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). The idea is to make your Base as non-One Hit Crackable as possible, and allow you to be effective in a PvP Slugfest.

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 defense works by Crewing to make Attackers more suspectable to Base Defense Platforms.
2. This defense costs the attacker the most, and the defender the least.
3. This defense prevents most one-hit cracks (and reduces base damage) and bring ships back online quickly.

4. The first 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.
5. The second key is the crewing of very specific Ships to:
   - Strip and Bypass attackers Shields.
   - Burn the Attackers Ship (increasing Attack Damage).
   - Breach the Attackers Hull (increasing Attack Damage).
   - Amplify the effectiveness of the Defense Platforms.

Ships and Crewing Table

Slot	Ship	Captain	2nd Seat	3rd Seat	Purpose
1	Realta	Picard	Bev	Harrison	Shield bypass 1st Round
2	Toras	Kras	Rukor	Komal	Anti Rom, Damage Reduction
3	Toras	Tilly	Burnham	Saru	Shield Stripping
4	Baby Jelly	Yuki	Marcus	Zhou	Shield Stripping
5	Fortunate	Lorca	Gorkon	Georgiou	Hull Breach & Burning

▶ Ship Slotting Options
▶ Abridged Active Base Defense Details