

## Misc STFC Doc/STFC Active Base Defense.md

# WARNING

This is a great Base Defense when involved with a larger PvP Slugfest (e.g. Alliance Base Raiding and Base Defense).

## This defense can be dangerous if you are not actively engaged

1. Read this in its entirety before attempting to implement this!
2. This defense **REQUIRES** you Actively Respond to all Attacks!
3. This defense **REQUIRES** you to have a *Baby Jelly*, **NOT** an ISS Jelly!
4. This defense **REQUIRES** you to have a Medium to Large Base with amplified Defense Platforms.
5. This defense will **NOT** hold out long to prolonged attacks. You Must Actively Respond to all Attacks!
6. This defense works best during an Incursion, particularly during close in Base PvP Slugfests.
7. Do **NOT** ignore hits to your base!
  - This defense **REQUIRES** you Actively Respond to all Attacks!
  - If you don't want to respond, then **SHIELD**!
  - If you don't respond, you will be cracked and draining will follow quickly!
8. If you can not keep up with the Active Requirement of this defense; **SHIELD**!
9. You really need at least 6 Dry Docks for this to be effective!
10. You really need at least 5 Defense Platforms for this to be effective!

## Why/How it works

1. This works by Crewing to make Attackers more susceptible to Base Defense Platforms.
2. One key is the order of attack on Docked Ships:
  - Attackers always leverage the Battle Triangle, starting with biggest ship in that class.
  - Then attack similar ships, starting with biggest ship.

- Then attack ships that have a battle triangle advantage, starting with biggest ship.
- Finally attack survey ships.
- 3. Ships are crewed to:
  - Strip their Shields
  - Burn the ship (increasing Attack Damage)
  - Breach Hulls (increasing Attack Damage)
- 4. For Medium Level Members (L30-L49), this leverages ships that are quick and cheap to repair.
  - Baby Jelly Explorer
  - The Realta Explorer
  - The Turas Explorer
  - The ECS Fortunate Survey Ships
- 5. For Large Level Members (L50+ with most of their research completed), they can use larger ships:
  - Baby Jelly Explorer (still required)
  - Very Large Explorer (if not available, use a Realta Explorer)
  - Large 2nd Explorer (helps keep Baby Jelly alive)
  - Very Large Survey Ships (if not available, use an ECS Fortunate)
  - If you are big enough, and have the larger ships, they can do double duty:
    - Perform duties for Active Base Defense
    - Perform PvP duties for Warships
    - Perform Base Cracking Duties
    - Perform Base Draining Duties

## Active Base Defense (Very Abridged Edition)

1. Baby Jelly Crewing (always required):
  - Yes, a Baby Jelly, NOT an ISS Jelly!
  - Shield Stripping Crew: Yuki(C), Marcus, and Zhou.
  - Makes Attacker suspectable to Base Defenses.
2. Docked Warship Crewing:
  - If you do not have VERY BIG ships that will last many rounds, use multiple Turas. These are quick, and cheap, to repair during attack.
  - Picard, Bev, and Harrison (Realta Explorer good choice).
  - Kras(C), Rukor, and Komal (Turas Explorer, anti-Rom Damage Reduction).
  - Tilly(C), Burnham, and Saru (Turas Explorer good choice).
3. Survey Ship Crewing:
  - If you are using this ship for Base Raiding as well, make it your biggest survey

ship.

- If you are not using this ship for Base Raiding, use a Fortunate (or two). These are quick, and cheap, to repair during attack.
- Your best Hull Breach/Burning Crew:
  - Lorca(C), Gorkon, and Georgiou (ECS Fortunate).
  - Gorkon(C), Lorca, and Nero (ECS Fortunate).
  - Georgiou(C), Tyler, and 3rd as situation dictates (ECS Fortunate alt crewing).