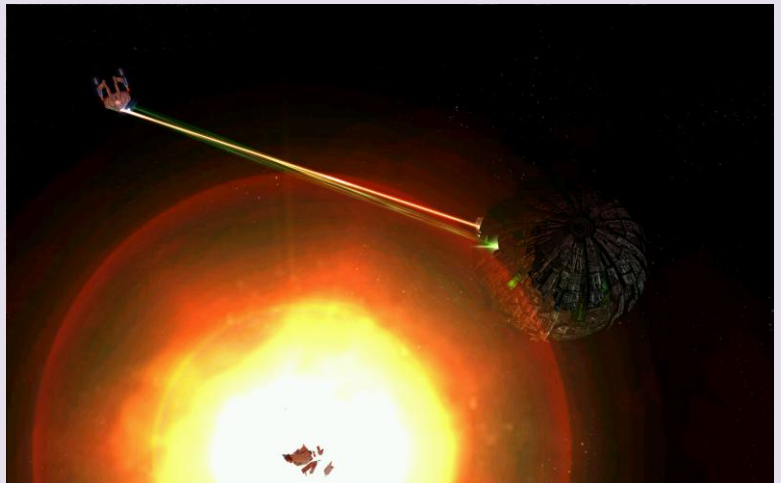
Although the Refresh Cycle ability available to all Borg units may not appear to have much use, remember to use it when attacked by gravity mines and other special weapons that last indefinitely.

Note that unlike other races, you can use the Tachyon Scan to decloak your opponent's ships from the get-go (no research required). This tool is available at the Assimilation Matrix so it is a wise idea to hotkey your Assimilation Matrix in order to have this ability at hand when you really need it.
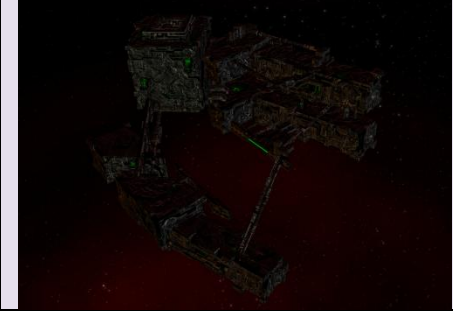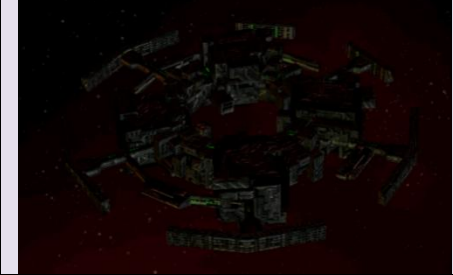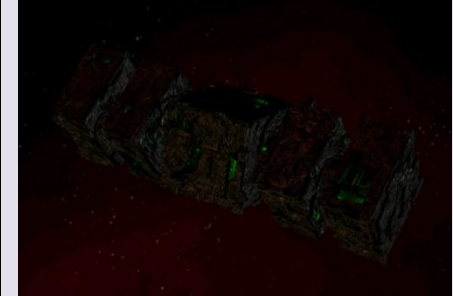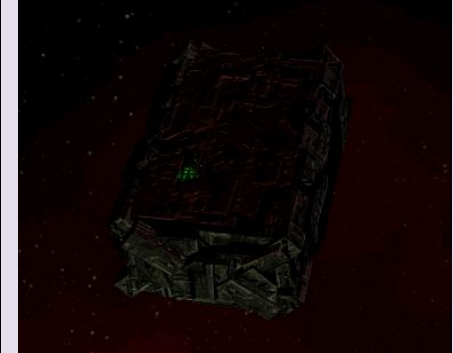
As most Borg vessels build slowly and are slow once built, it is highly advised that you move your Assembly Node close to expansion points or points of interest to build additional Collective Uplinks. If there are nebulas nearby, make sure that you place your Assembly Node within nebulas which render your ship invisible, to ensure your opponent does not find your lone constructor. Likewise, make sure that you build Collective Uplinks out of the way so that your opponent does not find them while attacking your expansion (or flying through space as normal).
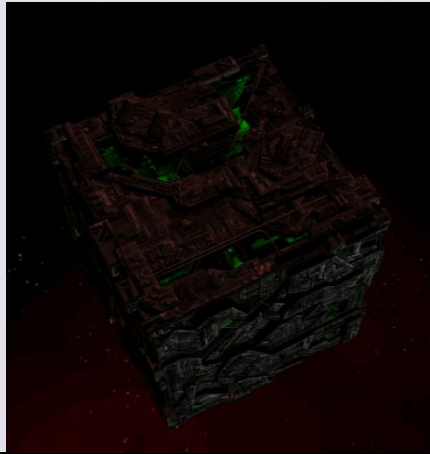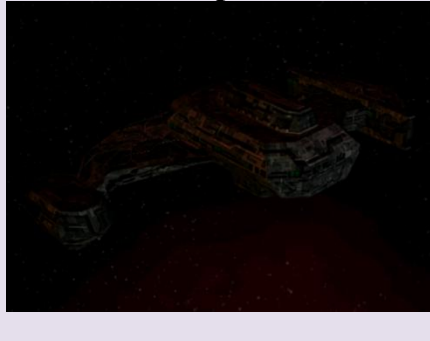
If your first Conduction Matrix is destroyed, you cannot build more Collective Uplinks. Protect it well. You will not lose already researched Collective Features if the Transmission Matrix is destroyed.
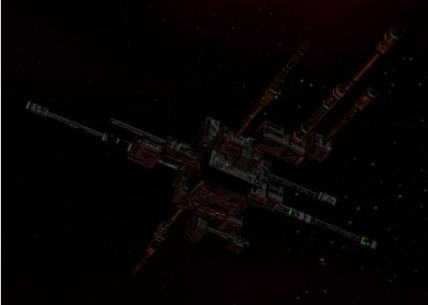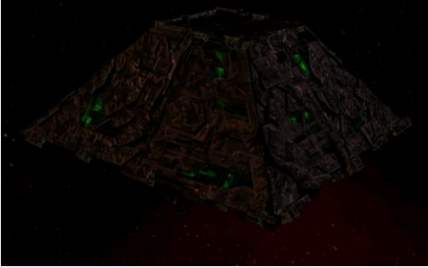
If you are "starving" for resources because you just want to finish that last Torpedo Module, you can always dock your freighters manually to allow them to dump their dilithium/tritanium prematurely (this works because they have huge capacities compared to the other factions). However, this has the ramification that because your freighters are very well synchronized (so that one is unloading while the other is gathering resources) you will upset the balance and will gain resources slower until the next load (as the Resource Assimilator that just unloaded half or more of its load will have to wait for the other freighter to finish gathering).
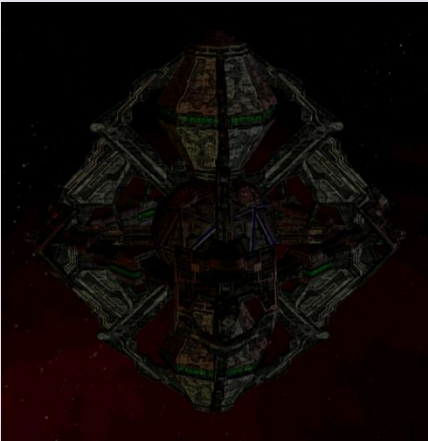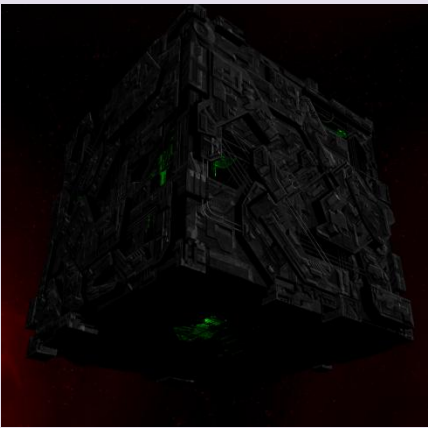

Borg Unit Overview *(note that Borg units do not level up)*

Assimilation Matrix Vessels (Optimize/Assimilate)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Assembly Node	Medium	0	60	30	60	NA	NA	671	442	28
Constructs all Borg Collective stations										
Resource Assimilator	Medium	0	45 40	20	70	NA	NA	352	232	14
Mines Dilithium and Tritanium and places Resource Nodes to process resources collected by the Resource Assimilator. Dilithium capacity: 600 Tritanium capacity: 400										
Detector	Small	8	8	4	160	T	L	221	70	7
Large sensor radius. Adapted Photon Torpedo: always hits. Deals increased damage to small vessels but reduced damage to battleships and stations.										
Probe	Small	18	18	9	120	B	M	431	140	14
Large sensor radius.										

Collective Uplink Vessels (Optimize/Assimilate)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Scout Cube	Medium	20	20	20	100	B	S	220 / 314	111 / 159	17
Requires 10 Collective Connections. One module installation limit. Interception Module: Adapted Photon Torpedo: always hits and deals increased damage to small vessels but reduced damage to battleships and stations (+8/+2/+1 to Off/Def/Sys). Beam Module: 2x Energy Phaser. This vessel may attack up to 2 targets (+5 to Off/Def/Sys). Regeneration Module: Borg Microtech: Hull regeneration rate increased by 10 percent (+4 to Off/Def/Sys).										
Adaptor	Medium	23	23	23	100	T	M	313 / 447	144 / 206	22
Requires 20 Collective Connections. Two module installation limit. Adaption Module: Adapts to [faction] weaponry, reducing the damage received from [faction] sources by 25% per module (+8/+12 to Off/Def). Limit of two modules when the Adaption Matrix is built. Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+4 to Off/Def/Sys). Limit of one. Torpedo Module: Modifies Graviton Torpedoes to deal portion of their damage as direct hull damage (+12 to Off).										
Assimilator	Large	30	30 / 50	30	80	T	L	484 / 691	211 / 302	30
Requires 30 or 15 Collective Connections. Three module installation limit. Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+5 to Off/Def/Sys). Limit of one. Auto Assimilator Module: Adds the Auto-Assimilator special ability. The number of crewmen assimilated per second increases with additional modules of this type (+15 or +23 to Sys). Limit of three or two. Beam Module: Adds a new beam weapon (+8 to Off/Def). Limit of one Torpedo Module: Modifies Graviton Torpedoes to deal a portion of their damage as direct hull damage. Direct hull damage increases with additional modules of this type (+15 to Off). Limit of two. Nanite Factory: Adds the Nanite Factory special ability to drain 5% of the crew on nearby hostile units (+14/+2 to Def/Sys). Limit of one. Medium range.										

Collective Uplink Vessels (Optimize/Assimilate)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Sphere	Large	38	38	38	80	B	M	565 807	286 408	36

Requires 50 Collective Connections

Beam Module: Adds a new beam weapon (+10 to Off/Def). The number of targets increases with additional modules of this type. Limit of three
Torpedo Module: Adds a Graviton Torpedo launcher (+20 to Off). additional modules of this type (+20 to Off). Limit of one.
Holding Beam Module: Adds the Holding Beam special ability (+7/+14 to Off/Def).
Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+7 to Off/Def/Sys). Limit of three. Additional modules of this type grant the Regeneration special ability or improve it.
Prime Module: Adds the Deflector Domination passive ability to drain special energy from hostile vessels. Energy drained increases with additional modules of this type (+15/+5/+8 to Off/Def/Sys).

Pyramid (Assimilate Only)	Large	42	62	42	70	T	M	866	440	38

Requires 80 Collective Connections. Four module installation limit.

Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+7 to Off/Def/Sys). Limit of two. Additional modules of this type grant the Regeneration special ability or improve it.
Holding Beam Module: Adds the Holding Beam special ability. The number of drones transferred per second increases with additional modules of this type (+7/+14 to Def/Sys). Limit of four.
Nanite Factory: Adds the Nanite Factory special ability to drain 5% of the crew on nearby hostile units (+18/+3 to Def/Sys). Limit of one. Medium range.
Torpedo Module: Modifies Graviton Torpedoes to deal a portion of their damage as direct hull damage (+21 to Off). Limit of one.
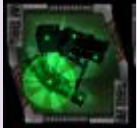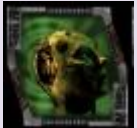
Collective Uplink Vessels (Optimize/Assimilate)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Diamond	Large	45	45	45	70	T	L	749 1071	344 492	45

Requires 90 Collective Connections

Beam Module: Adds a new beam weapon (+12 to Off/Def). Adds a new beam weapon. Limit of one.
Holding Beam Module: Adds the Holding Beam special ability (+8/+16 to Def/Sys). Limit of one.
Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+8 to Off/Def/Sys). Limit of one.
Torpedo Module: Modifies Graviton Torpedoes to deal a portion of their damage as direct hull damage (+24 to Off). Limit of one.
Diamond Module: Focuses the attention of the collective on an allied vessel. Doubles damage dealt and subsystem repair rate. Lasts 30/60/90 seconds (+3/+3/+18 to Off/Def/Sys). Artillery range. Limit of three.

Cube	Large	75	75	75	70	B	M	1220 1742	652 932	73

Requires 130 Collective Connections. Six module installation limit.

Beam Module: Adds a new beam weapon and allows this unit to target two vessels (+19 to Off/Def).
Holding Beam Module: Adds the Holding Beam special ability. The number of drones transferred per second increases with additional modules of this type (+13/+26 to Def/Sys). Limit of three.
Tactical Armor Module: Reduces damage received from beam weapons by 10% per module. You may install this module twice (+65 to Def).
Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+13 to Off/Def/Sys). Limit of one.
Torpedo Module: Adds a Graviton Torpedo launcher or modifies existing Graviton Torpedoes to deal a portion of their damage as direct hull damage. Direct hull damage increases with additional modules of this type (+38 to Off). Limit of three.

Borg Technology Tree

Dil: 2000
Tri: 1000

→ Assembly Node

→ Resource Assimilator

→ Detector

→ Probe

Assimilation Matrix

Dil: 200
Tri: 100

Resource Node

Dil: 450
Tri: 450

Incubation Center

Generates one supply
every 10 seconds

Dil: 370
Tri: 154
Sup: 13

Graviton Relay

Dil: 600
Tri: 300

Recycling Center

Dil: 400
Tri: 200

Conduction Matrix

Key:

→ Allows construction of indicated vessels

→ Constructs the indicated vessels

→ Allows construction of indicated structures

Dil: 1200
Tri: 600

Transmission Matrix

Scout Cube ←
Adaptor ←
Assimilator ←
Sphere ←
Pyramid ←
Diamond ←
Cube ←

Dil: 100
Tri: 100

Collective Uplink

Collective Features Overview *(available at the Transmission Matrix)*

Devastating Attack	Fires a medium range torpedo at a hostile target. The torpedo will have a devastating influence on the targets shields. Damage dealt increases with chassis size—medium range. Affected Units: Probe, Scoutcube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 1 slot out of 10.
Sensor Relay	Places a permanent Sensor Relay nearby this Borg vessel. The Sensor Relay will detect all cloaked vessels nearby. Affected Units: Probe, Scout Cube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 1 slot out of 10.
Station Holding Beam	Starts the assimilation of a unit. Transfers 4 Borg drones per seconds to the target vessel. Locks the target vessel in place. Medium range. Affected Stations: Assimilation Matrix, Transmission Matrix, Conduction Matrix. Uses 1 slot out of 10.
Partial Adaption	Increases the damage of all Borg units by 10 percent. Affected Units: Probe, Scout Cube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 2 slots out of 10.
Nanites	Creates a field of Borg nanites in space. The nanites will cause constant damage to all hostiles within the area Damage is split across all valid targets. There is also a chance that a hostile unit might be infected with the nanites, causing this players GUI to be disturbed. Special Energy cost decreases with chassis size. Hits cloaked vessels. Lasts 25 seconds. Long range. Affected Units: Diamond, Cube. Uses 2 slots out of 10.
Slicer	Fires a high energy cutting beam that will slice the enemy's hull apart. Deals double damage to small sized targets. Total damage dealt increases with chassis size. Short Range. Affected Units: Probe, Scoutcube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 2 slots out of 10.
Transwarp Coil	Engage the Transwarp coils of this unit to maximum, allowing it to instantly travel to the target location Maximum distance decreases with chassis size. Affected Units: Detector, Probe, Scout Cube. Uses 3 slots out of 10.
Data Mining	Combine the minds of the collective to increase the sensor range of all Borg vessels by 30 percent. Affected Units: Probe, Scout Cube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 3 slots out of 10.
Perfect Logistics	Grants the Resource Assimilator the ability to refine dilithium or tritanium, slowly generating additional resources over time as well as giving +20 to Defensive Value. Affected Units: Resource Assimilator. Uses 4 slots out of 10. Only 4 Resource Assimilators may be upgraded with this ability. The upgrade costs 150 Dilithium, 150 Tritanium and 20 Supply.
Boarding	Transport Borg drones through the enemies shields as long as the ship does not have full crew. The boarding party size increases with chassis size. Long Range. Affected Units: Probe, Scoutcube, Adaptor, Assimilator, Sphere, Diamond, Cube. Uses 4 slots out of 10.

Borg Strategy

General Build Order: Set your Assembly Node to high weapon autonomy. This allows all your ships built by this unit to start off with high weapon autonomy. Start off by building a Conduction Matrix. At the same time, queue up 4 Resource Assimilators immediately. If at all possible, instead of placing two Resource Assimilators per moon at the beginning, try and space them out so that you have one per moon (4 moons and four freighters total) as this way you will gain resources slightly more quickly at the beginning. You should be advised, however, that this tactic is less defensible--especially against Warp-In rushes--so this is useful if moon pairs are rather close to each other. Note: to avoid Resource Assimilators being unable to dock with their mining station, wait until the Resource Assimilator is perpendicular to the moon, then click the option to place the Resource Node. The station should now be far enough from the moon and thus accessible to the Resource Assimilator. This method always works (except when you are right up against the edge of the map). As Resource Assimilators take a long time to collect and drop off resources, the optimum early game set up is to place your first freighter on one moon, and the second freighter on the second moon (making sure to drop down mining stations for both moons). This method allows you to begin collecting resources immediately for dilithium and tritanium. At the same time you should use your Detector to scout the nearest available moon pair, followed by your opponent's most likely point of expansion and then your opponent's base itself. As your Detector is quite powerful, you should try and use it to hunt your opponent's scouts and cut off their eyes and ears quickly in this stage of the game so that your opponent cannot tell what modules you are using. Note that the Klingon NoQ'Duj can destroy your Detector, so be careful.
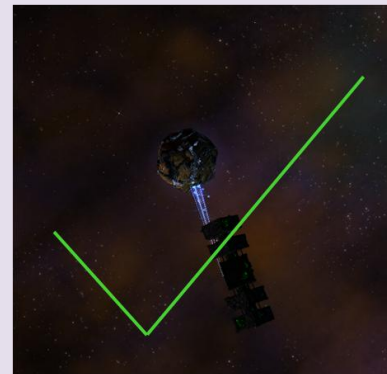
Directive - Optimize

Gives access to two new units:
- Recycling Center
- Prime Module - Sphere

Gives access to the following benefits:
- Reduces the construction costs of selecting a Borg chassis by 30 percent
- Allows you to upgrade the productivity of Incubation Centers
- Increased Defensive Value for Resource Assimilators by 5

Against the Federation, Klingons, Romulans, and Dominion:

Undergoing Re-Habilitation: More Perrty Pictures will be added in as well

Against the Borg:

Against an Optimize Directive adversary, after the Conduction Matrix is completed, research Resistance is Futile which instantly gives you 20 Collective Connections. Using your Assembly Node, construct a Collective Uplink and build an Adaptor immediately. Although it might be tempting to go for a powerful long-range Assimilator instead (which require 30 Collective Connections), the Adaptor fires its torpedo much more quickly than the Assimilator and you can build more of the Adaptors (they fill up with only two Modules and are also, as a result, cheaper). Similarly, although a number of small, short ranged Scout Cubes equivalent to the same resource costs as a medium sized Adaptor will actually do more damage, the Adaptor has medium range weaponry. This combined with the fact that it has the same movement speed as a Scout Cube means that you can usually keep Adaptors out of range of Scout Cubes as well as get off the opening shots. Finally, this is also the first Borg vessel that you can build that has a Torpedo Module, meaning that if your opponent should try and build an Assimilator, you will hit it a hundred percent of the time.

After the first Adaptor is completed you must research Establish Energy Nodes Level 1 at the Conduction Matrix to slowly increase the rate at which Collective Connections accumulate over time. At the same time, you should attempt to expand to gain a resource advantage early on. Construct your second Collective Uplink and build another Adaptor. Upon starting construction of your fourth Adaptor, begin researching Establish Energy Nodes Level 2 to further increase the rate at which Collective Connections accumulate over time. As your expansion should be generating resources faster than you can consume them, Collective Connections will be your limiting factor until you research this upgrade.

If your opponent is using the same strategy as you, it is of the utmost importance to build a Transmission Matrix as soon as possible (in other words, before they do). Although this will initially slow down vessel construction (and thus you must insure you have a slight advantage before undertaking this task) it is important to tech up to a Transmission Matrix because of the large increase in firepower it gives your vessels. Do this by building at least two Collective Uplinks before beginning construction on your research center. Depending on how fast you gain resources, you should build more or less to insure that you have just enough resources to finish more adaptors (that way you can continuously field vessels, even as your Assembly Node is busy with the research station). If you have two moon pairs, generally you can build two Collective Uplinks and upgrade them into

Adaptors by the time your Transmission Matrix finishes construction. Against the Borg, Devastating Attack is useless. Thus, it is wisest to research Slicer, and then Partial Adaption. This will leave you with six additional slots. Data Mining, Nanites and Sensor Relay are your best bets. Sensor Relay when combined with Data Mining can allow you to keep tabs on enemy movement without sacrificing fleet strength by leaving Adaptors at crucial points on the map. Nanites involves more long term planning as you will only be able to use this feature upon building Diamonds and Cubes (it will essentially do no damage to most Borg units, but merely serve to disrupt your opponent's GUI). Since Adaptors have relatively large special energy reserves, they will be able to use Slicer up to three times before having to recharge. Consequently, since you wish to do the most damage immediately, Slicer is the best Collective Feature to purchase initially.

Since Adaptors will be your most effective unit against the Borg, there is no real need to build any other unit until you accumulate more than 50 Collective Connections. At this point you should begin building Spheres to supplement your force of Adaptors. To get the most out of these Spheres, you should outfit them with three Regeneration Modules and a Prime Module. Not only will this grant you access to the Sphere's special ability

Regenerate, but the Prime Module will grant you much more special energy to use the ability, as well as a sizeable increase to offensive value. Thus, by fielding these ships in front of your Adaptors you can use the Spheres as sponges. They will bear the brunt of your opponent's attacks while your Adaptors fire their torpedoes incessantly. If you need to retreat from battle, Spheres can allow you to do so because their Regenerate ability allows them to soak up damage and allow your Adaptors to fall back. Consequently, when you have fewer resources, but more Collective Connections, you should save up for a Sphere. Conversely, when you have more resources but much less than 50 Connective Connections, you should continue producing Adaptors.

As you gain more resources and expand, be sure to research the additional upgrades at the Conduction Matrix. As long as you have a large force of Adaptors and Spheres it is important that you try to accumulate enough Collective Connections (90) to produce Diamonds. These vessels are outfitted from the start with a graviton torpedo, and are perfect against other large Borg vessels. Likewise, Diamonds will still be useful because of their ability to use Nanites, their long range weaponry, and their special Module, the Diamond Module. This grants the ability Bring Order to Chaos, which enables the Collective to focus its attention upon a specified ship and to greatly increase the rate of

regeneration and offense. Keep your few expensive long range Diamonds back so that they can use the Bring Order to Chaos special ability on your relatively weak Adaptors, while pounding your opponent's ships from afar. If you want your Diamonds to act as artillery support, outfit them with one Torpedo Module and the rest as

Diamond Modules. If you expect them to engage in combat more frequently (or realize that your opponent might target them exclusively), add a Regeneration Module in lieu of one of the Diamond Modules.

Upon gaining 130 Collective Connections, you can decide to use Cubes. These are the ultimate hitters for Borg versus Borg warfare. There is little risk of overkill when using their Torpedoes and these ships have extremely good armor and are great at getting in close to enemy ships and using a very powerful Slicer beam on them. Upgrade these ships with two Tactical Armor Modules, three Torpedo Modules, and one Regeneration Module to ensure longevity. These vessels are great distractions, even against the Borg, and will be the focus of enemy firepower. However, they are very difficult to get, and it is most likely better to gain additional Spheres, Diamonds and Adaptors which will be able to deal more damage (and decrease your firepower by less when they are destroyed). Remember, there is nothing worse than running out of dilithium and tritanium on trying to complete a Tactical Cube when you could have done so much more damage with around nine much more maneuverable Adaptors.

Note that when your supplies descend to around 100 it is necessary to start building Incubation Centers if you are expecting an extended game. Otherwise you can continue building until zero supplies, save the resources and hopefully win. Thus, you must build two Collective Uplinks (assuming two moon pairs) before beginning construction on an Incubation Center. This allows you to continue building vessels while your Assembly Node is busy manufacturing the facility. Once it is complete, immediately upgrade it to allow the Incubation Center to generate more supply.

Against an Assimilate Directive opponent you will be extremely hard pressed to win. Since an Assimilator opponent will be able to build much stronger Assimilators when getting 15 Collective Connections, they will have less trouble gaining adequate Connections and thus be forced to spend fewer resources on the upgrades. Thus it is of the utmost importance that you gain the upper hand in scouting. Make sure that you either prevent your opponent from scouting your base with his or her Detector by trying to lure it to its death or keep a very close eye on what sort of Assimilator your opponent is building.

If your opponent has built an Assimilator armed with two Torpedo Modules and a Nanite Module, do not build Adaptors, for these will be easily destroyed. Instead, begin building a Probe (which requires no Collective Connections) immediately after your first four Resource Assimilators are completed, and build as many Scout Cubes outfitted with Regeneration Modules as possible. In between Assimilator torpedo strikes, these Scout Cubes will be able to regenerate much faster than normal, and thus actually dispatch your opponent's Assimilator. Using Interception Modules is not a good idea, because these modules will actually get a damage penalty against the large-sized Assimilators. It is

important to note that the small size of the Scout Cube ensures that 40% of the Assimilator's torpedo strikes will actually miss. Thus because you cannot compete with the sheer firepower being leveled at you, going for avoidance is your best chance at survival. Note that you should continue building Resource Assimilators as needed after the first Probe and three Scout Cubes are done, making sure not to slow down additional Scout Cube production too much.

If on the other hand your opponent builds Assimilators armed with a Beam Module, Regeneration Module, and Nanite Factory Module, build Adaptors. Beam Modules will always hit your Scout Cubes and Probe and thus be able to destroy them much faster. Using Adaptors is thus beneficial because their higher defense and offense guarantees their survival against this Assimilator layout. Any other combination of modules leveled against you can be dispatched be either Adaptors or Scout Cubes (unless you face two Torpedoes and a Regeneration Module Assimilator: this should be dealt with by the Scout Cube combination again). Ideally you should begin expanding (and thus constructing additional Resource Assimilators) right after completing the second Adaptor, to maintain a resource advantage against your Assimilate opponent

By the time your Assimilate opponent has constructed an Assimilator, you should have either built almost two Adaptors (one will be constructing) or one Probe and nearly three Scout Cubes (one will still be constructing). Note that because these two methods are quite unforgiving and thus incompatible with each other, it is extremely important that you have scouted well. To build Adaptors, you must first research Resistance is Futile at the Conduction Matrix and proceed to build the first Adaptor. While the second Adaptor is building, research the Establish Energy Nodes Level 1 upgrade. To build Scout Cubes, simply research Establish Energy Nodes Level 1 at the outset and you will gain enough resources at about the same rate that you will have enough Collective Connections. Note that in either case, it is very likely that your Assimilate opponent has already begun constructing an additional Assimilator, so build quickly.

If you survive the initial onslaught of mindless Assimilator spam, you can proceed in the same fashion as you did against an Optimize opponent with a few minor caveats. If you have used the Scout Cube route, it is best to continue producing additional Scout Cubes and Probes and upgrade to the Level 2 Energy Node when you begin obtaining resources faster than Collective Connections. If you are left with surviving vessels after each encounter (you should press your opponent if they do not attack you at the onset because a lone Assimilator is much less dangerous than two because your Scout Cubes will have a greater chance to regenerate then) you should consider constructing a Transmission Matrix and researching Transwarp immediately (followed by Partial Adaption, Slicer, Sensor Relay, and Nanites). Consequently, when your Scout Cubes are badly damaged, simply Transwarp them out of range of the Assimilators, ensuring that you are constantly cycling new Scout Cubes into battle to wear down your opponent. If you do use this method, make sure that Scout Cubes that are

being attacked are not using their special weapons automatically, otherwise they will not have enough special energy to be able to use Transwarp. If you have gone with the Adaptor route, research Slicer first (followed by Partial Adaption, Data Mining, Sensor Relay, and Nanites). Your eventual goal should be to begin producing Spheres armed with three Regeneration Modules and a Prime Module, as you did in the Optimize versus Optimize strategy.

Note that if you can survive until at least middle game (when initial supplies have dropped to less than 100) against your Assimilate Directive opponent, you will most likely win. Since Optimize Incubation Centers are upgradeable, you will be able to continue producing for much cheaper. Thus a valid strategy with Optimize is to simply try to create a war of attrition with your adversary.

	## Directive - Assimilate **Gives access to two new units:** • Pyramid • Nanite Factory Module - Assimilator and Pyramid **Gives access to the following benefits:** • The Assimilator Module reaches its maximum capacity with just 2 modules installed • Assimilator collective connections costs reduced by 50 percent and increased Defensive Value of Assimilators and Pyramids by 20 • Equips Assimilation Matrixes with the Matrix-Teleport special ability which allows you to transport drones from your Assimilation Matrix to any friendly vessel in the sector (teleports 150 drones per usage. The target's shield may remain active during the transport).

When you play as this avatar, you will notice very quickly that it is extremely simple to get very high powered units early in the game. While Scout Cubes and Probes were necessary and useful for Optimize Directive, for an Assimilate player, these two types of vessels are close to useless. As the long range torpedo-based Assimilator only requires 15 Collective Connections to be constructed, you can build this vessel before even medium ranged Adaptors. Consequently, when playing as Assimilate this vessel is a must. Likewise, because this Assimilator gets a boost of 20 defensive value, it is much more cost effective to start off by building an Assimilator and even ignore Scout Cubes.

This being said, you should begin by using the general build order which was laid out in the first section of Borg Strategy. After the Conduction Matrix is completed construct your first Collective Uplink and research

Establish Energy Nodes Level 1 to slowly increase the rate at which Collective Connections accumulate over time. When you have enough Collective Connections, you should also have almost enough resources to select the Collective Uplink and build the Assimilator chassis. Now comes the crucial step—choosing modules. If you have done well and scouted your opponent's base to know exactly what units he or she is building you can choose the appropriate modules with which to configure your Assimilator.

Note that as Resource Assimilators are fairly expensive, it is wisest to wait until you have built your second Assimilator before expanding to a second moon set. Although this will hurt you later in the game, this will allow you to get out these two powerful vessels more quickly and cripple your opponent's weak expansions early on.

Against the Romulans, Federation, Klingons, and Dominion:

To defeat these factions, it is highly recommended that your first Assimilator is constructed with assimilation in mind. Your opponent will undoubtedly be fielding many destroyers in this stage of the game and thus it is much easier and useful to try and capture these vessels because of their low crew complements (most of these starships have less than 50 crewmembers). Consequently, you should attempt to outfit your early Assimilators with two Auto-Assimilator Modules and a Nanite Module. This layout will give your Assimilator the ability to assimilate roughly 185 individuals before running out of special energy. Even though a Regeneration Module might seem to be better than a Nanite Module because of the 10% increase in hull regeneration and extra special energy, it is most definitely not. A Nanite Module gives the Assimilator plus 14 in defensive stats and the extra three system value from the Regeneration Module only allows you to assimilate five or so extra crew members. To gain the advantage when playing this avatar, it is very wise to immediately go on the offensive. As soon as your first Assimilator is completed, send it into battle as your opponent will likely have very few destroyers with which to counter it. Likewise, because every non-Borg race will have begun to build expansion mining facilities, you run a very good chance of coming across a relatively undefended mining outpost—which can be assimilated very quickly.

When you finally sally forth to assimilate your opponent, be careful that you have set your special weapons autonomy to low so that your Assimilator does not discharge its Nanite Factory ability and waste a third of your special energy. To make the best use of your assimilation skills, it goes without saying that you should control your assimilation beams and assimilate the lowest crewed vessels first as you will then be able to rapidly deplete your opponent's firepower as well as gain some yourself. To save yourself some time, only transport a few of your drones onto these captured vessels (from the Assimilator) and keep the Assimilation Matrix hotkeyed to an easily reachable key. With good coordination, you can thus use the Matrix-Teleport special

ability from the Assimilation Matrix to instantly fully recrew the weakly crewed vessels you just captured (the ability teleports 150 crew to any friendly vessel in the sector). Likewise, as Matrix-Teleport does not lower the shields of the targeted vessel, you can keep your assimilated starships from being destroyed more easily.

Since you will be likely attacking your opponent's expansion mining first there is a good chance that a mining outpost, miners, and a construction vessel will be present. If a construction ship is building a turret, try to destroy it first as another weapon attacking you is the last thing you need. The high crew compliment (around 100) however makes it difficult to assimilate. Next, concentrate on your opponent's destroyers, as these vessels will have the lowest crew of all ships but scouts. Of course, there are always some special circumstances and exceptions to every rule:

- When attacking the Dominion with your first Assimilator, pick your assimilation targets carefully as the closest A-20 Attack Destroyers are also the most likely to ram you. Consequently, pay attention to those Bugs that aren't attacking you with polaron beam weaponry, but are instead heading straight for your Assimilator. Unless these vessels are far enough away that you think you can assimilate their 55 odd crew members (about 5 seconds), *ignore them*. They will ram your Assimilator, crushing its engines for a short while. Consequently, although it seems as if you should stop this from occurring, in all likelihood the only thing you will gain by trying to assimilate these particular kamikaze fighters is lost special energy. Instead, concentrate on assimilating the other Dominion Attack Destroyers. The next Dominion vessel you will likely be attacked with will be the *forward firing* A-26 Bomber. Used in conjunction with suicide Attack Destroyers, your opponents can keep your Assimilators at maximum range from their extremely fragile--but long range—Bombers. However, at this point you should have at least two Assimilators in the field. Try to use these to intercept potentially suicidal Bugs and assimilate them before they have a chance to ram you. These additional vessels will make quick work of the A-26 Bombers. Since the Bombers are armed with torpedoes, it is generally not very wise to assimilate these vessels. Even though they do the most damage to your Assimilators, they will not be very good at defeating the remaining enemy destroyers due to their 40% miss rate.

- Against the Klingons assimilate Topmey class freighters only if they are the lowest crewed vessel on the scene. Since these ships have the ability to jettison their cargo holds and become fairly weak K't'inga class destroyers, if you cannot find any B'rels (30 crew!) to capture, the Topmey is probably your prey of choice.

- If you are engaged in a struggle with the Federation, you will most likely be attacked by Canaverals armed with Sensor Blackout. Do not bunch up your Assimilators, otherwise they will all be affected by the special weapon. Likewise, Assimilate these vessels first (it is unlikely your torpedoes will destroy these vessels before they can reach medium range and use Blackout) because the Federation relies on its support vessels heavily and thus they represent the greatest threat to your forces.

- The Romulans will have several tactics that will be difficult for you to counter. Romulan Generix Support Refits will be introduced into battle shortly, and you must attempt to destroy or assimilate these vessels (they have a crew of 90) before they get within range of your vessels and disable their weapons. As special weapons have used from a single vessel have a delay of five seconds before they may be used again, do not allow too many of these vessels to accumulate, otherwise they will be able to keep your small fleet permanently weapons free. Similarly, the Griffin's Sensor Jammer can disable your weapons or sensors, but you should not try to assimilate this ship as it has much too high of a crew complement.

You might have noticed that an Assimilator decked out with two Auto-Assimilator Modules is quite tritanium expensive. Thus it is unlikely that you can continue to build this sort of Assimilator indefinitely. Depending on the amount of expansions that you control, eventually you will begin to accumulate more and more dilithium and run short on tritanium. If this happens after your third or so Assimilator, you should build an extremely dilithium heavy Assimilator which is outfitted with one Beam Module, a Regeneration Module, and a Nanite Module. Although a Torpedo Module (or two) would give your vessels greater overall firepower, the Beam Module allows your starship to always do some damage to destroyers and cruisers (which are still likely to be built at this stage), as well as improving defense. Likewise, the Regeneration Module allows your vessels to quickly recover from damage and last an incredible amount of time due to the already quickened hull repair rate due to the increase in system value from the Nanite Module.

If on the other hand you control enough expansions that you only begin to run out of tritanium after building many Assimilators (probably around six or seven) you should invest your resources in constructing a Transmission Matrix to give your forces some much needed middle game power. If you are good at micromanaging your forces, researching Boarding first is best. At this point the Nanite Module's special ability, Nanite Factory, becomes quite useful. Able to kill 5% of the crew of all ships within the blast radius, this ability used even just once can become combined with the Boarding Collective Feature to allow you to quickly capture enemy vessels. Since Boarding allows you to transport dozens of drones to any of your opponent's starship which lack even one crew member, every single vessel which is affected by Nanite Factory is potential prey. Likewise, using Boarding is more special energy efficient than using the Auto-Assimilator. Next, research Devastating Attack so that you can take out the shields of vessels that have high crew counts in order to

assimilate them with the good old fashioned transporter. Partial Adaption, Sensor Relay (if you are facing factions capable and willing to use cloaking vessels), and Nanites should follow. Sensor Relay allow you to drop a Relay for a small sum in order to provide a large sensor range, while revealing cloaked ships as well (I recommend dropping these stations from a bunch of ships in the middle of battle to cause enemy ships to automatically target these instead of your vessels). The Nanites ability is only available to Diamonds and Cubes and does an incredible amount of area of effect damage to small and medium size ships while also giving the chance to scramble your opponent's GUI (which is downright irritating when you are trying to coordinate battle and base). Thus, if you are not expecting to field either of these two vessels at some point and would rather have some earlier short range power, research Slicer instead.

If on the other hand you'd prefer to merely transport/assimilate crew the conventional way—or even outright destroy them—researching Devastating Attack, Partial Adaption, Slicer is a good order. Note that if the map is big and there is a good chance that your opponent will try to take out your research or production facilities while your fleet is engaged elsewhere, also researching the Station Holding Beam is a wise decision. This will give your Assimilation Matrix, Transmission Matrix, and Conduction Matrix a virtual 100% chance to assimilate an opponent's vessel which strays within medium range of these stations. Researching Perfect Logistics may seem like a good thing as it promises that *four* of your Resource Assimilators will generate additional dilithium and tritanium on their own, but in actuality the resource accumulation is extremely slow. If all four freighters are upgraded, you will have spent 600 dilithium, 600 tritanium, and 80 supply only to recuperate these funds *ten minutes later*. As you can imagine, the benefits do not out weigh the costs—even despite the increased durability of these four Resource Assimilators.

Eventually, however, you will run out of tritanium, and thus you must build Assimilators that do not rely on tritanium. If your opponent has begun building battleships (don't forget Romulan Generix Spectre Refits) it is best to outfit your Assimilator with a Torpedo Module and the usual Nanite and Regeneration Modules. The extra Torpedo Module will always hit against those large targets, not to mention destroying them much quicker as each graviton torpedo deals a portion of its damage as direct hull damage to your opponent's vessels. Note that this does very well against Romulan battleships which are backed up by Generix Support Refits (which can otherwise rapidly recharge the shields of allied vessels).

Note that while you can continue producing Assimilators at about the rate you gather resources for the first few vessels, inevitably your resource production will overtake the rate at which you accumulate Collective Connections. Consequently, research the additional Establish Energy Nodes Level # when you gain enough resources for the next research level, but cannot gain Collective Connections fast enough. Do not research

Resistance is Futile, because this will deplete your supplies (at the cost of 100 supplies) much more rapidly than the Assimilation Avatar can hope to regain them.

Eventually you will either begin gaining Collective Connections faster than you can make use of them (with two to three pairs of moons, that is usually after the seventh or eighth Assimilator) or will want some greater staying power in your fleet. Although Spheres (available at 50 Collective Connections) look attractive—no euphemism intended—they are not worth the cost for the Assimilate Directive. This avatar's Assimilators are nearly as powerful as Spheres, and in actuality a good deal more useful. Instead, wait until you gain 80 Collective Connections in order to produce the Pyramid. This vessel has four slots available to it and can actually be set up to behave like Spheres. Outfit it with two regeneration modules (to gain the Regeneration special ability), a Nanite Module, and a Torpedo Module. This combination will allow your Pyramids to close with the enemy without taking significant damage, use Nanite Module to whittle down the crew of affected vessels, and finally use Boarding (or, if you must, the Holding Beam) to capture these starships. Although the decreased system value from not using a Holding Beam means that Regeneration cannot be sustained for as long, the graviton torpedo now deals part of its damage as direct hull damage and thus will cripple the battleships that your foes are now likely to field. Like the Optimize Avatar, eventually you should try to horde 90 Collective Connections to produce a Diamond or even 130 Collective Connections to produce an extremely expensive Sphere. Both of these vessels will allow you to very quickly destroy your opponent's cruisers and leftover destroyers with the Nanite special ability (if you researched it). Generally it is wise to attempt to produce one of these extremely powerful vessels only if you are not constantly being besieged and thus can bide your time.

It should be noted that later game it is a necessity to build more Incubation Centers over the course of the battle, although the Assimilation Avatar's ability to rush out Assimilators means that it is possible to take a gamble in a one on one battle and build up extremely quickly without building any Incubation Centers in the hopes of garnering a quick victory. Do not let your supplies drop much below 120, otherwise it will become incredibly difficult for you to produce enough Incubation Centers to allow a reasonable uninterrupted rate of construction. Remember to produce extra Collective Uplinks before beginning Incubation Center construction.

Against the Borg:

Against the Borg you have two module configurations that are useful. If your Optimize Borg opponent is constructing Adaptors to combat your forces, your Assimilator should be outfitted with two Torpedo Modules and the Nanite Factory Module to boost your offense and defense significantly. As torpedoes only miss 20% of the time against Adaptors, the extra direct hull damage given by the second Torpedo Module will do wonders
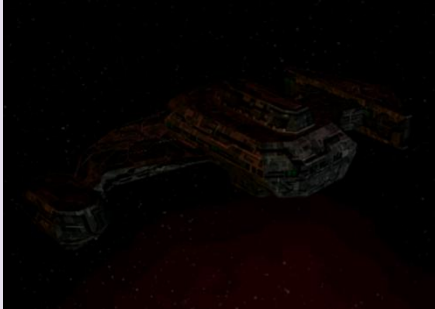
against medium and large vessels. Although the Regeneration Module looks attractive, it does not offer significant benefits in this configuration, and will fall quicker than the Nanite Module which boosts defense by 14. If on the other hand you realize that your Borg adversary is building Scout Cubes and Probes, the above configuration will do poorly. Instead, you must use a Beam Module, Regeneration Module, and Nanite Module. As the Assimilator is primarily armed with a torpedo, the Beam Module will allow your vessel to always do some damage, which is extremely important against these small torpedo evading vessels. An Optimize opponent can construct at most three Scout Cubes and a Probe by the time your first Assimilator is built. If your Assimilator is outfitted with the Modules described above, it will be able to survive this attack and thus your second Assimilator should have no problem helping you to secure your opponent's resources.

At this point, it is important to begin constructing additional Resource Assimilators to allow you to continue production. Your two Assimilators should at this time be more than enough to handle your opponent's forces as long as you keep whittling them down and staying on the offensive. Following the same guidelines as against the other factions, continue researching Energy Nodes and produce the same Pyramid, Cube layout etc.

Two Assimilated Galaxy Class Starships

"They Will Make… Adequate Drones"

Borg Mixed Technology Unit Overview

Collective Uplink Vessels (Optimize/Assimilate)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Adaptor	Medium	23	23	23	100	T	M	313 447	144 206	22
Requires 20 Collective Connections. Two module installation limit. Adaption Module: Adapts to [faction] weaponry, reducing the damage received from [faction] sources by 25% per module (+8/+12 to Off/Def). Limit of two. Regeneration Module: Increases hull regeneration rate and reduces the chance of subsystem failure (+4 to Off/Def/Sys). Limit of one. Torpedo Module: Modifies Graviton Torpedoes to deal portion of their damage as direct hull damage (+12 to Off).										

Mixed Technology Unit Analysis

Although Adaptors do not serve much of a purpose against non-Borg opponents (a few Scout Cubes will do a better job), mixed tech Adaptors are quite useful for the Optimize Directive (for Directive: Assimilate, Assimilators are *much* better). After you capture an opponent's construction ship you will get the option to construct an Adaption Matrix. Unlike other races which must research their captured alien technology, all you
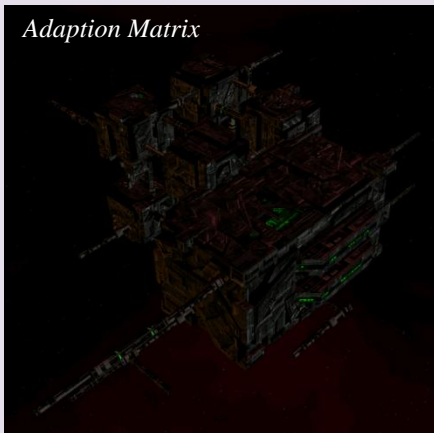
Adaption Matrix

need in order to build mixed-tech Adaptors is to build the Adaption Matrix. When you accumulate 20 Collective Connections for both Avatars you will notice that upon selecting an Adaptor for construction, a new module can now be selected. This Adaption Module gives your Adaptors a 25% reduction in damage incurred by the faction for which you built the Adaption Matrix. In other words, if you build an Adaption Matrix for the Dominion, a fully "adapted" Adaptor will take 50% less damage from Dominion forces. Likewise, despite still only having a graviton torpedo as its basic weapon (which often misses against the early-game destroyers) the Adaptor becomes more cost effective than upgrading to an Assimilator, or downgrading to Scout Cubes (especially when Collective Connections are of concern). With two Adaption Modules, the base

defense of the Adaptor becomes 47, which exceeds that of the Assimilator for substantially less resources. For the Adaptor it is always better to equip each vessel with two Adaption Modules as the damage decrease far makes up for the loss of a slightly greater boost in regenerative capabilities. Early, mid-game, and even late game a mixed-tech Adaptor is very powerful. However, the Adaptor with its quick firing torpedoes is best used against your opponent's cruisers (due to the decreased miss chance) and battleships. Mixed-tech Adaptors also retain their avatar bonuses (so for the Optimize Avatar, they still have a 30% reduction for cost on the Adaptor chassis). With their large special energy reserves, it is of the utmost importance to build a Transmission Matrix to allow these vessels to make use of Slicer up to three times in quick succession, for instance. If nothing else, these mixed-tech vessels will serve as meatshields for your Scout Cubes and other non adapted vessels. Note that an Adaption Matrix will give your assimilated vessels the ability to be repaired and recrewed there.
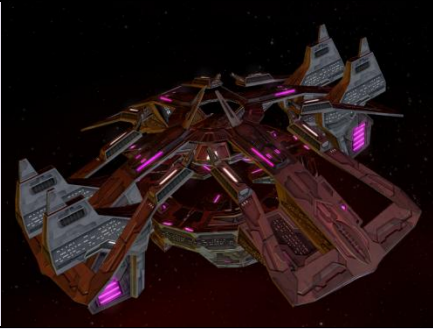
The Dominion
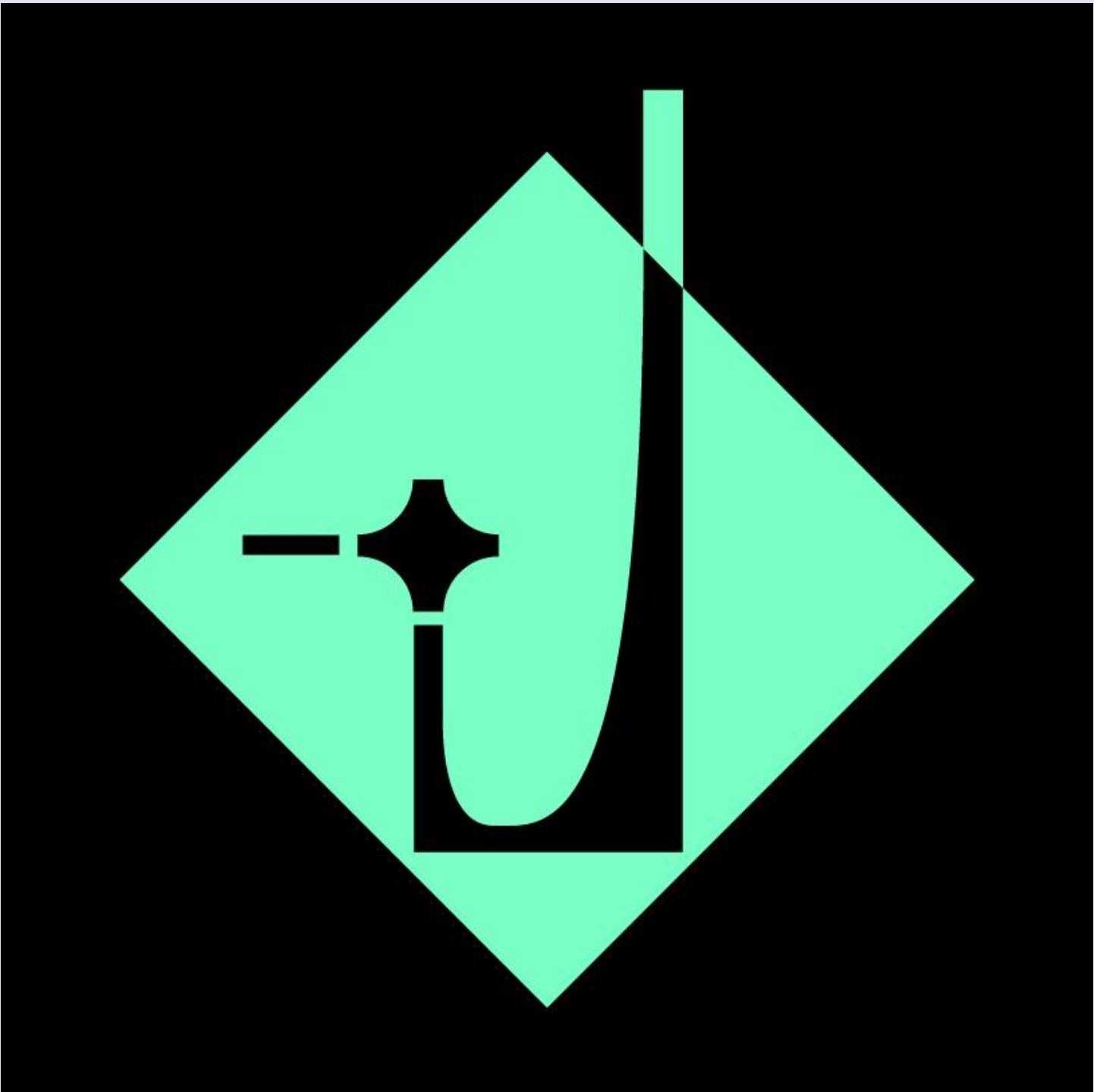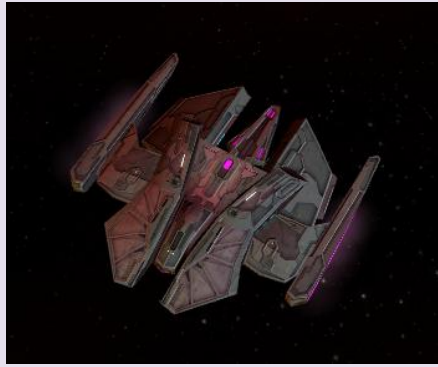
Things to Note *(Note: Under Construction)*

Cloning Facility Vessels (**Puretech**/**Breen**)	Vessel Stats	Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Worker Ship-Construction Mode	Small	0	19	10	50	NA	NA	148	103	18
Constructs all Dominion stations. Can reversible switch to mining mode. Construction ships cannot level up.										
Worker Ship-Mining Mode	Small	0	19	10	50	NA	NA	148	103	18
Mines Dilithium and Tritanium: Dilithium capacity: 150 Tritanium capacity: 100 Can reversible switch to secondary mining mode to mine Supply. Supply capacity: 25 Can reversibly switch to construction mode. Freighters cannot level up.										
A-4 Scout	Small	7	6	3	160	B	M	110	40	12
Large sensor radius. Scouts cannot level up.										

Construction Yard Vessels (Puretech/Breen)	Vessel Stats		Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
A-20 Attack Destroyer	Small	14	11	6	120	B	M	198	62	21

Collision: Ram a hostile target to deal damage to it sacrificing this unit. The engines of the target will be crushed for a brief amount of time.

Rank 5 gains Tetryon Torpedo: Can use Tetryon Torpedoes.

Veteran gains Parallel Reload Bays: Doubles rate of fire, but increases the chance to miss.
Veteran Offense/Defense/System: 26/25/7
Consumes 3 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
A-26 Bomber	Small	21 / 23	15	8	110	T	L	296	87	31

Requires Prototype: (Dilithium/Tritanium/Supply) 485/144/51
Tetryon-Photon Torpedo: Fires an artillery range Tetryon-loaded photon torpedo on a hostile unit. Deals triple damage to buildings. Researched at the Technology Lab.

Rank 5 gains Siege Maneuvers: Increases damage dealt to stations by 30 percent and decreases damage taken from stations by 44 percent.

Veteran gains Parallel Reload Bays: Doubles rate of fire, but increases the chance to miss.
Veteran Offense/Defense/System: 34/(36)/33/9
Consumes 4 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
S-2 Escort Cruiser	Medium	25 / 27	18	10	100	B, T	S	293	103	31

Requires Prototype: (Dilithium/Tritanium/Supply) 425/154/47
Alpha Ketracel White: A special version of Ketracel White increases the effectiveness of all Jem'Hadar on nearby friendly targets, increasing their rate of fire by 45 percent. There might be small crew casualties on the affected vessels. Lasts 15 seconds. Short range. Researched at the Technology Lab.

Rank 5 gains Impulse Disrupter

Veteran gains Ammunition Lock-On: Special targeting systems allow Tetryon Torpedoes to lock on the ammunition depots of hostile vessels, dealing increased damage against vessel with torpedoes and disabling their weapons.
Veteran Offense/Defense/System: 41/41/11
Consumes 5 slots out of 25

Construction Yard Vessels (Puretech/Breen)	Vessel Stats	Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
C-11 Interception Destroyer	Small	12	10	20	110	B	M	155	191	25

Requires Prototype: (Dilithium/Tritanium/Supply) 272/295/44
Level 1: Energy Beacon: Emits a field of energy on a certain frequency which can be directly fed into the systems of allied vessels. Restores 10 special weapon energy on all units nearby, including this vessel.
Level 2: Weapon Focus: Increases the weapon range of nearby allies by 25 percent. Medium range.
Level 3: Cascade Feedback: Causes a meta-static fluctuation at the targeted area. Cascading energy waves will rip through the systems of all hostile vessels in the area causing heavy damage to their systems with a chance to lose special weapon energy. Damage dealt and the chance to lose special weapon energy are based on the maximum number of special abilities a unit may carry. Medium range. Level 2/3 researched at Technology Lab.
Rank 5 gains Experimental Phasic Emitters: Increases the damage taken from Support Vessels by 22 percent and decreases the damage taken from all other sources by 66 percent.
Veteran gains Multicore Energy Generators: System Value increased by 50 percent and shield regeneration rate tripled.
Veteran Offense/Defense/System: 18/34/39   Consumes 5 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Breen Cruiser (Breen Only)	Medium	23	20	10	100	T	L	358	87	36

Requires Prototype: (Dilithium/Tritanium/Supply) 626/190/65
Breen Energy Torpedo: Deals increased damage to small vessels but reduced damage to battleships and stations.
Breen Cruiser Cloak: Hides this unit from the enemy's sensors. Cloaking and decloaking will take 3 seconds. Special weapon energy does not regenerate while cloaked. Researched at the Technology Lab.

Rank 5 gains War Fortifications: Shield regeneration rate increased by 70 percent.
Veteran gains Weapon Pods: Due to redundancy weapons may neither be destroyed nor disabled by special weapon effects.
Veteran Offense/Defense/System: 41/41/11.   Consumes 5 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
B-8 War Frigate	Medium	23 / 25	26	13	90	P, T	L	735	263	78

Requires Prototype: (Dilithium/Tritanium/Supply) 453/158/48
Drops an Isotopic Subspace Bomb that will detonate after 4 seconds. Deals damage and shuts down engines. Lasts 13 seconds. Research at Tech. Lab.
Transporter Assault: Send boarding parties to capture the ship once shields are down.
Rank 5 gains Breaching Strikes: 8 percent chance for each Impulse Disruptor to deal double damage.
Veteran gains Field Cloning: Crew capacity increased by 250 and greatly increases boarding party fight power.
Veteran Offense/Defense/System: 37/60/14   Consumes 6 slots out of 25

Large Construction Yard	Vessel Stats	Vessel Cost

Vessels (Puretech/Breen)	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
T-15 Heavy Cruiser	Medium	28	22	12	90	P(T)	L	352	92	36

Assault: Fires an additional Tetryon Torpedo if the target is very close.

Rank 5 gains Impulse Implosion: Every 25 seconds vessels in very close range to the target take pulse damage.
Veteran gains Counter-Weaponry: Fires a powerful disruptor shot at an opponent vessel, dealing high damage to long range vessels and even more devastating damage against artillery vessels.
Veteran Offense/Defense/System: 43/51/13
Consumes 6 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
C-17 Siege Cruiser	Medium	38 / 40	30	22	70	B,T	M	478	209	52

Requires Prototype: (Dilithium/Tritanium/Supply) 513/438/75
Level 1: Phase Shield: Phases the shield frequencies, increasing the Defensive Value of the Siege Cruiser by 100. Lasts 8 seconds.
Level 2: EM Blast: Fires an electromagnetic charge at the target location. The space fluctuations will make it much harder for hostile weapons to target you, increasing their weapons cool down times by 100 percent. Lasts 12 seconds. Artillery range.
Level 3: Tetryon Disruptor: A Tetryon-focused disruptor volley is precise even on extreme distances. Artillery range. Level 2/3 researched at the Technology Lab.
Rank 5 gains Bombardment Loadout: Increases damage dealt to stations by 42 percent and increases the damage output of the Tetryon Disruptor by 20 percent.
Veteran gains Counter-Weaponry: Fires a powerful disruptor shot at an opponent vessel, dealing high damage to long range vessels and even more devastating damage against artillery vessels.
Veteran Offense/Defense/System: 53(55)/66/39
Consumes 8 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
B-5 Battle Cruiser	Large	26 / 22	43 / 37	20 / 14	80	B,T	M / S	363	128	37

Requires Prototype: (Dilithium/Tritanium/Supply) 528/171/56
Launch 3 Polar Beam armed Fighters (Offense/Defense/System): 5/4/1.
Fighter Energy Core Upgrade: Increases damage dealt to stations by 20 percent and increases all fighter attributes by 2. Researched at the Technology Lab.
Rank 5 gains Extended Hangars: Fighter squad size increased by 2 to a total of 5 fighters.
Veteran gains Conquest Load-out: Reduces damage received based on the Offensive Value of the attacking vessel. The lower the Offensive Value, the less damage will be dealt, down to a minimum of 25 percent.
Veteran Offense/Defense/System: (45)41/(80)74/(22)16
Consumes 7 slots out of 25

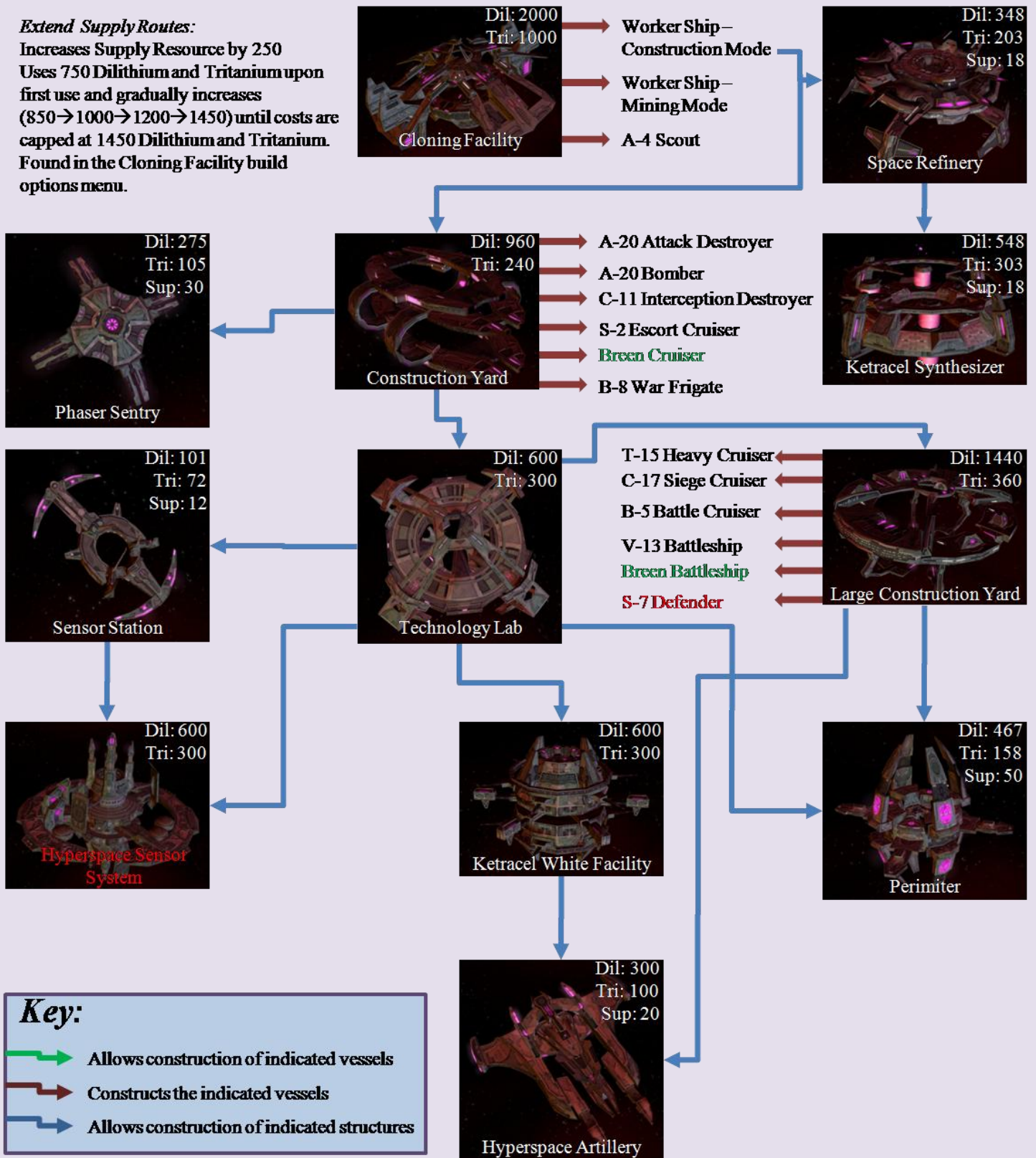| Large Construction Yard Vessels (Puretech/Breen)	Vessel Stats		Vessel Cost

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
V-13 Battleship	Large	47 / 43	42 / 36	23 / 17	70	B,T	M	558	159	58

Requires Prototype: (Dilithium/Tritanium/Supply) 915/291/96
Excessive Strike: Fires an immense volley of torpedoes at up to 3 nearby hostile targets. The charged torpedoes will crush through at the enemy's shields causing high hull damage. Medium range. Researched at the Technology Lab.

Rank 5 gains Frontline Warship: All attributes increased by 6, Movementspeed and hull repair rate increased by 20 percent.

Veteran gains Tetryon Spread: Allows the Excessive Strike to hit up to 12 targets and increases Offensive Value by 14.
Veteran Offense/Defense/System: 91/84/25
Consumes 9 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Breen Battleship (Breen Only)	Large	42	44	19	60	B, T	L	745	214	76

Requires Prototype: (Dilithium/Tritanium/Supply) 1146/341/117
Disables up to two subsystems of a hostile units for 5 seconds or one subsystem for 10 seconds. Also causes a massive drop in shield energy
Breen Energy Torpedo: Deals increased damage to small vessels but reduced damage to battleships and stations. Researched at the Technology Lab.

Rank 5 gains Breen Technology: Torpedo volleys have a chance to disable a random subsystem for 6 seconds.

Veteran gains Weapon Pods: Due to redundancy weapons may neither be destroyed nor disabled by special weapon effects.
Veteran Offense/Defense/System: 69/90/21
Consumes 10 slots out of 25

	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
S-7 Defender (Puretech Only)	Large	54	47	23	40	B	L	621	177	64

Requires Prototype: (Dilithium/Tritanium/Supply) 850/242/89
Core Blast: Fires a concentrated blast of energy at a hostile unit killing its propulsion systems. Lasts 10 seconds. Medium range. Researched at the Charged Polaron beam: Deals increased damage to large sized vessels. Researched at the Technology Lab.

Rank 5 gains Bastion Shields: Damage reduced from all sources by 8 percent.

Veteran gains Conquest Load-out: Reduces damage received based on the Offensive Value of the attacking vessel. The lower the Offensive Value, the less damage will be dealt, down to a minimum of 25 percent.
Veteran Offense/Defense/System: 78/110/25
Consumes 11 slots out of 25

Vessels built by the Worker Ship in Construction Mode (Puretech/Breen)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Hyperspace Artillery	Large	72	38	20	50	NA	>A	490	300	100

Fires the hyperspace artillery at the selected coordinates, leaving nothing but destruction behind. Gives a five second countdown to all units on the battlefield and then fires. Units in the center of the explosion will suffer additional direct hull damage for 10 seconds. Deals double damage to buildings. Hits cloaked vessels. Range is more than artillery.

Build limit of one with Breen Alliance and two with Puretech

Cannot level up.

Dominion Technology Tree

Extend Supply Routes:
Increases Supply Resource by 250
Uses 750 Dilithium and Tritanium upon
first use and gradually increases
(850→1000→1200→1450) until costs are
capped at 1450 Dilithium and Tritanium.
Found in the Cloning Facility build
options menu.

Cloning Facility
Dil: 2000
Tri: 1000

→ Worker Ship – Construction Mode
→ Worker Ship – Mining Mode
→ A-4 Scout

Space Refinery
Dil: 348
Tri: 203
Sup: 18

Construction Yard
Dil: 960
Tri: 240

→ A-20 Attack Destroyer
→ A-20 Bomber
→ C-11 Interception Destroyer
→ S-2 Escort Cruiser
→ Breen Cruiser
→ B-8 War Frigate

Ketracel Synthesizer
Dil: 548
Tri: 303
Sup: 18

Phaser Sentry
Dil: 275
Tri: 105
Sup: 30

Sensor Station
Dil: 101
Tri: 72
Sup: 12

Technology Lab
Dil: 600
Tri: 300

T-15 Heavy Cruiser ←
C-17 Siege Cruiser ←
B-5 Battle Cruiser ←
V-13 Battleship ←
Breen Battleship ←
S-7 Defender ←

Large Construction Yard
Dil: 1440
Tri: 360

Hyperspace Sensor System
Dil: 600
Tri: 300

Ketracel White Facility
Dil: 600
Tri: 300

Perimiter
Dil: 467
Tri: 158
Sup: 50

Hyperspace Artillery
Dil: 300
Tri: 100
Sup: 20

Key:
→ Allows construction of indicated vessels
→ Constructs the indicated vessels
→ Allows construction of indicated structures

The Dominion: Awaiting contact with the gamma quadrant.

Puretech

Gives access to two new units:
- S-7 Defender
- Hyperspace Sensor System

Gives access to the following benefits:
- Reduced construction time for all Construction Yard vessels by 25 percent.
- You may build two Hyperspace Artilleries.
- Increased all attributes of the B-5 Battle Cruiser and the V-13 Battleship by 6 and increased the weapon range of the B-5 Battle Cruiser to medium range.

Alliance - Breen

Gives access to two new units:
- Breen Cruiser
- Breen Battleship

Gives access to the following benefits:
- Increased Offensive Value for all vessels with Tetryon Torpedoes by 2
- Reduced research costs for all Dominion system upgrades by 20 percent.
- Allows you to upgrade movement speed at the Ketracel White Facility.

Brought to you by the honorable Mal!

Mixed Technology Unit Overview

Borg Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
V-15 Dreadnought	Small	123	101	60	60	T,B	L	1225	457	134

Polarize the hull of the dreadnought, causing tremendous electro-magnetic fluctuations in hostile systems All hostiles within an area covered by 50 percent of the Dreadnoughts sensor range are incapacitated for 8 seconds. Incapacitated targets can neither receive nor execute orders.
Hyperspace Disruptor: Deals double damage to buildings.

Rank 5 gains Command Vessel: Increases the effect radius of the Mass Polarization ability by 40 percent and decreases the damage received from destroyers by 25 percent.

Veteran gains Tetryon Singularity: Fires a Tetryon torpedo enriched with unstable protomatter, causing a short-lived Tetryon singularity at the target location. A Tetryon singularity has devastating effects on stationary structures. Long range
Veteran Offense/Defense/System: 180/217/75
Consumes 23 slots out of 25

S-2 Escort Cruiser	Medium	26	19	11	100	B,T	S	303	110	33

Gamma Ketracel White: A special version of Ketracel White increases the effectiveness of all Jem'Hadar on nearby friendly targets, increasing their rate of fire by 45 percent. Lasts 25 seconds. Short range. Researched at the Technology Lab.

Rank 5 gains Impulse Disrupter

Veteran gains Ammunition Lock-On: Special targeting systems allow Tetryon Torpedoes to lock on the ammunition depots of hostile vessels, dealing increased damage against vessel with torpedoes and disabling their weapons.
Veteran Offense/Defense/System: 42/42/11
Consumes 5 slots out of 25

T-15 Heavy Cruiser	Medium	30	24	14	90	P,T	L	448	154	48

Assault: Fires an additional Tetryon Torpedo at long range.

Rank 5 gains Impulse Implosion: Every 25 seconds vessels in very close range to the target take pulse damage.

Veteran gains Counter-Weaponry: Fires a powerful disruptor shot at an opponent vessel, dealing high damage to long range vessels and even more devastating damage against artillery vessels.
Veteran Offense/Defense/System: 45/53/15
Consumes 6 slots out of 25

Romulan Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
V-15 Dreadnought	Small	108	86	70	60	T,B	L	1055	488	123
Polarize the hull of the dreadnought, causing tremendous electro-magnetic fluctuations in hostile systems All hostiles within an area covered by 50 percent of the Dreadnoughts sensor range are incapacitated for 8 seconds. Incapacitated targets can neither receive nor execute orders. Hyperspace Disruptor: Deals double damage to buildings. Rank 5 gains Command Vessel: Increases the effect radius of the Mass Polarization ability by 40 percent and decreases the damage received from destroyers by 25 percent. Veteran gains Tetryon Singularity: Fires a Tetryon torpedo enriched with unstable protomatter, causing a short-lived Tetryon singularity at the target location. A Tetryon singularity has devastating effects on stationary structures. Long range Veteran Offense/Defense/System: 165/202/85 Consumes 23 slots out of 25										
C-11 Interception Destroyer	Small	12	10	23	110	B	M	151	218	27
Level 1: Energy Beacon: Emits a field of energy on a certain frequency which can be directly fed into the systems of allied vessels. Restores 10 special weapon energy on all units nearby, including this vessel. Level 2: Weapon Focus: Increases the weapon range of nearby allies by 25 percent. Medium range. Level 3: *Cascade Feedback replaced by Shield Recharge: Recharges a friendly target's shields rapidly.* Level 2/3 researched at Technology Lab. Rank 5 gains Experimental Phasic Emitters: Increases the damage taken from Support Vessels by 22 percent and decreases the damage taken from all other sources by 66 percent. Veteran gains Multicore Energy Generators: System Value increased by 50 percent and shield regeneration rate tripled. Veteran Offense/Defense/System: 18/34/44 Consumes 5 slots out of 25										
T-15 Heavy Cruiser	Medium	28	22	14	90	P(T)	L	409	148	45
May be refitted to add a Polaron beam weapon: gives an additional 6 to offense and 3 to defense. Costs 90 dilithium, 12 tritanium, and 8 supply. Assault: Fires an additional Tetryon Torpedo if the target is very close. Rank 5 gains Impulse Implosion: Every 25 seconds vessels in very close range to the target take pulse damage. Veteran gains Counter-Weaponry: Fires a powerful disruptor shot at an opponent vessel, dealing high damage to long range vessels and even more devastating damage against artillery vessels. Veteran Offense/Defense/System: 43/51/15 Consumes 6 slots out of 25										

Federation Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
V-15 Dreadnought	Large	108	111	45	60	T,B	L	1180	376	123

Polarize Hull: Polarize the hull of the dreadnought, causing tremendous electro-magnetic fluctuations in hostile systems All hostiles within an area covered by 50 percent of the Dreadnoughts sensor range are incapacitated for 8 seconds. Incapacitated targets can neither receive nor execute orders.
Hyperspace Disruptor: Deals double damage to buildings.
Rank 5 gains Command Vessel: Increases the effect radius of the Mass Polarization ability by 40 percent and decreases the damage received from destroyers by 25 percent.
Veteran gains Tetryon Singularity: Fires a Tetryon torpedo enriched with unstable protomatter, causing a short-lived Tetryon singularity at the target location. A Tetryon singularity has devastating effects on stationary structures. Long range
Veteran Offense/Defense/System: 165/227/60   Consumes 23 slots out of 25

| **B-5 Battle Cruiser** | Large | 17 | 42 | 12 | 80 | B,T | S | 516 | 187 | 52 |

Double-Layer Shields: Increased Defensive Value.
Launch 3 Polar Beam armed Fighters (Offense/Defense/System): 5/4/1.
Fighter Energy Core Upgrade: Increases damage dealt to stations by 20 percent and increases all fighter attributes by 2. Researched at the Technology Lab.
Rank 5 gains Extended Hangars: Fighter squad size increased by 2 to a total of 5 fighters.
Veteran gains Conquest Load-out: Reduces damage received based on the Offensive Value of the attacking vessel. The lower the Offensive Value, the less damage will be dealt, down to a minimum of 25 percent.
Veteran Offense/Defense/System: 39/84/16   Consumes slots 7 out of 25

| **C-17 Siege Cruiser** | Medium | 38 | 33 | 22 | 70 | B,T | M | 580 | 264 | 63 |

Level 1: Phase Shield: Phases the shield frequencies, increasing the Defensive Value of the Siege Cruiser by 100. Lasts 8 seconds.
Level 2: EM Blast: Fires an electromagnetic charge at the target location. The space fluctuations will make it much harder for hostile weapons to target you, increasing their weapons cool down times by 100 percent. Lasts 12 seconds. Artillery range. *The EM-Blast special ability will also shut down the engines of affected units.*
Level 3: Tetryon Disruptor: A Tetryon-focused disruptor volley is precise even on extreme distances. Artillery range. Level 2/3 researched Tech Lab.
Rank 5 gains Bombardment Load-out: Increases damage dealt to stations by 42 percent and increases the damage output of the Tetryon Disruptor by 20 percent.
Veteran gains Counter-Weaponry: Fires a powerful disruptor shot at an opponent vessel, dealing high damage to long range vessels and even more devastating damage against artillery vessels.
Veteran Offense/Defense/System: 53/69/39   Consumes 8 slots out of 25

Klingon Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
V-15 Dreadnought	Small	133	86	45	60	B	T,B	1196	362	126

Polarize Hull: Polarize the hull of the dreadnought, causing tremendous electro-magnetic fluctuations in hostile systems All hostiles within an area covered by 50 percent of the Dreadnoughts sensor range are incapacitated for 8 seconds. Incapacitated targets can neither receive nor execute orders.
Hyperspace Disruptor: Deals double damage to buildings.

Rank 5 gains Command Vessel: Increases the effect radius of the Mass Polarization ability by 40 percent and decreases the damage received from destroyers by 25 percent.

Veteran gains Tetryon Singularity: Fires a Tetryon torpedo enriched with unstable protomatter, causing a short-lived Tetryon singularity at the target location. A Tetryon singularity has devastating effects on stationary structures. Long range
Veteran Offense/Defense/System: 190/202/60   Consumes 23 slots out of 25

A-20 Attack Destroyer	Small	15	11	6	120	B	M	189	50	20

Superiority Destroyer: This unit deals increased damage to other destroyers.
Collision: Ram a hostile target to deal damage to it sacrificing this unit. The engines of the target will be crushed for a brief amount of time.

Rank 5 gains Tetryon Torpedo: Can use Tetryon Torpedoes.

Veteran gains Parallel Reload Bays: Doubles rate of fire, but increases the chance to miss.
Veteran Offense/Defense/System: 27/25/7
Consumes 3 slots out of 25

A-26 Bomber	Small	23	15	8	110	T	L	309	84	32

Tetryon-Photon Torpedo replaced by Compound Tetryon-Photon Torpedo: Fires 2 Tetryon-loaded photon torpedo on 2 independent hostile units. Deals triple damage to buildings. Long range. Researched at the Technology Lab.

Rank 5 gains Siege Maneuvers: Increases damage dealt to stations by 30 percent and decreases damage taken from stations by 44 percent.

Veteran gains Parallel Reload Bays: Doubles rate of fire, but increases the chance to miss.
Veteran Offense/Defense/System: 34/33/9
Consumes 4 slots out of 25

Mixed Technology Unit Analysis

Borg Mixed Tech Vessels:

- V-15 Dreadnought: Just to see this vessel on the battlefield instills terror in your opponent's forces, but wait until they see its 6 Tetryon torpedo launchers unloading. Although the cost of this vessel may seem exorbitant, in actuality, for its firepower and shielding, it is quite cheap. With the ability to polarize its hull once, it can paralyze nearby enemy forces for eight seconds. As it is armed with mainly torpedoes, it is best to use this vessel against stations and battleships. Thus it is quite fitting that this starship is also armed with the Hyperspace Disruptor which allows the vessels' weaponry to deal double damage to buildings. Due to the strength of this vessel's shields, you can easily send it into the midst of your opponent's forces without fear, in order to use its special ability effectively. Likewise, you can use this ability in conjunction with the Hyperspace Artillery, as the V-15 Dreadnought can effortlessly withstand the assault. This vessel is a must for both avatars.

- S-2 Escort Cruiser: This vessel comes equipped with the ability to be fitted with Gamma Ketracel White, which is a superior version of Alpha Ketracel White. There are no crew casualties associated with this drug, and the period of time over which it acts is greatly increased. Thus, if need be you can set this vessel's special ability to high or medium weapons autonomy without fear of losing crew unnecessarily. The vessel also gains a modest increase in all its values with a very small increase in resource cost. The starship, like all mixed technology vessels, also does not require a prototype to be built. Hence, it is wise to skip the prototype for the normal S-2, and instead concentrate on building more A-20 Attack Destroyers, C-11 Interception Destroyers, or A-26 Bombers from your Construction Yard. For both avatars, this vessel is of the utmost importance.

- T-15 Heavy Cruiser: The Assault passive ability of this starship has been changed to allow the Heavy Cruiser to fire a Tetryon torpedo at long range. This greatly increases the durability of this vessel, as you will not have to move it in close to get that additional firepower. Despite being pulse armed, the Heavy Cruiser will remain useful later game due to this long range torpedo. Likewise, the cruiser gains an increase in all statistics by 2. Of course, the mixed-technology T-15 also gets a large hike in cost. Despite this sizeable increase, the fact that you will be building this facility to get access to the V-15 Dreadnought (at the very least), and the cost of the Large Construction Yard is not conducive to this action, building T-15's from the mixed-technology facility is much advised. Not only will you be saving time and resources early on by not building the expensive main yard, but later in the game you can

continue producing T-15's at this yard to counter destroyers and cruisers, while building heavier vessels at the Large Construction Yard.

Romulan Mixed Tech Vessels:

- V-15 Dreadnought: Again, we witness the appearance of this mighty battleship. However, contrary to common belief, the Romulans do not believe in superior firepower, and have instead gone for enhanced system value. Thus this ship is armed with a sole Tetryon torpedo as well as its standard polaron beam weaponry. Everything else about this vessel is roughly the same as the Borg mixed-technology Dreadnought. However, with the huge system value, this vessel has the ability to polarize its hull twice in quick succession. As its weaponry is well distributed between beam and torpedo weaponry, it can be used against medium and large targets more readily. Again, this vessel is a must for both avatars.

- C-11 Interception Destroyer: For a small increase in tritanium costs, instead of its normal third level ability Cascade Feedback, the C-11 gains the ability to recharge a friendly vessels shields. Although this ability requires research at the Technology Lab, once again, no prototype is required. Although Cascade Feedback is quite handy, it is suggested that you build C-11s throughout the game from the mixed-technology yard, as it will grant your units incredible shield durability. Likewise, as the C-11 is quite fast and small, you can easily fly this ship into combat, recharge shields, and escape without much fear of losing these vessels. The vessel gets an appropriate increase in system value.

- T-15 Heavy Cruiser: This vessel gains the ability to be refitted with a long firing polaron beam. Although there are large cost increases associated with producing the un-refitted T-15 (with only plus 2 to the system value) once the vessel is refitted, it gains a significant increase of 6 in offense and 3 in defense for a little more than 100 extra dilithium than the normal cruiser. Likewise, for the same reasons that a Borg mixed technology T-15 was useful, the fact that you will be building this facility to get access to the V-15 Dreadnought (at the very least), and the cost of the Large Construction Yard is not conducive to this action, building T-15's from the mixed-technology facility is much advised for both avatars.

Federation Mixed Tech Vessels:

- V-15 Dreadnought: Again, we witness the appearance of this mighty ... hmm, I think I've said this before. As you might have realized by now, every faction gives the Dominion access to the almighty Dreadnought. The Federation's version is armed with a sole Tetryon torpedo, as well as its standard polaron beam weaponry. Like all things Federation, upon promotion this vessel gains large boons in

shield strength. Everything else about this vessel is roughly the same as the Borg mixed-technology Dreadnought. As system value is considerably less than the Borg's version, this V-15 is forced to wait a rather long time before polarizing its hull a second time. As its weaponry is well distributed between beam and torpedo weaponry, it can be used against medium and large targets more readily. Again, this vessel is a must for both avatars.

- B-5 Battle Cruiser: This vessel gains the Double Layered Shields passive ability, which gives it greatly increased defensive value (especially upon leveling up). Again, it is a fighter carrier, but sadly its weaponry is short ranged. This starship gets a phenomenal increase in costs, and yet lacks the offensive force of the normal vessel for both avatars. This is probably the only relatively useless Dominion mixed-technology vessel you will come across, as fighters currently are quite useless and the defensive boost is simply too small to make a difference. For neither avatar is this a useful vessel.

- C-17 Siege Cruiser: In addition to its normal abilities, this cruiser can shut down the engines of its targets for 12 seconds at artillery range. For a small increase in resource costs this vessel gains a slightly improved defensive value. Once again, as no prototype is required for construction of this vessel, this starship becomes quite attractive for both avatars. Obviously you should be maintaining production of Large Construction Yard T-15s or V-13s while producing the Siege Cruiser at your mixed-technology facility.

Klingon Mixed Tech Vessels:

- V-15 Dreadnought: Like all things Klingon, the V-15 gained from pillaging Klingon construction ship technology grants you an armament composed of 6 Tetryon torpedo launchers. As to be expected, the shields on this behemoth are a bit… lacking, coming in at around 86 defensive value. Everything else about this vessel is roughly the same as the Borg mixed-technology Dreadnought. As system value is considerably less than the Borg's version, this V-15 is forced to wait a rather long time before polarizing its hull a second time. As it is armed with mainly torpedoes, it is best to use this vessel against stations and battleships. Again, this vessel is a must for both avatars.

- A-20 Attack Destroyer: Even though normally the early game aspect of the game would have ended and destroyers would have been phased out by the time you have constructed a mixed technology yard, the Dominion's strength relies on these so-called bug ships for much of the battle. Likewise, unlike most mixed tech vessels which are more expensive than their normal counterparts, the Klingons have kindly countersigned for the insurance for these vessels (or perhaps due to poor manufacturing), and thus they

are available a bit more cheaply than normal. Likewise, the A-20 Attack Destroyer gains an increase in one of offensive value, and deals increased damage against your opponent's destroyers. This vessel thus becomes a must have for both avatars.

- A-26 Bomber: The Tetryon-Photon Torpedo is replaced by Compound Tetryon-Photon Torpedo, which independently targets two vessels and deals triple the damage to enemy structures. Sadly, the Klingons do not favor cowardly artillery range strikes, and thus the special is limited to long range only. This vessel is available without need for a prototype, and has the same statistics as the Breen avatar version of the Bomber (with a small increase in cost). Against all factions but the Borg, this vessel is appropriate as you will likely be building them later in the game to punish the structures and battleships your opponents have been building (which will not be missed by the normal torpedo attack). Against the Borg, however, the decrease in firing range could prove dangerous, as it allows long range Assimilators and Diamonds to target your Bombers with ease. Likewise, since you will need A-20 Bombers early against the Borg, you will likely have to still build a prototype and only be able to supplement (rather than replace) your existing Bomber forces with these mixed-tech destroyers. Regardless, for both avatars, this vessel is quite worth it.
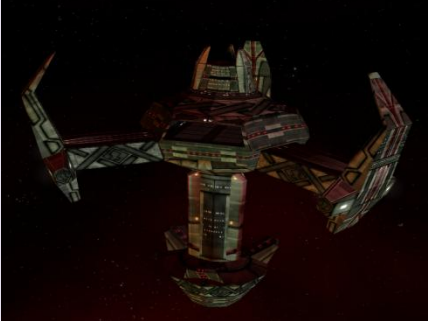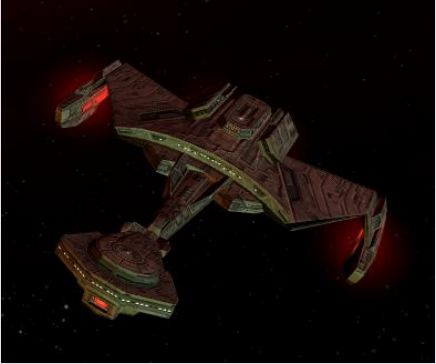
The Imperial Klingon Empire
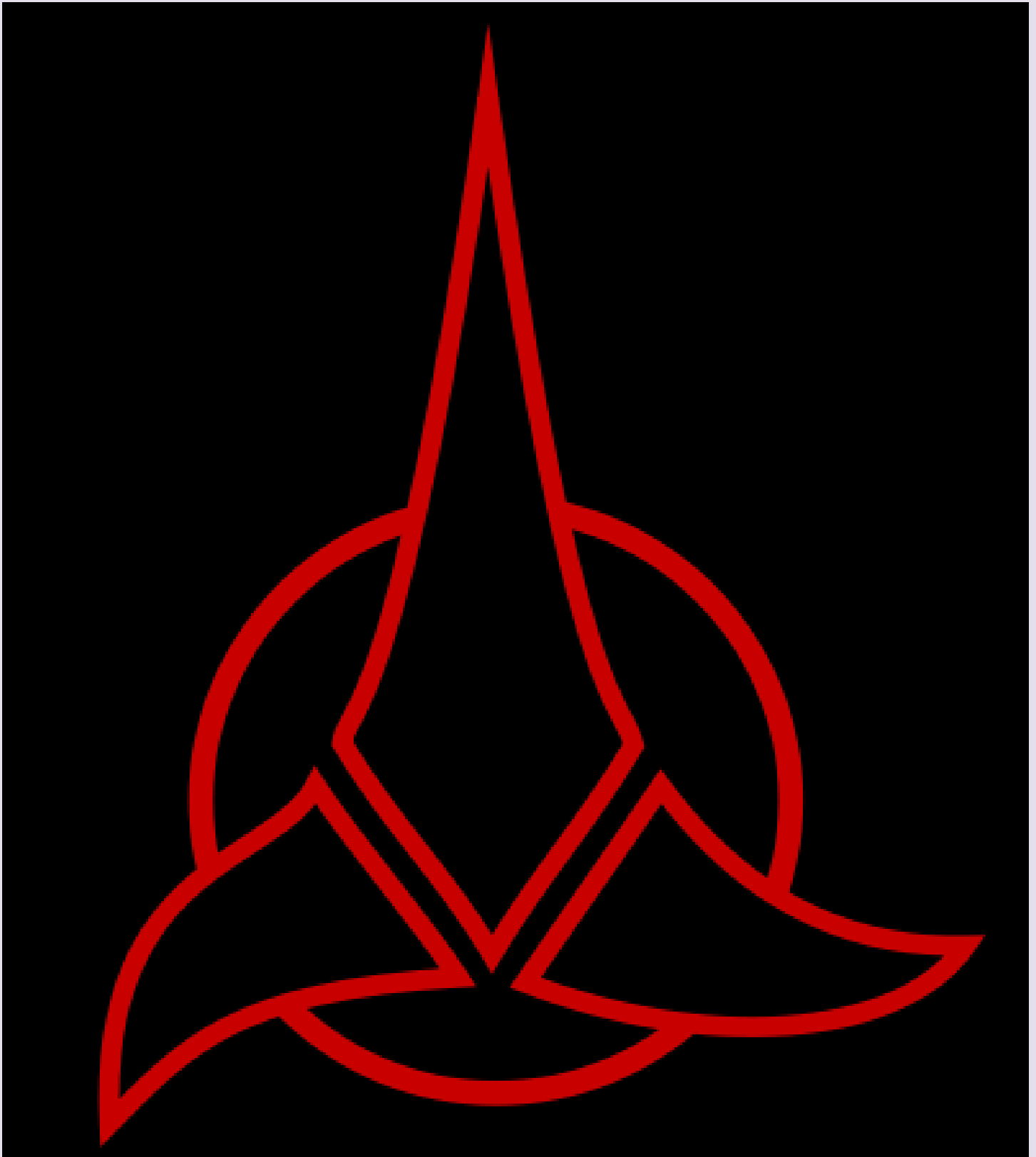
(All vessels but the Chor, Topmey, Negh'var and Cho'naQ may cloak)

Klingon Unit Overview

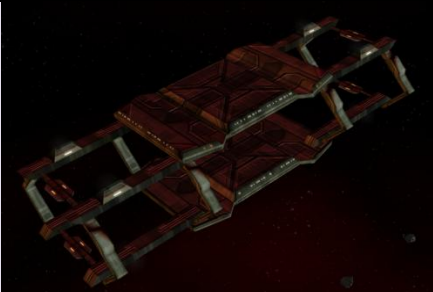| Kahless Station Vessels (TaQ'roja/Martok)	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Chor	Small	6	20	9	50	B	M	279	156	11
Constructs all Klingon stations. Armed with Civil Disruptor Construction ships cannot level up.										
Topmey	Small	0	19	9	50	NA	NA	160 / 200	111 / 139	18
Mines Dilithium and Tritanium: Dilithium capacity: 150 Tritanium capacity: 100 Can dispatch its storage containers to become a K't'inga Class destroyer. Freighters cannot level up.										
K't'inga ("built" by Topmey)	Small	11	10	4	120	B	M	NA	NA	NA
Rank 5 gains Micro Photon Torpedo Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent. Veteran Offense/Defense/System: 17/21/4. Consumes 2 slots out of 25										
NoQ'Duj	Small	10	7	3	160	P	S	183	74	6
Large sensor radius. Superiority Fighter: This unit deals increased damage to other scouts. Scouts cannot level up.										

Kahless Station Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
K'beajQ	Small	19	19	7	100	B T	M	434	143	13

The Everlasting Design: Slightly increased Defensive Value and highly increased subsystem durability.

Heavy Disrupter: Fires an over-energized disruptor shot at a hostile target. Heavy disruptors deal increased damage to destroyers. Medium range. Available at Field Research.

Torpedo Drone: Fires a homing torpedo drone at a hostile vessel. The torpedo drone will always hit its target. Medium range. Available at Field Research.

Rank 5 gains Armor Plates: Subsystem durability increased by an additional 100 percent. Defensive Value increased by 8.

Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent.

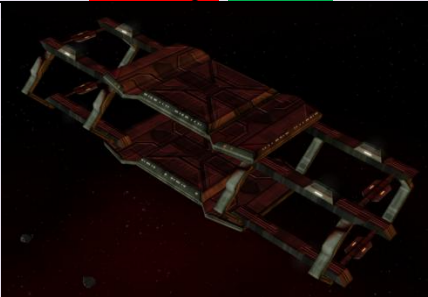Veteran Offense/Defense/System: 28/47/7

Consumes 4 slots out of 25

Field Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
B'rel	Small	17 15	11	5	130	P,T P	S	238	87	9

Graviton Marker: Drops a graviton marker at the current location. If a hostile unit gets locked by the graviton marker its movement speed will drastically be cut down. Available at Field Research.

Rank 5 gains Master of its Domain: Master of its Domain: Increases the damage dealt to destroyers by 16 percent and decreases the damage received from destroyers by 16 percent.

Veteran gains 2x Twin-cannon Disruptor: Fires an additional burst per volley.
Veteran Offense/Defense/System: 28/23/5
Consumes 3 slots out of 25

Field Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
K'beajQ	Small	19	19	7	100	B T	M	434	143	13

The Everlasting Design: Slightly increased Defensive Value and highly increased subsystem durability.

Heavy Disrupter: Fires an over-energized disruptor shot at a hostile target. Heavy disruptors deal increased damage to destroyers. Medium range. Available at Field Research.

Torpedo Drone: Fires a homing torpedo drone at a hostile vessel. The torpedo drone will always hit its target. Medium range. Available at Field Research.

Rank 5 gains Armor Plates: Subsystem durability increased by an additional 100 percent. Defensive Value increased by 8.

Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent.
Veteran Offense/Defense/System: 28/47/7
Consumes 4 slots out of 25

| **K'Vort** | Medium | 25 / 23 | 20 | 8 | 100 | P,T / P | S | 381 | 137 | 14 |

Shield Breaking Torpedo: This torpedo is especially adjusted to break through the shields of a hostile and deals direct hull damage May be used while cloaked. Short range. Available at Field Research.

Rank 5 gains Verteron Particle Loads: Attacks have a 20 percent chance to disable the engines of the target.

Veteran gains 2x Twin-cannon Disruptor: Fires an additional burst per volley.
Veteran Offense/Defense/System: 38/43/8
Consumes 5 slots out of 25

| **SuS'a' (Martok Only)** | Small | 21 | 19 | 8 | 110 | T | S | 363 | 129 | 14 |

Last Ditch Assault: Supercharges the primary systems, causing high stress to the weapons. Increases the Offensive Value of this unit by 8 and shortens the weapon reload times for 35 seconds. After this effect ends the Offensive Value will be reduced by 4 for additional 10 seconds. The cloaking device cannot be used while effects of Last Ditch Assault are active. Available at Field Research.

Rank 5 gains 4x Micro Photon Torpedo.

Veteran gains Condensed Proton Warheads: Deals area damage to hostile units, which has greater effect on battleships.
Veteran Offense/Defense/System: 18/34/39
Consumes 4 slots out of 25

Field Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Veqlaragh (TaQ'roja Only)	Small	23	12	5	90	T	A	492	94	18
	Alternate Armament: Alternative ammunition will increase the time between shots by 250 percent but attacks will cause the target to lose its engines Lasts until canceled. Available at Field Research. Rank 5 gains Armor Piercing: Increases damage dealt by an amount equal to 0.8 percent of the target's total hit points. Veteran gains Condensed Proton Warheads: Deals area damage to hostile units, which has greater effect on battleships. Veteran Offense/Defense/System: 35/25/5. Consumes 3 slots out of 25									

Battle Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Sang'	Medium	27 25	20	9	110	T	L	583	171	22
	Compound Torpedoes: Fires a volley of micro photon torpedoes at up to three independent targets. Long range. Researched at the Armory Rank 5 gains Flak Torpedoes: Increases the damage dealt to destroyers by 60 percent. Veteran gains Condensed Proton Warheads: Deals area damage to hostile units, which has greater effect on battleships. Veteran Offense/Defense/System: 45(43)/43/9 Consumes 5 slots out of 25									

Battle Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Qaw'Duj	Medium	25	20	27	100	B,T	M	567	466	26

Qaw'Duj

Level 1: Sword of Kahless: Honor your ancestors to increase the moral of your troops and allied vessels Increases rate of fire by 100 percent and repair-rate by 25 percent. Lasts 7 seconds. Medium range.
Level 2: Ionizing Torpedo: Ionizing energies will cause system failures on a hostile unit, draining 80 special weapon energy. Medium range.
Level 3: Polaron Field: Disables a random subsystem each second on all vessels in the target area. Lasts 5 seconds. Level 2/3 researched at Armory.

Rank 5 gains Ionized Shells: Attacks destroy 6 special weapon energy of the target.

Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent.
Veteran Offense/Defense/System: 42/55/35
Consumes 8 slots out of 25

Vor'cha	Medium	38	30	14	90	B	M	771	246	29

Polaron Torpedo Fires a polaron-charged torpedo at a hostile unit, breaking through the shields causing direct hull damage and crushing a subsystem. Lasts 10 seconds. Medium range. Researched at the Armory.

Rank 5 gains Photon Torpedo.

Veteran gains Battle-tried Load-out: Adds half of the System Value to the Offensive and Defensive Values.
Veteran Offense/Defense/System: 67/75/14
Consumes 8 slots out of 25

Charg'H (TaQ'roja Only)	Large	23	20	8	110	T	M	478	147	18

Combat Tractor Beam: Can be locked on a target even while shields are active. Medium range. Researched at the Armory.

Rank 5 gains Capital Torpedoes: This vessel deals 28 percent increased damage to targets which are not battleships.

Veteran gains War Impulse-Engines: Greatly increased movement speed and grants a chance to avoid pulse weapons.
Veteran Offense/Defense/System: 37/44/8
Consumes 5 slots out of 25

Battle Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Vutpa'	Large	34	25	11	80	B,P	M	575	157	21

Anti Targeting Systems: Decreases the chance to be hit by torpedoes by 45 percent.
Call to Arms: Allows you to upgrade Vutpa' Class cruisers to Troopships, increasing crew complement by 150. May then use transporter assault. Researched at the Ordnance Depot. Costs 150 Dilithium, 50 Tritanium, and 3 Supply.

Rank 5 gains Targeting Scrambler: Increases the chance to dodge torpedoes by an additional 40 percent to a total of 95 percent.

Veteran gains War Impulse-Engines: Greatly increased movement speed and grants a chance to avoid pulse weapons.
Veteran Offense/Defense/System: 51/56/11
Consumes 6 slots out of 25

LuSpet (Martok Only)	Large	43	34	15	90	T	S	709	249	27

Cluster Torpedoes: Part of the damage is dealt as direct hull damage. Deals increased damage to destroyers.
Field of Fire: Transport a charge of heavy explosives at the target location. The resulting fireball will cause internal explosions on all vessels in the affected area. The internal explosions will last twice as long as the effect of normal Cluster Torpedoes. Hits cloaked vessels. Long range. Researched at the Ordnance Depot.

Rank 5 gains High Explosives: Increases the direct hull damage dealt by Cluster Torpedoes and Field of Fire by 70 percent.

Veteran gains Battle-Tried Load-out: Adds half of the System Value to the Offensive and Defensive Values.
Veteran Offense/Defense/System: 79/83/15
Consumes 9 slots out of 25

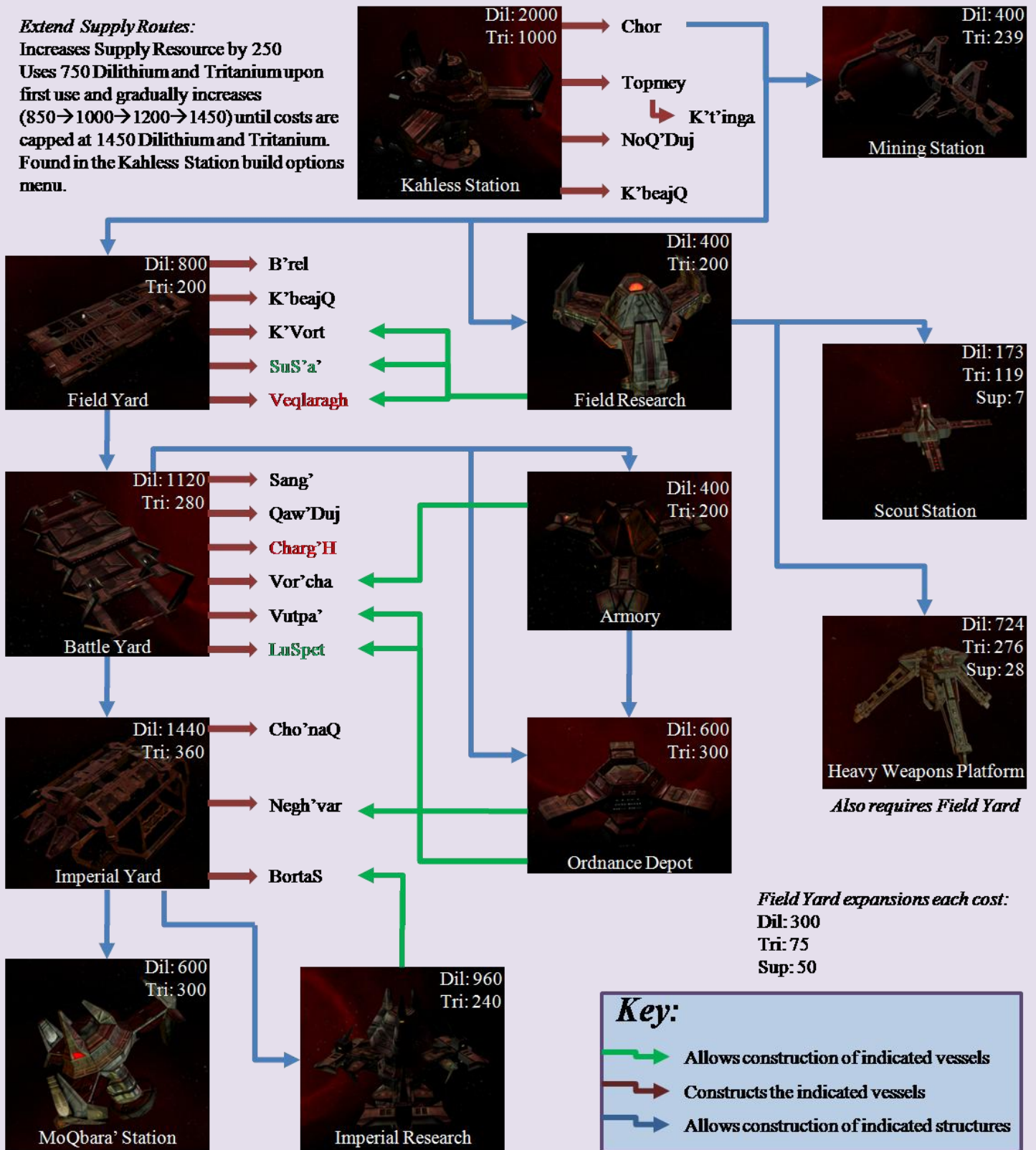| Imperial Yard Vessels (TaQ'roja/Martok)	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Cho'naQ	Medium	30	24 30	11	70	B	L	624	170	23
Assault Disruptor: Deals constant damage but uses special energy. Energy Bugger: An energy buffering system connected to the Assault Disruptor will reduce its energy usage by 50 percent but will also cut down movement speed due to lesser total starship energy available. Lasts until canceled. Researched at Imperial Research. Rank 5 gains Secondary Buffer System: Increases the Defensive Value by 16 while the Energy Buffer special ability is active. Veteran gains Battle-tried Load-out: Adds half of the System Value to the Offensive and Defensive Values Veteran Offense/Defense/System: 55/56(62)/11 Consumes 6 slots out of 25										
BortaS	Large	28	22 26	40	60	T	S	257	346	15
Ionized Hull: This unit is immune to ion storms. Level 1: Artificial Ion Storm: Creates an artificial ion storm around this unit. Hits cloaked vessels. Lasts 25 seconds. Level 2: Transports an automated attack probe into space which will attack a hostile target nearby. May be used while Advanced Cloak is active. Lasts 15 seconds. Long range. Level 3: Advanced Cloak: Hides this unit from the enemy's sensors. Cloaking and decloaking will take 4 seconds Special weapon energy does not regenerate while cloaked. Level 2/3 researched at Imperial Research. Limited to three ships. Rank 5 gains Special Warfare: Increases the damage dealt by Ion Storms by 66 percent and increases the duration of the Attack Probe special ability by 4 seconds. Veteran gains Ion Synthesizer: Increases the weapon range of Ion Torpedoes to long range and greatly improves the Ion Storm area of effect. Veteran Offense/Defense/System: 50/72(76)/50 Consumes 11 slots out of 25										
Negh'var	Large	50	36 44	16	70	B,T	S	771	236	29
Weapon Overload: A concentrated ion-burst will deal incredible amounts of damage to a single hostile target, enough to blast away a smaller unit with a single shot. The ion torpedo launcher will have a cool down period for 30 seconds. Long range. Researched at Imperial Research. Rank 5 gains Warship Torpedo: deals increased damage to buildings. Veteran gains 2x Warship Cannon: deals increased damage to battleships. Veteran Offense/Defense/System: 77/79(87)/18 Consumes 9 slots out of 25										

Klingon Technology Tree

Extend Supply Routes:
Increases Supply Resource by 250 Uses 750 Dilithium and Tritanium upon first use and gradually increases (850→1000→1200→1450) until costs are capped at 1450 Dilithium and Tritanium. Found in the Kahless Station build options menu.

Kahless Station — Dil: 2000 Tri: 1000
- Chor
- Topmey
  - K't'inga
- NoQ'Duj
- K'beajQ

Mining Station — Dil: 400 Tri: 239

Field Yard — Dil: 800 Tri: 200
- B'rel
- K'beajQ
- K'Vort
- SuS'a'
- Veqlaragh

Field Research — Dil: 400 Tri: 200

Scout Station — Dil: 173 Tri: 119 Sup: 7

Battle Yard — Dil: 1120 Tri: 280
- Sang'
- Qaw'Duj
- Charg'H
- Vor'cha
- Vutpa'
- LuSpet

Armory — Dil: 400 Tri: 200

Heavy Weapons Platform — Dil: 724 Tri: 276 Sup: 28

Also requires Field Yard

Imperial Yard — Dil: 1440 Tri: 360
- Cho'naQ
- Negh'var
- BortaS

Ordnance Depot — Dil: 600 Tri: 300

Field Yard expansions each cost:
Dil: 300
Tri: 75
Sup: 50

MoQbara' Station — Dil: 600 Tri: 300
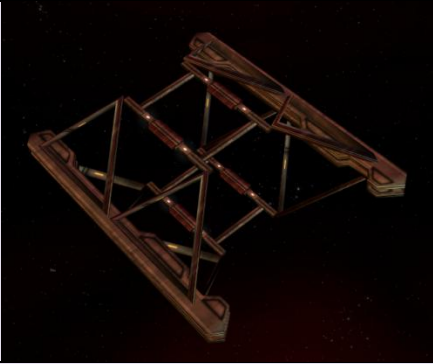
Imperial Research — Dil: 960 Tri: 240

Key:
- → Allows construction of indicated vessels
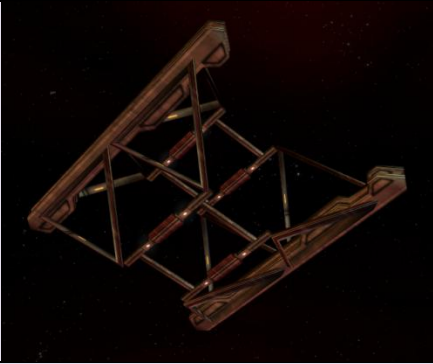- → Constructs the indicated vessels
- → Allows construction of indicated structures

The Klingon Empire: Residing in Sto-vo-Kor currently.
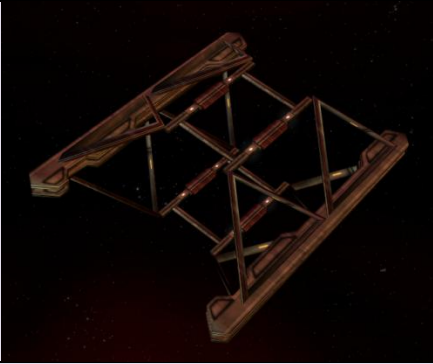
Chancellor Martok

Gives access to two new units:
- LuSpet class
- SuS'a' class

Gives access to the following benefits:
- Increased Defensive Value for all Imperial Yard vessels
- Reduced the construction costs for Field Yard, Battle Yard and Imperial Yard by 30 percent.
- Increased Crew boarding strength for Vor'cha, Vutpa', LuSpet and Negh'var class vessels

TaQ'roja

Gives access to two new units:
- Veqlaragh class
- Charg'H class

Gives access to the following benefits:
- Equipped B'rel and K'Vort Class Vessels with Photon Torpedoes and increased the Offensive Value of B'rel, K'Vort and Sang' Class vessels by 2.
- Reduced construction costs for Topmey class vessels by 20 percent.
- Replaced Torpedo Drone weapons by Heavy Disruptor weapons.

Mixed Technology Unit Overview

Borg Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
B'rel	Small	16	12	6	130	P	S	257	87	10

Is equipped with the Regeneration special ability: regenerates hull and subsystems at 15 special energy per second.
Graviton Marker: Drops a graviton marker at the current location. If a hostile unit gets locked by the graviton marker its movement speed will drastically be cut down. Available at Field Research.

Rank 5 gains Master of its Domain: Master of its Domain: Increases the damage dealt to destroyers by 16 percent and decreases the damage received from destroyers by 16 percent.
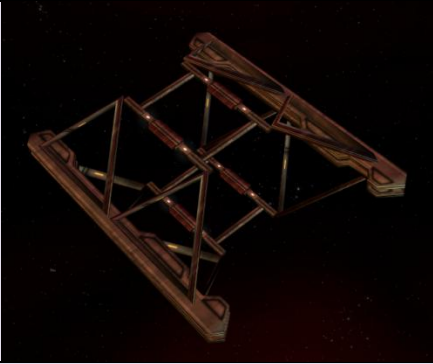Veteran gains 2x Twin-cannon Disruptor: Fires an additional burst per volley.
Veteran Offense/Defense/System: 29/24/6
Consumes 3 slots out of 25

Qaw'Duj	Medium	27	22	29	100	B,T	M	616	501	29

Level 1: Sword of Kahless: Honor your ancestors to increase the moral of your troops and allied vessels Increases rate of fire by 100 percent and repair-rate by 25 percent. Lasts 7 seconds. Medium range.
Level 2: Ionizing Torpedo: Ionizing energies will cause system failures on a hostile unit, *draining 20 special weapon energy per second. Lasts 8 seconds. Medium range.*
Level 3: Polaron Field: Disables a random subsystem each second on all vessels in the target area. Lasts 5 seconds. Level 2/3 researched at Armory.

Rank 5 gains Ionized Shells: Attacks destroy 6 special weapon energy of the target.
Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent.
Veteran Offense/Defense/System: 44/57/37
Consumes 8 slots out of 25

Sang'	Medium	26	21	10	110	T	M	535	176	20

Multidimensional Targeting: Reduces the miss chance of torpedo weapons.
Compound Torpedoes: Fires a volley of micro photon torpedoes at up to three independent targets. Long range. Researched at the Armory

Rank 5 gains Flak Torpedoes: Increases the damage dealt to destroyers by 60 percent.

Veteran gains Condensed Proton Warheads: Deals area damage to hostile units, which has greater effect on battleships.
Veteran Offense/Defense/System: 44/44/10
Consumes 5 slots out of 25

Romulan Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply

B'rel	Small	15	11	7	130	P	S	233	100	9

Is equipped with Rapid Fire Pulse Disruptors.
Cloaking time and energy costs reduced to 2 seconds and 15 energy.
Graviton Marker: Drops a graviton marker at the current location. If a hostile unit gets locked by the graviton marker its movement speed will drastically be cut down. Available at Field Research.

Rank 5 gains Master of its Domain: Master of its Domain: Increases the damage dealt to destroyers by 16 percent and decreases the damage received from destroyers by 16 percent.
Veteran gains 2x Twin-cannon Disruptor: Fires an additional burst per volley.
Veteran Offense/Defense/System: 28/23/7
Consumes 3 slots out of 25

Qaw'Duj	Medium	26	21	29	100	B,T	M	588	497	28

Level 1: Sword of Kahless: Honor your ancestors to increase the moral of your troops and allied vessels Increases rate of fire by 100 percent and repair-rate by 25 percent. Lasts 7 seconds. Medium range.
Level 2: Ionizing Torpedo: Ionizing energies will cause system failures on a hostile unit, draining 80 special weapon energy. Medium range.
Level 3: Polaron Field: Disables a random subsystem each second on all vessels in the target area. Lasts 5 seconds. Level 2/3 researched at the Armory. *Deals a small amount of damage to all hostile units in addition to its normal effects.*
Rank 5 gains Ionized Shells: Attacks destroy 6 special weapon energy of the target.
Veteran gains Tritanium-Deuterium-Alloy Armor: Lowers hull damage taken by 40 percent and reduces all damage received from torpedoes by 15 percent.
Veteran Offense/Defense/System: 43/56/37
Consumes 8 slots out of 25

Sang'	Medium	25	20	10	110	T	L	574	178	22

This vessel may attack up to 2 targets.
Compound Torpedoes: Fires a volley of micro photon torpedoes at up to three independent targets. Long range. Researched at the Armory. *The Compound Torpedo special ability will hit one additional target.*

Rank 5 gains Flak Torpedoes: Increases the damage dealt to destroyers by 60 percent.
Veteran gains Condensed Proton Warheads: Deals area damage to hostile units, which has greater effect on battleships.
Veteran Offense/Defense/System: 43/43/10
Consumes 5 slots out of 25

Federation Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
E'Djen	Small	26	22	9	130	B,P	M	485	147	18

Shootout: This unit deals increased damage to targets with the same weapon range as itself.
Scrambling Drone: Places a scrambling probe at the current location. The probe grants you view of nearby space and will emit a scrambling wave every 10 seconds. The scrambling wave deactivates weapons and engines for 5 seconds and decloaks all hostiles. Lasts 80 seconds.

Rank 5 gains Final Stand: Decreases the damage taken from beam and special weapons by 16 percent and grants a 12 percent chance to dodge torpedoes and pulse weapons.
Veteran gains War Impulse-Engines: Greatly increased movement speed and grants a chance to avoid pulse weapons.
Veteran Offense/Defense/System: 39/49/9
Consumes 5 slots out of 25

K'Vort	Medium	23	21	8	100	P	M	431	134	16

Evasive Maneuvers: Decreases the chance to be hit by torpedoes and pulse weapons.
Shield Breaking Torpedo: This torpedo is especially adjusted to break through the shields of a hostile and deals direct hull damage May be used while cloaked. Short range. Available at Field Research.

Rank 5 gains Verteron Particle Loads: Attacks have a 20 percent chance to disable the engines of the target.
Veteran gains 2x Twin-cannon Disruptor: Fires an additional burst per volley.
Veteran Offense/Defense/System: 38/44/8
Consumes 5 slots out of 25

Vor'cha	Medium	38	33	14	90	B	M	828	267	31

Refined Disruptor: Deals increased damage to small sized vessels.
Polaron Torpedo Fires a polaron-charged torpedo at a hostile unit, breaking through the shields causing direct hull damage and crushing a subsystem. Lasts 10 seconds. Medium range. Researched at the Armory.

Rank 5 gains Photon Torpedo.
Veteran gains Battle-tried Load-out: Adds half of the System Value to the Offensive and Defensive Values.
Veteran Offense/Defense/System: 67/78/14
Consumes 8 slots out of 25

Dominion Mixed Tech Vessels	Vessel Stats							Vessel Cost		
	Vessel Size	Offense Value	Defense Value	System Value	Vessel Speed	Weapon Type	Weapon Range	Dilithium	Tritanium	Supply
Cho'naQ	Medium	31	24	11	70	B	A	781	201	29
Assault Disruptor: Deals constant damage but uses special energy. Energy Bugger: An energy buffering system connected to the Assault Disruptor will reduce its energy usage by 50 percent but will also cut down movement speed due to lesser total starship energy available. Lasts until canceled. Researched at Imperial Research. Rank 5 gains Secondary Buffer System: Increases the Defensive Value by 16 while the Energy Buffer special ability is active. Veteran gains Battle-tried Load-out: Adds half of the System Value to the Offensive and Defensive Values Veteran Offense/Defense/System: 56/56/11 Consumes 6 slots out of 25										
NoQ'Duj	Small	11	8	4	170	P	S	221	65	8
Large sensor radius. *Sensor range increased.* Superiority Fighter: This unit deals increased damage to other scouts. Scouts cannot level up.										
Vutpa'	Large	34	27	11	80	B,P	M	657	205	25
Anti Targeting Systems: Decreases the chance to be hit by torpedoes by 45 percent. Call to Arms: Allows you to upgrade Vutpa' Class cruisers to Troopships, increasing crew complement by 150. May then use transporter assault. Researched at the Ordnance Depot. Costs 150 Dilithium, 50 Tritanium, and 3 Supply. *Crew capacity increased by 200 and boarding party strength increased.* Rank 5 gains Targeting Scrambler: Increases the chance to dodge torpedoes by an additional 40 percent to a total of 95 percent. Veteran gains War Impulse-Engines: Greatly increased movement speed and grants a chance to avoid pulse weapons. Veteran Offense/Defense/System: 51/56/11 Consumes 6 slots out of 25										

Borg Mixed Tech <small>Vessels</small> *Vessels:*

- B'rel: This destroyer gets an all around plus one in values and the addition of the Regenerate special ability. This Borg adapted technology allows you to regenerate 50% of the hull within the few seconds the B'rel can sustain Regenerate. For all intents and purposes the ability is fast enough to almost immediately completely repair damaged subsystems. Consequently, the Regenerate ability is a great boon for the otherwise easily damaged subsystems of the B'rel (often, even if the B'rel is not critically damaged, its engines or life support go offline, leaving your otherwise quick ship adrift). Depending on whether you choose a Martok Klingon strategy that has you building B'rels middle game or early game, you should choose to purchase this vessel or not, respectively speaking. For TaQ'roja, her own B'rel is simply too powerful to warrant the acquisition of the mixed-technology version.

- Qaw'Duj: For a rather small increase in resource costs, this vessel gains plus two to defensive, offensive, and system values. Likewise, the effects of the Ionizing Torpedo special ability become doubled. Building this support vessel from the mixed tech yard for both avatars will free up your Battle Yard to continue producing the large number of standard forces you need.

- Sang': This starship gains slightly increased stats over the Martok Sang', a reduced cost, and will almost always hit cruisers (96% hit rate) with its standard torpedoes. Unfortunately, all of this had to come at a price and so the Sang' is now medium range. As the main advantage of the Sang' is that you can lead enemy forces around while striking at them with little fear of having the favor returned, the range decrease is a deal breaker—unless of course you are planning on using these vessels in fleet action *only*. This vessel is thus useful for both avatars if you plan on using them in this manner.

Romulan Mixed Tech <small>Vessels</small> *Vessels:*

- B'rel: This version of the Klingon Bird of Prey gains what amounts to a Romulan cloaking device as well as fast firing pulse disruptors for a slight increase in tritanium. If hit and run attacks are made with this mixed-technology starship you can be sure that the B'rel will survive much more regularly due to its ability to cloak and decloak quickly. For both avatars it is highly advised to build at least a few of these vessels so as to allow you a traditional Romulan strategy: strike swiftly and silently and then get the hell out of Dodge.

- Qaw'Duj: This mixed-technology vessel gains a slight boost in stats for a trivial increase in resource costs. The Polaron Field special ability has also been altered to deal a small amount of damage to all affected units. Hey, every little bit counts you know! Like the Borg Qaw'Duj, building this support vessel from the mixed tech yard for both avatars will free up your Battle Yard to continue producing the large number of standard forces you need.

- Sang': For a *decrease* in resource costs, this ship gains plus one in system value and the ability to hit two units at a time with its torpedoes. Accordingly, the Compound Torpedo ability now can hit four separate targets. This ship should without a doubt supplement your normal Sang' class vessels or even replace them if you wish to concentrate on building Vor'cha/Qaw'Duj classes at the same time. Even the fact that TaQ'roja's own Sang' gets higher offense should not stop you from building this mixed-tech version.

Federation Mixed Tech *Vessels* Vessels:

- E'Djen: Although this vessel is a destroyer, the fact that this starship comes standard with the Scrambling Drone special ability is enough to ensure its usefulness throughout a long game. This ability lasts 80 seconds, is area of effect, and will deactivate weapons, engines and cloaking for 5 seconds. Of course, the ship also has rather decent shields and offense for being so small. In terms of resource costs, the vessel is a steal when considering Klingon vessels of comparable power. Likewise, the E'Djen is faster than almost all of your conceivable opponent's destroyers and has medium range to boot. For both avatars this mixed-tech vessel should be a staple of your fleet as a few well placed Scrambling Drones will allow the rest of your ships to easily overpower your opponent's forces.

- K'Vort: The mixed tech K'Vort gets a slight bump over Martok statistics and an increase of about 50 dilithium in costs. The vessel also gains the Evasive Maneuvers passive ability which grants the K'Vort an increased rate of torpedo and even pulse weapon avoidance (0.48 chance of hitting). Since there is a good chance that you will still be using these ships to take out lone vessels or miners with the Shield Breaking Torpedo (while cloaked), it is advised to supplement and eventually replace existing K'Vort forces for Martok. As TaQ'roja's K'Vorts gain additional torpedo armament (good against cruisers and even battleships) and a boost to offensive capabilities, there is no real need to build the mixed-tech variant (despite the passive ability).

- Vor'cha: This iconic vessel gains the Refined Disruptor, which allows its main armament to do increased damage to destroyers. Due to the fact that you will undoubtedly produce Vor'chas this mixed tech variant fits very well in the unit lineup. Since a mixed tech yard will probably have been built

nearing the end of early game (especially in multiplayer) a mixed-tech Vor'cha which can deal with mopping up the last of your opponent's destroyers while taking decreased damage from pulse based weaponry (being a cruiser) is quite helpful. Since this version of the Vor'cha also gets increased defensive capabilities for a minor increase in costs (without having to build the Armory to build these ships in the first place) this should probably replace building Vor'chas at your Battle Yard so that you can concentrate on building Sang's and Qaw'Duj classes.

Dominion Mixed Tech *Vessels* *Vessels:*

- Cho'naQ: Due to the cowardliness of Dominion technology, this disrupter wielding vessel becomes artillery range. Of course, the starship also receives a small boost to ship values and a substantial increase in resource costs. However, since you are unlikely to build many vessels of this class in the first place, the range of this version is what counts. As the Klingons are rather short on artillery or even long range vessels, this Cho'naQ could be quite useful to bust starbases and defensive structures from afar. Likewise, since Cho'naQ construction normally requires you to build many research facilities and the Imperial Yard, this version is a much better buy for both avatars if you need an artillery range vessel earlier on as even despite the increased vessel costs, you will be saving resources by not building all the extra structures.

- NoQ'Duj: This scout receives a speed boost, sensor boost and gets an increase of one to all values plus a small increase in resource costs. If you still need forward scouts at this stage in the game, this is the ship to buy. Although slightly more expensive than the normal class, the increased sensor range makes up for this as you will need less vessels to scout out your opponent. Consequently this starship is potentially useful for both avatars.

- Vutpa': This battleship gains plus two in defensive value with a decent increase in costs. The ship also become more powerful at boarding (and more difficult to board) due to its increased crew size and their enhanced fighting skills. However, unless you plan on upgrading these vessels to use their troopship capabilities, it is pointless to construct these from the mixed-technology yard. Considering that any vessel with its shields down is asking to be destroyed, capturing vessels is highly unlikely despite the addition of the Transporter Assault ability. Instead, it is better off to construct these ships at the Battle yard, because you will probably be using them as destroyer and cruiser mops while evading torpedo barrages.

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…with all that having been said, get out there, play some multiplayer games and give me some feedback.

Above all else, have fun, and **don't forget your towel!**