

## Misc STFC Doc/STFC Incursion Notes.md

# Incursion Notes

Thanks to Laytu, CaptSuperHater, USSE, and many others for the following suggestions.

## Always follow these rules

1. If not Active, **SHIELD!**
2. If you get a Call, **SHIELD!**
3. If you have a Meeting, **SHIELD!**
4. No Mining During Incursion!
5. Do **NOT** Hive!
6. If not Active, **SHIELD!**

## If not participating, or not sure your engaging, in PvP & Base Raiding

1. Move all ships back to Base and Shield!
2. Move to a <=L19 Space, do NOT create a Hive with other TTS Members or Alias (This only attracts Base Cracking).
3. Pop a 4+h shield before start of day (noon EDT).
4. Pop a 24h+ shield after start of day (if not sure, continue popping 4h+ shields until you are sure).
5. Scout for the rest of the Alliance.

## PvP

1. Remember the Battle Triangle
  - Explorer has advantage over Interceptor.
  - Interceptor has advantage over Battleship.
  - Battleship has advantage over Explorer.
  - Survey ships are a wash (no advantage/disadvantage) over other ships.
2. Make sure your crewing gives you all your ship bonuses.

3. Try to keep Attack, Defense, and Health balanced.
4. Below Decks the following can help (best when lots of Below Deck seats available).:
  - Odo (for Critical Damage bonuses)
  - Kira (for Critical Hit Chance reduction)
  - Beckett and Badgey (for additional damage bonus)
  - Tendi (for Hull Health bonus)
  - Boimler (Armor, Shield, and Dodge bonus)
  - Rutherford (Increase Shield Health)
  - Dezoc (to reduce effectiveness of targets crew). Dezoc may be the least useful during Incursion.
5. Crewing the Enterprise for PvP:
  1. PIC Picard(C), Weyoun, & HG Worf
  2. Kirk(C) (either), Weyoun, & Trinity Officer
  3. Gowron(C), HG Worf, & Kirk (either).
  4. Don't bother with Spock on bridge, Enterprise already does Shield regeneration.
6. Crewing other ships for PvP:
  - On Interceptors:
    1. Gul Dukat(C), Garak, & Damar.
    2. Martok(C), HG Worf, & 3rd as situation dictates.
  - On Explorers:
    1. Weyoun(C), Ikat'ika, & Pon.
  - On Battleships:
    1. SNW Strike Team Una or La'an as Capt, & Ortigas as 3rd Seater.
    2. Lorca(C), Tilly, & 3rd as situation dictates.
7. Having multiple types of PvP ships will allow you to leverage the Battle Triangle
8. You may not be able to crew all ships the way you want (may require same crew member on multiple ships), be ready to swap crew members or add an alternate crew member that helps the rest of the crew.

## Base Cracking/Draining

1. Crewing Base Cracking ships.
  - Enterprise (or 2nd Largest Ship): Rom(C), Kirk, & HG Worf.
  - Biggest non-Enterprise ship: Khan(C), Otto, & Joachim.
  - Below Decks crewing to increase Critical Damage, Damage, and then to reduce damage.
2. Crew Amalgam for Capacity and Grabbing Protected Loot use:
  1. 2of11(C), 4of11, & B'Etor.

2. B'Etor(C), 4of11, & Stonn.
3. 2of11(C), 4of11, & Stonn.
4. Include La'an Below Decks.
3. Crew Survey Ship for Capacity
  1. 2of11(C), 4of11, & Stonn.
  2. Include La'an Below Decks.
4. For the best attacks:
  1. Check if target crewed with:
    1. Make sure the Target is not practicing a Bold Defense!
    2. If crewed with Anti-Rom Crew (Kras(C), Rukor, and Komal), don't use Rom!
  2. **When not sure if 10m Shield will deploy.**
    - Start with all ships in Base, except largest cracking ship.
    - Hit target while Cloaked.
    - If 10m shield does **not** pop, move base and start draining.
    - If 10m shield does pop, retrieve ship to base and monitor for shield drop.
  3. **When sure 10m Shield won't deploy.**
    - Start with all ships in Base.
    - Move base next to target.
    - Hit target with biggest ship.
    - Begin draining operation with biggest survey ship (Amalgam).
5. If target is big enough, put the coordinates on AC to bring in help for defending & draining.
6. When Target becomes Active:
  - If on your own, you should probably shield.
  - If help arrives, you may want to turn it into a PvP Slugfest (An Active Base Defense good here).
  - If this has become a PvP Slugfest, get it out on AC to bring in more support.

## Active Base Defense

As Incursion can quickly become a close in Base & Ship PvP Slugfest you need to man your Base to Survive. The best defense we have found is **NOT** for the faint of heart, but can save your Base (and its resources) from those far bigger than you. If you are up for it, see an Abridged version, and links to the full research documentation, in the #bold-defense thread.

## A Crewing Possibility

1. Crewing and Ships for multiple missions.
  2. Missions include:
    - Base Cracking.
      1. Biggest Warship (Battleships work best, then Explorer) crewed with; Khan(C), Otto, & Joachim.
      2. 2nd Biggest (different type the 1st) crewed with; Rom(C), Kirk, & HG Worf. Don't use against Kras(C), Rukor, and Komal.
    - Base Raiding.
      1. Amalgam (or 2nd largest Survey Ship) with 2of11(C), 4of11, & B'Etor. SNW La'an Below Decks
      2. Largest capacity Survey Ship with Burning Crew; Georgiou(C), Tyler, and Stonn.
      3. Include La'an Below Decks, on largest capacity ship.
    - PvP.
      1. Interceptor crewed for PvP with Gul Dukat(C), Garak, and Damar.
      2. Explorer crewed for PvP with Weyoun(C), Ikat'ika, and Pon.
    - Active Base Defense (see #bold-defense ).
      1. Baby Jelly (required) with Shield Stripping Crew, Yuki(C), Marcus, and Zhou.
      2. Largest Survey Ship has Burning Crew (required).
      3. Mix of Battleships, Explorers, and Interceptors.
      4. Interceptor crewed for PvP with Gul Dukat(C), Garak, and Damar.
  3. May need to do some minor recrewng when transitioning between above missions.
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## Alliance Advanced Planning

1. 1 Week before Incursion begin reminding members to:
  - Save up on Tokens (vs actual Par, Tri, & Dy).
  - Save up and/or buy, Base Move Tokens.
  - Save up and/or buy, Peace Shield Tokens.
  - Begin stock piling Ore, Gas, and Crystal. No Mining during Incursions, so refine off your stockpiles.
2. Ensure Enhancers benefiting Incursion have been enabled.
  - Hull, and Advanced Hull, Enhancer.
  - PvP Enhancer.
  - Siege Enhancer.
3. 24-36 hours before Incursion:

- Move all members out of Territory to  $\leq$ L19 Space and **SHIELD!**
  - Do **NOT** Hive.
4. 18-24 hours before Incursion:
- Begin draining unshielded bases in Territory.
  - Remind members, Seise Fire start 24h before Incursion. Do **NOT**
    - Hit other members of our Server until after Incursion concludes.
    - No Base Raiding members of our Server until after Incursion concludes.
    - No hitting OPC members of our Server until after Incursion concludes.
5. Before Incursion, Flag Officers should remind members:
- ☐ If not Active, **SHIELD!**
  - ☐ Do **NOT** hit players from our Server, unless Defensive Draining.
  - ☐ Incursion is a Team Event and Our Team is all members of our Server.
  - ☐ When draining larger targets, remember:
    - ALL Members on our Server are on the same Team.
    - Share the spoils.
    - There are *bugs* making it more efficient to drain Bases with large numbers of participants.
  - ☐ GC is monitored by both Servers!
    - Don't put *Classified* info on GC.
    - Use AC of PC to keep it private.
  - ☐ If AFK, **SHIELD!**