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# STATION DEFENSE

COURSE BBSD FM 3-05.130



# STATION DEFENSE



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The 2022 Third Quarter edition of the manual is an update of the 2020 edition, and was developed to complement and clarify, but not replace, applicable USFC Naval tactics in field station defense. Major contributor and special thanks to P. LIGS, CAPT, NC, BOLD for his important research and collaboration work.

Reviewed and Approved

A handwritten signature in black ink, appearing to read 'T. Halen', with a stylized, cursive script.

T. HALEN, CAPT, NC, BOLD  
Commander



# OVERVIEW



First and foremost, the best station defense will always be your base shield to protect your ships and resources. However, during times of war, or being hunted, this defense strategy, when done correctly, will create a “reverse drain” on your enemy by inflicting high repair bills for the attackers, if anything else, cause them to go into a psychotic rage.

This technique:

- is strictly dependent on your station defense platforms, not your ships.
- can be used on events that are based on pvp damages for scoring.
- can be used a Raid Defense
- is not a replacement for shielding in general

A word to the wise, this defense is an active defense technique. While it's risky to set this technique and log off, your chance of successful defense will depend on you getting a notification or having your device on you to respond immediately.

Depending on your Ops Level and completed research, your station defense might survive up to two to three attacks before your entire station is compromised.

Therefore, this technique is best used by active defenders.



## CONTROL THE SHIP HIT ORDER

First thing's first, since you won't know the attacker's crew and ship used initially, you want to negate any potential battle triangle hitting your docked ships. The purpose behind this is to control the hit order of the enemy while trying to maximize your ships survivability for your officers to be effective.

How are the hit orders determined? The attacking ship target order:

1. Ships that favors the attacker's battle triangle, in ascending power,
2. Ships that are equal to the attacker's battle triangle, in ascending power.
3. Ships that are against the attacker's battle triangle, in ascending power.
4. All survey ships in ascending power.

Station Defense Guns are always last to be hit.

## NEUTRALIZING THE BATTLE TRIANGLE

The best way to neutralize the battle triangle is to dock the same ships at your base. Doesn't matter if you use all Turas, Corvette, or Fortunate ships. It doesn't matter if all your ships are Enterprises (although that might be expensive but if you got five Enterprises laying around, have at it!).

When factoring in repair speeds vs getting swarmed by multiple attackers, it's best to use the low cost and fast repairing ships.

The point here is to negate the battle triangle and use the second mechanic of hitting the docked ships by sizes, while optimizing repair costs.





# CREW LOADOUT

SHIP		CAPTAIN	OFFICER	OFFICER	EFFECTS	
REALTA		PICARD	CRUSHER	HARRISON	Shield Bypass	
REALTA		PIKE	MOREAU	HARRISON	Shield Bypass	ALTERNATE CREWING
REALTA		PIKE/PICARD	VIXIS	HARRISON	Shield Bypass	ALTERNATE CREWING
TURAS	T1	KRAS	RUKOR	KOMAL	ANTI OFFICER ROM Damage Reduction	
TURAS	T2	TILLY	BURNHAM	SARU	Shield Stripping Damage Reduction	
TURAS	T7	KUMAK	NERO	VEMET	Shield Stripping Burning	ALTERNATE CREWING
JELLYFISH	T7	YUKI	MARCUS	ZHOU	Shield Stripping	
FORTUNATE	T1	LORCA	GORKON	GEORGIUO	Hull Breach Burning	
FORTUNATE	T1	GORKON	LORCA	HG WORF / NERO	Hull Breach	ALTERNATE CREWING



## UNDERSTANDING THE DEFENSE MECHANICS

Remember, the bad guys will always have the advantage in terms of attacking you at their time of choosing. Given you will never have enough time to know beforehand of the incoming threat's ships and crew; you will have to assume the worst case scenario.

Because this technique is dependent on your station's platform guns, the number one threat to you is Officer Rom. When Rom procs (special process) his ability, your station is at risk of losing all your ships within the first round, making you susceptible to being completely compromised.

To counter Rom, Kras as Captain with full synergy, will negate Rom from proc'ing his ability, allowing your remaining ships to activate. Kras is only good at neutralizing Rom.

From this point on, the goal of the station defense setup is to remove all the shields from your attacker. Because round one is a critical round, you want to be able to bypass as much of the attacker's shield mitigation as possible. Hence, using Harrison will greatly give your station guns that opportunity. However, if you do not have a maxed Harrison, using someone like Picard and Beverly (for synergy) to increase Harrison's ability, you will get a 100% shield bypass. Remember, Harrison is only a round one fighter.

The next crew is a shield stripping crew with Tilly as Captain. Her ability only procs at the beginning of the battle and she is only a one round fighter.

But here is where you want to take advantage of her ability by running full synergy with someone like Saru and Michael Burnham. In addition, Michael Burnham also aids in shield stripping – provided you stack the below decks with stats to help Burnham. Her officer's ability improves this as she levels up, so keep that in mind. Saru does have some effect on the attacker's base stats, but it is difficult to verify since the actual math calculation is hidden.

Yuki with synergy on a G2 Jellyfish is the secret sauce of the entire defense strategy. The most you can get out of her with synergy (not full synergy, because we moved Harrison to another ship) is 17% of her Captain's Maneuver for shield stripping.

Now here is where this gets interesting. A maxed G2 Jellyfish's ability enhances the Captain's ability by 70%. For Yuki, this significantly increases her effectiveness when stripping the attacker's shields to 87%. Even in round one, she's does not complete shield strip, this is why we need Harrison to bypass the shields. Tilly and Michael Burnham does help, but the bulk of the work is coming from Yuki.

By the time round two starts, Yuki has effectively stripped the shields 100% and will continue to do so.

Finally, the last ship is the Fortunate. This is the survey ship which gets hit last in the entire order. Adding Lorca, Gorkon and Georgiou (or HG Worf ) to get hull breaching going will get you to that 1.5x damage multiplier.

Again, because of the limitation of Scopely giving players the access to view the math, it cannot be verified if that 1.5x multiplier is being added to the station's gun when delivering a critical. However, at this point just take whatever hull damage you can deal.

From here, your defense platform will get hit. And prior to this, these officers should have done their job and stripped the attacker's shield well into round two.

Round two is where the fight between your station's defense guns vs the no shielded attacker becomes really fun. Remember, prior to all of these, all the shield stripping are based by percentages and not a fixed number. Your attacker can have a 100M in shield, and it won't matter due to the percentage being applied.

From previous research, the baby Jellyfish has a higher chance of surviving going into round two if your station's guns are strong enough to handle the attack's damages dealt. With that said, there is no guarantee that this strategy will always work 100% on any ship.

## ALTERNATE CREW

Like Yuki, you can also use the Tilly setup on another Jellyfish. However, this requires you to have another Jellyfish that is not maxed, to keep the hit order before Yuki. Note, that additional testing is needed to determine if Tilly on a Jellyfish is beneficial or not as this also will impact the hit order.

Another crew used for shield stripping was Vemet on a Turas. However, there is a limit to Vemet as he does depend on burning to be active and having a lower deck stats stacked for him.



OTHER CREW LOADOUT

The following officers tested on Grade 1 & 2 ships were determined to have little to no effect on the attacker. However, this may change depending on your officer’s rank level.

TOS Uhura	Mudd	Harry Mudd	Paul Stamets
TOS Spock	Ro Mudd	Eurydice	Sela

Because Scopely’s math is unknown, there is no way to really verify if any of these other officers will have a positive effect on the platform guns; in addition to the way their abilities are written by Scopely can mean something else.

Carol Marcus	Arix	Badgey	Brad Boimler
Yan’agh			

LIMITATIONS

At the time of this publication, there are limitations and those limits are based on your ability to research and upgrade your Ops Level Defense Guns according to your level and the current available officer pool that effects shielding and damages dealt.

Defending against G5 ships is highly unlikely if you’re under Ops 40. However, your definition of a successful defense may differ from someone else.

Some might consider stopping the attacker 100% a success to give yourself an opportunity to activate a longer shielding time, whereas, another player might consider inflicting a high repair bill would be just as successful.

Therefore, use the technique according to your strategy, but do understand the limitations and requirements needed from you to be able to execute your tactics.



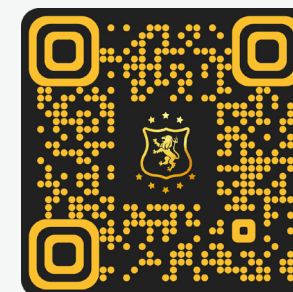
## BEYOND OPS 40 DEFENSE

In theory, this technique will work beyond Ops Level 40 to possibly stop an Ops 60 player from successfully raiding your base. You might not be able to kill their warships, but you sure can destroy their miners – if you're fast enough to repair.

The math is the same and the officers loadout won't change. What does change is your research and building upgrades that are completed and maxing the right officers. Again, this entire strategy is dependent on your Station's Defense Guns being up to date and most importantly, keeping calm.

In reality, you really don't need all of these ships to run the defense. There was enough research done to determine that ideally, using only Harrison and Yuki was effective to stop the initial attack. However, since the introduction of Officer Rom, this does make your decision a bit more challenging to crew your defense. So crew according to your strategy.

Good luck, Good hunting!



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