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Misc STFC Doc/STFC Active Base Defense.md

WARNING

This defense can be dangerous if you are not actively engaged

- 1. This defense **REQUIREs** you Actively Respond to all Attacks!
- 2. This defense **REQUIREs** you to have a *Baby* Jelly, **NOT** an ISS Jelly!
- 3. This defense **REQUIREs** you to have a Medium to Large Base with amplified Defense Platforms.
- 4. This defense will **NOT** hold out long to prolonged attacks. You Must Actively Respond to all Attacks!
- 5. This defense works best during an Incursion, particularly during close in Base PvP Slugfests.
- 6. 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!
- 7. If you can not keep up with the Active Requirement of this defense; **SHIELD**!
- 8. Your really need at least 6 Dry Docks for this to be effective!

Active Base Defense (Very Abridged Edition)

- 1. This is a great Base Defense when involved with a larger PvP Slugfest.
- 2. The 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. Baby Jelly Crewing:
 - Yes, a Baby Jelly, NOT an ISS Jelly!
 - Shield Stripping Crew: Yuki (C), Marcus, and Zhou.
 - Makes Attacker suspectable to Base Defenses.

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4. Docked War Ship Crewing:

- If you do not have VERY BIG ships that will last many rounds, use multiple Turas. Thees are quick, and cheap, to repair during attack.
- Picard, Bev, and Harrison (Realta good choice).
- Tilly (C), Burnham, and Saru.
- Kras (C), Rukor, and Komal (alternative crewing).

5. 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 (Fortunate).
 - Gorkon (C), Lorca, and Nero (Fortunate).
 - Georgiou (C), Tyler, and 3rd as situation dictates (Fortunate alternative crewing).