title/question: Emulators

keywords: ['emulators', 'bluestacks']

answer: We want to remind players that we do not officially support the use of emulators within our games. If you are having any problems affecting gameplay, please contact us through a supported platform, and we will be happy to assist you.

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title/question: Play Openly

keywords: ['play openly', 'open']

answer: A vibrant, global games community is one that is open to people of all backgrounds, abilities, nationalities, and interests, and all should feel welcome and included.New players are joining all the time, and they look to their fellow players for advice, community, and examples to follow.Ways to play openly:Be welcomingBe inclusive of new players from all backgrounds, such as those of a different race/ethnicity, gender, religion, sexuality, nationality, ability, and much moreBe helpful when talking to new players learning the gameRecognize that everyone comes to the game with different experiences Examples of not playing openly:Lashing out at those who are learningBullying or belittling newer playersDriving players away from the game

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title/question: Khitomer's Revenge

keywords: ['honorguard', 'gowron', 'martok', "ba'el"]

answer: Honorguard WorfOfficer shards can be earned by completing the following missions: Duality Part 3, 6, 10, Refraction Part 1 and 5. Additionally, shards can be gained through the Ultra Officer Chest, the Amalgam Refinery, Special events, and the Offers tab. GowronOfficer shards can be earned by completing the following missions: A Galaxy at War Part 7 and 15. Additionally, shards can be gained through the Ultra Officer Chest. MartokOfficer shards can be earned by completing the following missions: A Galaxy at War Part 1 and 7. Additionally, shards can be gained through the Ultra Officer Chest. Ba'elOfficer shards can be earned by completing the following missions: Safe Haven Part 1 and 5. Additionally, shards can be gained through the Ultra Officer Chest.

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title/question: Ceasefire

keywords: ['ceasefire', 'maintenance', 'raid', 'protect']

answer: We have listened to the community and introduced a feature called Ceasefire. In order to provide a better post-maintenance experience, there will be an automatic Ceasefire period right

after downtime during which stations will be protected from attacks. This will prevent your station from being raided by players who logged in faster than you.Ceasefire protects your station, it would not protect your ships outside the station. Attacking another player's Ship or a Ship on a mine removes the Ceasefire protection. You will receive a warning popup that doing so will remove your Ceasefire protection.Attempting to start Station Combat while you and the enemy player are protected by the Ceasefire prevents the combat from taking place and you receive a message explaining as such.If you as a player are protected by the Ceasefire and are attempting to attack a player not protected by the Ceasefire, you receive a warning popup detailing that doing so will remove your Ceasefire protection.Existing Peace Shields continue their expiration countdown as normal and are not affected by the Ceasefires duration.A base protected by a Ceasefire has a visually distinct look in System View to allow players to differentiate between Ceasefire bases and shielded bases.A player protected by a Ceasefire can tell as such from looking at their HUD. If a player has both Ceasefire protection and a Peace Shield they can see both on the HUD as well as their expiry time.The duration of each Ceasefire will depend on the actual downtime and will usually be announced in our STFC Discord server.

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title/question: U.S.S. Discovery - Cannot Summon Ship

keywords: ['u.s.s. discovery', 'discovery ship ability', 'summon', 'summoning', 'sumon', 'call ships', 'instantly warp ships', 'instant warp']

answer: In order to summon a ship, both your Discovery and the ship you wish to summon must be available and meet the requirements below. Before using the Summoning ability, please make sure that: You have completed the 'USS Discovery Summoning' Research in the Galaxy Research tree.Your Discovery ship is available, and not currently in combat, warping, repairing or tiering up.The ship you wish to summon is available, and located in a different system.You have enough resources to initiate the Summoning and to cover any Transwarp cell cost required for the travel.Destroyed ships, and ships that are currently tiering up, warping or engaged in battle will be displayed as 'Unavailable'. If the ship is already in the same system as the Discovery, then it will be marked as 'Same System', and it cannot be summoned any closer to the Discovery.Note: If the summoned ship does not meet the required warp range of the system, it may not be able to warp back to your station. To avoid incidents, there is an in-game warning indicating that before you use the Summoning ability.

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title/question: Where can I get Independent Credits?

keywords: ['independent credits', 'independent', 'credits', 'faction']

answer: Independent credits are used to level up Independent Officers. They can be earned through:Chests in the Augment Faction Store (depending on player level and reputation)Trading Refined Nanoprobes in the Event StoreCertain offers in the Store

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title/question: I didn't receive my purchase iOS

keywords: ['purchase', 'bought', 'missing', 'center', 'credit', 'receipt', 'pack', 'content', 'delivered']

answer: Orders are usually delivered instantly, but sometimes it may take longer. When such delays occur, the purchase is still being processed. If you haven't received what you bought, please get in touch with Apple Support. Apple processes all payments made toward the game, feel free to reach out here.

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title/question: Grayed out exclamation mark

keywords: ['grey', 'gray', 'exclamation mark', 'mission', 'planet']

answer: A grayed out exclamation mark on a planet means that currently there are no missions to accept on that planet.

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title/question: Warp paths unlock

keywords: ['warp', 'path', 'lock', 'unlock', 'super', 'highway', 'delta', 'quadrant']

answer: There is a vast universe to explore, Commander, but not all paths are open without effort. The below guide will shed more light on the unknown and provide vital intel for your journey ahead.Locked warp paths throughout the galaxy:Rigel - Rainsford, Rainsford - Lydan, Rainsford - Raddan, Lydan - Tera Lara, and Raddan - Tera Lara: unlocked by completing the mission "Retrofit". This mission belongs to a chain that starts with the mission "Uncaged". To get the first mission and begin the chain you can visit one of the following systems: Elona, Zaurak, Azha, Amador, Midnight, Obilent, Lycia, Labac, or Astrida.Tera Lara - Rona Tan, Rona Tan - Gealan, Rona Tan - Kor Na Ron, Kor Na Ron - Terazon X31, and Kor Na Ron - Paradane: unlocked by completing the mission "Volatile Combinations". This mission belongs to a chain that starts with the mission "Uncaged". To get the first mission and begin the chain you can visit one of the following systems: Elona, Zaurak, Azha, Amador, Midnight, Obilent, Lycia, Labac, or Astrida.Kor Na Ron - Duriana, Duriana - Vellamo, Duriana - Ifrea 3, and Ifrea 3 - Olassa: unlocked by completing the mission "Recuperation". This mission belongs to a chain that starts with the mission "Uncaged". To get the first mission and begin the chain you can visit one of the following systems: Elona, Zaurak, Azha, Amador, Midnight, Obilent, Lycia, Labac, or Astrida.Ifrea 3 - Orda 877, Orda 877 - Ilmatar, and Ilmatar - Yarda 74: unlocked by completing the "Receding Light" mission. This mission belongs to a chain that starts with the mission "Uncaged". To get the first mission and begin the chain, you can visit one of the following systems: Elona, Zaurak, Azha, Amador, Midnight, Obilent, Lycia, Labac, or Astrida.Duriana - Yarda 74 and Quvolis - Yarda 74: unlocked by completing the "Autopilot: Yarda"

mission, which can be picked up in Yarda.Rona Tan - Duriana: unlocked by completing the mission "Autopilot: Duriana" which can be picked up in Duriana.Eojur - Tera Lara: unlocked by completing the mission "Autopilot: Tera Lara" which can be picked up in Tera Lara.Earorfilad - Mordus and Tejat - Torana: these long-deserted paths have been shrouded with mystery for the past eons. We've sent out multiple probes to gather intel, but still, we haven't been able to piece the puzzle together.Ty'Gokor - Ester and Brestant - Orasi 18: unlocked by researching the node named "Origin & Borg Superhighways" located in the Combat Research tree.Talmir 86 - Ambit: unlocked by completing the mission "Now and Then Part 9". This mission belongs to a chain that starts with the mission "Now and Then Part 1". To get the first mission and begin the chain, you need to purchase it through the TOS tab in the Holodeck.Haakona - Garadius, Bolarus - Fibona, and Balduk - Ty'Rall: unlocked by completing the mission "Dark Space" and has a required Ops level 49. This mission belongs to the main mission chain*.Rek'Sgar - Beta Sector and Welma - Beta Sector: unlocked by completing the mission "The Price We Pay" and has a required Ops level 39. This mission belongs to the main mission chain*. Umxheli - New Vulcan and Ash-tor - New Vulcan: unlocked by completing the mission "Twists and Turns" and has a required Ops level 40. This mission belongs to the main mission chain*. Nikola - Singularity Apex: unlocked by completing the mission "Forwards is Backwards" and has a required Ops level 40. This mission belongs to the main mission chain*.Hauge-Kalalisko: unlocked by completing the mission "Take Arms against an Empire of Troubles III" and has a required Ops level 51. This mission belongs to the main mission chain*.System J-25 - Jiiny; Jiiny - Malon Vortex and Malon Vortex - Velixys: unlocked by completing the mission "Voyage to Velixys'️. The mission will be available in the Voyager Refinery after the "Delta Quadrant Analysis" research has been completed (Starships Research Tree).Velixys - Asil-A: unlocked by completing the mission "Voyage to Asia-A'️. The mission will be available in the Voyager Refinery after the "Delta Quadrant Analysis" research has been completed (Starships Research Tree).Asil-A to Bartu'shakai: unlocked by completing the mission "Voyage to Bartu'shakaI'️. The mission will be available in the Voyager Refinery after the "Delta Quadrant Analysis" research has been completed (Starships Research Tree).Bartu'shakai to Illysus: unlocked by completing the mission "Voyage to Illusys'️. The mission will be available in the Voyager Refinery after the "Delta Quadrant Analysis" research has been completed (Starships Research Tree).

*To learn more about this, please review the guide <<Main Missions>>.

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title/question: My chat isn't working

keywords: ['chat', 'mute', 'not working', 'ban', 'report']

answer: One of our top priorities is to ensure a healthy and safe environment in which our players can enjoy the game. In cases of inappropriate and/or offensive messages, names, Alliance tags or descriptions; we reserve the right to take action against the offender's account as per our ToS.The actions may vary but a chat mute will be applied to the account in question. That means that the offender will not be able to communicate with anyone in the game until that period has expired.Rest assured that such actions are not taken lightly or without investigation.

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title/question: Territory Capture Overview

keywords: ['territory capture', 'how to capture', 'what is territory capture', 'takeover', 'embassy', 'services']

answer: Territory Capture introduces a new area of space called the Origin Sector. This area of space consists of zones that may be composed of one or more systems. Compete with other Alliances to earn the most points during a zone'sTakeoverto own that zone and add it to your Alliance's Territory. As long as your Alliance owns the zone, all members of your Alliance will have access to the benefits associated with that zone.There are no level restrictions aroundPvP ship combat in the Origin Sector. All systems in the Origin Sector followDeep Spacevisibility rules. TakeoversEvery zone has a scheduled takeover time during which Alliances may sign up to join that zone's takeover and score points. The Alliance that scores the most points during a zone's takeover will be the owners of that zone. Ownership BenefitsAlliances that own zones can enjoy the following benefits:Owner Exclusive Housing - only members of the owning Alliance can relocate their stations to the Origin Sector. Players who continue to house their stations in zones that their Alliance do not own, will not be able to activate peace shields. Owner Exclusive Mining - Only members of the owning Alliance can mine in the Origin Sector systems. Mining ships can still be attacked by other players. The winning ship can steal unprotected cargo from the mining ship but will not be able to dock on the mine after destroying the mining ship. Services - Capturing a Territory gives the controlling Alliance exclusive access to purchase specific services related to that zone. Services offer buffs granted to all Alliance members, and can only be activated by the Alliance Admiral or Commodores. Higher tier Zones have more valuable services compared to low tier Zones. All Services obtained from capturing Zones stack together, whether they be from the same Zone, a different Zone or from the same Service type, and will last until the end of the next Takeover. Alliance ResourcesTerritory Capture requires specific resources that can be gathered by all Alliance members and are automatically transferred to their Alliance's inventory.Alliance members with the appropriate Alliance permissions (Admiral and Commodore) can spend Alliance resources to join Takeovers and active Services.Alliance resources belong to the Alliance and remain in the Alliance inventory even if the player who acquired them leaves the Alliance. Make sure you visit our blog post for more information: Territory Capture RulesSeasonal Battle Pass: Territory CaptureTo improve and make it more challenging and rewarding, Territory Capture became seasonal with the launch of the new game version, and includes an optional Battle Pass. Scoring points for this TC Battle Pass will require players to deal damage to Ships (PVP), refine Isogen, capture nodes, build or tier-up TC related Ships, Alliance help/contributions during takeover, etc. There are additional Research Tree nodes focusing on Territory Capture-related buffs and a brand new Particle that will be used to unlock those nodes.

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title/question: What are Armada Targets?

keywords: ['armada', 'target', 'objective', 'attack', 'pve', 'armada directives']

answer: Armada Targets are powerful opponents that can only be attacked via Armadas - they are too tough to be defeated by standard attacks. They can be found in certain star systems in Federation, Klingon, Romulan and neutral space. An Alliance can only have one active Armada attack against a given Armada Target at once, but it can have active Armada attacks against several different hostile targets at the same time. Armada Hostiles belonging to the Federation, Klingon or Romulan factions count as members of that faction for Research, Officer and Ship abilities. Defeating them would grant Faction Point Rewards, but unlike normal hostiles, there is no Faction Point penalty.

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title/question: What is the total time reduction per Alliance help request fulfilled?

keywords: ['help', 'alliance', 'time', 'help request']

answer: Joining an Alliance has its benefits - one of them is being able to ask your Alliance members for help to reduce the time spent on building or researching. The time reduction per request is 1 minute or 1% of the total initial time required, whichever is higher.

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title/question: Additional Info for California Players

keywords: ['california', 'protections', 'data', 'info']

answer: Additional information for California players, including the categories of personal information we collect and how we use or share them, as well as the rights and choices available to California players, is available here:https://scopely.com/privacy/#additionalinfo-california.

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title/question: Mantis

keywords: ['mantis', 'actian', 'hostiles', 'chrysalis', 'venom', 'venomous', 'puncture', 'condensed', 'battlecruiser', 'debuff']

answer: The Mantis hails from a secluded and technologically advanced civilization of Majalis. This Battlecruiser class ship has weapons capable of disabling enemies. It was engineered to hunt down Actian hostiles and is ideal for disrupting enemy player ships for PvP engagements. The Mantis is a Rare G4 Battleship and can be built by players Level 33+!PvE17 Actian Hostile systems have been added, targeting levels 33 to 49 with increasing difficulty meant for tiers 1-12 of Mantis depending on the level of Mantis research completed and the Ship's crew compliments! These systems require an Ancient Beacon to travel, which can be claimed daily once the Mantis is

built.Some Actian hostiles will grant temporary buffs to your Mantis. Collect these to increase your battle effectiveness against Actian Hostiles! Watch out for the Actian Apex, an even more formidable foe with greater strength and rewards.Do you want to earn Mantis Ship Upgrades, Mantis Research, Syndicate XP, and Hull Fragments? All you have to do is refine Actian Venom in the Mantis refinery! Actian Venom can be gathered by defeating Actian Chrysalis and Actian Apex hostiles.Make sure to upgrade components with Synthetic Nitrium and research Mantis-specific improvements with Synthetic Ion in the Starships section of research.PvPThe Mantis is an excellent support ship for multi-ship PvP engagements. Use the Mantis' Venomous Puncture ability to debuff an enemy ship. This ability can make or break battle outcomes for ships that are close in power level to one another. The Mantis utility lies in turning the balance in your favor with two other ships about to enter battle. Use this against your enemies in Incursion events to aid your allies.Activating Venomous Puncture requires Condensed Venom, which is claimable daily in the refinery. Additional Condensed Venom can be earned through the store. This ability is potent, so wield it wisely!

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title/question: Refits: Ship Skins and Projectiles

keywords: ['refit', 'ship skin', 'refits', 'ship cosmetics', 'cosmetics', 'skins', 'projectile', 'projectiles', 'cannons', 'fire', 'green beam', 'blue bullets', 'beam', 'bullet', 'bullets', 'torpedoes', 'torpedo', 'refits', 'projectile shard', 'ship skin shard', 'ship shards', 'ship shard']

answer: Unlocking at level 15, Refits provide a variety of visual cosmetics to help you personalize your ships and gain additional ship power.Types of RefitsShip Skins - applied to the ship itself Projectiles - different animations for the projectiles of your ship Refits can have different rarities: Common, Uncommon, Rare and EpicShip skins are designed for a specific ship, not all ships will have a Refit How do Skins and Projectile buffs work?Ship SkinsProvide an additional bonus to one of your shipsThe bonus is permanently applied to your ship and cannot be switched offRemoving the ship skin will not affect the buff, it still applies to your ship ProjectilesAll projectiles have a visual effect to make you look sleek in combat. Some projectiles also contain buffs.Once a projectile with buff is unlocked, that buff applies to all your ships, whether it is assigned to a ship or not.Multiple unlocked projectiles will stack and increase your stats at the same time.Just like skins, projectile buffs apply permanently and will never switch off once unlocked.Unequipping the projectile will not affect the buff. Refits are visible to you and other players in:Object viewer and Scan screen Drydocks and System view Combat and Battle Reports Refits can be accessed through your:Ship Hangar: tap on the Refits button on top, or open the building and select 'Refits' Ship Management Menu: select one of your ships and tap 'Manage', then 'Refits' Here you can preview all Refits you own and the ones available to unlock Unlocking RefitsShip skins require Skin-specific Shards for unlocking each skin Skin and projectile shards will be available through event rewards, special chests and in-game offers. Keep an eye out for these events!

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title/question: Ship Cloaking

keywords: ['cloak', 'cloaking', 'invisible', 'tetryons']

answer: Ship Cloaking technology is available in Fleet Command! Surprise and outmaneuver your opponents with the new Cloaking ability, available for 14 Klingon and Romulan combat ships. You can unlock a ship's Cloaking ability by acquiring its Ship Cloaking Refit. Ship Cloaking Refit shards are redeemable in the new Ship Cloaking tab of the Refits menu.Cloaking is an active ability that can be unlocked for each eligible ship. Activating cloaking will make your ship invisible, untargetable by enemies, and prevent any incoming attacks from initiating. Attacking while cloaked deals significantly more damage and provides a 66% base chance that your name and alliance data will be completely hidden from your enemy's Battle Logs. You can warp while cloaked to ensure the element of surprise is on your side, and entering a faction system you're unwelcome in will prevent active hostile marauders from spawning and chasing you.The Cloaking ability has a cost, cooldown and duration. The usage of Tetryons is required, in order to activate the ability.Cloaking deactivates whenThe duration expiresThe ship starts miningAn attack is initiatedThe ship is docked Ships with a Cloaking abilityD3, Legionary, Bortas, Centurion, B'rel, Gladius, D4, Augur, K'tinga, Valdore, Pilum, Korinar, Tribune and Hegh'ta.

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title/question: Where Do I Find Hostiles? (Level 3+)

keywords: ['pve', 'marauders', 'level3', 'hostiles', 'tutorial', 'new player', 'new']

answer: The Star Trek galaxy is a vast universe! Part of the fun is exploring it with your ships!Hostile ships are found roaming around in the System map. They have many different names but all of of them will have a red label! The number to the left of a hostile ship indicates the level of that ship. For example, this Rigellian Destroyer hostile ship is level 2. Once you've conquered your starting system, Tap the circular Galaxy button on the bottom right of your screen when you're on the System map to access the Galaxy map.Level 3 hostile ships can be found in level 2-4 Systems. A System's level is displayed next to its name in Galaxy view. A hostile ship of a specific level can be found in a System whose level is +/- 1 from the hostile ship's level. In the image below, you can expect to find level 1-3 hostile ships in the level 2 Groshi System.

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title/question: How can I reinstall the game?

keywords: ['scopely', 'id', 'scid', 'unistall', 'account', 'lost', 'reinstall', 'tribbleshooting']

answer: If you are experiencing crashes, reinstalling the game sometimes will do the trick! However, reinstalling the game should be the last resort and should only be attempted if your game is having constant performance issues. Before starting, make sure that you have connected your game to Scopely Account. You can do so by going to the in-game settings < general and ensuring that a Scopely Account is linked to your game. To learn more about Scopely Account, please read this.On Android Try the following steps: Exit the game; go to your device's Settings and tap on AppsTap on

the games App Icon and choose "uninstall"Restart your deviceGo to the Play Store, reinstall the game and launch itGo back to in-game settings and log in to your Scopely Account to load your progress. On iOS Try the following steps: Exit the game by pressing the Home ButtonLocate the Game Icon, tap & hold it until it begins to wiggleTap the X in the corner of the icon, and agree to delete the appOpen the App Store, and download the gameLaunch the game and log in to your Scopely Account to load your progress.

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title/question: Borg Cube

keywords: ['borg cube', 'borg data nodes', 'borg cutting beam', 'cutting beam']

answer: A new era is beginning - horizons widen, new tech is found, powerful Officers and Ships join our Fleet, space becomes a more dangerous place and the shadow of the Borg Cube looms over our heads.You can resist, but it might be futile!Commanders (from Operations level 28 onwards) will be able to acquire their own Borg Cube (Epic) and terrorize whoever decides to stand in their way. The Borg Cube is a uniquely powerful combat ship that will remain relevant throughout all Ops levels. Initially, the blueprints can be obtained from the free and elite tracks of the Update 60 battle pass. Unlike any ship before, the Borg Cube is meant to grow with you as you progress through your Star Trek Fleet Command journey and scales based on the power of your Faction Ships.There will be 18 Tiers and 90 Levels to unlock and, at its peak, it might surpass all other Faction Ships (Federation, Klingon and Romulan) of the same rarity. The Cube comes with a very special Active Ability: Borg Cutting Beam'⬚ - with it, the Ship will deal damage outside of combat by applying direct Hull Damage to the selected targets without entering battle. The 'Cube' requires a totally maxed G6 Epic ship to tier up.A Borg Cube that has not been updated at all, will not have any resource costs to repair. The Borg Cutting BeamOnce the Beam is charged, you may select the ship you wish to fire upon from anywhere in the same system and select the Borg Cutting Beam Icon on the enemy pop-up.This does not apply against Player Stations, Alliance Starbases and Armada Targets.The more you damage enemy ships, the faster the Beam will charge - charging will depend on HHP damage dealt in regular combat. The Borg Cutting Beam is also unique in that it bypasses all defenses and does direct hull damage. Current officers in Star Trek Fleet Command and research not found specifically for the Borg Cube will not affect its damage or charge rate. Note that the Borg Cutting Beam will have diminishing returns on its damage when attacking a target higher in level than you.When a player successfully destroys a PVE target using the Ship's Active Ability, a new resource called Technological Distinctiveness'⬚ will be awarded. This will be useful for refinement into Shape Memory Alloy'⬚ (Borg Ship Parts) and Advanced Cybernetics (Research Dust), which are needed to upgrade the Borg Cube itself. The more you assimilate, the stronger the Borg will become.This material can then be exchanged in the refinery by navigating to the Borg Cube Refinery in the Support Tab'⬚ for either upgrade material to tier up your Borg Cube or for the material needed to progress the new Borg Cube research nodes, which can be found in the Ex-Borg research tree. As you progress your Borg Cube, you will need Borg Data Nodes from one of the three factions (Federation, Klingon, and Romulan). Upon reaching one of the above milestones with your faction ships, you will be rewarded with a Borg Data Node from the corresponding faction, which can be claimed in the gifts tab. Cutting Beam Base Damage Tables:Levels 1 to 18Levels 19 to 36Levels 37

to 54Levels 55 to 70How many Borg Cubes can you have?Each commander can acquire and tier up a maximum of three Borg Cube.How can you upgrade the 2nd and 3rd cubes?You will unlock a Borg Data Node Tier X for each ship requirement you meet. To unlock a second Borg Data Node Tier X, you will need to fulfill one of the other ship requirements mentioned in the "insufficient resources" prompt. For example, if you want the T15 Borg Data Node for your second cube, please ensure your Kos'Karii or Velox is at tier 9. Remember that you can't use the same USS Titan T9 as you did for your first cube.Please find some additional questions or known issues below:- A "dealing hull damage" might pop up when the Beam is used.- To ensure there aren't any "complete the mission" issues, please accept and complete the mission found in "The Borg" section of the holodeck.- The Borg Cube might feel "weak" at lower tiers as the laser is not that strong without being upgraded.- We've seen some feedback about the Damage Reduction (diminishing returns) to hitting higher-level players. We have acknowledged the feedback and are working with the Design Team to revisit this.- The Beam abides by PVP brackets and cannot be used on armadas or stations.More information about the Borg Cube available HERE!

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title/question: Scrapyard

keywords: ['scrapyard', 'scrap', 'scrapping ships', 'reuse ships', 'replace ships', 'recycle', 'parts']

answer: The Scrapyard allows you to dismantle unused ships and receive valuable resources, including a chance for materials for the next tier of ships!How does it work?Once you reach level 20 you can research and construct the Scrapyard.Scrapping a ship will permanently destroy it. This action cannot be reverted.Scrapping rewards are determined by ship type and level, as well as the level of your Scrapyard building. Rewards vary and may include Resources, Blueprints for the scrapped ship type, Ship XP, or Ship Parts.Upgrade your Scrapyard and request Alliance help to increase the scrapping speed.To be able to fully use the Scrapyard, you must upgrade it according to the requirements needed for the ship that you wish to scrap.I can't scrap the ship I want, why? The ship may be already in use (assigned to a Drydock or is in Space).Certain ships are not scrappable as per design.The ship may require a higher Scrapyard level.The Scrapyard will help you progress faster while providing a use for older ship parts and blueprints.

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title/question: Systems glowing in red

keywords: ['red', 'glow', 'system']

answer: A system glowing in red indicates a high activity, whether PVE or PVP related.

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title/question: Exocomps

keywords: ['exocomps', 'consumables', 'buffs', 'bonus', 'buff']

answer: Deploy Exocomps amongst your Fleet to augment your abilities! You will be able to apply time limited Exocomps to boost your capabilities for several actions in game. From mining, to building, to hunting! Exocomps will provide you a way to increase your efficiency during day to day activities.A new building, the Exocomp Factory, will house the Exocomps and will be required in order to unlock the feature. The building will be available for all players from level 16 and above!As you upgrade the Exocomp Factory, you will be able to unlock 4 different types of Slots: Galaxy, Station, Combat and Wildcard! Each slot can be equipped with the corresponding time-sensitive consumable.Managing ConsumablesStored in the "Consumables" tab in your inventoryEach Consumable will provide you a number of important info (e.g Type, Rarity etc)You can activate the consumable from your inventoryConsumables have an expiration time (displayed before and after activation)Active Consumables take up a slotThere is a limited number of available slotsWhen the expiration time is reached the Consumable is consumed Extra TipsGalaxy type consumables(e.g. mining, protected cargo, warp speed, etc.) take effect when a ship leaves the station. If you have already deployed a ship, the consumable will not have any effect until the ship is recalled and redeployed.Combat type consumablestake effect when a battle begins. They do not affect the stats of a ship visible in the ship info.Station type consumablestake effect when they are activated. They will not affect the time remaining on anything already in progress; they will only reduce the time for actions started after the consumable is already active.Two of the exact same consumables will not stack, but two different consumables that affect the same stat will stack. E.g. a 2â˜... damage and a 3â˜... damage will stack, but two of the exact same 2â˜... damage consumables will not. Two different things, e.g. 2â˜... damage and 2â˜... interceptor damage will stack.

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title/question: Extra Research Queues

keywords: ['research', 'queue', 'second', 'nodes', 'extra']

answer: There is the ability to get permanent Extra Research queues in the game. Once unlocked, it will allow you to conduct several research at once!How does the Extra Research work?Available through special offers in the Store (one per player)Once unlocked, it allows you to conduct more than one research at onceFunctions the same way as your primary research queueWorks only for researches The same research rules apply to the Extra Research queues:To unlock additional Research queues you need to be above level 15Once purchased, it is automatically unlocked to use - you just need to start a second researchIt needs its own set of speed-ups and helps requests to reduce the timer Note that some researches have a specific order of prerequisites, these still apply as usual

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title/question: I can't mine Isogen - Why?

keywords: ['isogen', 'cant mine', 'mining node', 'isogen node', 'territory capture', 'territory', 'origin space', 'raw isogen', 'refined isogen']

answer: If you are having trouble mining Raw Isogen or finding the Isogen you mined, please note that:As with any mined resource, you need to first dock your ship to receive the amountsYour mined Isogen is visible under the new 'Territory' tab of your Inventory. If you cannot see your mined resources, please make sure to check there. Isogen mines contain large amounts of resources, mining Isogen may take longer than usual.Owner Exclusive Mining applies to all Origin Sector systems. If you are within that area, you can only mine nodes in Zones your Alliance owns. If you are trying to mine in the Tola systems - these are Tutorial systems and as such they do not belong to any Alliance and cannot be mined.Some players report that the nodes are overcrowded. This should be only temporary, as everyone is excited to rush and see what Isogen is all about. If you are experiencing this, we can recommend checking another system (see our FAQ 'Where can I find Isogen?').If your Alliance already owns a Territory and you can no longer mine after moving away from a node in your Zone - please restart the app, that should allow you to get back to mining.If you are attempting to mine, but your ship is not engaging - please make sure you are running the latest app available in the App Store. Sometimes it may take up to 24h for the App Stores to propagate our updates, and the release will require a manual update. If the information above did not help, please contact our team with the details and the name of the system you tried. We will get back to you as soon as we can.The STFC TeamðŸ—

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title/question: Peace Shields Overview

keywords: ['shield', 'peace', 'attack', 'protect', 'warning', 'activate']

answer: Peace shields prevent enemy ships from attacking your Station. All peace shields dissipate over time. If you have a peace shield active, you will see a timer next to a peace shield icon on the right side of your screen indicating how much time you have before your shield deactivates.Free 10-minute Peace ShieldA free 10-minute peace shield is automatically activated after the first attack on your Station. Note that this will only activate once every 2 hours. If you get attacked by more than one player within the same two hours, the 10-minute peace shield will only be activated for the very first attack within that period. The free peace shield will prevent any further attacks from happening in the following 10 minutes, giving you enough time to apply a longer shield and protect your Station.Activating a Peace ShieldYou can always manually activate a peace shield by tapping on the same Shield icon on the right. Alternatively, you can go to your Items, tap on the Other tab and select the peace shield you wish to activate. There are peace shields of various lengths in the game, make sure you pick the right one before leaving the game. Attacking another player's ship or station will automatically disable your peace shield regardless of how much time remains until it naturally deactivates.Keep in mind that Peace Shields don't add up, if you have an active shield and you activate one that would last longer than the current one, the second shield will overwrite the existing one instead of adding time. It is also not possible to activate a shield that last less than an existing shield.Deactivating your Peace ShieldTargeting another player's Ship or Station will automatically deactivate your Peace Shield, regardless of how much time it had remaining. There is

a warning in-game indicating that. If you are not sure if you have just deactivated a shield, we advise restarting the app to ensure your Shield timer has refreshed and is displaying the actual state of your Shield.

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title/question: Alliance Tournaments

keywords: ['emerald chain', 'alliance tournaments', 'leagues', 'promotion', 'demotion', 'task', 'alliance tournament credits', 'emerald chain xp', 'reroll']

answer: What are Alliance Tournaments?Alliance Tournaments are time-limited events where alliances complete tasks to earn points and compete in region-wide league leaderboards. Alliances are promoted, or relegated, based on their performance, and players receive rewards for their contributions. Your alliance needs to be Level 2 to participate.What phases do the Alliance Tournaments have?Event Phase: Alliance members complete tasks and earn points. Rewards Phase: Alliances receive rewards based on their rank. Results Phase: Alliances are assigned to leagues or promoted/relegated based on their rank.Note: Alliance Games rewards may take up to 5 minutes to appear. This delay occurs because the system needs to complete the promotion and relegation process before rewards are distributed.Qualifier EventWhat is the Qualifier Event?The Qualifier Event is a one time event where all alliances in a region compete in a single leaderboard. Alliances earn points by completing tasks, and their rank determines their initial league placement.How long does the Qualifier Event last?The Qualifier Event lasts for 3 days, with the task board resetting every 24 hours.What rewards can be earned in the Qualifier Event?Leaderboard Rank Rewards: Based on the alliance's final rank. Tasks Rewards: Based on the tasks completed by individual alliance members. How are tasks managed in the Qualifier Event?The task board is shared across the entire alliance, and each alliance member has a limited number of tasks they can complete per day. Claiming a task removes it from the board for the whole alliance and replaces it with a new one. Each task completion awards leaderboard points and harder tasks give Alliance Tournament Qualifier Credits and Tasks Reroll currency.Tasks can be abandoned if claimed or rerolled if not claimed. Abandoning will consume your daily task attempt. Rerolling will cost Tasks Reroll currency and will reroll a task for the entire alliance.League EventsWhat are League Events?League Events are time-limited competitions where alliances are grouped into leagues based on their ranking in previous events, or their Qualifier Event rank for the first League Event. Alliances earn points by completing tasks, compete in league leaderboards, and are promoted or relegated based on their performance.What are the phases of League Events?Event Phase: Alliance members complete tasks and earn points. Rewards Phase: Alliances receive rewards based on their rank. Results Phase: Alliances are promoted, demoted, or remain in the same league based on their final ranking. How are tasks managed in League Events?The task board is shared across the entire alliance, and each alliance member has a limited number of tasks they can complete per day. Claiming a task removes it from the board for the whole alliance and replaces it with a new one. Each task completion awards leaderboard points and harder tasks give Alliance Tournament Qualifier Credits and Tasks Reroll currency.Tasks can be abandoned if claimed or rerolled if not claimed. Abandoning will consume your daily task attempt. Rerolling will cost Tasks Reroll currency and will reroll a task for the entire alliance.What rewards can be earned in League

Events?Leaderboard Rank Rewards: Alliance Tournament Credits, exclusive cosmetics, and Emerald Chain XP, with higher ranks and higher leagues rewarding more Tasks Rewards: Based on the tasks completed by individual alliance members. Task ManagementHow does the task board work?Daily Board Refresh: The board refreshes every 24 hours, canceling all in-progress tasks and refreshing your daily attempts. Task Refresh: New tasks appear as players claim and complete them. Task Reroll: Players can choose to reroll an unclaimed task on the board to replace it with a new one. Can players abandon tasks?Yes, players can abandon a task and pick a new one. However, abandoned tasks count towards the daily limit.Leagues and ProgressionWhat are the different leagues?There are five leagues, each offering different rewards and challenges:Master: Top league Expert Adept Apprentice Novice: Bottom league How do alliances progress through leagues?In general, the top 25% of alliances are promoted or bottom 25% alliances are relegated at the end of each event based on their final leaderboard rank, except for the Master (relegation of 15%) and the Expert leagues (promotion of 15%).Emerald ChainWhat is the Emerald Chain?The Emerald Chain is a progression track where alliances earn Emerald Chain XP through league rank rewards. Higher-ranking alliances progress faster and unlock exclusive buffs, bonuses, and rewards.How do rewards work in the Emerald Chain?Progressing through Emerald Chain levels unlocks rewards for the entire alliance. Rewards include alliance-wide buffs, Refinery Improvements, an exclusive officer, access to additional Alliance Tournament Store rewards, and more!

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title/question: Where is the Isogen Refinery?

keywords: ['isogen refinery', 'territory refinery', 'territory capture', 'refinery', 'refine isogen', 'cannot refine', 'no resources in refinery', 'refined isogen', 'isogen', 'raw isogen', 'refining']

answer: To start refining your Raw Isogen or Progenitor Alloys, head to your Refinery and scroll all the way to the right, to the Territory tab. Any Territory Capture related resources and Refinery bundles will appear here.If you currently do not see the Territory tab, please make sure your app is updated to the latest version available in the App Store. Note that the latest version may not be out yet for your region, in that case please keep an eye on the App Store. Sometimes it may take up to 24-48h for the App Stores to fully propagate our updates. Thank you for the understanding.

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title/question: What is IDFA?

keywords: ['apple', 'apple policy', 'idfa', 'resettable', 'numeric identifier', 'identifier', 'advertisers', 'idfas']

answer: What is IDFA?It stands for "Identifier for Advertisers" (IDFA) and it's a unique, random, and resettable numeric identifier assigned by Apple to each iOS device. IDFAs assist with many functions. Depending on the game, IDFA may assist us with progress tracking across devices, providing personalized rewards and/or advertisements. With Apple's update to the iOS 14.5

operating system, Apple now requires all app developers to ask users to consent to app developers' collection and use of IDFA through their apps.AllowingBy allowing us to collect and use your IDFA, you'll have a more personalized in-game experience. To permit this use, click Continue'⬜ on Scopely's informational in-game prompt, then click Allow'⬜ on the following screen to indicate your consent.If you click Ask App Not to Track", Scopely will not be able to collect your IDFA through the app. Please note that even if you do not allow Scopely to collect and use your IDFA, Apple may still use your IDFA for its own purposes. Please refer to Apple's Privacy Policy for details about how Apple uses your information.

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title/question: Viâ€™dar Talios

keywords: ['vi', 'dar', 'vidar', 'talios', 'expansion', 'cube', 'borg', 'nanoprobes', 'gravimetric', 'torpedos', 'forknowledge', 'exborg', 'ex-borg']

answer: With the Borg threat growing, scientists from all factions gathered and joined forces to bring a new predator to our shipyards!Taking a page from the Romulans' formidable Vi'dar, the Vi'dar Talios has exceeded expectations on multiple levels, and is ready to pick up the torch and fight!Fear not Commander; resistance is not futile.How to acquire the Vi'dar Talios?With the M51 release, you can find the necessary blueprints as a reward in the missions They Have Adapted'⬜ parts 1 and 2. These missions will be available for free to the owners of a Tier 9 Vi'dar that are OPS level 35 and above. Additional blueprints can be found in the Offers tab.Why is it a good addition to your fleet?Challenges the Expansion Cubes for exclusive rewardsIncreases rewards in the Borg RefineryHigher impulse speed than the Vi'darIncreases Borg Solo Armada Directives from the Borg RefineryDestroy Borg Solo Armadas with the Reclaimator research unlocked to increase the amount of Uncommon, Rare, and Epic Borg Solo Armada Credits gained from defeating themUnlock the Vi'dar Talios Warp Range research to reach the furthest ends of the galaxy How to upgrade the Vidar Talios?You can upgrade your Vi'dar Talios by using your Charged Nanoprobes. These can be gained from the Borg Refinery, Expansion Cube Reward bundle. Additional Charged Nanoprobes can be found in the Offers tab.What is the Expansion Cube?The Expansion Cube is a group of Armadas located in Borg systems. You will need Expansion Cube Directives to challenge them, which can be obtained by defeating Borg Solo Armadas. The Expansion Cube has a very strong weapon, the Cube Gravimetric Torpedos that makes them almost invulnerable. You will need to use your Vi'dar Talios wisely to defeat them.To challenge an Expansion Cube, the Vi'dar Talios time-limited buff Foreknowledge'⬜ is essential! This buff activates automatically after a Borg Sphere is destroyed. The buff lasts for 1 hour and doesn't stack, meaning that if a player defeats another Borg Sphere while the buff is already active, the buff timer will reset.Important note: When you defeat any Borg Sphere the Vi'dar Talios will automatically receive the buff regardless of whether it was used in the battle or not.

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title/question: Abandoning a Zone in Territory Capture

keywords: ['territory capture', 'abandon', 'abandoning zone', 'leave zone', 'give up zone', 'give up territory', 'abandon territory', 'leave territory']

answer: Alliances can choose to abandon a Zone for a better one. Abandoning a Zone has no impact on the Takeover schedule, and you can abandon at any time. Abandoning a Zone means that:any Service you have activated in the Zone is immediately ended (normally active Services last until the next Takeover)you will no longer be able to mine the nodes in any systems in the Zoneif you have relocated your station into a system in the Zone, you'll no longer be able to activate peace shields (as you no longer control the Zone).

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title/question: Promo codes

keywords: ['promo', 'code', 'promo code', 'redeem']

answer: How to redeem a promo code?Promo codes are very easy to redeem; you just need to follow the below steps:Save your game with a Scopely Account. To find the exact steps please check here.Access our official website startrekfleetcommand.com, click on the Store'⬜ icon, and log in with your Scopely Account.Access Redeem Code'⬜ on the left-hand menu.Enter your Promo code and go back to the game to enjoy your reward!Promo codes eligibilityPromo codes are often used as a welcome for new Commanders, to reward Commanders' loyalty, or to promote special events or new game features. Each code will be addressed to a very specific group of Commanders, and it's not transferable.STFC promo codes are distributed through social media, email newsletters, or other promotional channels.Make sure to stay tuned to all the below:Keep an eye on our official social media channels!Save your game with Scopely Account and join our newsletter!Check our website and Discord!Is there an expiration date?Yes, every promo code will have a start and end date. If the promo code is expired, it will not be redeemable. Please bear in mind that the promo code duration cannot be extended; also expired codes will not be changed/swapped for active ones.Is it possible to accumulate and use more than one code at a time?Yes, if a Commander is eligible for more than one promo code. However, redeeming more than one code at a time will not be possible.Error You are not eligible'⬜Each code has a specific audience. If you receive you are not eligible'⬜ after entering a code, it might be because you were not targeted for this promo code, but don't worry, there will be more to come! You could also get this message because your code hasn't gone live or it has expired.I forgot my code!We are not able to retrieve promo codes; please make sure to redeem them in a timely manner.

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title/question: Forbidden Technology

keywords: ['forbidden', 'tech', 'fusion', 'rod', 'protomatter', 'catalyst', 'reactor', 'benevolence', 'ft', 'remove', 'swap']

answer: Emerging from the depths of the Galaxy, the Forbidden Tech is a set of dangerous collectibles you can add to your arsenal! Engage with Q's Trials to unlock some of the most devious, illicit, and potentially unstable technology ever found in the universe to bolster your ship's capabilities.Unlocking Forbidden TechForbidden Tech parts are spread throughout the Galaxy. Only Commanders with Operations Level 19+ will be able to use the parts required to unlock a specific Forbidden Technology by challenging themselves in the ultimate form of battle, Q's Trials.Ships & Forbidden TechAll ships, Tier 2 and above, can be transformed into more powerful vessels with the help of Forbidden Tech. To unlock each ship's Forbidden Tech slot, you will have to use Fusion Rods (exchanged for Forbidden Tech Credits in the Refinery). The amount of Fusion Rods needed will vary depending on the ship's grade.To slot or not to slot?Fear not Commanders, even if you slot a specific Forbidden Tech to your ship, you can always change it in the future! Fusion Rods are required to perform this action, which can easily be done through the Forbidden Tech inventory screen -cost varies depending on the Forbidden Tech's rarity. There is also the ability to swap Forbidden Tech between ships, which will require a double fee (Unslotting cost for both of the Forbidden Techs).Improving Forbidden TechForbidden Tech can continue to improve through Level and Tier up actions. Things couldn't be that simple, though, when Q is involved! Each attempt to improve your Forbidden Tech has a chance to fail; the upgrading materials are consumed on all attempts, successful or not. You can gain Q's Favor and increase your success chances by increasing your Assessment Rank!Level-Up action requires Protomatter and Reactors, while Tiering Up requires Catalysts and Reactors.Protomatter is the reward from a successfully completed Q's Trial.Catalysts are refined from Forbidden Tech Credits (earned by completing Q's Trials Daily Goals).Reactors are earned by completing Q's Trials Daily Goals.Forbidden Tech can be upgraded up to Tier 11. Important notes:There are minimum upgrade chances required to perform upgrade attempts; if your Assessment rank is too low, you must increase your Assessment rank prior to upgrading. After a failed upgrade attempt, Q's Benevolence will add some % increase to your upgrade chances until you successfully upgrade that Forbidden Tech. When that happens, Q's Benevolence will reset to its starting value of 0% (Q's Benevolence only applies to the specific Forbidden Tech you're attempting to upgrade). Additional Note: skills such as "Increases [Faction] Damage against players" means that if that Tech is attached to a ship of that specific Faction (Federation or Klingon, for example), the Damage on PVP, against players, will be increased X%.

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title/question: Ex-Borg

keywords: ['ex-borg', 'faction', 'daily goals', 'freeboot hunt', 'freeboot dominance', 'freebooter hostiles', 'faction store', 'research tree', 'exborg', 'ex-borg']

answer: The Ex-Borg are defined not by what they are, but by what they are not. They are not Borg. They are not machines. They are simply people trying their hardest to reclaim a life that was taken from them. These refugees are reviled for their indelible link to a race that inspires a deep and primal fear, while their tech is coveted by those seeking power and profit. The Ex-Borg are fighting for their very right to exist in a galaxy that wishes they didn't.The Ex-Borg Faction is positive-only, meaning it's impossible to lose reputation depending on your actions. To unlock the Faction, all you have to do is be Ops level 38 and complete the mission We are people too' to receive your first Ex-

Borg Reputation points.The Ex-Borg Faction will bring two daily goals, Freebooter Hunt'⬚ and Freebooter Dominance'⬚, requiring killing 2 and 6 Freebooter hostiles respectively. Freebooters will be hard to destroy, so Commanders will have to get creative! Ex-Borg credits can be earned from both daily goals, but reputation will only be provided by the Freebooter Hunt'⬚.Important notesUpon unlocking the Faction, you might need to wait until the event reset to see the Freebooter'⬚ Daily Goals.Any Daily Goal-related research might not take effect immediately, depending on the time frame the research is completed (same as above). The Ex-Borg credits can be used either to unlock nodes in the Ex-Borg Research tree or to be more efficient with specific daily grinding activities by purchasing faction store chests. Keep in mind that the Ex-Borg Faction Store chests are based on your specific ships' tiers (depending on the daily grinding activity, e.g.: Actian Venom - Mantis Tier). The Ex-Borg Research tree offers a wide variety of nodes that will improve the overall experience by making the existing activities more efficient. Some nodes will enhance the material cost efficiency, mining rate, and combat buffs (piercing, mitigation, SHP, HHP, reduced PVP damage).

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title/question: Alliance Starbase

keywords: ['starbase', 'star', 'base', 'celestial', 'object', 'plasma', 'storm', 'subspace', 'superconductor', 'cardassian', 'loot', 'superior', 'magnetic', 'inventory', 'collisional', 'relocate', 'reputation', 'resistance', 'maquis', 'altruism', 'store', 'modules', 'building', 'collect', 'harvester']

answer: The time has come for the bonds to grow stronger between our brothers and sisters. It's time to, once more, come together and bring glory to our Alliance!The Alliance Starbase provides an Alliance with unique buffs and access to the new Starbase Research tree. In addition, when deployed, the Alliance Starbase will harvest Plasma from Plasma Storms across the galaxy. This Plasma can then be spent by the Alliance to upgrade the capabilities of the Alliance Starbase.How can we build our Alliance Starbase?To construct the Alliance Starbase, an Alliance must collect Subspace Superconductors. Once collected, these can be spent by an Admiral or Commodore to build the Alliance Starbase by either selecting an empty Plasma Storm or the Starbase card in the Alliance UI.An Alliance may only have one Alliance Starbase.Where can we get resources for the Alliance Starbase?Most of the resources you will need to build and progress the Alliance Starbase are awarded from purchasing bundles in the Alliance Store. To purchase these bundles, you need to earn Cardassian Loot or Superior Cardassian Loot, which can be acquired by destroying Cardassian Stations.Where can I find Cardassian Stations?Cardassian Stations are located in the following systems:Level 27: MyyricLevel 30: CardassiaLevel 33: Draygo IV, Celtris, Valo, McAllister C-5Level 36: Kora, Unefra, AndritaLevel 39: Trelka V, Borias Cluster, ManoraLevel 42: Vetar, Lazon, MoraLevel 45: Vanden, ArawathLevel 50: Rudellia How do we harvest Plasma?To harvest Plasma, your Alliance must relocate the Alliance Starbase to an available Plasma Storm. You will only be able to harvest Plasma if you have the appropriate type of Plasma Harvesters built on the starbase. For example, you will need Magnetic Plasma Harvesters to harvest Magnetic Plasma.Once deployed, the Harvesters will harvest Plasma at a fixed rate based on their level. An appropriately ranked Alliance member (Commodore or higher) will need to periodically collect the harvested Plasma from the Harvester into the Alliance Inventory.The Alliance Starbase can only collect a fixed

amount of Plasma, determined by the Plasma Processor, from a Plasma Storm before it will need to be relocated.Where can we find Plasma Storms?Plasma Storms are located in the following systems:Collisional Plasma LocationsLevel 16: Bharani, Eizeb, Jishui, Kaus Australis, Ora Leraa, PuneLevel 17: Aciben, Freyda, Kaus Borealis, Kaus Media, Oltomon, VemetLevel 18: Bubeau, Dalukerinborva, Helvetios, Skyedark, Todem, WezenLevel 19: Eisenhorn, Gelvin, Kosz, Wasat, Zeta Polis, ZhangLevel 21: Baryn, BeK, Le'Onor, Llorrac, Lo'Uren, MadaLevel 22: Dauouuy, Iocau, Jonauer, Rosec, Woxoxit, ZadiaooLevel 23: Foaiveb, Godui, Gowok, Posel, Tufem, UikuvMagnetic Plasma LocationsLevel 29: Morska, P'Jem, RatorLevel 30: Ascher, Doloran, Elequa, Emie, Galorndon Core, H'Atoria, Jaq, Lloyd, Noakyn, Nurnias, Parka, SahqooqLevel 31: Barklay, Ebisu, Inari, Lempo, Lipig, May'lang, Robeton, Sinisser, Tandorian, Tullias, UlrichLevel 32: IzanagiLevel 33: Aiti, Ferrer, Kaisu, Kavka, PekkaLevel 34: Tau CetiLevel 35: Argentomea, SiioluxHow can we relocate the Alliance Starbase?The Alliance Starbase may be relocated to any available Plasma Storm in the galaxy. This action may only be performed by the Admiral or a Commodore and requires the Alliance to spend the appropriate amount of Alliance Reserves (earned from bundles in the Alliance Store).What is the Alliance Reputation?Alliance reputation is a new measure of your connection with your current Alliance. It is unique to each individual Alliance member. To earn reputation, you can destroy Cardassian Stations or purchase Resistance Bounties, Maquis Bounties or Alliance Altruism bundles from the Alliance Store.Alliance reputation is required to begin research on specific nodes in the Starbase research tree. When an Alliance member leaves an Alliance, they immediately lose all of their Alliance reputation. Even if they rejoin the same Alliance, they will not regain any previously earned reputation.What benefits does the Alliance Starbase provide?There are two main benefits gained by Alliance members from the Alliance Starbase:1. Alliance Starbase ModulesThe Alliance Starbase is composed of modules that either enable functionality on the Starbase or generate a buff for members of the Alliance. All members of the Alliance gain the benefits provided by the modules on the starbase, even if they have no Alliance reputation.2. Starbase Research TreeThe Starbase research tree requires access to an Alliance Starbase. Additionally, as the modules on the Alliance Starbase are improved, Alliance members will gain access to higher levels of research nodes. Each node in the Starbase research tree requires Assembly Medals earned from appropriate Alliance Store bundles to research.Once the requirements for a research node have been met and research is initiated, a player will not lose that research, even if they leave the Alliance or lose access to an Alliance Starbase.Like other research trees, research nodes in the Starbase benefit the individual Alliance member, not the entire Alliance.What is the Alliance Inventory?Taking a page from Ferenginar, some resources aren't placed into an Alliance member's inventory when earned. Instead, these resources are stored in the Alliance Inventory, a centralized repository for resources utilized by the Alliance to perform specific tasks. Examples of this kind of resource include Alliance Reserves, Subspace Superconductors, Alliance Speedups and Refined Isogen.The Alliance owns the resources stored in the Alliance Inventory. When actions like relocating the Alliance Starbase or upgrading an Alliance Module are performed, the resource is taken from the Inventory, not an individual Alliance member.Resources added to the Alliance Inventory will stay with the Alliance even if the contributing Alliance member leaves the Alliance in the future.Who can perform which actions?AdmiralCommodorePremierOperativeAgent Spend Alliance Inventory Resourcesâœ…âœ… Relocate Alliance Starbaseâœ…âœ… Build Alliance Starbaseâœ…âœ…âœ… Upgrade Alliance Starbase Moduleâœ…âœ…âœ… Repair Alliance Starbaseâœ…âœ…âœ… Collect

Harvested Plasmaâœ...âœ...âœ...âœ...âœ... Earn Alliance Reputationâœ...âœ...âœ...âœ...âœ... Purchase Alliance Bundles to contribute to the Inventory.âœ...âœ...âœ...âœ...âœ... Contribute to the Alliance Inventoryâœ...âœ...âœ...âœ...âœ...

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title/question: Amalgam

keywords: ['supply depots']

answer: Fresh out of the Shipyard, the Amalgam is a vessel available for players level 31+! It possesses the unique ability to fill its cargo and then exceed it in PvP, which makes it the perfect ship for raiding large quantities from enemy stations!PvEWhen the Amalgam defeats Supply Depots in the Klingon and Romulan systems (introduced in October) it will loot Plundered Cargo. This can be refined in the Amalgam Refinery for exclusive Faction reputation Exocomps, Amalgam parts, and Amalgam Gacha tokens!These Gacha rewards contain Honorguard Worf shards, Faction reputation Exocomps, and can be used to unlock Refits and Projectiles.PvPIf the enemy has more cargo than your Cargo can hold, fill your Cargo and then take an additional % of the remaining loot. Important note: this feature will not work if your Cargo is full before attacking.

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title/question: Fleet Commanders and Command Center

keywords: ['fc', 'fleet', 'commander', 'fleet commander', 'command', 'center', 'skill', 'tree', 'credits', 'quantum', 'key', 'duty', 'sealing', 'bolt', 'self', 'stem', 'fleetcommander']

answer: Fleet Commanders have finally arrived at STFC! They have many years of distinguished service and impeccable records.They provide powerful fleetwide buffs in several game areas and are available from level 15+.They will be stationed at the Command Center. Fleet Commanders cannot be assigned to Ship Crews or Away Missions since it is against station regulations.Why are they important?Each Fleet Commander will provide buffs that will give you an edge against other Commanders and various hostiles. Their skills will also assist in researching economy-related goals, aid in specific ship-related endeavors, and more. See below some examples of these buffs:Phase Bank Upgrades: Increase Energy Weapon DamageAlloy Metallurgies: Increase Tritanium Cost Efficiency for Ship UpgradesUnimatrix Training: Increase Damage against Solo and Group Armadas How can I get the Fleet Commanders?Kirk or Spock are available for a free unlock during January (release month) through a mission; you can choose which one you'll unlock! Additional shards will be sourced via daily gifts, special events, and the Offers tab.How can I improve my Fleet Commanders?Fleet Commanders can be further improved by using Skill Points, Commander XP, and Commander Credits to upgrade their skills, level up, and rank up.What is a Skill Tree?Skill Tree is a specific feature where each Fleet Commander can develop his skills, the Tree is divided into three branches. Each Fleet Commander has its own branches, for example, Spock has Miner, Architect, and Scientist.Each branch has a Unique Key. The Command Refinery Center will grant unique keys when your Fleet Commander ranks up to 1, 5, 9, 13, and 18. You will

receive one key per group of selectable skills on that rowSome skills require a Quantum Key and are considered an On Duty - Selectable'⬚ skill. These types of skills are only applied when the Fleet Commander is assigned to the Command Center building.Important note: You will have to choose one skill in the group of skills to unlock. This choice can not be changed, so choose wisely. Selectable skills have a distinguishable frame around them in the Skill Tree, unlocking them requires a Quantum Key.What do I need to progress on a Skill Tree?To progress on your Fleet Commander's Skill Tree, you'll need specific Skill Points. Each Fleet Commander will require their specific Skill Points, p. ex: Spock Skill Points, Kirk Skill Points. Additionally, some Skills might require Rare Skill Points.Specific Skill Points can be earned by leveling up that Fleet Commander or exchanging Uncommon Skill Points in the Command Center Refinery.Leveling up your Command Center will provide you with Uncommon Skill Points. Additional Points can be found in the Offers tab.Rare Skill points will be earned through rare events and the Offers tab. How does the Fleet Commander buff system work? Does the 30-minute timer require players to recall and reset commanders to keep buffs active, or are they applied continuously?No resets are required; the 30-minute timer is simply a cooldown for swapping commanders. Once a commander is seated, the buffs associated with that commander are applied continuously, regardless of when they were placed in the seat. There are three types of buffs:Always On Buffs, which are active simply by having the commander unlocked;On Duty Buffs, which only work when the commander is seated in a specific slot; and Selectable Buffsallow you to choose between different options for seated commanders.What is the Command Center?The Command Center is the building where the Fleet Commanders can be assigned and be On Duty'⬚. The building has a limited number of slots for assigning Fleet Commanders. To proceed with any changes on the assigned Fleet Commanders, please make sure to dock all ships first (for the buffs to be applied).How can I build and upgrade the CC?Once you reach level 15, you must claim the Legends of Cosmos mission in the Holodeck. After completing this mission, you will obtain the 18 Quantum Communicators necessary to construct the Command Center.Self Sealing Stem Bolts are the resource used to upgrade the Command Center. This resource is available in the Daily Gift from the Command Center refinery and the Offers tab.Your Command Center has one Fleet Commander chair unlocked at Command Center level 1. A second chair will be unlocked at Command Center level 40, so upgrading the Command Center is invaluable! Moreover, some Skills will be activated at a certain Command Center level.

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title/question: Avatars and Frames

keywords: ['avatar', 'frame', 'logo']

answer: Avatars are visible in different areas of the game, such as Global, Alliance and Private Chats, Leaderboards, Alliance Members List, Alliance Contribution Screen, and more, allowing you to set your own identity and easily identify your peers.To access the Avatar menu, tap on your Profile picture in the upper left corner and then on the 'Edit' button next to it. That would open the Avatars and Frames tab, which would expand the current Avatars and Frames available to equip.You can choose between a selection of Avatars and Frames of different rarity. New Avatars and Frames can

be earned through live events, various chests and limited time offers. Stay tuned, as we are working on expanding the collection and adding more Avatars and Frames for you to unlock.

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title/question: USS Voyager

keywords: ['voyager', 'uss', 'biotoxin', 'exotic', '8472', 'bioship', 'velixys', 'anomaly', 'sample', 'deuterium', 'canister', 'hirogen', 'sensors', 'astrometric', 'relic']

answer: A legend on par with the USS Enterprise, the USS Voyager embodies the phrase Where no man has gone before.' Shortly after its launch, the USS Voyager was cast over 70,000 light years away from home into the Delta Quadrant, unwillingly becoming the first Federation vessel to successfully traverse the Delta Quadrant and make numerous first contacts. During its seven-year journey, this ship became more than a research vessel - it became a home for its diverse and skilled crew. Apart from the emotional value, the USS Voyager is one of the most technologically advanced ships in the Federation fleet, including the upgraded sensor equipment and the capability of reaching a cruise velocity of warp factor 9.975, making it one of the most suitable ships for the exploration of the Galaxy.Embark on a thrilling adventure, collect Artifacts, and uncover the hidden wonders of the Delta Quadrant by building the USS Voyager. Let your journey unfold as you delve into uncharted territories and rise as a legendary explorer.How can you add the USS Voyager to your fleet?To acquire blueprints for the USS Voyager, you need to reach Operations Level 30 and defeat Hirogen hostiles in the Delta Quadrant. Collect Hirogen Relics as spoils of victory, and refine them in the Voyager refinery. Once you reach Operations Level 34 and have gathered all the blueprints, you can build the USS Voyager.The USS Voyager enables you to acquire Isolytic damage Artifacts and ship parts for various vessels, including the Cerritos, Amalgam, G4 ships, and more.AbilitiesAdvanced Sensors (active) uncover hidden hostiles in the Delta Quadrant, such as the elusive Species 8472. This state has a cost, Deuterium Canister, duration, and cooldown.Astometrics Scan (active) scans a player's ship and reveals the location of their station. This state has a cost, Deuterium Canister, duration, and cooldown.Deuterium Canister can be found after refining Hirogen Relics in the USS Voyager Refinery. Hirogen Relics can be found in the Delta Quadrant systems on Hirogen Hostiles.How to upgrade it?To upgrade the USS Voyager, you need to refine Exotic Biotoxins and Anomaly Samples. These valuable materials need to be refined in the Voyager refinery, harnessing their true power to enhance the starship's capabilities.Exotic Biotoxins can be acquired from Species 8472 Bioships in the Velixys system, while Anomaly samples can be mined from systems such as FSEP-505, FSEP-3819, FSEP-247, and FSEP-001.Important note: Species 8472 Bioships are elusive and can only be spotted while using Advanced Sensors.ResearchUSS Voyager research nodes will further enhance not only the ship itself but also provide fleetwide buffs. From the Below Deck Assembly (unlocks Below Deck slots in officer presets), to the Artifact Hunting Extraordinaire (adds a bonus roll of Artifact rewards in the common and rare Anomaly Sample refinery), Dismantle Tinkering (increases base scrapping speed for all ships), and Ship Maintenance Efficiency (increases the base cost efficiency for repairing all ships); these nodes are an invaluable addition to your buffs.

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title/question: How to contact us through Social Media

keywords: ['contact', 'discord', 'facebook', 'youtube', 'twitter', 'feedback', 'community', 'tribbleshooting']

answer: We value all feedback and suggestions about our beloved STFC! Here are all our Community channels:Blog: https://startrekfleetcommand.scopely.com/Discord: https://discord.com/invite/stfcYouTube: https://www.youtube.com/channel/UCaPdLI1d-6LveN5w0kmtroAFacebook: https://www.facebook.com/StarTrekFleetCommand/Twitter: https://twitter.com/StarTrekFleetInstagram: https://www.instagram.com/startrekfleetcommand/Our team regularly reviews player-submitted ideas and feedback and makes sure to pass them along.We constantly receive fantastic suggestions, especially on Discord, so look around at what other players have shared!

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title/question: "Invaluable Asset" Mission: where to find "Damaged Data Pads"

keywords: ['invaluable asset', 'data pads', 'damaged data pads', 'datapad', 'data', 'pad', 'datapads']

answer: In case you are struggling with the "Invaluable Asset" mission and cannot find the location of the Data Pads, this article might help you.The items should be rewarded after succesfully completing the below missions:Assault on Wolf 359IncriminationRemusSummonerCalls For UnityPaxDefianceThe Sign of The ThreeOne ReactionA Good Day to DieBackfireZero ToleranceRiposteA War on Two FrontsThe Enemy of My EnemySpecialist Make sure to complete as many of those as possible if you want to finish "Invaluable Asset".

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title/question: Additional Builders

keywords: ['second builder', 'building', 'building queue', 'second building', 'build queue', 'build line', 'builder', 'second', 'second building']

answer: Constructors of your starbase will be happy to hear this: We're introducing a new permanent second building line. Once unlocked, it will allow you to simultaneously build or upgrade 2 buildings. How do the additional Builders work?Available through special offers in the Store (one per player)Once unlocked, it allows you to build and/or upgrade several buildings at the same timeFunctions the same way as your primary build queueWorks only for buildings and building upgradesSame building rules apply to the additional Builders:There is no level limitation to unlocking additional Builders.Once purchased, it is automatically unlocked to use - you just need to start a new building upgradeIt needs its own set of speed-ups and help requests to reduce the timerNote that some buildings have a specific order of prerequisites to build, these still apply as usualRemember to update your app in order to take advantage of the additional Builders!

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title/question: Q’s Trials

keywords: ['trial', 'q', 'court', 'seal', 'rank', 'bell', 'approval', 'assessment', 'protomatter', 'trials']

answer: I'm bored! Bored with the Q Continuum! Bored with it all! So I've decided to play with the human race again. I possess immeasurable power over time, space, the laws of physics, and reality itself, capable of altering it to my whim. And my whims are legion! I am omnipotent, but stylishly so, and my true motivations will always be shrouded in mystery, so all you Commanders out there will just have to play along.Con permiso, Capitan. The hall is rented, the orchestra engaged. It's now time to see if you can dance.'My Court appears across all bases from Ops Level 19 upwards, anything below just isn't worth my time. There, puny mortals, you will have access to my trials. Of course, as a show of respect, I demand you build the Court of Q, for which you will require Court of Q Keys. You will find these in the Gifts Section, for I am a munificent being, known for my generosity.As my Court level increases - and it had better, lest you incur my wrath! - you will find the amount of bonus Protomatter you earn from completing a Trial increases also. You're welcome, microbe. The Court of Q level is also essential for unlocking new Trials, gaining access to certain Forbidden Tech refinery options and Forbidden Tech upgrades. How I love the word forbidden, it just begs to be defied!You can't outrun them, you can't destroy them. If you damage them, the essence of what they are remains. They regenerate and keep coming. Eventually, you will weaken. Your reserves will be gone. They are relentless!'Be prepared, Komandanto, before you set forth on one of my Trials. You can learn more about your target by tapping the info (i) button on the Trial screen. Your minuscule brain will no doubt need it.You may begin my Trials by spending Trial Bells - I know, frivolous, aren't I? Collect them through the daily gift or specific events. You may encounter others in the Offers tab. If you are fortunate.Each Trial requires you to defeat a hostile target before time runs out. The target is unique to each Commander, for how else am I to judge your worth? No one else may see or interact with the target I put before you. You may attempt to destroy the target as many times as you wish while the timer is running. But know this, the Trial target will regain its full SHP/HHP between each combat. My Trials are never easy!If my Trial is completed by defeating the hostile, the Rank of the Trial will increase. As the Trial Rank increases, the target hostile also increases in power. I want to test you and only the very best deserve to survive. If the Trial is conquered, new Trials can be unlocked to face more challenging targets. Or you can forever languish in the realms of abject failure. Like most mortals.The only way to fail a Trial is by not destroying the target before the timer expires. If you fail a Trial, you will need to spend Trial Bells to attempt the Trial again. It would be prudent to increase your power before attempting the same Trial. I know prudence is difficult for you lower life forms, but you must try.Why these games? Why, the play is the thing. And I'm surprised you have to ask when your human, Shakespeare, explained it all so well.Upon successful completion of a Trial, I will bestow Protomatter upon you, magnificent entity that I am. Use it to upgrade your Forbidden Technology. How much Protomatter depends on the Trial and your current Court of Q building level. Remember, upkeeping my Court pleases me, for which you will receive a buff. And they don't come more buff than me!Also, depending on how I rate your success, and what kind of a day I'm having,, your Rank will also increase by a variable degree. However, there is a maximum rank a Trial may reach.As your Rank increases in the Trial - and be

sure that it does as I do so hate to be disappointed - you will be able to collect Milestone Rewards. These one-time rewards include unique pieces of Forbidden Tech not available through any other means, as well as resources to help you attempt more Trials and upgrade your Forbidden Tech.You just don't get it, do you, Jean-Luc? The trial never ends. We wanted to see if you had the ability to expand your mind and your horizons. And for one brief moment, you did.'⬚When you reach the maximum available Rank on a Trial, you will no longer have any one-time Milestone Rewards to collect. But then, why should you? You must learn that a job well done is its own reward. Ha! You mortals and your trinkets! However, you may still attempt the Trial and earn Protomatter rewards. This is still an excellent way to earn Protomatter for upgrading Forbidden Tech.Assessment RankYour Assessment Rank is your highest Trial Rank. Each newly unlocked Trial has a higher maximum Rank value, allowing you to attain a higher Assessment Rank. Your Assessment Rank determines your chances of success when upgrading Forbidden Tech. So, you must always strive to push it as high as possible. I shouldn't have to point out the obvious, but I know the limits of organic minds, so let me just add that doing this will benefit you in the long run. Even though a long run for you is no more than just the impulse to blink an eye for me.I see now, it was too simple a puzzle. Generosity has always been my'¦ weakness.'⬚Each Trial comprises either an Explorer, a Battleship or an Interceptor. It suits me that the hostiles I make you face in the Trial will generally be the same type. Anything else is too much effort for me. However, that said, I will sometimes select a special hostile for you to face, which may be of a different ship type. I am not here to make things easy for you. For your own good!Keep pushing!Each Trial awards Seals of Approval for the next tier of Trials when you reach certain Milestones. The type and amount vary depending on the Trial, but they are always available in the tier before the one you are trying to unlock. Assuming you make it past any Trials at all. I shall try and contain my disappointment.For example:To unlock the â˜...â˜...â˜... Trial - Explorers Trial, you will need to collect â˜...â˜...â˜... Seal of Approval - Explorers. These can be earned by completing the â˜...â˜... Trial - Explorers, â˜...â˜... Trial - Battleships, and â˜...â˜... Trial - Interceptors.In addition to Seals, the Court of Q you are fortunate to have grace your base, will also need to be at a required level before you can unlock any higher-value Trials. Remember, my Court serves as a temple to me, and will be treated accordingly. Upgrade it often, or I will find you, and transform you back into the protoplasmic goo you evolved from not five minutes ago!Seals - Visual Guides: Seal of Approval â˜...â˜... (Uncommon) Seal of Approval â˜...â˜...â˜... (Rare) Seal of Approval â˜...â˜...â˜...â˜... / â˜...â˜...â˜...â˜...â˜...(Epic) NOTE: Take heed, mortal! Be mindful - assuming you have a mind to fill - of your surroundings when initiating a Trial. Hostiles will usually spawn within 2 systems of your base. If you foolishly initiate a Trial too close to a system you cannot enter... you might be in trouble! And you will definitely disappoint me.

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title/question: Warp Cancellation

keywords: ['cancel warp', 'warp cancellation', 'recall warp', 'stop warping']

answer: Accidentally hitting 'GO' or 'RECALL' on the wrong ship could be painful and we all have been there. To save you the trouble, from now on you can cancel your warp during the initial 5-second charge up and even mid-travel!To cancel the 5-second warp charge-up, simply tap the X button on your ship, that will abort the journey. To cancel a warp in progress, access your Ship

Action Panel and tap Emergency Stop. This would drop your ship out in the next system along its route. Safe travels, Commanders!

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title/question: How to locate your Ships

keywords: ['where is my ship', 'locate ship', 'find ship', 'find fleet', 'locate fleet', 'find', 'recall', 'map', 'course']

answer: Moving ships around the galaxy might cause you to lose track of them once you're moving them around more than one system.If you've lost track of a fleet, you can always find it by opening the system or galaxy map and then pressing on the image of the ship at the bottom of the screen.From the window that shows up on the left side of the screen, you can tap on the LOCATE'⬚ button which will take you to exactly where that fleet is. Pressing the Recall'⬚ button will instead order your ship to return to your station immediately.

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title/question: U.S.S. Discovery - Summoning

keywords: ['summon', 'summoning', 'towing', 'tow', 'discovery', 'uss discovery', 'u.s.s. discovery', 'summon ships', 'discovery ability', 'new ship ability', 'call ships', 'gather ships', 'instant warp', 'instantly warp ships', 'mycelial']

answer: Want to bring a fleet somewhere fast? First, use the USS Discovery to instant warp to the system. Then, you can use its Summoning ability to open a hole in the Mycelial network and instantly summon your ships to the USS Discovery. Use this unique mechanic to summon mining ships once they're full cargo, summon your warships wherever you need them, and many more potential gameplay mechanics to be discovered! Summoning ExplainedOnce the Summoning ability is unlocked, you can access it through a new button in the Discovery ship action panel.A summoned ship to the Discovery will appear in the same system the Discovery is in.The Discovery can summon any ship, regardless of its warp range.The ability can only be used on Available ships, once the cost requirements are met.The cost to summon another ship to the Discovery is paid once the summoned ship begins its Warp to the Discovery.To unlock this ability, make sure you:have the USS Discovery ship complete the 'USS Discovery Summoning' Research in the Galaxy Research treeFor more information, make sure to check the rest of our FAQs.

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title/question: Main missions

keywords: ['gold', 'border', 'mission', 'main']

answer: Missions are an integral part of the game; they not only expose us to the vastness of the STFC universe but also provide unique rewards and access to isolated locations.The most important missions are the Main missions. As you progress through the game, following and completing the Main missions chain is crucial, as they will not only unlock paths but significantly impact your gameplay! You can easily identify the Main Missions by the golden border that surrounds the mission title.

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title/question: D'Vor-Feesha

keywords: ["d'vor", 'feesha', 'scrap', 'dvor', 'blueprints']

answer: The D'Vor Feesha is an upgraded Ferengi vessel available for players level 35+! Equipped with the latest Dx mining laser, it is capable of efficiently mining Concentrated Latinum. This precious resource can then be refined to acquire Latinum and further upgrade the D'Vor Feesha to maximize profits!How to acquire it?Simply by scrapping your D'Vor!Scrapping D'VorYou'll be able to unlock the D'Vor-Feesha by scrapping your D'Vor and earning D'Vor Advanced Data Core. The amount may vary depending on the ship's tier; a maxed out D'Vor will provide the D'Vor Advanced Data Core for a complete set of D'Vor-Feesha blueprints!Number of D'Vor Advanced Data Cores gained for D'Vor-Feesha after scrapping D'Vor:D'Vor Tier 1 - Tier 5 = 0 D'Vor Advanced Data CoresD'Vor Tier 6 (level 26 to 30) = 12 D'Vor Advanced Data CoresD'Vor Tier 7 (level 31 to 35) = 30 D'Vor Advanced Data CoresD'Vor Tier 8 (level 36 to 40) = 60 D'Vor Advanced Data CoresD'Vor Tier 9 (level 41 to 45)= 120 D'Vor Advanced Data CoresThe D'Vor Advanced Data Cores can be converted to blueprints in the Latinum Refinery through the D'Vor-Feesha Blueprints bundle.

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title/question: Bajoran

keywords: ['bajor', 'bajoran', 'faction', 'jem', 'hadar', 'credits', 'tokens', 'cardassian']

answer: The Bajorans, one of the oldest cultures in the Alpha Quadrant; are a deeply spiritual society of artists, scientists, and thinkers. The once peaceful Bajorans were forced to take arms when their world was occupied by the brutal Cardassians. So they understand the importance of resisting oppression. Aided by their faith in the Prophets of the Celestial Temple, a mysterious wormhole in Bajoran space, they are ready to fight so no one else suffers as they have.The Bajoran Faction is positive-only, meaning it's impossible to lose reputation depending on your actions. To unlock the Faction, all you have to do is be Ops level 35 and complete the mission One Man's Villain Part 5'⍰ or Doctor Tailor Soldier Spy Part 5'⍰ (during launch month, please claim a gift that will unlock the faction for you). You can acquire Bajoran Reputation by purchasing the daily Reputation chest.The primary currencies for the Bajoran store are the Bajoran Faction Credits and Bajoran Faction Tokens. Those can be obtained by killing Jem'Hadar hostiles or Solo Armadas in the Dominion Space.The Bajoran Faction store is where you can purchase missions, refits, Alliance Starbase materials, Deep Space 9 Officer Gacha, and much more.You'll also be able to enhance

different aspects of the game by purchasing Bajoran Favors in the Faction store. From boosting loot from the Jem'Hadar and increasing Bajoran Reputation to gaining advantages cross-game, the Bajoran Favors is something worth going after!Bajoran Favors can be purchased and progressed in the Bajoran Store. To unlock them, you need to be at the appropriate reputation level and spend the corresponding Bajoran Faction Credits or Bajoran Faction Tokens.

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title/question: Transwarp Cells

keywords: ['bog', 'warp cell', 'warp', 'cell', 'transwarp', 'warp toll', 'path toll', 'warp path']

answer: Using Transwarp CellsYou can now travel to the new Borg Systems using Transwarp Cells. Once a warp is initiated the required amount of Transwarp Cells will be used from your inventory. Note that by cancelling the warp you would lose those Cells. Transwarp Cells are always consumed for initiating the travel.Obtaining Transwarp CellsOnce you built the Vi'dar ship, Transwarp Cells can be obtained through a chest in your Gifts Section available every 22 hours. This is intended and meant to protect players from warping to the new systems before they are ready to fight off the Borg Tactical Probes. Borg Tactical Probes are hard to defeat, unless you are using the Vi'dar ship. Transwarp Cells LimitYou can have up to 8 Transwarp Cells in your inventory. If you currently have more than 8 Transwarp Cells, you would not be able to claim the Chest, unless you've spent some and have less than 8 Cells again. For more information, please visit the FAQ post on our blog.

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title/question: Station Combat

keywords: ['station', 'station combat', 'station attack', 'attaced station', 'how to attack stations']

answer: Once you reach Operations level 15, you can engage in Station Combat. You can attack other players' stations and get attacked as well.When another player attacks your Station, they will be fighting against your Defense Platforms, as well as any of your combat ready ships that are currently docked. Ships that are being repaired or upgraded, or are not in your Station by the time of the attack cannot participate in Combat.A 10-minute peace shield will be automatically applied to your Station, right after the first attack. This is to protect you from additional attacks within the next 10 minutes and to give you enough time to activate a longer shield. If no further shield is applied, your Station will once again be vulnerable to attacks after the free 10-minute peace shield expires.If an attacking ship successfully destroys a station, the winning attacking ship will fill its cargo with as many resources from the Station as it can carry. A certain amount of resources will be protected by your Resource Vault (an upgradable module in your station interior) - these resources cannot be stolen by another player.If an attacking ship fails to destroy a Station (and is in turn destroyed by the Station's defenses), that ship is destroyed and automatically returned to its own Station Drydock, where it will have to be repaired before it can be used again.

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title/question: Borg Tactical Probes and Nanoprobes

keywords: ['borg', 'tactical', 'nanoprobes']

answer: Borg Tactical ProbesDangerous hostiles await you within the Borg Systems - the Borg Tactical Probes. These are very strong hostiles, which would drop Inert Nanoprobes for you to refine.NanoprobesInert Nanoprobes are dropped when defeating Borg hostiles and can be refined. Once in the Refinery Borg tab, you can choose between 2 types of refined Nanoprobes:Active Nanoprobes - used to promote Borg OfficersCharged Nanoprobes - used for upgrading the Vi'dar ship or spent on bundled of Faction Reputation and Credits in the Event StoreFor more information, please visit the FAQ post on our blog.

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title/question: Infinite Incursions

keywords: ['infinite', 'incursion', 'event', 'server', 'transfer', 'invade', 'defend', 'suppress', 'conduits']

answer: What is the Infinite Incursions event?The Infinite Incursions event features servers competing against each other for supremacy. This highly collaborative event relies on the collective efforts of an entire server to achieve victory.How is scoring handled in the Infinite Incursions event?Scoring is primarily based on raiding bases and engaging in player-versus-player (PvP) combat. Success in these areas is crucial for enhancing your server's overall score.Who can participate?Infinite Incursions are open to players level 25 and above, and special events leading up to them will be open to players level 20 and above.Special events also run alongside Infinite Incursions, limited to players level 25 and above.Incursions PreparationSuccess in Excursions hinges on thorough preparation. Participating in pre-event activities enhances your preparedness and your server's overall strength.What are the key preparatory events?Preparatory events typically begin a week before the Incursion. Participating in these events allows you to collect incursion coins, conduits, and other crucial resources for success.Prep Solo: Gain the power to get some resourcesPrep ALB: Help (Contribute) to the Alliance and launch armadas to get a fair amount of Lat and some Ultra recruit tokenPrep Server MS: Complete SMS events and build ships to get incursion coins and Incursion conduits.How to join...By spending 10 Incursion Conduits, you can invade an opposing server. When you're invading, we'll automatically try to place you in the same station slot you're on your home server. If that slot is occupied, you will be placed in the next available slot in that system or another location if all slots are filled.How are servers matched?Several factors are considered when matching servers, including server age and population. Our goal is for both servers to have close to equal strength.Shielding behaviorDuring Incursions, all peace shields are suppressed in systems-level 20 and above. The shields are not lost when suppressed, but the duration timer will continue decreasing.PvP activity while a shield is suppressed will not cause the shield to go away. Instead, it will remain suppressed.In systems level 20 and above during Infinite Incursions, 10-minute shields do not automatically activate after a station is attacked.Shields usually work in systems-level 19 and below. The duration timers tick down normally. Shields are automatically applied after a station is attacked, and attacking another

player removes any existing shields.You can normally move between level 20+ and 19 systems using Relocation Tokens, but the above shielding rules apply as soon as the station enters a new zone.Event Roll outThe event lasts 24 hours; during that time, supporting events will require a back-and-forth between defending and invading.Server-Wide Buff for the Winning ServerIn addition to individual rewards like a new Officer, a new Avatar, etc.'¦ each server that wins the Incursion event will receive a server-wide buff for a week for all players who participated in the Infinite Incursions.The buff will be either a build speed or a research speed buff, with the buff strength based on the player's ops level.Event Store and CurrenciesIncursion Coins (Type 1): Earned through participation in pre-event and preparatory activities. These coins can be used to acquire exocomps.Incursion Coins (Type 2): These are acquired during the incursion event. They can be used to purchase advanced items, including fleet commanders and ship shards, at the event store.Incursion Conduits: These are earned in the pre-event and preparation activities. They are necessary to complete a crossover to the rival server.

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title/question: Holodeck

keywords: ['holodeck', 'missions', 'arc', 'borg', 'tng', 'tos', 'matrix', 'diode', 'pattern', 'buffer', 'série originale', 'diode', 'matricielle', 'buffer', 'structure']

answer: Can I relive the glory of my past missions? The answer is YES!With Reginald Barclay as our host, we can revisit once more our past missions. To do so, the required OPs level is 15. Once reached, a new Mission will be found in our Gift section, which allows us to build the Holodeck and contains a step-by-step tutorial. The Holodeck menu is organized into categories featuring our favorite Arcs. You can go there to claim new Arc missions and past arc missions.New Arc Missions: To start a new Arc mission, you must spend the required Matrix Diodes. Matrix Diodes can be sourced through the Battle Pass or from a gift chest.Past Arc Missions: To start a past Arc mission, you must spend the required Pattern Buffers. Pattern Buffers can be sourced through events or the IAP store. Drop by regularly as the Holodeck menu will have more variety over time!Do you have too much on your plate?If you've reached the maximum number of missions, which is 54 (active and archived), you'll receive a warning message that will only allow you to purchase another mission after the total number drops.We heard the Captain ordered some shore leave; let's use this to spend some time exploring the Holodeck!

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title/question: Game Crashes

keywords: ['crashing', 'crash', 'crashes', 'performance', 'device', 'mobile', 'tablet', 'issue', 'macos', 'mac', 'requirements', 'minimum requirements', 'minimum']

answer: To fully enjoy STFC, the game requires at least the following specs:Android:OS 5.1 or betterSupported: 2 GB of RAM minimum iOS:iOS 13 or better2 GB of RAM minimum PC:CPU: Intel i3 4130 3.4GHzGFX: Intel Graphics 4400RAM: 8GBOS: Win 10 64bit Mac OSCPU: 1.3GHz dual-core

Intel Core i5GFX: Intel HD Graphics 5000Memory: 4GB of 1600MHz LPDDR3OS 11 Big Sur If you receive a message stating that there is not enough memory in your disk when actually there is, please make sure that you install the game in the Applications folder.Additional troubleshooting steps for Mac machines:1# Update your systemGo to your system Settings: Press CMDâŒ˜ + Space and search for Settings

Check if there are any pending updates: go toGeneral < Software Update, if there is an update available, clicking Update Now will show you through steps to update your system: 2# Try repairing the gameOpen the game launcher and click Options < Repair and wait the launcher to finish the process: 3# Try to Uninstall and Install againOpen the game launcher and click Options < Uninstall and wait the launcher to finish the process.Click Uninstall and wait the process to complete and install the game again4# If the steps above didn't work:Open finder: Press CMDâŒ˜ + Space and search for FinderGo to the menu at the top and click Go < HomeEnable to show hidden files and folders pressing CMDâŒ˜ + Shift + . (dot), locate the folder /Users/>YOUR USER NAME</Library/Application\ Support/com.scopely.startrek/ and delete it selecting it and pressing CMDâŒ˜ + Backspace Then repeat steps 2 and 3. Kindly keep in mind that these specs alone might not be enough to enjoy the game. If you're still experiencing problems, even with the conditions mentioned above met, please get in touch with us with a detailed description of your issue. Make sure to include what type of hardware you are trying to run the game on.If the answer to your issue is not listed above, please check the Known Issues section.

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title/question: How to transfer your account

keywords: ['scopely', 'id', 'android', 'ios', 'pc', 'transfer', 'account', 'game', 'move']

answer: Depending on the saving method you've used, you can transfer your game to other devices with the below ways:Android < AndroidYou can use your Google Play credentials to load your account. Kindly download the game in your new device and complete the tutorial. Next, simply tap on your player profile, select Settings and then General. Sign in by using your credentials!iOS < iOSYou can use your Game Center credentials to load your account. Kindly download the game in your new device and complete the tutorial. Next, simply tap on your player profile, select Settings and then General. Sign in by using your credentials!Cross platform The only way to transfer your game cross-platform is Scopely Account. Kindly download the game in your new device and complete the tutorial. Next, simply tap on your player profile, select Settings and then General. Scroll down to Scopely Account, select Log-in and enter the correct credentials!

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title/question: Combat Overview

keywords: ['attack', 'battle', 'combat', 'engage', 'target', 'hostile', 'pvp', 'pve']

answer: The further you progress in the game, more Combat targets will be unlocked for you. Once you reach Operations level 10, your ships can engage in combat with other players' ships. And as soon as you upgrade your Operations to level 15, you can also engage in Station Combat.Combat TargetsThere are several types of valid combat targets that you can find in System view.Roaming hostile ships - these ships will have red labels.Other players' ships - these ships will have blue labels.Other players' stations - these will be placed around housing planets in some Systems.Mission combat targets - these ships have yellow labels and a Mission marker.Swarm hostiles - much stronger groups of hostile ships, also labeled red.Armada targets - marked with a triangular shape and various colors, depending on the type. While these may look like space stations at first, Armadas are dangerous targets that require the help of your Alliance mates to defeat. Attacking a TargetSelect a target on the System map to open a preview window of your target. This window will show you the exact target type, strength and estimated difficulty. Tap on the SCAN button for more details. Tap on the ATTACK button to send your selected ship to attack that target. Only targets that can be attacked will have an ATTACK button in the preview window.Player vs. Player Ship You are protected from attacks and will not be able to attack other players' ships until your Operations building reaches level 10. Once you get there, any of your ships becomes vulnerable to player attacks if it is roaming around or idle in System view. To ensure balance in the game, players can only attack other players whose Operations level is close to their own.Player vs. Player Station Once you reach level 15, you can participate in Station Combat. Tap a station to attack it with your selected ship. Stations have their own defenses, and if the attacked player has any ships docked, they would also join the Combat. Defeating a station may require several attempts. Once a station has been attacked, a 10-minute peace shield will automatically be activated, preventing further attacks for the duration of the shield, and giving the player enough time to apply a longer shield. Note that you will not be able to attack stations that belong to players in your Alliance. To learn more, make sure to check our Station Combat FAQ.Armada TargetsYou can find more information about Armada Targets on our specific article for that matter, click here to know more about this topic.

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title/question: Station Guide

keywords: ['build', 'operations', 'level', 'buildings', 'construct', 'academy', 'r&d department', 'warehouse', 'station']

answer: Station InteriorBuild and upgrade the buildings in your station interior to strengthen your ships and station. Different buildings will have different benefits.OperationsThe command center of your station. Upgrade this building to increase your player level, unlock additional buildings, and increase your weapon damage bonus.AcademyHouses your officers when they're not assigned to ships. Upgrade this building to recruit more officers and increase your officer stats.R&D DepartmentConstruct this building to gain the ability to research new technology. Some technology may be the prerequisite for constructing ships or buildings. Parsteel, Titanium, and Dilithum WarehousesDetermines how much of each resource you can hold at your station. Once your warehouses are full, you will not be able to collect that resource from your resource generator buildings. Any resources you get from chests, missions, the store, and events can go over your

warehouse limit.Parsteel, Tritanium, and Dilithum GeneratorsGenerates resources over time. Tap on the buildings to collect the generated resources to add them to your resource stockpile. If the warehouse for a particular resource is at capacity, you will not be able to collect that resource from your generators.Parsteel, Tritanium, and Dilithum VaultsProtects a set amount of a particular resource from enemy players.===Station ExteriorBuild and upgrade the building in your station exterior to strengthen your ships and station defenses.Defense PlatformDefense Platforms serve as your first line of defense for your station against enemy attacks. Defense Platforms are located on the exterior of your station. Your Defense platforms can be upgraded using resources. Any damage that your Defense Platforms sustain during combat is slowly repaired over time.DrydockEach drydockcan have at most 1 ship assigned to it. Your assigned ship can be deployed into space. The assigned ship can be found at its drydock if it's in your station. Build more dry docks to increase the number of ships you can use to explore space. Upgrade your drydock to increase the repair speed and decrease the repair cost of the ship assigned to that dry dock.

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title/question: Ship limit

keywords: ['hangar', 'ship', 'limit', 'block', 'build']

answer: If you are not able to build a new ship because your Ship Hangar (located above the Shipyard) is at full capacity, please upgrade your Hangar to accommodate more ships.Once you reach Operations level 20, you can start using the Scrapyard building to allow for more space in your Hangar. Note that some ships cannot be scrapped by default.

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title/question: Resources & Materials Guide

keywords: ['resources', 'materials', 'latinum', 'dilithium', 'parsteel', 'tritanium', 'raw']

answer: Resources OverviewLatinumRarest item available in the game. Can be used to purchase other resources and speedup job timers.ParsteelUsed to upgrade buildings, start research, and construct ships. Can be mined in space.TritaniumUsed to upgrade buildings, start research, and construct ships. Can be mined in space.DilithiumUsed to upgrade buildings, start research, and construct ships. Can be mined in space.Raw CrystalRefine this in the refinery building (found in your station interior) to get refined crystals. Can be mined in space.Refined CrystalUsed to upgrade ships, upgrade buildings, and research various technology.Raw GasRefine this in the refinery building (found in your station interior) to get refined gas. Can be mined in space.Refined GasUsed to upgrade ships, upgrade buildings, and research various technology.Raw OreRefine this in the refinery building (found in your station interior) to get refined ore. Can be mined in space.Refined OreUsed to upgrade ships, upgrade buildings, and research various technology.

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title/question: Missions & Daily Goals Guide

keywords: ['missions', 'mission', 'daily', 'goal', 'guide', 'score', 'step', 'milestone', 'complete', 'archive']

answer: Missions OverviewMissions are tasks that will be offered to you as you play and progress through the game. Complete missions to receive rewards.Early missions can help guide you through the game. Try to complete some missions if you're ever unsure of what you should be doing in the game. As you fight, upgrade, and expand your way through the Galaxy you'll be sure to discover new missions.You can always check your list of missions by tapping the MISSIONS button on the left side of your screen. Tapping on a mission on the left side of the mission screen to view the details of that specific mission.===Daily Goals OverviewDaily Goals are accessed by tapping on the yellow mission button on the left side of the screen, then tapping on the DAILY GOALS tab.Complete goals listed on the Daily Goals page to earn points. Earn enough points to earn milestone rewards. Your points, milestones rewards, and goals reset every 24 hours.

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title/question: How Do I Use And Access Chat?

keywords: ['chat', 'message', 'report', 'block', 'harassment']

answer: Chat LocationYou can access the main chat page by tapping on the chat preview box on the top center of your screen when you're in a map view.Chat PreviewThe chat preview box will show you the last 2 messages sent in chat. Swipe left and right on this window to switch between galaxy chat (all players in the game) and Alliance chat. Chat NotificationsSometimes you'll see a red number on the bottom left of the chat preview box. This number indicates the number of unread private and Alliance messages. Open the main chat page and view those messages to clear the notification. Main Chat Page NavigationTap on a tab on the top of the main chat page to navigate between galaxy chat (all players in the game), Alliance chat, and private chatSending a MessageTap on the white textbox on the bottom of the screen to open a keyboard and send a message in the chat that you're looking at (the highlighted chat on the top of the page).===How do I report or block a player?Tap on any chat message to open a menu. Then tap the report or block button in that menu to report or block a player. Block a player to stop receiving messages from them. You will also be unable to send messages to blocked players.Report a player if they used inappropriate language and an admin will review that player's case.===How do I unblock a player?Tap on the manage button on the top right of the main chat page to view a list of players you've blocked and unblock them.

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title/question: How Do I Play?

keywords: ['guide', 'how do i play', 'how to play', 'what to do', 'what do i do', 'tutorial', 'guidelines', 'instructions', 'new player', 'advice']

answer: Star Trek Fleet Command is about becoming the most powerful Commander in the Star Trek Universe. You'll have a lot of players competing against you to get there, but everyone will be following roughly the same path:Build and upgrade your Station to generate resources and expand your PowerConstruct powerful Ships to explore, battle, defend, and bring home rewardsRecruit and promote famous Officers to command your shipsParticipate in Events and Daily Goals to earn prizes and further increase your powerClaim your free reward chests regularly to get more itemsJoin your preferred faction and earn their trust If you're not sure where to start, we strongly recommend that you focus on completing Missions to progress through the game. To access the Missions, tap on the yellow exclamation mark in the bottom left corner, just above the Alliance button. You can find further details about specific topics in the rest of our FAQ section. If you still have questions or otherwise can't find the answer you need, please contact us for help."

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title/question: Cheating Policy

keywords: ['cheating', 'cheater', 'hacker', 'hacking', 'bots', 'farming', 'report']

answer: Greetings Commanders,Please be advised that we at Scopely have an exceedingly strict policy against cheating. Any users found to be manipulating the game unfairly through 3rd party tools and exploits will be permanently removed from the game world.What constitutes cheating:Use of 3rd party tools to manipulate the game world, ships and officers to gain an unfair advantageUse of emulators or web-based software to manipulate account parametersTo our players:Please report all suspected cheating behaviors via our CS channel so we can investigate. In certain instances, we have identified and removed cheaters from the game, and in instances we have identified bugs that are creating unexpected outcomes. While the results these bugs produce may look like cheating, they are not the fault of the player responsible, and such bugs are getting fixed ASAP.We here at Scopely are all gamers like yourselves, and want to ensure fair play for all involved.Thanks!The STFC Team ðŸ—

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title/question: Botany Bay Blueprints

keywords: ['botany bay', 'blueprints', 'missions', 'missing blueprints', 'botany bay missions', 'data', 'mine']

answer: It requires 60 blueprints to build the Botany Bay. We have revised the ways to gather Botany Bay blueprints, making it easier to collect all required blueprints by:1. Completing the following

missions:ReunionsBuyer's RemorseBroken ChainsEqual ShareQuid Pro Quo The missions can be picked up in Amador or Midnight.2. Players who have not built the ship yet, will find a small pack in the Augment Store containing 12 additional blueprints. This is to ensure that you gather all needed blueprints.3. Keep an eye for ongoing Offers, as the Botany Bay blueprints may also be available to purchase in the Store.If you were able to complete some of these missions before July 2020, and were not able to collect all 60 blueprints, please contact our Support team for assistance.

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title/question: Alliance Help and Contributions

keywords: ['alliance help', 'help', 'contribution', 'alliance', 'help']

answer: If you're a part of an Alliance, you can ask your Alliance members for help with anything that has a timer, such as repairing a ship, constructing a building, etc.Tap on the purple Alliance help button to send a help request to everyone in your Alliance. This button comes in many shapes and sizes but it'll always be purple and it'll always show the same icon.Each help you receive will reduce your timer. The total number of helps you can receive depends on the level of your Alliance. Contribute to level up your Alliance and increase the amount of help that everyone in your Alliance can receive. You can request help once per timer. Each Alliance member can help you once per request.Alliance contribution is a way to help your team evolve by donating resources! Each level up will allow your Alliance to add more members and increase the Alliance Help limit!Kind reminder, if a member leaves during a level up, their contribution for the next level will be taken out of the Alliance total. This is to encourage Commanders to stick around and support their Alliance!

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title/question: How To Recover Your Lost Progress (Scopely Account)

keywords: ['lost', 'progress', 'recover', 'account', 'google']

answer: Greetings Commander,Should you ever log in and notice that your account progress has been reset, please follow the following steps to restore access:What happened to your game saveWe never "Delete" nor "Erase" your progress. What can happen is that our system may fail to load your account from our database, so the game system generates a new user account. This can be caused by any of the following:Logging into the game when you are NOT logged into your Scopely AccountLogging into the game when you log in with a NEW Scopely Account accountInstalling the game on a new device To regain accessPlease verify that you are correctly logged into your Scopely Account. If you are not logged in, simply:Tap on your player profile and select settingsAccess the option General'🔲 and scroll down to Scopely AccountSelect Log-in and enter the correct credentials (email and password) And you'll be back in action!If that does not work, please contact support and we will manually restore access.Please provide us with:Your OLD username that you would like restoredYour NEW username that the game system generated for your new account We'll get you fixed right up!Thanks,Team Star Trek FC

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title/question: How To Save Your Progress

keywords: ['save', 'scopely id', 'app', 'tablet', 'reinstall', 'progress']

answer: Don't forget to save your account! In the event of having to reinstall the game or switch devices, you'll need to have a way to recover your progress so that you don't have to start over from nothing.You can accomplish this via either connecting to Google Play or Game Center, depending on your device type.Simply tap on your profile picture in the upper left corner of the screen and then tap on the Settings button. Once you scroll down on the settings screen, you should see a Sign in button that you can use to connect to either Google Play or Game Center. After doing this, you'll always be able to recover your progress by simply following these same steps to login once again.

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title/question: Alliance Event Rewards

keywords: ['alliance rewards', 'alliance', 'rewards', 'score', 'alliance event', 'alliance milestone', 'alliance leaderboard']

answer: To be eligible for the Alliance Event rewards, you will need to:Be part of the Alliance before the Alliance event startsScore points in that respective Alliance eventStay in the Alliance until the event is over If you join or leave an Alliance during an ongoing event, you are no longer eligible for the event rewards. Additionally, to ensure you qualify for the rewards, you should always score before your alliance reaches the respective milestone.

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title/question: Ships Guide

keywords: ['ship', 'ships', 'instructions', 'build', 'interceptor', 'battleship', 'explorer', 'survey', 'tier up', 'blueprints', 'recall']

answer: Ship OverviewShips serve as your primary way to explore the galaxy and participating in combat.Different type of ships have different advantage and disadvantages. For example, survey ships are not great at combat but will give you a mining boost. Interceptors Explorers Battleships Survey Ships Interceptors, Explorers, and Battleships have accompanying strengths and weaknesses. You'll gain a slight advantage in battle if you choose the correct ship type. Remember the combat triangle always.Survey Ships are made specifically for the purpose of mining and carrying Resources. They can participate in combat but they will not be particularly good at it.==Building ShipsBlueprintsBlueprints serve as the first step to building a ship. You can only build a ship once you collect enough blueprints for it. Some ships may require additional research or shipyard level to build even if you have enough blueprints.How to Build a ShipTap on the Ships button on the top left

of your screen in a map view to access the ship construction page.Tap on the BUILD or INSTANT buttons to build a ship.==Assigning ShipsYou'll need a drydock to use ships. Each drydock can have at most 1 ship assigned to it. If all of your drydocks are full, you can swap out your currently assigned ship by tapping the SWAP SHIP button on the ship management page of the drydock. Your ship must be recalled home before you can swap ships.==Upgrading ShipsYou can upgrade any ships that are docked at your station by tapping on the ship itself at the bottom of your screen to open a ship menu, tapping the MANAGE button, and then the UPGRADE button on the bottom of the screen.On the upgrade screen you'll see that you can spend Ship XP to level up the ship, whilst more specific components of your ship can be upgraded in order to provide powerful stat boosts.Upgrade all the components on your ship to unlock tier up. Tiering up takes time, you won't be able to take that ship out of the drydock until the tier up has been completed. Tiering up will allow you to upgrade your ship's components even more.==Moving ShipsYour ship must have a Captain assigned to it before you can send it out into space. Any Officer can be a Captain.Moving in System ViewTap on any point on a System map to open a menu. Tap the GO button to send your selected ship to that point. Your selected ship will be highlighted in white on the bottom center of your screen.If you tap on an object of interest, such as another ship or mine, tapping on an action button such as MINE or ATTACK will send you to the location of that selected target.Moving in Galaxy ViewGo to the Galaxy View by tapping the Galaxy button on the bottom right of your screen when you're in System view.Tap on any System to open a menu. Tap SET COURSE to send your selected ship to that System. After you've discovered a System (sent a ship there), you will be able to VIEW that System, even if you don't have a ship in it.A ship has to enter warp to travel between Systems. While a ship is in warp, it cannot be attacked by another player. You will not be able to redirect your ship while it's in warp.==Finding Your ShipsAs you get more ships and explore more of the Galaxy, it may get harder to keep track of where your ships are.You can always view the location of each ship by tapping on that ship's icon on the bottom center of your screen when you're looking at a map view.Then tapping the LOCATE button on the panel that opens up on the bottom left of your screen.This will bring you to a System map centered around the selected ship if that ship is in a System. Or it will bring you to the Galaxy map centered around the selected ship if that ship is in warp.

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title/question: Terms Of Service & Privacy

keywords: ['tos', 'terms', 'help']

answer: To view our Privacy Policy, please refer to the following link: https://scopely.com/privacy/For our terms of service, refer to this link instead:https://scopely.com/tos/

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title/question: Events Overview

keywords: ['event', 'reward', 'participate', 'score', 'points', 'leaderboard', 'winner']

answer: Accessing EventsTap on the Events button on the top right of your screen in a map view to view the event list.Claiming Event RewardsThe event button on the top right of your screen will turn green and say WINNER if you have an event reward that is ready to be collected. Tap on the button to claim your reward(s). Important: Please make sure you collect your reward right away! Event rewards can only be collected while the event is visible in your Events tab. Once the display phase is over, and the event is removed from your Events tab, rewards can no longer be collected.

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title/question: Daily Goals and Event Points Delay

keywords: ['dailies scores', 'no points', 'scoring issue', 'delay', 'scores delay', 'scoring delay', 'no event points', 'no points for event', 'no score', 'score not recording', 'score not registering', 'points not registering']

answer: Sometimes there may be a delay in registering your scores for dailies and ongoing events. Give it some time and you should soon see your scores updating. Please rest assured that all points earned are correctly registered on our end, they may just take longer than usual to be displayed. For events having more than 1 requirement applying at the same time (for example: destroy a hostile using Officer/Ship X), note that only one of the banners will be displayed. You may see only 1pt being registered, but in reality the points for using the respective Officer or Ship are being added correctly to the event table. Please refer to the event screen for the actual points. If you notice anything out of the ordinary, please reach out and our Support team will be happy to assist. Thank you for the understanding and your patience while we are working on improvements.

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title/question: Where is my friend? - Different server

keywords: ['server', 'server transfer', 'different server', 'transfer', 'friend', 'locate', 'move', 'world', 'relocate']

answer: If you and your friend decided to play the game together but cannot seem to find one another or join the same alliance, chances are you are on different game servers. If one of you is level 12 or below, you may be able to transfer to the other server. Please review our Server Transfer FAQs for more information.

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title/question: How To Recover Your Lost Progress (Game Center)

keywords: ['recover', 'lost', 'progress', 'game center']

answer: Greetings Commander,Should you ever login and notice that your account progress has been reset, please follow the following steps to restore access:What happened to your game saveWe never "Delete" nor "Erase" your progress. What can happen is that our system may fail to load your Game Center account from our database, so the game system generates you a new user account. This can be caused by any of the following:Logging into the game when you are NOT logged into your Game Center accountLogging into the game when you login with a NEW Game Center accountStarting the game WITHOUT being logged into Game Center, then logging in with your Game Center Account at a later timeInstalling the game on a new device To regain accessPlease verify that you are correctly logged into your Game Center account. If you are not logged in, simply log-in to your account and reload the game, and you should be back in action!If that does not work, please contact support and we will manually restore access.Please provide us with:Your OLD username that you would like restoredYour NEW username that the game system generated for your new account. We'll get you fixed right up!Thanks,Team Star Trek FC

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title/question: My ship is stuck, won't recall

keywords: ['ship', 'drydock', 'slock', 'recall', 'stuck', 'cannot recall', 'already docked', 'recall ship', 'ship not moving', 'ship blocked', 'hanging']

answer: If your ship is stuck and you cannot recall it, please restart the game. This should recall your ship.However, if this doesn't work, please get in touch with our Support with the following information:1. Your player ID2. The blocked slot (A, B, C, etc.) or a screenshot of it3. The bridge officers on the stuck shipOnce we have your details, we'll help recall your ship.

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title/question: Reporting Event Issues

keywords: ['event', 'scoring', 'points not counting']

answer: In case you encounter issues with any of your events (such as points not counting, event not loading, etc.), please make sure you force close the app, and then start it again. This would eliminate any temporary connectivity or sync issues.If re-opening the app did not help, please contact our Player Support team and include the following information:Exact name of the event and a screenshot of itDate of the incidentShort description of the issueThis will help speed up the process. Once we have all details, our team will get back to you.

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title/question: How can I send a Bug Report?

keywords: ['bug', 'report', 'crash', 'issue', 'support', 'help', 'crashing', 'tribbleshooting']

answer: If you are experiencing game crashes while playing the game, reinstalling the game might sometimes do the trick! You can find out how to reinstall the game here. Kindly note that reinstalling the game should be a last resort. We might already be aware of the bug you are experiencing. Please take a look at our Known Issues here in case it has already been addressed. If you are still experiencing the bug, please send us a report. Make sure to include a detailed description of your issue, such as how and when it happened, this will help us investigate your case significantly faster. Screenshots and videos help even more! We will review your case carefully and try our best to come up with a solution.If the answer to your issue is not listed above, please check the Known Issues section.

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title/question: How To Recover Your Lost Progress (Google Play)

keywords: ['account', 'reset', 'progress lost', 'lost', 'apple', 'mac', 'game center', 'ios']

answer: Greetings Commander,Should you ever login and notice that your account progress has been reset, please follow the following steps to restore access:What happened to your game saveWe never "Delete" nor "Erase" your progress. What can happen is that our system may fail to load your Google Play account from our database, so the game system generates you a new user account. This can be caused by any of the following:Logging into the game when you are NOT logged into your Google Play accountLogging into the game when you login with a NEW Google Play accountStarting the game WITHOUT being logged into Google Play, then logging in with your Google Play Account at a later timeInstalling the game on a new device To regain accessPlease verify that you are correctly logged into your Google Play account. If you are not logged in, simply log-in to your account and reload the game, and you should be back in action!If that does not work, please contact support and we will manually restore access.Please provide us with:Your OLD username that you would like restoredYour NEW username that the game system generated for your new account. We'll get you fixed right up!Thanks,Team Star Trek FC

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title/question: Mining Guide

keywords: ['mining', 'survey', 'mines', 'node', 'empty', 'resources', 'ore', 'crystal', 'gas', 'cargo', 'protected cargo', 'opc']

answer: How To MineTap on mining nodes in the System map to examine the mine and send your selected ship there. Many different types of resources can be mined. Explore different Systems to find different mining nodes.Upon arriving at the mining node, your ship will automatically dock

there and start collecting resources over time. Your ship can only hold as many resources as its maximum cargo capacity. You can find your ship's cargo capacity by tapping on the ship on the bottom center and looking at the number next to the cargo capacity icon.If your ship reaches maximum cargo capacity, it'll stay on the mining node but be unable to collect more resources. So be sure to be vigilant and recall your ships once they have reached cargo capacity.Your ships are vulnerable to player attacks while they're docked on a mine.The Materials and Resources that you accumulate through mining are not usable until you return the ship to your station. If your ship is attacked while mining, you may lose some of the Materials and Resources that you've already mined depending on the outcome of the battle!===Where To Find MinesMining nodes are scattered throughout the Systems that make up the Galaxy. There isn't any one specific system that you should seek out for mining nodes. You should explore as many Systems as you can to discover rich mining spots.Each mining node will contain a single resource or material. You'll want to always be on the lookout for mining nodes that provide exactly what you're looking for!===Attacks While MiningThe benefits that mining provides doesn't come without risks! Other players can attack your ships while your ships are mining.If an attacking ship wins:The mining ship is knocked off the node and returned to the player's stationOver Protected Cargo mined resources will be lost. The attacker takes over the mining node in place of the mining ship, and steals a portion of the Resources that had been mined by the defeated ship. If a defending ship wins:The mining ship is able to continue mining uninterrupted, however any combat damage sustained will remain. The attacker's ship(s) are returned to their station

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title/question: How Do I Move My Base?

keywords: ['base', 'moving my base', 'move my base', 'migrate', 'move', 'relocate', 'station']

answer: Explore the Galaxy to discover Systems with station hub planets. These planets will be marked with a special icon.Tap on these planetsto view more information about them.You can relocate to a station hub planet if:There is at least one slot available.All your ships are docked at your home station.You have at least one relocation token.Relocation Tokens can be found by opening free gift chests, completing missions, and in some store offers.

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title/question: Number of active missions

keywords: ['missions', 'cap', 'limit', 'mission disappeared', 'where is my mission', 'dissappearing', 'mission gone', 'active missions', 'mission issues']

answer: You can have up to 54 active missions in your list.We highly encourage players to complete their active missions and not keep them in their list for a long time. Note that having a large number

of active missions may prevent you from accepting or earning new ones, or can cause some of your missions to disappear.If you come across any issues, please reach out to our Support team and we'd be happy to help.

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title/question: Where is my purchase?

keywords: ['purchase', 'order', 'offer', 'purchase not delivered', 'not delivered', 'missing purchase', 'missing order', 'where is my purchase', 'where is my order', 'payment', 'refund', 'did not receive my items', 'missing items']

answer: While most purchases are delivered instantly, in some cases it may take up to 24h for your payment to be processed by Google or Apple respectively.If you made a purchase and did not receive the purchased items, please contact our Support team with a screenshot of your order receipt - showing transaction ID, date and name of the purchased pack. Here's how to find your receipts:Apple:https://support.apple.com/en-us/HT204088 Google:https://support.google.com/store/answer/6160235?hl=enXsolla:https://account.xsolla.com/article/how-can-i-get-a-receipt

Once we receive your message, we'd be happy to review and help further.

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title/question: PC launch (Windows/MacOS)

keywords: ['pc', 'scopely id', 'download', 'scopely account', 'mac', 'macos', 'install']

answer: Commanders,The Star Trek Fleet Command team is happy to announce that the game is now accessible via PC or MacOS* (launched 02/28/2023)!In order to get access, all you have to do is follow these steps:1. Save your account with Scopely Account (via mobile or tablet)2. Tap on this link https://www.startrekfleetcommand.com/ and select the PC game or MacOS*3. The game will automatically download.4. Run the app and select to join with Scopely Account5. Enter the correct credentials from the previously created Scopely Account (step 1)6. Your game will automatically loadFirst time joining this vast universe? Follow these steps to play through pc:1. Tap on this link https://www.startrekfleetcommand.com/ and select PC game or MacOS2. The game will automatically download and will require to be installed3. Enter without using a Scopely Account and finish the tutorial4. Save your game with Scopely Account from Settings < General5. Your game is saved and can be accessed cross-platform using the Scopely Account credentialsLet's boldly go where no man has gone before!*For Mac Users: The game must be installed in the Applications folder.

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title/question: Upgrading Defense Platforms - Power Creep

keywords: ['defense platforms', 'events', 'power creep', 'defense platform', 'platform', 'defenses', 'platforms', 'scoring', 'defense', 'sentinel']

answer: Defense Platforms are the only Station module that is actively participating in battles, defending your Station. That makes them similar to Ships and considered 'external' to your Station.Because of that, upgrading your Defense Platforms will not count towards the Power Creep daily goal.Note that you can still score for other events different than the Power Creep goal. Upgrading your Defense Platforms will also help make your Station stronger.

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title/question: How to Unlock Territory Capture?

keywords: ['territory capture', 'territory', 'origin space', 'isogen', 'takeover', 'own territory', 'how to unlock', 'unlock territory', 'unlock new update']

answer: The Territory Capture zones are unlocked through a simple chest in your Gifts section. Keep an eye out for 'Unlocking the Origin Sector' bundle and the 'Origin Sector' missions, which will help guide you through. In order to unlock and travel to the Origin Sector, also known as Territory Capture area, please make sure that: you are level 15 or higheryou have ships with warp range of 20+you are a member of an AllianceNote: While the chest is available to players level 15 and higher, the Origin Sector requires your ships to have a warp range of at least 20.Once you've reached the Origin Sector, you will be able to participate in Takeovers started by your Alliance. Make sure to check the rest of our FAQs for more information.

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title/question: The Vi'dar Ship

keywords: ['vidar', "vi'dar", 'borg', 'ship', 'tactical', 'probes', 'exborg', 'ex-borg']

answer: The Vi'dar is predominantly used to fight off Borg Tactical Probes - the Borg hostiles. Vi'dar events and missions may be available for players of different levels, however, to build the ship itself you'd need a Shipyard of level 25 or above.Vi'dar blueprints can be won through various Borg-themed events. Additionally, Vi'dar Packs may be available in the Store, providing half or the full amount of blueprints needed to build the ship.For more information, please check the FAQ on our blog.

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title/question: Franklin-A

keywords: ['franklin-a', 'swarm', 'franklin', 'new ship', 'new franklin', 'other franklin', 'two franklins', 'franklin difference']

answer: Researchers and Engineers have joined forces and are proud to present the Franklin-A, a boosted version of our Franklin!How to obtain the Franklin-A?You'll be able to unlock the Franklin-A by scrapping your Franklin and earning bonus materials. These materials vary and depend on the ship's level; a maxed out Franklin will provide the Advanced Data Cores for a full set of Franklin-A blueprints! The Franklin-A's function will remain the same, dealing vastly increased damage to Swarm targets! Number of Advanced Data Cores gained for Franklin-A after scrapping Franklin:Franklin Level 41-45: 200 Franklin Advanced Data CoresFranklin Level 36-40: 150 Franklin Advanced Data CoresFranklin Level 31-35: 50 Franklin Advanced Data CoresFranklin Level 26-30: 25 Franklin Advanced Data CoresFranklin Level 25 and below: N/AThe Franklin Advanced Data Cores can be converted to blueprints in the Resource Refinery, through the Franklin 2.0 Blueprints bundle.How to upgrade the Franklin-A?Similar to the Franklin, the Franklin-A's required upgrade materials can be obtained via Missions. In order to receive the first Franklin-A Mission you'll need to be above level 35.

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title/question: How do I join an Armada?

keywords: ['armada', 'join an armada', 'joining armada', 'participating in armadas', 'armadas', 'directives', 'armada directives']

answer: Armadas allow Alliances to attack specific PvE targets together as a group, joining forces in a single combat to earn rewards.How to participate?Anyone can join an Armada started by a member of their Alliance. Note that only players who joined within the countdown and are within the Armada Hostile radius will participate in the attack.In order to summon an Armada yourself you must:Prepare yourself by reaching Operations Level 23Unlock and Build the Armada Control CenterUse Armada Directives to summon an Armada to attack an Armada Target Armada Directives Summoning Armadas requires Armada tokens called Armada Directives. There are several ways to obtain those tokens: Armada Directives can be earned through completing Daily Goals and Events, obtained from the Alliance Store or as part of Special Offers. Once an Armada is summoned, the rest of the Alliance members will be notified and can join it without needing to spend Armada Directives.Grade 5 Armadas:G5 Armadas provide meaningful and exclusive rewards from Ops Level 51+ onwards.

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title/question: I won a battle but my ship got destroyed

keywords: ['destroyed ship', 'victory', 'battle won', 'won', 'battle', 'win', 'repair', 'destroyed']

answer: Star Trek Fleet Command is a strategy game and as such it offers the opportunity to further increase your strength in the game or focus on different aspects of your development by using Researches, Bonuses and Officers' abilities. If your officers are giving you an additional hull bonus during battle, it may happen that you win a battle, yet your ship gets destroyed anyway. The reason for this is that the additional bonus hull granted by the officers would protect your ship up to the

moment of victory; once the battle is over, the bonus is no longer applied and depending on your remaining health and hull stats, your ship may end up being destroyed. This is intended behavior and a little strategy trick you could use to boost your ship's stats. Note that your victory would count towards your missions as usual.

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title/question: How Do I Change My Name?

keywords: ['name', 'nickname', 'profile', 'alias']

answer: While the game assigns you a name by default when you start playing, you can freely change your name at any time by pressing on the name shown at the upper left portion of the screen, just to the right of the menu button.Pressing on the edit button which looks like a pen to the right of the name shown will allow you to enter a new name.

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title/question: The Stella: Harry Mudd's Ship

keywords: ['stella', 'prestige', 'new ship', 'harry mudd', "mudd's ship", 'prestige ship', 'blueprints', 'eclipse', 'outlaw']

answer: Harry Mudd's Ship - the Stella excels at fighting Eclipse hostiles and Outlaw Armadas.How to Acquire the StellaKeep an eye for events and event stores in order to get blueprints to build the Stella.Also consider that before you can build the ship, you should first complete the Stella Research'⬚ in the Outlaws Research tree. This research is essential and gives up to 300% bonus damage to the Stella when fighting Eclipse targets."Stella's Unique MechanicTier up the Stella, fight off the new hostiles and thenscrap and rebuild the Stella to gain rewards! Use the Outlaws Research tree to upgrade the Stella's power and capability.To make the Stella stronger, you must build her, kill hostiles, level her up, and then scrap her. Remember, the higher level the Stella is, the more resources you'll receive from scrapping her. The most important resource is the Stella Particles. These allow you to research specific nodes within the Outlaws research tree that would help buff the Stella. Once the Stella has been scrapped, a blueprint token will be provided which can be used in the Rogue Faction Store to acquire all the necessary blueprints to rebuild the Stella.Upgrading the StellaUpgrading the ship works as usual. You can receive materials to upgrade her by doing the quests from the Outlaws Loop and by spending those credits in the Faction Store.Note: Bringing a non-Stella ship to an Exchange Armada is not recommendedbecause loot is divided by ship power, and only Stella ships get a loot boost. If a higher-power, non-Stella ship takes a larger share, there's less loot left to be boosted, reducing the total rewards for everyone. While it doesn't stop member chests from being awarded, it reduces the total loot available and is generally discouraged.

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title/question: In-game News

keywords: ['news', 'news channel', 'in-game news', 'updates', 'release notes']

answer: You can access the In-game News through the interior of your Station. The News channel will display various pieces of news, such as maintenance announcements, current updates, events and other relevant topics. There are two main states of your News channel:New information available You've read all your news, check again later

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title/question: Treasury

keywords: ['optical diodes', 'lockbox', 'desealing rod', 'prime particles', 'broken desealing rods', 'rod', 'desealing']

answer: What is it?The Treasury is a game feature and building. The Treasury building unlocks access to the Treasury Lockbox, which will be available for only a limited amount of time on each run.How to unlock it?Required Ops level 15Claim the gift with the Treasury key How to fill it?By defeating hostiles and completing your final Daily Goals milestone, you'll fill up the Treasury with valuable resources, materials, and more! How to get its content?To acquire your hard-earned loot, you can break open the Treasury once it's full with a Desealing Rod. Be careful, though; you'll have a limited amount of time to break it!How to upgrade it?By using Optical Diodes, you'll be able to upgrade your Treasury. You can find this valuable item through events, daily rewards, and by opening the Treasury Lockbox with a Desealing Rod. Every time you upgrade it, you'll get a significant increase in the building's buffs!AdvantagesThe building itself provides three buffs that improve your ships' Mining Rate, Max Cargo, and Protected Cargo. The Mining Rate and Protected cargo apply to all your survey ships; Max Cargo applies to all ships. Additionally, when the Treasury building is upgraded to level 40, the daily free Optical Diodes bundle will provide Prime Particles which can be used for prime nodes in the Territory Capture tree (provided that not all Prime TC research is completed)!How can I get Desealing rods?There are two ways to get Desealing rods; both options will be available once you fill up your lockbox!Offers tab:Once the pack is available, there will be a prompt in the game, showing you the option to get it.Broken Desealing Rod Exchange:Gather 4000 broken Desealing rods from special events and exchange them for one Desealing rod to unlock your treasury. You can find this option on the Officer recruit window. When should I claim the Treasury rewards?You can claim the Treasury rewards up to 3 days after you have filled the lockbox.Why my Desealing rod has disappeared?The Desealing rod is unique to each Treasury, meaning that it can only be used on the Treasury in which it was obtained. If the Desealing rod is not used, it will expire and will not be available to use in future Treasury events.Why is the treasury content different for players on the same Ops level?The treasury content considers several factors besides the player's operations level to determine the content for each player.

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title/question: Away Teams

keywords: ['away teams', 'away', 'team', 'away team', 'assignment', 'shuttle bay', 'refresh', 'traits']

answer: Away Teams allows officers who are not assigned to ships to pursue Away Team assignments across the Galaxy! All you have to do is to make sure that you have the right officers for the assignment at hand. When an Away Team is successful, they will bring back unique rewards!How can I unlock them?Be above level 8Search for the Unlock Shuttle Bay'⬜ node in the Station research tree and unlock itThen unlock the new Shuttle Bay building located in the top right of the interior station Away Team Assignments rarities:Common, Uncommon, Rareand Epic. Higher rarity assignments will yield greater rewards!Assignment cost: Common and Uncommon assignments can be started for free. Rare and Epic assignments have a cost in order to start.Assignment tab break downAssignments can request 1-3 officersThere is a multiplier added to the rewards if the assignment has officers that push the success rate over 100%Chance of success indicator is for the chance of successfully completing the assignmentThere is a critical bonus indicator, the higher the % the better the rewards Assignment durationAway Team assignments have durations that can take up to a couple of hours or even several days. However, assignments can be sped up using the appropriate speed ups.Note:The Officer(s) you will send to the assignment, will be unavailable for any other use until their task is done.Assignment refreshMake sure to take a look at the new assignments when they get refreshed, that way you will have time in order to complete them. Assignments that are not currently in-progress will be automatically refreshed every 12 hours or you can manually refresh them at any time using the Assignment Refresh Token.Note: If you've already started an assignment, it will not be replaced when using the refresh token.Away Team ResearchAway Teams brings a new Research tree containing 48 nodes to unlock using 'Service Awards' and 'Merits of Honor' that can be earned by engaging with the Away Teams.Officer TraitsOur Researchers were looking for a way to make Away Teams Assignments more enjoyable and rewarding for all Commanders. After months of research, we are happy to introduce the Officer Traits!Some of our Officers have a specific number of Traits depending on their rarity:Common < 0 traitsUncommon < 1 traitRare < 2 traitsEpic < 3 traits Unlocking TraitsOfficer Traits are unlocked by using Trait XPTraits may also have specific Officer level requirementsWhen Officers have multiple Traits available (e.g. Epics) we will need to max out the first trait in order to be able to unlock the second one and so on Tier 1 Traits '“ Max out at level 3Tier 2 Traits '“ Max out at level 4Tier 3 Traits '“ Max out at level 9Upgrading TraitsTrait XP is a resource that is earned by performing Away Teams Assignments and it's used in the progression of the Officer Traits.Who is the best fit?Our Researchers added one more feature so we can easily spot the best fit for each assignment! In each Officer's place card, we see 1-4 dots. When they are highlighted, it means that this Officer has one or multiple traits that the assignment needs. The dots correlate to the 4 slots under Critical Traits! Remember, these Traits affect the chance of Critical success in our assignments.Click here for more information on Away Teams:

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title/question: Delta Quadrant

keywords: ['delta', 'quadrant', 'hirogen', 'formation', 'eviloy', 'commiseration']

answer: Space, the final frontier. Vast, mysterious, full of surprises and adventures!After sensing his imminent demise, the Caretaker started looking for someone special to pick up the torch and continue looking after the Ocampa in the Delta Quadrant. He expanded his search and abducted dozens of starships from all across the Milky Way Galaxy, using his array to experiment with the ships' crews to determine whether they were compatible. Among the ships he abducted were a Maquis raider and USS Voyager.The Delta Quadrant is a sprawling, unknown space ready for all Commanders to explore. It's filled with new systems, missions, new - and old - enemies, and undiscovered Formation Armadas (Species 8472) that will test your strategic and coordination skills!This is just the beginning, as throughout the Voyager Arc, we will explore together the Delta Quadrant and face all its perils'"and who knows, we may even meet some familiar friendly faces out there.Location, location, locationThe Delta Quadrant can be found at the top of the Galaxy map. During May, Commanders will be able to start exploring from two different entry points.Border of the Alpha Quadrant (Entry Level: 26+) Here, the Commanders and forces of the Alpha Quadrant have begun to delve further into Deep Space and have discovered the Delta Quadrant. It contains planetary missions, Formation Armadas (Species 8472), Lost (grabbed by the Caretaker from the Alpha Quadrant) and Hirogen Hostiles.Depths of the Delta Quadrant (Entry Level: 34+) Commander will rendezvous with USS Voyager as it continues its journey home to the Alpha Quadrant. Core missions take place here, it also contains Lost (grabbed by the Caretaker from the Alpha Quadrant) and Hirogen Hostiles."You know as well as I do that fear only exists for one purpose... to be conquered."The Delta Quadrant holds many secrets and dangers. As such, navigating successfully requires a certain level of expertise and experience. It is locked to ensure that only the most capable and daring explorers can enter this uncharted territory. However, with perseverance and skill, the secrets of the Delta Quadrant can be unlocked, and the mysteries of this fascinating region can be revealed. So prepare yourself for the challenges ahead and embark on a journey of discovery in the Delta Quadrant during the Voyager Arc!Exploring the Delta QuadrantAs the Voyager arc progresses, Commanders will have the chance to explore new sections of the Delta Quadrant, opening up exciting possibilities for discovery and adventure. One of the most integral parts of the exploration is locating and completing missions. A crucial one is the Commiseration'⬚ in the Eviloy system. This is the key to exploring the Delta Quadrant during the Voyager Arc.This region of space is home to many strange and wondrous alien species and dangerous threats. But there is still so much we need to learn about this area. So come aboard and join us on this journey of exploration and discovery in the Delta Quadrant!

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title/question: Account deletion

keywords: ['account deletion', 'deletion']

answer: To request your account to be deleted, you can tap on the Contact Us button in the upper right-hand corner of the screento open up a conversation with our support team. They'd be happy to help you with your account request.

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title/question: Unstable Connection

keywords: ['connection', 'wifi', 'data', 'mobile', 'signal', 'tribbleshooting']

answer: To enjoy a smooth gaming experience in STFC, make sure to connect to a reliable network and have a strong device signal. Sometimes full wifi bars or mobile data coverage might not be enough for a strong connection as local networks can occasionally slow down and get overburdened. While playing in a moving vehicle or on underground public transport, kindly keep this in mind.We strongly suggest using wifi with a good internet service provider, or at least a solid 3G/4G/5G connection with a reliable carrier.We recommend as a main troubleshooting step to switch from WiFi to mobile data connection (or vice versa) if your game is not stable, this might help understand what might be the cause of the issue (please deliver the outcomes of this to the customer support team if you are contacting us back). You can also try turning data off/on, which helps refresh the signal.

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title/question: Help with STFC store purchases

keywords: ['xsolla', 'receipt', 'webstore', 'web', 'store', 'multiphasic', 'error', 'credit', 'paypal']

answer: The transaction was declined. Please use a different card or contact your bank"If you see this error when trying to complete a transaction, it can be caused by any of the below reasons:Credit/Debit card details were entered incorrectlyThe card is no longer validThere are insufficient funds on the cardThe card does not support 3D Secure(*) (*) 3D Secure is a security protocol that requires you to verify yourself with e.g. a one-time password or a mobile banking app after entering your card details. Check with your card issuer or bank whether 3D Security is supported. Alternatively, you could try paying with PayPal.Can I buy without a Credit Card?The payment methods available to you at check-out depending on your region. As an example, the below payment methods can be used without a Credit Card:PayPalApple PayGoogle PayAmazon Pay PayPal allows you to pay via a direct bank transfer or by using your PayPal balance. Read more at the PayPal Help Center.I got charged for the purchase, but something's wrong. What should I do?Don't worry, we are always here to help.First, find locate your receipt in the email you used to complete the purchase (Scopely Account).Then, tap the "Contact us" button for example in this help article, and prepare to present the receipt when asked to do so.I didn't receive my purchase!Make sure you are logged in to Star Trek Fleet Command with the same Scopely Account with which you made the purchase in the STFC Store.Orders are usually delivered instantly, but sometimes it may take longer. When such delays occur, the purchase is still being processed. If you haven't received what you bought, please get in touch with us!

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title/question: Paths of travel

keywords: ['direct path', 'path', 'route', 'fastest route', 'travel', 'course', 'warp', 'range', 'travel']

answer: When setting course to travel to another system, the path takes into consideration your ship's warp range and the warp travel distance data. Even if you see a more direct way to reach your destination, your ship will always follow the fastest route compatible with its current warp range capabilities.You can use the X% Warp Speed'⬚ buff from the Exocomp Factory to increase your warp speed.

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title/question: Where can I get Plutonium?

keywords: ['plutonium', 'ship', 'store', 'faction store']

answer: There are two ways to acquire Plutonium parts in the game: 1. In the Augment Faction Store, depending on your player level and faction reputation:Mine Data and exchange it for Augment Credits;Then you can use the Augment Credits to purchase Plutonium Parts in the Faction Store.2. Store offers may also contain Plutonium.

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title/question: Server Transfer

keywords: ['server transfer', 'server', 'transfer', 'change server', 'move server', 'different server']

answer: Currently Server Transfer is available for players level 12 and below on a limited number of servers. This is to help newer players join their friends on servers where they've already established their stations and Alliances.New players first entering the game will be randomly placed on a server and receive a 'Novice' transfer token in their 'Gifts' section. To transfer to another server, simply follow the steps below:Tap on your Profile Picture in the upper left corner of the screenGo to the 'Settings' menu < 'Universe Transfer'Select the server you wish to transfer to from the list Server transfer is only possible once. If the server is available for transfer, you will see a green 'Transfer' button to tap. Note that some servers may appear as 'Unavailable' due to reaching maximum capacity.Will I lose any progress or resources?No, you will keep your level and station progression, ships, officers and resources. Have in mind that you cannot keep your Alliance, this means that you will lose any progress towards ongoing Alliance events. Additionally chat and battle logs will be wiped out.Where will I transfer in the system?You will be placed into a random system. After the transfer is complete, a relocation token will be added to your inventory so you can move to a system of your choice.What will happen to my Alliance?- If you have your own Alliance, someone else in your Alliance will be randomly appointed to Admiral once you transfer.If you are an Alliance member, then you will no longer be part of that Alliance. Alliances remain on the server where they were initially created.What if I level up above level 12 before using my token?Server Transfer is only possible if you're level 12 or below. You will not be allowed to transfer if you surpass level 12, even if you still have the token.Can I transfer multiple times?- No, Server Transfer is allowed only once. I transferred to another server but it's not what I expected. How can I go back?- Server Transfer works

only once, there is no way to go back or for our team to revert the change. There are several in-game warnings to indicate that before the transfer is complete.The server I want to transfer to is closed/greyed-out. Why can't I transfer there?- This is because the server is currently on 'cooldown' or under maintenance. Note that some servers may be permanently closed due to reaching maximum capacity.I am level 12 or below and don't see the token. What should I do?- Server Transfer is only available on a limited number of servers. If you are not sure if you're supposed to see the token or not, please contact our Customer Support for more information.I am above level 12 but want to change my server. Why is there no option? Currently, Server Transfers are only allowed for players level 12 and below. We are looking into other options to diversify the gameplay for our senior player base.Note: Players on servers 714 and 407 cannot be transferred to or from another server once they have reached level 9. Those players are in the so-called G2 Battlepass servers. This is a special battle pass that is only available on select servers and runs from levels 10-25. transferring before reaching those levels could lead to progress loss.

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title/question: Armada Rewards

keywords: ['armada', 'reward', 'credits', 'armada store']

answer: Defeating Armada Targets comes with its rewards!Alliance members who participate in a successful Armada attack that defeats an Armada Target will be awarded Armada Credits. Armada Credits are a non-cargo resource that is sent directly to your station, preventing other players from raiding your well-earned Credits.Once earned, you can use your Armada Credits to redeem a variety of Reward Packs in the Alliance Store.

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title/question: Save your game with Scopely Account

keywords: ['scopely id', 'tablet', 'app', 'pc', 'email', 'password', 'credentials', 'scopely account']

answer: Scopely Account provides us the ability to safeguard our accounts, play across platforms and so much more. Setting up a Scopely Account is free and easy! All you have to do is:-Enter your game's settings and select the General option-Scroll down until you see the Scopely Account option and tap the Sign In button-Tap on the Sign-up option in the site you've been redirected to-Add your email address and password and hit Register!This will generate a confirmation email that will be sent to the address you used when you were signing up.In order to activate your account, you can either tap on the respective option sent in your email or use the Sign-in option in the site you were redirected to while signing up.Then you will be redirected to the game and will be requested to provide confirmation about the account you want to save....And welcome to Scopely Account!

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title/question: Officers Guide

keywords: ['officer', 'character', 'captain', 'ability', 'manoeuvre', 'maneuver', 'experience', 'xp', 'promote', 'upgrade', 'level up', 'traits', 'bridge', 'power']

answer: Officer OverviewOfficers form a crucial part of your ship, as ships require at least one Officer in order to be used. You can obtain new Officers by using recruit tokens.The Officers screen can be accessed via the menu in the upper left corner of your screen by tapping the Officers button.Officers can be leveled up and improved over time which will confer powerful bonuses to the ships that you assign them to.OFFICER TERMSATTACK - Provides a bonus to your ship's Attack capabilitiesCAPTAIN'S MANEUVER - Unique ability that activates when an officer is seated in the Captain Seat of a shipDEFENSE - Provides a bonus to your ship's Defense capabilitiesOFFICER ABILITY - Ability that activates when an officer is seated on the bridge of a shipHEALTH - Provides a bonus to your ship's SHP and HHPBELOW DECK ABILITIES - Those officers do not have Captain Maneuver, they can be used only in the "Below Deck"
===Assigning OfficersYou can assign an Officer to your ships by tapping on a ship, tapping MANAGE on the panel that appears, then tapping ASSIGN OFFICERS. You must recall your ship home before you can assign officers to it.The next screen will show you how many slots are available for the selected ship. Pressing on an empty slot will allow you to choose and Officer to be assigned, while pressing on an occupied slot will allow you to select a new officer.Assign Officers to the bridge of a ship to activate their abilities. One of the bridge Officers will be the Captain of your ship, this Officer will also activate their Captain's ability.Some Officers have synergy with others. This will appear as a yellow lightning bolt. Assign Officers with the same Synergy group to the bridge of a ship to boost the Captain's ability.===Upgrading OfficersLevel up and promoteyour roster of Officers to increase their stats and strengthen your ship. View an Officer's detail page by accessing the Officers screen and tapping on an Officer portrait.Level UpWhen viewing an Officer, you can increase their level by spending Officer XP.PromotePromote your Officer by tapping on the PROMOTE tab on an Officer detail page. You may promote your Officer once you have enough shards of that Officer and enough resources to pay the promotion cost.===Officer TraitsSome officers have special traits that will grant you if used correctly, great benefits during Away Teams missions.Check our 'Away Teams' FAQ to learn more about them!

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title/question: Map Navigation

keywords: ['navigation', 'map', 'system', 'galaxy', 'interior', 'exterior', 'view', 'screen', 'finding', 'search']

answer: Most of the gameplay happens on 4 map views. You can navigate between them by using the 2 circular buttons on the bottom right of your screen.Station Interior:This is where you find the main buildings of your station. Buildings provide many different benefits. Tap on a building to view its information, then tap on the DETAILS tab to learn what upgrading that building will do.Station

Exterior:Similar to the station Interior, the Exterior also houses buildings that belong to your station. You can find your Drydocks, and Station Defenses here. System:Explore the Galaxy to discover different Systems. Tap on the System button on the bottom right of your screen to view the System that your station is located in. Tap locate on any ship to view the System that your ship is in.Tap on any spot in a System to send your selected ship there. Tap on objects in the System to view ways you can interact with them using your ship (for example, tap on a mining node to send your selected ship to mine it).Galaxy:A map of how each System is connected. You can send your ships to other Systems from this map. Your ship will need to enter warp in order to travel between Systems. Other players cannot attack your ship when it is warping. Some Systems are not accessible until you upgrade your ship to increase its warp range.

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title/question: How do the Monthly Chip Packs work?

keywords: ['monthly reward', 'monthly', 'pack', 'chips', 'renew', 'reset']

answer: At the beginning of each month, you'll be given the opportunity to purchase a Monthly Chip pack. By purchasing the pack you'll receive a total of 300 chips that you can redeem daily (10 per day used) in the Resources section of the Store. Note that each pack is redeemable within the current and the next month, giving you up to 60 days to use all monthly Chips. A timer is displayed at the top of each Reward Pack in the Resources tab to let you know when the pack will disappear. You need to redeem your packs daily or else your Chips will be lost.I leveled up and I can see I can purchase Chips again, should I? There is a limit of 1 monthly pack per player. Sometimes you may see the pack again within the same month. It is important to note that you can only redeem 10 Chips per day, and you would have the current month and the next one to do so, which can be anywhere between 31 and 60 days depending on when you purchase the pack. Please have the recommended limit in mind when purchasing your packs and allow yourself enough time to redeem all Chips. We won't be able to assist further once the two-month period is over.Why am I able to re-purchase chip packs if I level up? Currently, we are aware that you may see the offer again. Limiting the packs' availability would mean that some players may not be able to see the packs of their choice. We rely on your understanding to not abuse the system and help us provide everyone with an equal opportunity to get their monthly Chip Rewards.I have some remaining Chips and the Rewards Chest is gone now. There is always a visible timer on the Chest in the Resources tab indicating when it will expire. The monthly Chips are only redeemable within the 2 months announced and cannot be used once the Rewards Pack expires. This information is available in our FAQ section, and as the Chips are not transferable to the next month, we would not be able to assist further.

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title/question: I joined an Armada but could not participate

keywords: ['armada', 'participate', 'join', 'countdown', 'leader', 'banner']

answer: In case you hit the 'Join' button for an Armada but were not able to participate in the attack, this could be why:Armada Space and Time RequirementsAlways make sure to join an Armada within the countdown window.Always make sure your ship is within the Armada's Hostile radius at least 10 seconds before the attack begins.Notice that armadas have a limited quota of ships that can participate in the attack. The system will choose the strongest ships by default, so if the amount of ships that joined the armada exceed the armada quota, one or more of those ships will not take part in the action.Kindly note that the Armada Leader has the ability to choose which players can participate in the armada.Not observing any of those rules would make you ineligible for the Armada attack.The Armada may have been cancelled in the following cases:The Armada Leader left the Alliance before the attack occurred.The Armada Leader had no ships in the Hostile's radius at the time of the attack.The Armada's Hostile Target has been destroyed before the attack occurred.

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title/question: Faction Reputation Events

keywords: ['event', 'faction', 'points', 'reputation']

answer: In order to register points in the Faction Reputation Events, you will have to tap the "Join Now" button within the event. This change was introduced in order to have better control of your faction reputation - if the events automatically enrolled you, you could have been accidentally losing points for your favorite faction.

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title/question: I didn't receive my purchase Android

keywords: ['purchase', 'bought', 'missing', 'gpa', 'google', 'play', 'receipt', 'pack', 'content', 'delivered']

answer: Usually, purchased packs arrive within a few hours after the purchase completion, but if you haven't received what you bought, please get in touch with us!It's essential to include a screenshot of your order receipt where the transaction ID is visible. The transaction ID looks like this - GPA.1111-1111-1111-11111 and is located at the bottom of the document.For Canceled purchasesIf your order was canceled, you will not be charged for it.However, Google Play may put a temporary reservation'⯑ on your credit card equal to the purchase value. These reservations'⯑ clear automatically in a short period.Canceled purchases will most likely occur if your billing address and/or the name registered in your Google Wallet is different than the one on your credit card.Straighten this out by contacting your bank to confirm details, log into your Google Pay, and enter Payment Methods'⯑ to verify that your information is consistent.

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title/question: Deep space

keywords: ['deep space', 'dark space', 'fog']

answer: Deep Space (also called Dark Space) is the G4+ areas of Federation, Romulan, Klingon, and Independent space. In Deep Space, the systems are under Fog Of War, meaning you must have a ship or base inside the system to see inside the system.The minimum Operations level needed is 38, and you can reach the Deep Space by completing the main missions (framed with a Golden border). The missions that will lead you to access Deep Space are: Buying SilenceDistant MemoriesFoldingDecipherWarzonesSyndicated SciencePerpetual MotionOne Of UsHome WorldsCity MiddleAncestral AnswerInvaluable AssetPower UpThe Primeval << Dark Space!

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title/question: Help with a STFC store refund

keywords: ['xsolla', 'receipt', 'scopely', 'id', 'scid', 'webstore', 'web', 'store', 'multiphasic', 'refund']

answer: I need to refund my purchase!Please get in touch with Star Trek Fleet Command Support with your purchase receipt or through this article.How long does it take for a refund to process?Once a refund has been issued, it depends on your payment method how fast you can receive the money, but it usually takes up to 10 business days.If you have already been waiting for longer than the estimated time, and you had a confirmation that the refund was processed, please contact the instance behind your payment method (for example, the Credit/Debit Card, your bank, Paypal, etc.).NOTE: We can only refund you through the same payment method you paid.

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title/question: How to contact us through Support

keywords: ['tribbleshooting', 'support', 'contact', 'ticket', 'agent', 'representative', 'bot', 'chat', 'message', 'email', 'customer', 'complaint']

answer: General Bot Flow WalkthroughThe first set of options you see when you open up a conversation provides a short list of the most selected reasons our support team is contacted based on historical data. These categories are meant to seed up the support flow and help get the information we need, and to help you out as fast as possible should self-service be available. There is also the option ""Other"" that will allow you to view all the BOT categories. (Other < Something else)The next step is a set questions to collect information we need to route your ticket to the right support team:Optional: email (in case we need to reopen a ticket and reach out to you)Required: what platform you're having issues on or have questions about (andriod, ios, pc, etc) In the event that you've selected Other < Something else in the first menu, you will also see a third required question, having you choose from one of the following BOT categories on how we can best help you BOT categories Gameplay Questions: This category will help you answer questions using our FAQ system. If we can't answer these questions, we'll collect your feedback on how we can improve the content for future updates. Report Technical issues or bugs: This category will prompt you to look at our Known Issues FAQ. This will save you the trouble of waiting for a response if the issue has been

acknowledged/ worked on by the team. For unlisted issues our team may contact you for more information from your account to help identify the root cause Purchase issues or Refund Requests: For any issues being able to purchase, not receiving items from your purchase, or for requesting a refund. Missing Rewards or Items: Regardless of the source (events, daily goals, BP, etc) this is the best option to use for any missing item or reward in the game outside of purchases Account Issues: This category is for help with lost account, transferring account from one device to another, transferring between servers, and other common account related scenarios Terms of Service & Privacy Policy: This category is for dealing with topics relating to our terms of service or privacy policy, including: Report harassment, Report cheating, Banned/suspended accounts, Report self-harm threats and Data privacy information Feedback/ Something else: Two options to choose from: ""I want to Submit Feedback"" or ""I need help with something else"". The option ""I need help with something else"" will redirect you back to the General categories Additional Information & TipsThe most optimal way to reach out to us is through the in-game help optionIn case you reach out through our webchats locatedhere and here, we will request you to submit your player ID to initiate an investigation (and perhaps to provide more info during the investigation)The information we request through the BOT will allow us to minimize your waiting time later onIn periods of high ticket volume, your patience is highly appreciatedSome ticket categories never reach a representative, and that's ok!In such cases, we make sure to gather all the necessary info on your end before closing the conversation. Once this is done, the team reviews all tickets, and we proceed to action if necessary. If the answer to your issue is not listed above, please check the Known Issues section.

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title/question: Surveyors & Miners

keywords: ['pring', 'barot', 'stonn', 'domitia', 'bisch', 'helvia', 'dupont', 'surveyors']

answer: T'PringOfficer shards can be earned by completing the mission Precious Materials. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, and the Ultra Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.BarotOfficer shards can be earned by completing the following missions: Precious Materials and Security Sweep. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, and the Standard Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.StonnOfficer shards can be earned by completing the mission Precious Materials. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, and the Ultra Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.DomitiaOfficer shards can be earned by completing the following missions: Combat Training 12: Rookie, Combat Training 12: Soldier, Combat Training 12: Veteran, Creatures of Duty, Demolition Zone, Depriving the Enemy, Their War, and Not Yours. Additionally, shards can be gained through the Standard Officer Chest. K'BischOfficer shards can be earned by completing the following missions: Combat Training 11: Rookie, Combat Training 11: Soldier, Combat Training 11: Veteran, Fleeing the Nest, Home Grown Tritanium, Malurian Tritanium, and Nest Egg. Additionally, shards can be gained through the Standard Officer Chest. HelviaOfficer shards can be earned by completing the following missions: Combat Training 10: Rookie, Combat

Training 10: Soldier, Combat Training 10: Veteran, and Plausible Cover. Additionally, shards can be gained through the Standard Officer Chest. Raphaël DuPontOfficer shards can be earned through the Ultra Officer Chest and, occasionally, through the Rotational Ultra Chests.Elea MäkinenElea received entail about a rare mineral deposit in a system hundreds of lightyears away. Due to the mission hazards, she was not allowed to participate in the away team; but that never stopped her! She snuck out, leaving no trace behind.

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title/question: Krenim Invading Entities

keywords: ['daily exocomps', 'anti static', 'anti charged', 'kenim', 'dti faction exchange', 'temporal incursion directives']

answer: What are Krenim invading entities, and how do they work?Krenim invading entities are challenging bosses that test Iso and Apex stats alongside their baseline power. Players must use Temporal Incursion Directives to engage these bosses.There are two types of Krenim invading entities:Static Krenim:Ability: Increases their Isolytic Damage cumulatively each round of combat.Counter: Use Anti-Static Exocomp (found in the DTI Faction) to nullify their ability.Loot Drop: Static Wreckage (found in Victory and Partial Chests) and Encrypted IntelligenceFleet Number: 2 ShipsRounds: 50 Charged Krenim:Ability: Increases their Apex Barrier cumulatively each round of combat.Counter: Use Anti-Charged Exocomp (found in the DTI Faction) to nullify their ability.Loot Drop: Charged Wreckage (found in Victory and Partial Chests) and Encrypted IntelligenceFleet Number: 2 fleetsRounds: 30 These entities can be found at the Edge of the Delta Quadrant across 17 new systems, each containing a mix of Static and Charged Krenim.What events should I expect during launch month?During January '25, you can engage with the below events.Temporal Eradicator (Heroic) - SMSKrenim Crusher - SLBKrenim Obliterator - Regional SLBStatic Krenim - IMS vs Charged Krenim - IMS The above will need either directives spent or damage dealt to score.To gather the necessary directives, claim them daily through the Faction store and engage with various monthly SMS events.What is the DTI Faction Exchange?You can exchange Static Wreckage and Charged Wreckage for Static Credits and Charged Credits. These credits are used to claim rewards and reputation through the DTI Faction Store (after reaching level 3)What are Daily Exocomps, and how do they help?Anti Static or Anti Charged Exocomps are key to defeating the Krenim Invading Entities. You will need to have your ships docked to activate the exocomp, and once the exocomp is activated, you will be ready to fight the Krenim. They disable the special temporal abilities of the Krenim. disable the special temporal abilities of the Krenim. They can be claimed for free once per day upon exchanging them with the DTI Requisition Form 13-A and last one hour

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title/question: The Vindicator

keywords: ['vindicator', 'taunt', 'unfettered revenge', 'g6 armada']

answer: The Vindicator is an epic, multi-ship battle champion that excels in taking damage and dealing devastating blows in Armada, Solo Armada, and Invasion Boss combat. Designed as a powerful tank, this ship is built to withstand massive attacks and return them with increased weapon power.Here's everything you need to know about the Vindicator.Key Features and AbilitiesActive Ability: TauntAt the start of combat, The Vindicator forces opponent Armadas to target it for a set number of rounds (20 rounds initially). Upgrading the ship increases the duration of the Taunt and reduces its cooldown time. Passive Ability: Unfettered RevengeThis ability increases The Vindicator's weapon damage by 300% (up to 5000% at max rank) for 5 rounds each time it is hit by an Armada. The effect is cumulative and grows stronger as the ship takes more damage. Note: Weapons with multiple shots only trigger this ability once per attack. Why is the Vindicator a Key Ship for G6 Armadas?The Vindicator is specifically designed to excel in G6 Armada battles. Its tank-like durability allows it to take significant damage and survive, while its passive ability greatly boosts its weapon damage the longer the fight goes on. This makes it an essential ship for tackling the toughest G6 Armadas and other high-level challenges.Ship DetailsShip Class: Battleship Rarity: Epic Tiers: 18 Level Range: 40 - 70 Starship Tree Research and UpgradesThe Vindicator can be further enhanced through a dedicated Starship Tree Research, which allows for significant improvements to its combat capabilities. The research focuses on boosting the ship's performance in Armadas, expanding its warp range, increasing Taunt duration, and enhancing defense mechanisms. Key upgrades include:Vindicator Upgrades Vindicator Taunt Damage and Shield Mitigation Vindicator SHP and Repair Speed Taunt effects against Federation, Klingon, Romulan, and Solo Armadas Isolytic Defense vs. G6 Solo Armadas Vindicator Base Hazard Resistance Global Chase Nodes (benefits for all ships) Combat Hull Repair vs. Solo Armadas Isolytic Damage vs. Armadas The Vindicator is a formidable asset for players looking to dominate in multi-ship combat. Whether you're facing G6 Armadas or participating in Solo Armada battles, this ship provides unmatched resilience and firepower.

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title/question: Fleet Commander Improvements: The FC Active Ability

keywords: ['fleet commander', 'lorca']

answer: A new age for Fleet Commanders is coming, with the introduction of FC Gabriel Lorca and the Fleet Commander Active Ability. This powerful ability is exclusive to the Fleet Commanders and can become a game-changer if used wisely.Q: What is the Fleet Commander Active Ability?A: This is a buff that can be activated for all ships, enabled by acquiring a Fleet Commander that includes such an ability. Abilities will play a main role in strategies moving forward.They are gated by a cooldown, meaning that they can only be used for a few minutes each time.Note that they will only be available to you if the relevant Fleet Commander (the one that has the ability) is slotted in the first position on the left, this will be the '˜First Seat' Fleet Commander.Q: What's so special about FC Gabriel Lorca?A: Gabriel Lorca isn't just another Fleet Commander; he's a game-changer. In Star Trek lore, Lorca is respected as a model Starfleet officer, and his Fleet Commander version lives up to this reputation. He's the first of a new generation of Fleet Commanders and comes with a powerful time-limited damage buff. Once activated, this buff significantly increases the damage output of your fleet for a short period, making him essential for high-stakes battles. You can unlock

this ability at Level 5 in the Combat Tree. With Lorca on your side, you'll have a formidable advantage.Q: Can the Active Ability be improved?A: Absolutely. By upgrading or leveling up your Fleet Commander, you can increase the active time of Lorca's Ability and decrease its cooldown. This means you can use it more frequently and for longer periods, maximizing your strategic advantage.

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title/question: Borg

keywords: ['borg', 'of 11', '11', 'exborg', 'ex-borg', 'ghalenar', 'borg queen', 'hugh', 'dezoc', 'gossa']

answer: Borg 1 of 11Officer shards can be earned by completing the following missions: And You Will Know Us... Part 1, The Fate of the Broken, To Err is Human, and What We Become. Additionally, shards can be gained through the Premium Officer Chest and the Ultra Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. Borg 2 of 11Officer shards can be earned through the Ultra Officer Chest and, occasionally, through the Rotational Ultra Chests. Borg 3 of 11 Officer shards can be earned through exchanging Transporter Patterns and, occasionally, through the Rotational Ultra Chests. Borg 4 of 11 Officer shards can be earned occasionally through the Rotational Ultra Chests. Borg 5 of 11Officer shards can be earned through the Ultra Officer Chest, the Premium Officer Chest, and occasionally, through the Rotational Ultra Chests. Borg 6 of 11 Officer shards can be earned by completing the mission The Calm After the Storm. Additionally, shards can be gained through the Premium Officer Chest and the Ultra Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also gather extra shards by exchanging Transporter Patterns.Borg 7 of 11Officer shards can be earned by completing the mission The Calm After the Storm. Additionally, shards can be gained through the Premium Officer Chest and the Ultra Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. Borg 8 of 11 Officer shards can be earned through the Premium Officer Chest and, occasionally, through the Rotational Ultra Chests. Borg 9 of 11 Officer shards can be earned through the Premium Officer Chest and, occasionally, through the Rotational Ultra Chests.Borg 10 of 11 Officer shards can be earned through the Ultra Officer Chest, the Premium Officer Chest, and occasionally, through the Rotational Ultra Chests. Borg 11 of 11 Officer shards can be earned occasionally through the Rotational Ultra Chests.GhalenarOfficer shards can be earned through Borg Solo Armada Chests, by completing Special Events and in the Offers tab. Borg QueenOfficer shards can be earned through Borg Solo Armada Chests, by completing Special Events and in the Offers tab.HughOfficer shards can be earned through Borg Solo Armada Chests, by completing Special Events and in the Offers tab.DezocOfficer shards can be earned through Borg Solo Armada Chests, by completing Special Events and in the Offers tab.GossaOfficer shards can be earned through Borg Solo Armada Chests, by completing Special Events and in the Offers tab.

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title/question: The Terran Empire Faction

keywords: ['terran', 'let the games begin', 'uhura', "emperor georgiou's crown", 'terran uncommon credits', 'arena repair tokens', 'terran faction']

answer: In the Mirror Universe, the ruthless Terran Empire dominates. It's up to you, Commander, to decide how flexible your moral compass is and reap the rewards of supporting the Empire.There are 10 Faction Reputation Ranksand these are their names:Rank 1 - Outsider (Points Needed: 0)Rank 2 - Lackey (Points Needed: 180)Rank 3 - Collaborator (Points Needed: 900)Rank 4 - Comrade (Points Needed: 2,700)Rank 5 - Ally (Points Needed: 4,050)Rank 6 - Valued (Points Needed: 6,300)Rank 7 - Lauded (Points Needed: 10,800)Rank 8 - Venerated (Points Needed: 14,400)Rank 9 - Exhalted (Points Needed: 18,000)Rank 10 - Renowned (Points Needed: 22,500)You can unlock the Terran Faction by reaching Ops 40 and either claiming the launch day bundle in the Gifts section or completing the mission "Let the Games Begin" (Holodeck).What types of rewards are available?The Terran Empire will offer ongoing faction favors and evergreen rewards.There are two additional categories of rewards - they are either pinnacle rewards or chase rewards.Pinnacle rewards are the most exclusive rewards, given for achieving high Arena rankings or top Faction Tiers, they include:Exclusive Officer: Mirror Universe UhuraChase rewards are tiered rewards available to those who progress through the ranks. They include:Premium Mirror Tree DustArtifact: Emperor Georgiou's Crown (Increases Apex Barrier in PvP)Mirror Universe Officers:Mirror PicardMirror DataMirror KiraMirror EzriMirror TroiCosmeticsWhat about the Evergreen Rewards?Evergreen rewards offer continuous benefits throughout your progress in the Terran Empire faction. These rewards include:Terran Reputation Terran Credits Terran Uncommon Credits Arena Repair Tokens Reputation for Bajoran, Section 31 and Ex-Borg factions Î£ Resources: Parsteel, Tritanium, Dilithium Î£ Speed-Ups More info about the Faction Favors:Favors provide significant boosts and efficiencies across various aspects of the game, such as economy, PvP, and Arena gameplay. Below are the Faction Favors available in the Terran Empire:Economy:Increases cost efficiency for resources like Rodinium, Cosmic Particles, and Assembly Medals. Reduces costs for Synthetic Nitrium, Charged Nanoprobes, Voyager Ship Parts, Cerritos Parts, and Titan-A Parts, crucial for upgrading ships such as the Mantis, Vi'Dar, Vi'Dar Talios, USS Voyager, Cerritos, and Titan-A. Increases cost efficiency for blueprint bundles for ships in grades 3 to 6 in FKR Faction stores (separate favors for each grade). Unlocks daily rewards of Forbidden Tech Protomatter, Tier Up Catalysts, Reactors, and Fusion Rods from the Building Resources section in Gifts. Unlocks a daily Syndicate XP reward, available in the Building Resources section in Gifts. Increases cost efficiency for Mirror Universe Premium Rifts. Player vs. Player (PVP)Increases base Apex Barrier in PvP during rounds when the opponent has a status effect applied (does not apply while defending your station). ArenaIncreases Shield Health while in the Arena. Increases Hull Health while in the Arena.

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title/question: Encryption messages

keywords: ['encryption', 'encrypted', 'scout']

answer: Encrypted messages are a form of Chest Loot that you can acquire by Killing Faction Scouts. Faction Scouts are Interceptors that move much faster than the normal system hostiles, and as such are easily recognizable at a glance through the system. The amount of Messages you

can receive is based on the Scout level (note, it is possible to kill a Scout and receive 0 messages). Encrypted messages can then be redeemed in the Faction store for Faction Credits. As you rank higher in reputation, both the Cost of the Message Exchange Chest and the Reward in the Message exchange chest, increase.To Recieve Federation credits, you must kill Kingon Scouts, and receive Klingon Messages.To Recieve Romulan credits, you must kill Federation Scouts, and receive Federation Messages.To Recieve Klingon credits, you must kill Romulan Scouts, and receive Romulan Messages. Federation Scouts are Found in Federation SpaceSiiolux (35) Warp: 24Tau Ceti (34) Warp: 25Aiti (33) Warp: 26Thama (32) Warp: 27Andoria (34) Warp: 30Sirius (36) Warp: 38Wolf (39) Warp: 40Archer (36) Warp: 45Tellar (37) Warp: 47Deneb (38) Warp: 47Zosam (40) Warp: 64Goesting (40) Warp: 65Hyland (42) Warp: 70Kildare (43) Warp: 75Rua Ri (42) Warp: 75Almango (43) Warp: 75Jera (44) Warp: 95ST-9417 (45) Warp: 110Leebyrn (46) Warp: 120Ertalwu (47) Warp: 120Enten (45) Warp: 120Yarega (47) Warp: 135Caelum (49) Warp: 160Miers (49) Warp: 160Rylan (50) Warp: 185Agataylor (52) Warp: 230Bairbre (54) Warp: 285Areal (56) Warp: 355X6-094 (58) Warp: 440Romulan Scouts are found in Romulan SpaceUnroth (32) Warp: 26Kaisu (33) Warp: 26Aesir (34) Warp: 30Nequencia (38) Warp: 30Vendor (34) Warp: 32Altanea (38) Warp: 38Alpha Onias (36) Warp: 38Iapedes (36) Warp: 38Terminimurus (39) Warp: 40Rowla (40) Warp: 64Tolain (40) Warp: 65Delmas (42) Warp: 70Ami Bera (43) Warp: 75Talvath (43) Warp: 75Corvidae (42) Warp: 75Ril Korvas (44) Warp: 95Naalur (44) Warp: 110Elvros (47) Warp: 120Nuva (45) Warp: 120Ballion (46) Warp: 120Urhaasi (47) Warp: 135Loch'Grman (49) Warp: 160Jorda (49) Warp: 160Aralen (50) Warp: 185Magnus (52) Warp: 230Mons Mortis (54) Warp: 285Kalalisko (56) Warp: 355Dairuum (58) Warp: 440Klingon Scouts are found in Klingon SpaceEeli (33) Warp: 27Lixar (35) Warp: 28Forseti (36) Warp: 30Ok'Vak (32) Warp: 31Beta Penthe (34) Warp: 33Quv Qeb (36) Warp: 38Gorath (38) Warp: 39Mempa (38) Warp: 39Brestant (39) Warp: 40Gya'han (39) Warp: 40Ja'Corash (40) Warp: 64Garyb (40) Warp: 65B'Oh (42) Warp: 70Klopp (42) Warp: 75Toh'Kaht (43) Warp: 75Inocula (43) Warp: 75Somraw (44) Warp: 95Het'Tenz'A (45) Warp: 110nuHmey veQ (45) Warp: 120Annalu (47) Warp: 120Erzon'Uk (46) Warp: 120Ch'Kmulk (47) Warp: 135Rai'Trohk (49) Warp: 160Nalla (49) Warp: 160Inoss (50) Warp: 185Ariadexa (52) Warp: 230Santesso (54) Warp: 285Kur'than (56) Warp: 400Atlhe (58) Warp: 440

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title/question: 4th Builder Queue

keywords: ['builder queue', '4th builder', '4 builder']

answer: Please be advised that you will need to claim this Builder Queue after purchase. The other builder queues are automatically unlocked after purchase, but it's not the same with this one.These will become available for claimingon the Gifts section.This will mitigate any issues with claims processing correctly.Thank you for your understanding.

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title/question: Syndicate Officers

keywords: ['ghrush', 'mavery', 'syndicate']

answer: GhrushOfficer shards can be earned by completing the mission Loyalty Part 5 and as rewards, as you progress through the Syndicate. You can also locate additional shards in the Offers tab.MaveryOfficer shards can be found as you progress through the Syndicate.

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title/question: For TC

keywords: ['territory capture', 'node', 'territories', 'territory capture', 'territory', 'origin space', 'isogen', 'takeover', 'own territory', 'how to unlock', 'unlock territory', 'unlock new update']

answer: Territory Capture is an activity that involves your entire alliance where alliances compete for special territories in space for extra buffs and benefits.The safeties are off when it comes to Territory Capture; it's essential to not only cooperate with your Alliance but also to develop strategies that will guarantee success!You can either use your best ships with a PVP crew for a head-on attack or choose your fastest ships with a speed crew to outrun your opponents and maximize the time in the TC system to score points.Best ships can be used to remove enemy ships on nodes and to kill enemy best PvP ships. The fastest ships can be used to score by outrunning enemy and just being in the contested system, cover nodes with relative low cost of repair and/ or act as bait (use the fastest ship to "tie up" enemy Sarcophagus until one of the best ships can come and kill the target).If you choose the fastest ship: Ships: Realta, Botany Bay, all InterceptorsCrew: Pan - Khan's Crew (c) / Khan's Crew Science Officer / Khan's Crew Command OfficerKlaa - Glory In The Kill (c) / Glory In the Kill Science Officer / Glory In the Kill Engineering OfficerMichael Burnam - Discovery Crew (c) / Discovery Crew Command Officer / Discovery Crew Engineering OfficerWhen battling on a node (Capture or Mining), the Sarcophagus is effective against most G3/G4 ships.You can compliment it with:Generic1) Rare John Harrison - Section 31 (c) / Epic Alexander Marcus - Section 31 /Epic Kang - Blood and Honor2) Rare Captain Tilly - Terran Empire (c) / Epic Lorca - Terran Empire / Rare John Harrison - Section 313) Rare Saru - Discovery Crew (c) / Uncommon Ariam - Discovery Crew / Rare Ash Tyler - Discovery Crew4) PVP CrewsPer action1) Resurrection Crew: Rare Vemet - Nero's Crew (c) / Rare Livis - Nero's Crew / Rare TOS Pavel Chekov - TOS Enterprise Crew2) Burning Crew: Epic Georgiou - Discovery Crew (c) / Rare Saru - Discovery Crew / Rare Ash Tyler - Discovery Crew3) Double-shot Crew: Epic Christopher Pike - Shakedown Cruise (c) / Epic Harcount Fenton Mudd - Mudd's Company / Rare John Harrison - Section 314) Node Capture Crew: Epic Gabriel Lorca - Terran Empire (c) / Rare Emperor Georgiou - Terran Empire / Rare Captain Tilly - Terran EmpireTo learn more about Territory Capture, you can take a look <<here>>.

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title/question: Lower Decks

keywords: ['mariner', 'boimler', 'badgey', 'tendi', 'rutherford']

answer: Beckett MarinerOfficer shards can be earned by completing the following missions: An Unwelcome Surprise Part 10, Scapegoats Part 3, Uncivil War Part 4, and What Could Go Wrong Part 5. You can also find more shards in the Offers tab, Special Events, and Cerritos event (rotates).Brad BoimlerOfficer shards can be earned by completing the following missions: An Unwelcome Surprise Part 1, God Complex Part 1, I Fix, Therefore I Am Part 5, and Uncivil War Part 2.BadgeyBadgey has been hiding behind multiple encryption layers, scheming, waiting for one vulnerable moment to, once again, attack Rutherford.TendiOfficer shards can be earned by completing the following missions: God Complex Part 5 and Scapegoats Part 1. You can also find more shards in the Offers tab, Special Events, and Cerritos event (rotates).RutherfordRutherford is trying to keep a low profile for the moment; you can only find traces of him upon completing the missions God Complex Part 3 and Scapegoats Part 5.

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title/question: Discovery

keywords: ['burnham', 'saru', 'stamets', 'georgiou', 'tilly', 'tyler', 'hugh', 'airiam']

answer: BurnhamOfficer shards can be earned by completing the following missions: Swings and Roundabouts Part 1 and Part 5. Additionally, shards can be gained through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.SaruOfficer shards can be earned through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.StametsOfficer shards can be earned by completing the following missions: Swings and Roundabouts Part 3 and Part 5. Additionally, shards can be gained through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.GeorgiouOfficer shards can be earned through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.You can also exchange Transporter Patterns to get additional shards.TillyOfficer shards can be earned through the Discovery Officer Chest.TylerOfficer shards can be earned through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.HughOfficer shards can be earned through the Discovery Officer Chest.AiriamOfficer shards can be earned through the Discovery Officer Chest.

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title/question: Blood & Honor

keywords: ['kang', 'mara', 'krell', 'kuron', "yan'agh", "qa'ug", 'linkasa']

answer: KangOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.MaraOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.

Additional shards can be earned through the Swarm Sunday event for players with Ops level 28+.KrellOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.KuronOfficer shards can be earned through the Ultra Officer Chest and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. Additional shards can be earned through special events and the Offers tab.Yan'aghOfficer shards can be earned through the Premium Officer Chest and the Crucible of War Officer Chest. Qa'ugOfficer shards can be earned through the Premium Officer Chest.LinkasaOfficer shards can be earned through the Premium Officer Chest.

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title/question: Department of Temporal Investigations Headquarters Building

keywords: ['department of temporal investigations headquarters building', 'dti', 'material converters', 'anti charged', 'anti static', 'krenim time weapon', 'department of temporal investigations key']

answer: What is the purpose of the Department of Temporal Investigations Headquarters building?The DTI Headquarters is designed to provide critical buffs to enhance your progression, combat, and resource acquisition. It integrates directly with the Department of Temporal Investigations Faction and offers versatile benefits for PvP, PvE, and resource management.Key Buffs:PvP Apex Barrier: Boosts base Apex Barrier against player targets in PvP.Isolytic Defense & Damage: Increases combat performance, essential for defeating Krenim enemies and resourceful for all battles.Officer Stats: Enhances all officer base stats (Attack, Defense, Health).Broken Ship Parts: Increases the amount of Broken Ship Parts dropped from hostiles, helping upgrade G4+ ships.Damage vs Krenim: Improves damage when fighting Krenim enemies. How do I build and upgrade the DTI Headquarters?The DTI Headquarters is available to players at Operations Level 42 and above. To build it, you will need a token called the Department of Temporal Investigations Key, which will be distributed as a gift. Upgrade materials can be earned through the DTI Faction Store and through events. As you upgrade the building, the buffs provided will scale significantly, offering increasing benefits over time.What refineries are available at the DTI Headquarters?The DTI Headquarters unlocks Material Converters at specific levels to help to efficiently manage G4, G5, and G6 resources:G4 Material Converter (Unlocked at Level 30):Convert G4 materials into other types of the same grade and rarity.Example: Epic G4 Gas â†' Epic G4 Ore.Convert G4 materials into different rarities of the same type.Example: Rare G4 Ore â†' Epic G4 Ore. G5 Material Converter (Unlocked at Level 40):Convert G5 materials into other types of the same grade and rarity.Example: Epic G5 Gas â†' Epic G5 Ore.Convert G5 materials into different rarities of the same type.Example: Rare G5 Ore â†' Epic G5 Ore. G6 Material Converter (Unlocked at Level 50):Convert G6 materials into other types of the same grade and rarity.Example: Epic G6 Gas â†' Epic G6 Ore.Convert G6 materials into different rarities of the same type.Example: Rare G6 Ore â†' Epic G6 Ore. These converters are in the Refinery < Materials Tabs section.What is the Department of Temporal Investigations (DTI) Faction Store?The DTI Faction Store allows to exchange resources, unlock exclusive rewards, and progress through DTI Faction ranks.Ranks: 7 Ranks to progress. Daily Claim allows to earn Krenim Invading Entity Directives and DTI Requisition

Form 13-A to exchange for Anti Charged or Anti Static Krenim exocomps.Rewards Include Artifacts such as the exclusive Krenim Time Weapon and Janeway's Pocket Watch. Chaos Tech items include the Temporal OverDrive Matrix and Chronophage.Once you reach level 3 in the DTI Faction, you can exchange the Static Wreckage for Charged Wreckage and vice versa. Additional rewards includeFederation, Romulan, and Klingon Credits,Syndicate XPEx-Borg Credits.Officers such as Vael, Tolra, Toli, Byr, Leslie, Hugh, and Culber & Khan (One-Time Claim)FKR Faction Reputation What are the exclusive Favors available in the DTI Faction Store?You can unlock Faction Favors to gain powerful buffs:Combat Favors:Increased Damage vs Static and Charged enemies.Krenim Solo Boss Loot bonuses.Faction Reputation Favors:Reduce Federation, Klingon, and Romulan Reputation Penalties.Increase overall Federation, Klingon, and Romulan (FKR) Reputation.Enhance messaging. PvE Buffs:Improve Apex Barrier performance in PvE combat.Efficiency Buffs:Provide Favor Cost Efficiency for FKR factions.Boost Federation, Romulan, and Klingon Allegiance.

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title/question: Enterprise Crew

keywords: ['kirk', 'spock', 'enterprise', 'mccoy', 'uhura', 'scott', 'sulu', 'ivanov']

answer: James T. KirkOfficer shards can be earned by completing the following missions:Combat Training 33, 36, 39, 40, 41, 42, 43, 44,45, 46, 47, 48, 49, 50:Veteran, Hold The Line,Interdimensional Fugitive, Specialist, Mirror,Mirror Part 7,The Enterprise Incident.Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.

SpockOfficer shards can be earned by completing the following missions: Combat Training 33, 36, 39: Rookie, Jellyfish Smack, Mirror, Mirror Part 7, Ripples in a Pond, and The Klingon Separatists. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Federation Officer Chest, the Discovery Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.Leonard McCoyOfficer shards can be earned by completing the following missions: Combat Training 33, 34, 37: Rookie, Mirror, Mirror Part 7. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.Nyota UhuraOfficer shards can be earned by completing the following missions: Combat Training 32, 35, 38: Rookie, Mirror, Mirror Part 7. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.Montgomery ScottOfficer shards can be earned through the Premium Officer Chest, the Standard Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest. Hikaru SuluOfficer shards can be earned by completing the following missions: Mirror, Mirror Part 7, Salvage Operation. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest.Arkady IvanovOfficer shards

can be earned through the Premium Officer Chest, the Standard Officer Chest, the Federation Officer Chest, and the Crucible of War Officer Chest.

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title/question: Formation Armada Chests

keywords: ['formation armada', 'armadas', 'chests', 'formadas', 'leader', 'artifact', 'participation', 'rare', 'node', 'token']

answer: Please note that there are 3 possible chests a player could get.1.The Participation Chest for the node - not guaranteed, one random player who joined the node (never the leader) gets this if the node is defeated. This has regular artifact tokens in it in case of both Uncommons and Rares.2.The Leader Chest - the person who spent the directives and started the node always gets this if the node is defeated. This has premium artifact tokens in it in case of an Uncommon Formation Armada and complex nanotech in case of Rare Formation Armadas.3. The Artifact Chest - if all 3 nodes are defeated, every player who participated is meant to get exactly one of this chest in addition to whatever chests they got from the nodes. This has the artifact shards in it for both Uncommons and Rares.Since you can send ships to multiple nodes, your possible rewards would be:â†' 0 - 3 Participation chests, depending how many nodes you joined and whether you were the person who got the chest or not. So if you joined one node, you could get 0 or 1 of this chest, if you joined 2 nodes, you could get 0, 1, or 2 of this chest, and if you joined all 3 nodes, you could get 0, 1, 2, or 3 of this chest.â†' 1 Leader chest if you led any of the nodes, otherwise 0 of these. You cannot lead more than one node at the same time so you shouldn't be able to get more than 1 of these per Formation Armadaâ†' 1 Artifact chest - if all three nodes are defeated, you should always get exactly 1 of this.Breakdown per type:Uncommonsâ†' node participation chests contain artifact tokensâ†' node leaders chests contain artifact tokens and premium artifact tokensâ†' win chests for defeating all 3 nodesRaresâ†' node participation chests contain complex nanotech and artifact tokensâ†' node leaders chests contain complex nanotechâ†' win chests for defeating all 3 nodesWe hope this information helps - good luck out there, Commander!

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title/question: New Formation Armadas: Krenim

keywords: ['krenim formation armada', 'krenim', 'static', 'charged', 'dreadnought', 'relativity', 'formation armada']

answer: These armadas feature the formidable Temporal Dreadnoughts, organized into joint operating formations. Working together, these ships possess devastating power and unique abilities to challenge even the strongest fleets.Formation Armada Types (3 nodes)Charged Temporal DreadnoughtAbility: Charged Quantum Hull Repair Description: Equipped with a powerful Temporal Core, these dreadnoughts restore their hull cumulatively each round of combat if the USS Relativity's Anti-Charged Shift Ability is not active.Static Temporal DreadnoughtAbility: Static Collider CannonDescription: Armed with a devastating cannon, these dreadnoughts increase their

Isolytic Damage cumulatively each round of combat if the USS Relativity's Anti-Static Shift Ability is not active.Neutral Temporal DreadnoughtAbility: Neutralised ShiftDescription: Unlike the Charged or Static Temporal Dreadnoughts, these ships lack a phase alignment, making them vulnerable without requiring the USS Relativity.How to Start a Krenim Formation Armada100 Krenim Formation Directives are needed to initiate a Formation Armada, they can be acquired from the DTI Faction Store.Loot and RewardsKrenim Temporal WreckageExchange this resource in the DTI Faction store for either Static or Charged reward bundles. The value of each bundle increases with Relativity Tier. They containStatic:Static Credits, Seska Shards, Strand of Krenim Hair Shards, and Encrypted Intelligence Charged: Charged Credits, Seska Shards, Strand of Krenim Hair Shards, and Encrypted Krenim Quantum TechAwarded for a full win vs a Krenim Formation Armada. Used to redeem the Formation Victory Chest.The value of the rewards increases with Relativity Tier. It contains Galactic Acclaim, FKR Ship Blueprints and FKR Faction Credits Encrypted IntelligenceUse Encrypted Intelligence to exchange for FKR reputation in the DTI Faction. Locations of Krenim Formation ArmadasYou can find Krenim Formation Armadas in the following systems:Vorex Cluster Finney Expanse Veltharion Zorathis Ithmiris Armanis Nebula Benn's Field Xandovara Rift Solquinnar Ryabovali Primus Partridgeous III Ventalis II Naidu Reach Estru Partis Tzhaelor Itharion Reach Meera Eryndor Veil Talstris Ilkis Tips for SuccessUse the USS Relativity's Anti-Charged Shift Ability to counter Charged Temporal Dreadnoughts and Anti-Static Shift Ability to counter Static Temporal Dreadnoughts. Coordinate with your alliance to maximize damage output and secure victory. Focus on gathering Krenim Formation Directives to initiate these challenging battles. Upgrade the Relativity Warp Range research node to ensure it can reach high level systems.

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title/question: Why am I not getting notifications?

keywords: ['notification', 'missing notification', 'alert', 'pop up', 'tribbleshooting']

answer: Notifications can play a key role in Star Trek so we recommend you to have them turned on in the game. In order to do that, you need to access your in-game profile avatar:Go to Settings:and click on Notifications.You have done it!(Android users only) If this is not working, you must turn on the Notifications of your Star Trek App settings on your Android. These settings may change after a game update, so check on that even if you have done it before.

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title/question: Shipyard level 21 - 30

keywords: ['discovery', "d'vor", 'vahklas', 'kumari', "vi'dar", 'meridian', 'franklin - a', 'mayflower', 'legionary', 'separatist', 'hijacked', 'horizon', 'd3', 'stella', 'bortas', 'saladin', 'centurion', 'sarcophagus', 'vort', 'antares', 'valkis']

answer: "All I ask is a tall ship and a star to steer her by.' You could feel the wind at your back in those days. The sounds of the sea beneath you, and even if you take away the wind and the water it's still the same. The ship is yours. You can feel her. And the stars are still there."'" Capt. James T.

Kirk Our ships may be a means to an end, or it may be the vessels that carries us to the great unknown! Here's how you can build the corresponding ships for Shipyard levels 21 to 30. USS Discovery Shipyard level: 21 USS Discovery blueprints can be found in the weekly Cosmic Cleanup event. Additional blueprints can be found in the Offers tab. Ferengi D'Vor Shipyard level: 23 Acquire your first Ferengi D'Vor by completing the Weekly Mining Monday Event (which runs every four weeks). Additional blueprints can be found in the 30 days Loyalty Chest and the Offers tab. Occasionally, you can also find Ferengi D'Vor blueprints in the Event Store at the end of an Arc. Vahklas Shipyard level: 23 Acquire the Vahklas by finishing the research node in the nineteenth column of the combat tree. This will reward you with enough blueprints to build it. Alternatively, blueprints for the Vahklas also exist in the PVE chest drops for hostiles levels 25 - 41. Kumari Shipyard level: 24 To build Kumari, all you have to do is finish the research node in the twenty-second column of the combat tree. This will reward you with enough blueprints to build it. Alternatively, blueprints for the Kumari also exist in the PVE chest drops for hostiles levels 28 - 43. Vi'dar Shipyard level: 25 Vi'dar blueprints can be found in the weekly Cosmic Cleanup event. Additional blueprints can be found occasionally in the Event Store at the end of an Arc or in the Offers tab. Meridian Shipyard level: 25 Meridian blueprints can be found in the Offers tab. Occasionally, they might also appear in the Event Store at the end of an Arc. USS Franklin - A Shipyard level: 25 To gather enough blueprints to build the USS Franklin-A, you can scrap your Franklin Level 41-45 (for more info, please check here). Additionally, blueprints can be found in the Offers tab. USS Mayflower Shipyard level: 26 Blueprints can be found as a reward upon completing these missions: A Gift Horse, First Blood, For the Glory of Romulus, Recreations, Reparations, To Seek Out New Life Forms. Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Legionary Shipyard level: 26 Blueprints can be found as a reward upon completing these missions: A Friendly Reminder, Chaos and Consequence, First Blood, For the Glory of Romulus, Re-Interference, To Seek Out New Life Forms. Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Separatist D3 Class Shipyard level: 26 Blueprints for the Separatist D3 Class can be occasionally found in Event Stores. Hijacked D3 Class Shipyard level: 26 You can acquire blueprints for the Hijacked D3 Class through the Outlaw Faction Store and the Offers tab. Hijacked Mayflower Shipyard level: 26 Through the Outlaw Faction Store and the Offers tab, you can acquire blueprints for the Hijacked Mayflower. ECS Horizon Shipyard level: 26 Blueprints for the ECS Horizon can be found in the PVE chest drops for hostiles levels 30 - 42. D3 Class Shipyard level: 26 Blueprints can be found as a reward upon completing these missions: First Blood, For the Glory of Romulus, Interception, The First Flight, To Seek Out New Life Forms, Up in Flames. Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Hijacked Legionary Shipyard level: 26 Through the Outlaw Faction Store and the Offers tab, you can acquire blueprints for the Hijacked Legionary. Stella Shipyard level: 27 Stella blueprints can be found in the Offers tab. Occasionally, they might also appear in the Event Store at the end of an Arc. Bortas Shipyard level: 28 Blueprints can be found as a reward upon completing the mission Deeper. Additional blueprints can be found in the Faction store, Away Teams store, Offers tab, and PVE chest drops from Klingon hostiles levels 29 - 46. USS Saladin Shipyard level: 28 Blueprints can be found as a reward upon completing the mission Deeper. Additional blueprints can be found in the Faction store, Away Teams store, Offers tab, and PVE chest drops from Federation hostiles levels 29 - 46. Centurion Shipyard level: 28 Blueprints can be found as a reward upon completing the mission Deeper. Additional blueprints can be found in the

Faction store, Away Teams store, Offers tab, and PVE chest drops from Romulan hostiles levels 29 - 46.SarcophagusShipyard level: 30Sarcophagus blueprints can be found in the weekly Cosmic Cleanup event. Additional blueprints can be found occasionally in the Offers tab.K'vortShipyard level: 30K'vort blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the K'vort also exist in the PVE chest drops from Klingon hostiles levels 31 - 55.USS AntaresShipyard level: 30USS Antares blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the USS Antares also exist in the PVE chest drops from Federation hostiles levels 31 - 55.ValkisShipyard level: 30Valkis blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the Valkis also exist in the PVE chest drops from Romulan hostiles levels 31 - 55.

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title/question: Shipyard level 41 - 50

keywords: ["b'chor", 'hydra', 'vorta', 'ktinga', 'kelvin', 'valdore', 'newton', 'korinar', 'pilum', "hegh'ta", 'enterprise', 'tribune']

answer: "There are three things to remember about being a starship captain: Keep your shirt tucked in, go down with the ship, and never abandon a member of your crew."'" Captain JanewayOur ships may be a means to an end, or it may be the vessels that carries us to the great unknown! Here's how you can build the corresponding ships for Shipyard levels 41 to 50.B'chor Shipyard level: 41B'chor blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Klingon hostiles levels 44 - 56.USS HydraShipyard level: 41Hydra blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Federation hostiles levels 44 - 56.Vorta VorShipyard level: 41Vorta Vor blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Romulan hostiles levels 44 - 56.K'T'ingaShipyard level: 42Ktinga blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Klingon hostiles levels 45 - 58.USS KelvinShipyard level: 42Kelvin blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Federation hostiles levels 45 - 58.ValdoreShipyard level: 42Valdore blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Romulan hostiles levels 45 - 58.USS NewtonShipyard level: 46Newton blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Federation hostiles levels 49 - 60.KorinarShipyard level: 46Korinar blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Klingon hostiles levels 49 - 60.PilumShipyard level: 46Pilum blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Romulan hostiles levels 49 - 60.Hegh'taShipyard level: 50Hegh'ta blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Klingon hostiles levels 58 - 61.USS Enterprise AShipyard level: 50Enterprise A blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Federation hostiles levels 58 - 61.TribuneShipyard level:

50Tribune blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Romulan hostiles levels 58 - 61.

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title/question: Build The Universal Translator Event

keywords: ['universal translator', 'translator', 'translation', 'klingon']

answer: Commander,We managed to get a fraction of Hoshi's Linguacode. You might find it helpful in your next adventure!'achbut / however 'etlhblade 'Itlhadvanced 'ohit / the batlhhonor bISolnISbe'taHbeware buqpocket, bag chaHthey/ them DeSarm ghap SoHyou gharghworm / spineless creature ghubaby ghuy'damn Heghdie/death Hottouch / feel Hutnine Hutvavnerve jajday jeand jIHI, me juHhome julsun Lahcan lalDanreligious place / monastery leghsee maHwe, us majgood mangghomarmy mIlloghpicture mojbecome moQball mutspecies / races naDevhere neHwant ngo'juHold home / ancient building nuqDaqwhere oQqarroot pa'there, over there paghzero pongcall / name qaplasuccess / victory Qawdestroy Qaw'qonwI'destroyed by / crushed by qepmeeting qoHfool Qongsleep Qoyhear Qu'vatlha hundred tasks qutdilithium crystal raStable SeQceremony SIrIlhook Sochseven Sojfood SolDeSsail Sopeat tajknife tajvajangle tera'Earth tIqheart vaghfive vulqanVulcan yajunderstand yatlhpregnant yInlive/life yolconflict

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title/question: Introducing: Mini Games

keywords: ['simulator', 'simulation', 'mini games', 'kirk', 'shot']

answer: Welcome to the Battle Simulator, our first mini-game.Commanders can engage with iconic starships face-to-face by battling them in simulations.The simulations are aimed to make the early journey of new players more exciting and will be part of the initial Field Training exercises. However, it doesn't mean more experienced players shouldn't try their skills with the simulation.By clicking the satellite hovering over your base, you will be able to start the Mini Games.You must act quickly and attack wisely by watching the animated spin and clicking to damage your enemies. Critical hits will maximize your destructive power, so always aim for that (tap when the arrows are aligned to get a perfect shot) - you will be able to swap weapons to gain an advantage too!The better you perform (aim at the 3 stars), the quicker you will be able to reap the rewards, including a full Captain Kirk officer unlock and a Kirk avatar. There will be 10 stages to unlock and excel at - good luck, Commander.

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title/question: Temporal Artifacts

keywords: ['temporal artifacts', 'temporal disruptors', 'silent nebula tokens', 'temporal disruptor parts', 'orb of prophecy', 'the great eye of ara', 'orb of the emissary', 'orb of time', 'jaheelah', "nero's

trident", 'chroniton sample', "la'an's 21st century watch", 'temporal observatory', 'stone of memory', 'guardian of forever', 'book of the kosst amojan', 'boreth time crystal', 'iconian gateway', 'krulmuth-b portal']

answer: There will be 15 of them and they will offer various buffs. Here's how it works:- You can claim a Daily Bundle of Temporal Disruptors'⬚ and Silent Nebula Tokens'⬚ from the Ex-Borg Faction Store.Those Temporal Disruptors'⬚ can be exchanged for a Temporal Artifact'⬚ shard of your choosing in the Artifact section of the Store (with enough Shards you can unlock and upgrade Artifacts). With the Silent Nebula Tokens'⬚ you will be able to travel to the Silent Nebula systems and defeat the new Silent hostiles. They will drop Temporal Disruptor Parts'⬚, that in turn you can exchange for reward chests (containing Temporal Disruptors, Ship Parts and Orbit Medallions). The Temporal Artifacts are the following:Artifact Description Max Buff Unlock Level Orb of Prophecy Increases Critical Chance when on a Battleship fighting an Explorer (does not apply to Armadas, Assaults, or station defense). 15% 38 Orb of Time Increases Critical Chance when on an Interceptor fighting a Battleship (does not apply to Armadas, Assaults, or station defense). 15% 38 Orb of the Emissary Increases Critical Chance when on an Explorer fighting an Interceptor (does not apply to Armadas, Assaults, or station defense). 15% 38 The Great Eye of Ara Increases Artifact Fragment cost efficiency for all Artifacts. 25% 38 Jaheelah Increases base Damage against Wave Defense hostiles. 2000% 38 Nero's Trident Increases all Officer Stats. 1500% 38 Chroniton Sample Increases the Borg Cube's Cutting Beam Damage against Hostiles. 2,000,000,000 38 La'an's 21st Century Watch Increases base Construction Speed for buildings. 180% 38 Temporal Observatory Increases base Warp Speed for all ships. 950% 38 Stone of Memory Unlocks a new Syndicate XP claim in the Ex-Borg faction store. 3400 38 Guardian of Forever Reduces opponent's total Critical Damage (including all research and bonuses) against players and Hostiles level 70 and under (does not apply to Armadas, Assaults, or station defense). 15% 38 Book of the Kosst Amojan Increases base Hull Health for all ships. 3000% 45 Boreth Time Crystal Increases base Damage vs Hostiles. 2000% 45 Iconian Gateway Increases the base Repair Cost Efficiency of Tritanium, Dilithium, Î£-Tritanium, and Î£-Dilithium for all ships. 1500% 50 Krulmuth-B Portal Reduces base Damage of player opponents (does not apply during station defense). 1200% 50

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title/question: For PvE

keywords: ['generic crews', 'energy weapon hostiles', 'kinetic weapon hostiles', 'specific crews', 'strange new world', 'borg probes', 'lower ops', 'swarm', 'eclipse hostiles']

answer: Generic Crews (until opponent Level 51+ Ships)vs Energy Weapon Hostiles (Explorers, Battleships, and most Survey Ships)1) Epic Pike - Shakedown Cruise (c)/ Rare Moreau - Shakedown Cruise/ Uncommon Chen - Starfleet Academy2) Epic Jean-Luc Picard - TNG Crew (c)/ Rare Beverly Crusher - TNG Crew/ Uncommon Chen - Starfleet Academy3) Cadet Uhura - Another Time (c)/ Cadet McCoy - Another Time/ Uncommon Chen - Starfleet Academy4) Next Gen La Forge - NextGen (c)/ Next Gen Crusher - NextGen/ Uncommon Chen - Starfleet Academyvs Kinetic Weapon Hostiles (Interceptors, Heavy Transport - Capital Systems)1) Epic Pike - Shakedown Cruise (c)/ Rare Moreau - Shakedown Cruise/ Common T'Laan - Starfleet Academy2) Epic Pike - Shakedown Cruise (c)/ Rare

Moreau - Shakedown Cruise/ Rare Cath - Ferengi Conglomerate3) Epic Jean-Luc Picard - TNG Crew (c)/ Rare Beverly Crusher - TNG Crew/ Uncommon Chen - Starfleet Academy4) Epic Jean-Luc Picard - TNG Crew (c)/ Rare Beverly Crusher - TNG Crew/ Rare Cath - Ferengi Conglomerate5) Cadet Uhura - Another Time (c)/ Cadet McCoy - Another Time/ Uncommon Chen - Starfleet Academy6) Cadet Uhura - Another Time (c)/ Cadet McCoy - Another Time/ Rare Cath - Ferengi Conglomerate7) Next Gen La Forge - Next Gen (c)/ Next Gen Crusher - NextGen/ Uncommon Chen - Starfleet Academy8) Next Gen La Forge - Next Gen (c)/ Next Gen Crusher - NextGen/ Rare Cath - Ferengi ConglomerateSpecific CrewsStrange New World crews are used with the battle triangle (Explorer vs Interceptor, Interceptor vs Battleship, Battleship vs Explorer)The Crew consists of:Epic SNW Pike - Strange New Worlds (c)/ Rare SNW La'an - Strange New Worlds/ Swap Officer - Strange New WorldsSwap Officer: Rare SNW Spock - Strange New Worlds < Using an Explorer attacking Interceptors ONLYRare SNW Ortegas - Strange New Worlds < Using a Battleship attacking Explorers ONLYRare SNW Uhura - Strange New Worlds < Using an Interceptor attacking Battleships ONLYSNW Mitigation crew: SNW Pike/Una/Uhuravs Borg Probes Preferred Ship: VidarAlternative Ship: Any InterceptorLower Ops1) Epic Pike - Shakedown Cruise (c)/ Rare Moreau - Shakedown Cruise/ Common T'Laan - Starfleet Academy2) Epic Pike - Shakedown Cruise (c)/ Rare Moreau - Shakedown Cruise/ Rare Cath - Ferengi Conglomerate3) Epic Pike - Shakedown Cruise (c)/ Common T'Laan - Starfleet Academy/ Uncommon Chen - Starfleet Academy4) Epic Pike - Shakedown Cruise (c)/ Rare Cath - Ferengi Conglomerate/ Uncommon Chen - Starfleet AcademyHigher Ops1) Rare Seven Of Eleven - Unimatrix Twelve (c)/ Epic Five Of Eleven - Unimatrix Twelve/ Uncommon Nine of Eleven - Unimatrix Twelve2) Epic Five Of Eleven - Unimatrix Twelve (c)/ Common T'Laan - Starfleet Academy/ Uncommon Chen - Starfleet Academy3) Epic Five Of Eleven - Unimatrix Twelve(c)/ Rare Cath - Ferengi Conglomerate/ Uncommon Chen - Starfleet AcademyHigher Ops1) Epic Five Of Eleven - Unimatrix Twelve (c)/ Epic Harry Mudd - Mudd'sCompany/ Rare Harrison - Section312) Epic Harry Mudd - Mudd'sCompany (c)/ Rare Ro Mudd - Mudd'sCompany/ Rare Beverly Crusher - TNG Crewvs Swarm > Level 35 Preferred Ship: FranklinAlternative Ship: Any ExplorerCrew: Generic vs Kinetic Weapon Hostiles Crew Anti-Kinetic Crew: Epic Pike - Shakedown Cruise (c) / Rare Cath - Ferengi Conglomerate/Common T'laan - Starfleet Academyvs Swarm < Level 35 Preferred Ship: FranklinAlternative Ship: Any Explorer1) Epic Jaylah - Jayhah (c)/ Epic Kang - Blood & Honor/ Rare Beverly Crusher - TNG Crew2) Epic Kang - Blood & Honor (c)/ Rare Beverly Crusher - TNG Crew/ Epic Jaylah - Jayhah3) Epic Five Of Eleven - Unimatrix Twelve (c)/ Epic Kang - Blood & Honor/ Rare Beverly Crusher - TNG Crew4) Epic Pike - Shakedown Cruise (c)/ Common T'Laan - Starfleet Academy/ Uncommon Chen - Starfleet Academy5) Epic Pike - Shakedown Cruise (c)/ Rare Cath - Ferengi Conglomerate/ Uncommon Chen - Starfleet Academy6) Epic Kang - Blood & Honor (c)/ Rare SWN Spock - Strange New Worlds/ Epic Jaylah - Jayhah7) Epic SWN Christopher Pike - Strange New Worlds (c)/ Rare SWN Spock - Strange New Worlds/ Epic Jaylah - Jayhah8) If no Jaylah: Kang, Kuron (synergizes with Kang and increases speed), Cath/Tlaan.vs Eclipse HostilesPreferred Ship: StellaAlternative Ship: Any Crew: Generic vs Energy Weapon Crew

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title/question: Section 31

keywords: ['marcus', 'sulu', 'harrison', 'zhou']

answer: Alexander MarcusOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.Yuki SuluOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.John HarrisonOfficer shards can be earned by completing the following missions: Misdirection and Uncaged. Additionally, shards can be gained through special events and through the Offers tab.Paul ZhouOfficer shards can be earned through the Premium Officer Chest and the Crucible of War Officer Chest.

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title/question: Kir'shara artifact

keywords: ["kir'shara", 'artifact']

answer: What is the function of the new Kir'shara artifact?The Kir'shara artifact enables players' ships to target multiple hostiles within the same system sequentially. Once activated, it lines up the chosen hostiles in a queue, allowing the ship to confront each one in their selected order. Kir'shara also applies for Wave Defenses.Can the ship perform other actions while using the Kir'shara artifact?No, while the ship uses the Kir'shara artifact to target hostiles, it cannot perform any other actions. This includes moving to a different location within the same system or using activated abilities. The ship must complete its sequence of attacks before undertaking any other tasks. You can still add more hostiles to the queue as slots get freed.Does the capability of the Kir'shara artifact improve over time?The capacity of the Kir'shara artifact to add hostiles to the queue increases as you upgrade its level. This enhancement allows for more strategic planning and greater efficiency in handling multiple targets.What happens if another player destroys a Hostile I have queued?When a Hostile you have queued is destroyed by another ship, your queue will free that slot and skip to the next target. You can always add new hostiles to the freed slotsHow can I stop the attack sequence?Order your ship to move elsewhere without attacking to cancel your attack queue.Do I need to stay in the game during the queue process and avoid switching to other apps to prevent the queue from dropping?You must remain active within the app for the queue to function properly. However, you don't need to monitor the queued attacks continuously. You can navigate to other game areas and engage in different tasks.

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title/question: Strange New Worlds

keywords: ['snw hemmer', 'snw una', 'snw uhura', 'snw ortega', "snw la'an", 'snw spock', 'snw pike']

answer: SNW PikeOfficer shards can be found by completing Special Events and in the Offers tab.SNW SpockOfficer shards can be found by completing Special Events and in the Offers

tab.SNW La'anOfficer shards can be found by completing Special Events and in the Offers tab.SNW OrtegaOfficer shards can be earned by completing the following missions: Course Correction Part 1, Course Correction Part 5, Fear Itself Part 5, Network Theory Part 2, and Network Theory Part 5. Additionally, officer shards can be found by completing Special Events and in the Offers tab.SNW UhuraOfficer shards can be earned by completing the following missions: Anti-Climax Part 1, Fear Itself Part 8, Inevitabilities Part 3, Network Theory Part 1, and Network Theory Part 4. Additionally, officer shards can be found by completing Special Events and in the Offers tab.SNW UnaOfficer shards can be earned by completing the mission Loyalties Part 5 and the Infinite Incursion Events.SNW HemmerOfficer shards can be earned by completing the following missions: A Beam Too Far Part 5 and The Calling Part 5. Additionally, officer shards can be found in the Mantis Refinery.

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title/question: Emergency Field Rations

keywords: ['emergency field rations', 'compensation', 'rations']

answer: Commanders,We recently introduced a new type of currency'"Emergency Field Rations'"and we'd like to provide some context around it and explain how it benefits you.What are the Emergency Field Rations?In short: a means to respond faster to tech issues players might experience. By leveraging this system, we aim to deliver compensation more efficiently, and give you a choice on spending the rations.Visibility and usageThe rations are not OPS locked, so everyone will see the Emergency Field Ration store if they haveat least oneration (similar to how multiphasics credits work). The only exception is that playersunder OPS 20will not have access to theGalactic Recruitoption. The rations never expire. SourcingEmergency Field Rations will be distributed solely through the normal compensation processes in case of issues; which we'll continue announcing via Discord and Reddit as usual.Will there only be Emergency Field Rations from now on?While we strive to streamline the process by using this system, there might be very specific issues that warrant a specific type of item, different from the Emergency Field Rations. So, for this reason, the compensations we send out won't be exclusively using the rations.Why 3 options?Meaningful Progression'" They support advancement in three core areas of the game:Materials for general progression'" via theElite Daily Reward ChipsSyndicate for research'" via theSyndicate XPOfficer sourcing '" via theGalactic Recruit Future ProspectsWhile we may consider adding more options in the future, for now, the Emergency Field Rations will include these three choices. We want to ensure that these remain a special and impactful form of compensation.

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title/question: Discovery Origins

keywords: ['origins', 'discovery origins', 'burnham', 'saru', 'stamets']

answer: Origins BurnhamOfficer shards can be earned by completing the following missions: Intuition and Odd Shapes on the Horizon. Additionally, shards can be gained through the Discovery

Officer Chest. Origins SaruOfficer shards can be earned by completing the mission Volatile Market. Additionally, shards can be gained through the Discovery Officer Chest. Origins StametsOfficer shards can be earned by completing the mission Made You Look. Additionally, shards can be gained through the Discovery Officer Chest.

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title/question: Shipyard Level 61-70

keywords: ['kosâ€™karii', 'uss newgrange', 'grishnar', 'divitae', 'uss enterprise-e', 'krencha', 'scimitar', 'uss titan', 'velox', 'minerva', 'neghâ€™var', 'uss akira', 'selkie']

answer: McCoy: "This is a new ship, boy, but she's got the right name. Now you remember that, you hear?"Data: "I will, sir."McCoy: "You treat her like a lady, and she'll always bring you home." ("Encounter At Farpoint")Our ships may be a means to an end, or they may be the vessels that carry us to the great unknown! Here's how to build the corresponding ships for Shipyard levels 61 to 70.SelkieShipyard level: 61Selkie blueprints can be found at the Federation, Klingon or Romulan the Faction Store. USS AkiraShipyard level: 63USS Akira blueprints can be found at the Federation Faction Store. Negh'VarShipyard level: 63Negh'Var blueprints can be found at the Klingon Faction Store. MinervaShipyard level: 63Minerva blueprints can be found at the RomulanFaction Store. VeloxShipyard level: 66Velox blueprints can be found at the Romulan Faction Store. USS TitanShipyard level: 66Selkie blueprints can be found at the Federation Faction Store. Kos'KariiShipyard level: 66Selkie blueprints can be found at the Klingon Faction Store. USS NewgrangeShipyard level: 68USS Newgrange blueprints can be found at the Federation Faction Store. GrishnarShipyard level: 68Grishnar blueprints can be found at the Klingon Faction Store. DivitaeShipyard level: 68Divitae blueprints can be found at the Romulan Faction Store. USS Enterprise-EShipyard level: 70USS Enterprise-E blueprints can be found at the Federation Faction Store. KrenchaShipyard level: 70Krencha blueprints can be found at the Klingon Faction Store. ScimitarShipyard level: 70Scimitar blueprints can be found at the Romulan Faction Store.

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title/question: Klingon Patriots

keywords: ['gorkon', 'chang', 'kerla', 'azetbur', 'koth', 'woteln', "m'ral"]

answer: GorkonOfficer shards can be earned by completing the following missions: Combat Training 31, 34, 37, 40, 41, 42, 43, 44,45, 46, 47, 48, 49, 50: Veteran, Defiance, Eternal Empire, The Price of Unity, The Sword of Kahless. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.ChangOfficer shards can be earned by completing the following missions: Combat Training 33, 36, 36: Rookie, Day of Honor, Eternal Empire, Supply Run, The Klingon Separatists, and The Sword of Kahless. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Klingon Officer Chest, and the Crucible of

War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.KerlaOfficer shards can be earned by completing the following missions: Combat Training 32, 35, 38: Rookie, and For the Empire. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.AzetburOfficer shards can be earned by completing the following missions: Combat Training 31, 34, 37: Rookie. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.KothOfficer shards can be earned by completing the following missions: A Bitter Taste, A Crime By Any Other Means, Crossfire, Flashpoint, and Once More Unto the Breach. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest. WotelnOfficer shards can be earned by completing the mission Salvage Operation. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest. M'RalOfficer shards can be earned through the Premium Officer Chest, the Standard Officer Chest, the Klingon Officer Chest, and the Crucible of War Officer Chest.

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title/question: Pride of Romulus

keywords: ['sela', 'tomalak', "b'etor", 'lurs', 'pride of romulus']

answer: SelaOfficer shards can be earned by completing the following missions: A Galaxy at War Part 10, Liberation Part 1, 7, and 10. Additionally, shards can be gained through the Ultra Officer Chest and by exchanging Transporter Patterns.TomalakOfficer shards can be earned by completing the following missions: Machinations Part 1 and 5. Additionally, shards can be gained through the Ultra Officer Chest.B'EtorOfficer shards can be earned by completing the following missions: Blooper Reel Part 5, Death & Dishonor Part 5, Epina, Fomek, The Center of Our Universe, and You Think You Know Me. Additionally, shards can be gained through the Ultra Officer Chest.LursThe only traces of Lursa were found after completing the missions Prophetic Part 1 and 9. Her location is shrouded in mystery...

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title/question: DS 9

keywords: ['ds9', 'officer', 'sisko', 'kira', 'miles', 'jadzia dax', 'odo', 'julian bashir', 'kira nerys', 'crew']

answer: Benjamin SiskoOfficer shards can be earned by completing Special Events, through the Bajoran Elite Loot Exchange or in Bajoran Solo Armada exchangesChangeling KiraOfficer shards can be earned by completing Special Events, through the Bajoran Elite Loot Exchange or in Bajoran Solo Armada exchangesMiles O'BrienOfficer shards can be earned by completing Special Events.Jadzia DaxOfficer shards can be earned by completing Special Events.OdoOfficer shards

can be earned by completing Special Events.Julian BashirOfficer shards can be earned by completing Special Events.Kira NerysOfficer shards can be earned by completing Special Events.

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title/question: Terran Empire

keywords: ['emperor', 'tilly', 'lorca', 'terran']

answer: Emperor GeorgiouOfficer shards can be earned through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.Captain TillyOfficer shards can be earned through the Discovery Officer Chest and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.LorcaOfficer shards can be earned through the Discovery Officer Chest (only with the Discovery Refit) and Ultra Recruit Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.

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title/question: Romulan Patriots

keywords: ['charvanek', 'tal', 'decius', 'mirek', "l'nar", 'aoki', 'severus']

answer: Liviana CharvanekOfficer shards can be earned by completing the mission A Galaxy at War Part 13. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.TalAs one of the most traditional Romulans, Tal has mastered the art of espionage. His whole existence, as his location, is shrouded in mystery.DeciusOfficer shards can be earned by completing the mission A Galaxy at War Part 9. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.MirekOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.L'NarOfficer shards can be earned through the Premium Officer Chest and the Crucible of War Officer Chest. AokiOfficer shards can be earned through the Premium Officer Chest and the Crucible of War Officer Chest. SeverusOfficer shards can be earned through the Premium Officer Chest.

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title/question: TOS

keywords: ['tos', 'tos chekov', 'tos scotty', 'tos sulu', 'tos mccoy', 'tos uhura', 'tos spock', 'tos kirk']

answer: TOS KirkOfficer shards can be earned by completing the following missions: A Rude Awakening Part 1, A Rude Awakening Part 2, Doomsday Part 10, In Times of Trouble Part 2, Innominate Part 1, Innominate Part 5, Now and Then Part 10, and Now and Then Part 4. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests. TOS SpockOfficer shards can be earned by completing the following missions: A Rude Awakening Part 5, Dead Memories Part 1, Dead Memories Part 5, Doomsday Part 9, and In Times of Trouble Part 1. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.TOS UhuraOfficer shards can be earned by completing the following missions: A Rude Awakening Part 3, A Rude Awakening Part 4, An Old Wound Part 5, Innominate Part 3, Innominate Part 5, and Territorial Dispute Part 5. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests.TOS McCoyOfficer shards can be earned by completing the following missions: Take the Conn Part 4 and 5. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests.TOS SuluOfficer shards can be earned by completing the following missions: Take the Conn and Take the Conn Part 3. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests.TOS ScottyOfficer shards can be earned by completing the following missions: Hidden Agendas Part 5 and Leviathan Part 10. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests.TOS ChekovOfficer shards can be earned by completing the following missions: Hidden Agendas Part 5 and Leviathan Part 5. Additionally, shards can be gained through the Ultra Officer Chest and, occasionally, in the Rotational Ultra Chests.

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title/question: TNG

keywords: ['data', 'crusher', 'geordi', 'picard', 'riker', 'troi', 'worf', 'yar', 'beverly crusher', 'geordi la forge']

answer: DataOfficer shards can be earned by completing the following missions: Beyond Horizons, In the Failures of the Past, Ours By Might, Riddles & Miscommunications, Unmitigated, and What They Cannot Hold. Additionally, shards can be gained by completing Away Teams Assignments and, occasionally, through Rotational Ultra Chests.Beverly CrusherOfficer shards can be earned by completing the mission A Blessing and a Bane. Additionally, shards can be gained through the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests.Geordi La ForgeOfficer shards can be earned by completing the following missions: Ascendant Part 10, Catalyst Part 2, and Identity Part 5. Additionally, shards can be gained through the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests.PicardOfficer shards can be earned by completing the following missions: A Blessing and a Bane V, Ascendant Part 20, Catalyst Part 1, Catalyst Part 10, The End of Everything, Unearthed Part 1 and 5. Additional shards can be found in the Offers tab and, occasionally, through Special events.Wesley CrusherOfficer shards can be earned by completing the mission A Battle for the Ages Part 1. Additionally, shards can be gained through the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests.William T. RikerOfficer shards can be earned by completing the following missions: A Battle for the Ages Part 5, Changing Gears Part 1, 2, 3, 4, 5, and Nowhere to Run Part 1. Additional shards can be found

in the Ultra Officer Recruit chests and, occasionally, through Special events. You can also exchange Transporter Patterns for extra shards.Deanna TroiOfficer shards can be earned by completing the following missions: Blooper Reel Part 5, Death & Dishonor Part 5, Epina, Fomek, The Center of Our Universe, and You Think You Know Me. Additional shards can be found in the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests. WorfOfficer shards can be earned by completing the following missions: A Great Escape Part 10, A Great Escape Part 5, Brimstone Part 5, Warriors Lost Part 1, 2, 3, 4, and 5. Additional shards can be found in the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests. Natasha YarOfficer shards can be earned by completing the following missions: R&R Part 3, 6, 8, and 10. Additional shards can be found in the Ultra Officer Recruit chests and, occasionally, through Rotational Ultra Chests.

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title/question: Another Time

keywords: ['cadet', 'instructor', 'another time', 'cadet sulu', 'cadet uhura', 'cadet scotty', 'cadet mccoy', 'instructor spock', 'cadet kirk']

answer: Cadet KirkOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.Instr. SpockOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.Cadet McCoyOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.Cadet ScottyOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.Cadet UhuraOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.Cadet SuluOfficer shards can be earned through the Standard Officer Chest, available for all players Ops level 35+.

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title/question: The USS Relativity

keywords: ['relativity', 'charged', 'static', 'krenim', 'dti faction']

answer: The USS Relativity was originally designed for temporal experiments and it now serves as a pivotal tool in the battle against the Krenim. This epic-tier ship offers a variety of abilities and research opportunities to enhance gameplay.Key Details:Level Range: 42 - 70 Rarity: Epic Tiers: 15 Ship Class: Grade 4 Explorer AbilitiesActive Abilities:The USS Relativity has two exclusive active abilities: Anti-Charged and Anti-Static.These states can be applied to enemies during battle. Only one ability can be active at a time, but players can switch between them while not in cooldown. Make sure you select the right ability before engaging with each type of hostile. This means that the Anti-Static Shift disables the Charged Krenim Invading Entity and Formation Armada Temporal Abilities. Anti-Charged shift ability does the same to the Static Krenim Invading Entity and Formation Armadas. No exocomp is needed with the Relativity to take on the Krenim Invading Entities Passive Abilities:Anti-Tachyon Weaponry: Increases damage against Krenim Invading

Entities. Relative Growth: Boosts Encrypted Intelligence rewards when fighting Krenim Invading Entities and Armadas. Research OpportunitiesEnhance your USS Relativity with specialized research:Relativity Warp Range:Increases the warp range of the USS Relativity. Krenim Invading Entity Loot:Increases Static and Charged Temporal Wreckage gained from defeating Krenim Invading Entities. Krenim Invading Entity Damage:Increases damage dealt to Krenim Invading Entities. Relativity Cargo Capacity:Expands the cargo capacity of the USS Relativity. Relativity Krenim Formation Loot:Increases Krenim Temporal Wreckage earned from Krenim Formation Armadas. Krenim Formation Damage:Amplifies damage against Krenim Formation Armadas. Krenim Invading Entity Apex Barrier:Strengthens the Apex Barrier when battling Krenim Invading Entities without Officer Tal on the bridge. Temporal Hull Health:Improves hull health for all ships. Temporal Shield Health:Boosts shield health for all ships. New DTI Faction RewardsWith the launch of the Relativity, the Department of Temporal Investigations (DTI) now offers exclusive rewards tied to the ship:USS Relativity Ship Parts:Used for upgrading the USS Relativity. Static and Charged Tachyons:Required to unlock USS Relativity research. Exclusive Officer Claims:Gain access to Officer Seska shards as you tier up your USS Relativity. A full unlock is available at Tier 5. Exclusive Artifact Claims:Unlock new Artifact shards as you progress. Relativity Claim:Receive a daily free gift of Static and Charged Credits, with increased value based on your USS Relativity tier. USS Relativity Blueprints:Collect blueprints over time to unlock the USS Relativity. Favor - Temporal Flux Countermeasures:Increases base damage against Krenim Formation Armadas. How to Get Started / TipsYou may unlock the USS Relativity through blueprints available from the DTI faction store. Upgrade and customize your ship with parts, research, and rewards to dominate the Krenim forces. Although the Relativity is key to defeating the Krenim, it will act more like a support ship than a damage dealer, so be sure to bring along your most powerful ships to the party!

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title/question: Starfleet Academy

keywords: ['gonzales', 'chen', 'gaila', 'akria', 'laan', 'vel']

answer: Lucia GonzalesOfficer shards can be earned by completing the following missions: Arbitration, Crashlander, Detainment, Diamonds in the Rough, Know Your Enemy, Political Prisoner, Show of Force, Silence Bought, The Warp Trail Less Traveled, Unhealthy Competition, and Valley. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, and the Crucible of War Officer Chest.Grace ChenOfficer shards can be earned by completing the following missions: A Fair Trial, Hide and Seek, Man Out Of Time, No One Gets Left Behind, Remains of the Ancients: Revenge of the Ancients, The Fate of the Fallen, The Quarry, The Warp Trail Less Traveled, and Trust Betrayed. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Crucible of War Officer Chest, and in the Offers tab.GailaOfficer shards can be earned by completing the following missions: Combat Training 8: Rookie, Combat Training 8: Soldier, and Combat Training 8: Veteran. Additionally, shards can be gained through the Standard Officer Chest.Shev AkriaOfficer shards can be earned by completing the following missions: Combat Training 6: Rookie, Combat Training 6: Soldier, and Combat Training 6: Veteran. Additionally, shards can be gained through the Standard Officer Chest.T'LaanOfficer shards can be earned by completing the following missions: Combat Training 9: Rookie, Combat

Training 9: Soldier, and Combat Training 9: Veteran. Additionally, shards can be gained through the Standard Officer Chest.Vel K'bentayrOfficer shards can be earned by completing the following missions: Combat Training 7: Rookie, Combat Training 7: Soldier, and Combat Training 7: Veteran. Additionally, shards can be gained through the Standard Officer Chest.

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title/question: Glory in the Kill

keywords: ['kras', 'klaa', 'vixis', 'komal', 'vartoq', 'rukor']

answer: KrasOfficer shards can be earned by completing the following missions: Combat Training 30: Veteran, Combat Training 33: Soldier, Combat Training 36: Soldier, Combat Training 39: Soldier, and No Warriors Here. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, and occasionally, through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.KlaaOfficer shards can be earned by completing the following missions: Combat Training 18: Veteran, Combat Training 26: Veteran, Combat Training 28: Veteran, Combat Training 31: Soldier, Combat Training 34: Soldier, and Combat Training 37: Soldier. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, and the Crucible of War Officer Chest.VixisOfficer shards can be earned by completing the following missions: Combat Training 19: Veteran, Combat Training 27: Veteran, Combat Training 29: Veteran, Combat Training 32: Soldier, Combat Training 35: Soldier, and Combat Training 38: Soldier. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, and the Crucible of War Officer Chest.KomalOfficer shards can be earned by completing the following missions: Combat Training 13: Rookie, Combat Training 13: Soldier, Combat Training 13: Veteran, Combat Training 23: Veteran, Combat Training 24: Veteran, Combat Training 25: Veteran, Day of the Dove, and Sacred Relics. Additionally, shards can be gained through the Standard Officer Chest.VartoqOfficer shards can be earned by completing the following missions: Combat Training 14: Rookie, Combat Training 14: Soldier, Combat Training 14: Veteran, Combat Training 20: Veteran, and Combat Training 21: Veteran. Additionally, shards can be gained through the Standard Officer Chest.RukorOfficer shards can be earned by completing the following missions: Combat Training 15: Rookie, Combat Training 15: Soldier, Combat Training 15: Veteran, and Combat Training 22: Veteran. Additionally, shards can be gained through the Standard Officer Chest.

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title/question: Nero's Crew

keywords: ['nero', 'vemet', 'kumak', 'livis', 'arix', 'vella', 'javaid', 'omega 13', 'romulan tenacity', 'captain maneuver']

answer: NeroOfficer shards can be earned by completing the following missions: Combat Training 32, 35, 28: Veteran, Combat Training 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50: Soldier, Nectar, Reprisal, Revenge Begets Revenge, and Summoner. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Romulan Officer Chest, and the Crucible of War

Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.VemetOfficer shards can be earned by completing the following missions: Combat Training 31, 34, 37: Rookie, and The Klingon Separatists. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.Note: Vemet's Captain Maneuver and the NSEA Protector's Omega-13 ship ability do not work together: Vemet's Captain Maneuver will always take priority; applying the Omega-13 ship ability will have no effect when applied to a ship where Vemet is equipped as a Captain.KumakOfficer shards can be earned by completing the following missions: Combat Training 33, 36, 39: Rookie. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.LivisOfficer shards can be earned by completing the following missions: Combat Training 32, 35, 38: Rookie. Additionally, shards can be gained through the Premium Officer Chest, the Ultra Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.ArixOfficer shards can be earned by completing the following missions: In Times of War, Jolan Tru, and The Law Falls Silent. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest. VellaOfficer shards can be earned by completing the following missions: Forging Bonds, Salvage Operation, and The Deadly Years. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest. JavaidOfficer shards can be earned by completing the following missions: Effortless, and Weak and Powerless. Additionally, shards can be gained through the Premium Officer Chest, the Standard Officer Chest, the Romulan Officer Chest, and the Crucible of War Officer Chest.

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title/question: Shakedown Cruise

keywords: ['pike', 'moreau', 'hendorff', 'darwin', 'leslie', 'hadley', 'shakedown']

answer: Christopher PikeOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, the Discovery Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.Marlena MoreauOfficer shards can be earned through the Premium Officer Chest, the Ultra Officer Chest, and the Crucible of War Officer Chest. Occasionally, more shards can be acquired through Rotational Ultra Chests.HendorffOfficer shards can be earned by completing the mission Plan B. Additional shards can be acquired through the Offers tab.Mae DarwinOfficer shards can be acquired through the Offers tab.Frank LeslieOfficer shards can be acquired through the Offers tab.Geoffrey HadleyOfficer shards can be acquired through the Offers tab.

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title/question: Auxiliary Controls

keywords: ['keenser', 'marcus', '0718', 'mitchell', "m'benga", 'zahra']

answer: KeenserOfficer shards can be earned by completing the following missions: Gone Too Far, No Good Deed Goes Unpunished, and Special Delivery. Additionally, shards can be gained through the 7-day Loyalty Chest.Carol MarcusOfficer shards can be earned through the Ultra Officer Chest, Premium Officer Chest, 30-day Loayalty Chest and, occasionally, through the Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.Officer 0718Officer shards can be earned by completing the following missions: No Stone Unturned and Shadow Boxing. Additionally, shards can be gained through the Premium Officer Chest.Gary MitchellOfficer shards can be earned through the Ultra Officer Chest, Premium Officer Chest and, occasionally, through the Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.Jabilo M'BengaOfficer shards can be earned by completing the following missions: Combat Training 17: Rookie, Combat Training 17: Soldier, and Combat Training 17: Veteran. Additionally, shards can be gained through the Standard Officer Chest.ZahraOfficer shards can be earned by completing the following missions: Combat Training 16: Rookie, Combat Training 16: Soldier, Combat Training 16: Veteran, Conspiracies, Delegation, and Missing in Action. Additionally, shards can be gained through the Standard Officer Chest.

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title/question: Ferengi Conglomerate

keywords: ['arrock', 'fess', 'quark', 'rom', 'cath', 'ferengi', 'conglomerate', 'ferengi conglomerate']

answer: ArrockSome hints on Arrock's location are hidden in the mission Fly by Night Part 5. Last we heard of him, he was trying to close a deal with some nefarious people..FessFess accompanied Arrock to the negotiation; we've only heard of him after completing the mission Fly by Night Part 10.QuarkOfficer shards can be earned by completing the following missions: A Second Chance Part 5, Deposition Part 5, Hustle Culture Part 1, and 5. Additionally, shards can be gained through the Ferengi Monday Event, the Offers tab and, occasionally, through Special events.RomOfficer shards can be earned by completing the following missions: Fire Sales Part 5 and The Cost of Business Part 10. Additional shards can be gained through the Offers tab and, occasionally, through Special events.CathOfficer shards can be earned by completing the following missions: Familial Ties Part 5 and The Cost of Business Part 5 and 8.

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title/question: Mudd's Company

keywords: ['mudd', 'eurydice', 'sesha', 'goon', 'ahvix', 'tiza']

answer: Harcourt Fenton MuddOfficer shards can be earned through the Premium Officer Chest, Ultra Officer Chest, the Outlaw Faction Chest, and, occasionally, through the Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.EurydiceOfficer shards can be earned through the Premium Officer Chest, Ultra Officer Chest, the Outlaw Faction Chest, and, occasionally, through the Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.SeshaOfficer shards can be earned through the Outlaw Faction Chest.Ro MuddOfficer shards can be earned through the Ultra Officer Chest, the Outlaw Faction Chest, and, occasionally, through the Rotational Ultra Chests. GoonOfficer shards can be earned through the Outlaw Faction Chest.AhvixOfficer shards can be earned through the Ultra Officer Chest, the Outlaw Faction Chest, and, occasionally, through the Rotational Ultra Chests. TizaOfficer shards can be earned through the Outlaw Faction Chest.Discovery MuddOfficer shards can be earned through the Ultra Officer Chest, the Outlaw Faction Chest, and, occasionally, through the Rotational Ultra Chests. You can also exchange Transporter Patterns for extra shards.

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title/question: G6 Solo Armadas

keywords: ['g6 solo armadas']

answer: Q: What are G6 Solo Armadas?A: G6 Solo Armadas are a new type of armada that are designed specifically for higher level players. Unlike group armadas, these are solo challenges that allow individual players to engage with armada targets in Level 61+ systems.Q: Where are the G6 Solo Armadas located?A: The G6 Solo Armadas are located in existing Level 61+ systems, including hazardous systems.Q: What do I need to participate in G6 Solo Armadas?A: You will need a new type of solo armada directive specifically for G6 Solo Armadas.Q: What rewards can I earn from G6 Solo Armadas?A: The main rewards includeFaction ship blueprintsFaction creditsRefined materialsRefined ship partsSigma Resources and SpeedupsArmada directivesQ: Are there any special rewards unique to G6 Solo Armadas?A: Yes, players can earn Rare Hazard Particles, which are used to unlock approximately 15 new nodes in the Hazards section of the G6 combat research tree. These nodes provide G6-specific buffs, including:Time efficiency for buildings, research, and ship repairsEnhanced officer attack, defense, and health statsIncreased hazard resistance for rare G6 surveyorsG6-specific combat buffs for improved PvP performanceQ: Why should I complete the new research nodes?A: Because they offer specialized buffs that enhance your G6 gameplay by improving efficiency in time-consuming tasks, boosting officer stats to meet higher G6 requirements, and increasing the effectiveness of your ships in hazardous environments and PvP combat.Q: Will G6 Solo Armadas make my G6 ships more competitive?A: They will, the G6-specific combat buffs and other enhancements introduced through these solo armadas are designed to make G6 ships more competitive, particularly in PvP, where they may have previously been perceived as weaker compared to G5 ships.Q: How do I earn the Rare Hazard Particles needed for the new research nodes?A: Rare Hazard Particles are earned exclusively through G6 FKR Solo Armadas, making participation in these events essential for unlocking the new research nodes and their associated buffs.

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title/question: S31 Faction

keywords: ['section 31', 's31', 'section 31 credits', 'section 31 ciphers', 'credits', 'ciphers', 'quick start', 'speed up', 'transmitters', 'facade']

answer: S31 Faction StoreThe new s31 Faction store launches with 6 Ranks and an exciting collection of rewards, including (but not limited to) the new Section 31 Favors,' buffs for the Wave Defense challenges, some special Refits, the S31 Cipher' Wave Defense entry token, prime particles, Syndicate XP, Sigma resources, and a new permanent sourcing location for Officers from the Strike Crews + Carol Freeman.As part of the S31 benefits, and with enough Reputation, Armada Quick Start' will be unlockable via the Store as well. This new functionality only works for Alliance and Solo Armadas and will allow the Leader to use Speed Ups whenever they want after the Armada has been started to reduce the countdown timer instead of waiting. The more you level up the building, the more offers will be unlocked in the S31 Store.The new resource, Armada Countdown Speed Up,' will be sourced through the S31 Store. The amount you get per day (and the amount you can store at once before you hit the cap) increases based on the level of The Facade.

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title/question: Shipyard level 51 - 60

keywords: ['nova', 'corvus', 'northcutt', 'vor€™cha', 'quv€™sompek', 'sanctus', 'uss crozier', 'uss beatty', 'mow€™ga', 'vrax', 'rotarran', 'd€™deridex']

answer: "All I ask is a tall ship, and a load of contraband to fill her with..." - QuarkOur ships may be a means to an end, or it may be the vessels that carries us to the great unknown! Here's how you can build the corresponding ships for Shipyard levels 51 to 60.NovaShipyard level: 52Blueprints can be found as a reward upon completing the missions: Catalyst Part 4, Catalyst Part 5, Catalyst Part 6, Catalyst Part 7, Catalyst Part 8, and Catalyst Part 9. Additional blueprints can be found in the Faction store, and PVE chest drops from hostiles levels 58 - 61.CorvusShipyard level: 53Blueprints can be found as a reward upon completing the missions: A Fool's Errand, A Miner Issue, A Wild Ghost Chase, Debts and Deaths, In the Name of Honour, Putting on a Show, Son of the Empire, and Tal Shiar Burglary I. Additional blueprints can be found in the Faction store, and PVE chest drops from Romulan hostiles levels 56 - 61.USS NorthcuttShipyard level: 53Blueprints can be found as a reward upon completing the missions: Ascendant Part 15, Delayed Gratification Part 5, Identity Part 5, Keeping Things Safe Part 5, Nowhere to Run Part 4, Nowhere to Run Part 5, Preventive Measures Part 1, and Preventive Measures Part 5. Additional blueprints can be found in the Faction store, and PVE chest drops from Federation hostiles levels 56 - 61.Vor'ChaShipyard level: 53Blueprints can be found as a reward upon completing the missions: Fall From Grace, Fallen Sky, Let Me In, New Life I, Redundancy, Unstable Cargo, and What Do We Do Now?. Additional blueprints can be found in the Faction store, and PVE chest drops from Klingon hostiles levels 56 - 61.Quv'SompekShipyard level: 56Blueprints can be found as a reward upon completing the missions: The Empire Calls I, The Empire Calls III, and The Empire Calls V. Additional blueprints can be found in the Faction store, and PVE chest drops from Klingon hostiles levels 59 - 61.SanctusShipyard level: 56Blueprints can

be found as a reward upon completing the missions: Compatriots, Dark One, and No Mercy for Mercenaries. Additional blueprints can be found in the Faction store, and PVE chest drops from Romulan hostiles levels 59 - 61.USS CrozierShipyard level: 56Blueprints can be found as a reward upon completing the missions: Changing Gears Part 1, Changing Gears Part 2, Changing Gears Part 4, and Changing Gears Part 5. Additional blueprints can be found in the Faction store, and PVE chest drops from Federation hostiles levels 59 - 61.USS BeattyShipyard level: 58You can find blueprint bundles for the USS Beatty in the Faction Store.Mow'GaShipyard level: 58You can find blueprint bundles for the Mow'Ga in the Faction Store.VraxShipyard level: 58You can find blueprint bundles for the Vrax in the Faction Store.RotarranShipyard level: 60You can find blueprint bundles for the Rotarran in the Faction Store.D'DeridexShipyard level: 60You can find blueprint bundles for the D'Deridex in the Faction Store.USS Enterprise-DShipyard level: 60You can find blueprint bundles for the USS Enterprise-D in the Faction Store.

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title/question: Khan's Crew

keywords: ['singh', 'joachim', 'khan', 'marla', 'joaquin', 'otto', 'kati', 'navi', 'pan', 'rima']

answer: Khan Noonien SinghOfficer shards can be earned by completing the following missions: A Reliable Source, Crossing A Line, Shall We Begin?, The Coming Darkness, and The Other Side. Additionally, shards can be gained through the Augment Faction Store and the Swarm Sunday event (for Ops 28+).JoachimOfficer shards can be earned through the Ultra Officer Chest, the Augment Faction Store, and, occasionally, through the Rotational Ultra Chests.Marla McGiversOfficer shards can be earned by completing the mission Lessons of the Past. Additional shards can be gained through the Ultra Officer Chest, the Augment Faction Store, and, occasionally, through the Rotational Ultra Chests.JoaquinOfficer shards can be earned by completing the following missions: A Warrior's Mind, Botany Bay Part 1, Botany Bay Part 2, Botany Bay Part 3, Botany Bay Part 4, Botany Bay Part 5, Botany Bay Part 6, Botany Bay Part 7, Botany Bay Part 8, and Retrofit. Additional shards can be gained through the Augment Faction Store.OttoOfficer shards can be earned by completing the following missions: Augments Exodus and Augments Exodus Part 3. Additional shards can be gained through the Augment Faction Store.KatiOfficer shards can be earned by completing the mission Augments Exodus Part 3. Additional shards can be gained through the Augment Faction Store.NaviOfficer shards can be earned through the Ultra Officer Chest, the Augment Faction Store, and, occasionally, through the Rotational Ultra Chests.PanOfficer shards can be earned through the Ultra Officer Chest, the Augment Faction Store, and, occasionally, through the Rotational Ultra Chests.RimaOfficer shards can be earned through the Ultra Officer Chest, the Augment Faction Store, and, occasionally, through the Rotational Ultra Chests.

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title/question: Battleship Strike Team

keywords: ['pvp', 'snw', 'laan', 'strike', 'una', 'ortegas']

answer: SNW LaAnOfficer shards can be found by completing the mission The Flight of the Manor Four Part 5, as a reward in Special Events and the Offers tab.SNW UnaOfficer shards can be earned by completing the following missions: Fierce Loyalty Part 5 and The Calling Part 10. Additionally, officer shards can be found as a reward in Special Events and the Offers tab.SNW OrtegasOfficer shards can be earned by completing the following missions: Predator and Prey Part 5 and The Flight of the Manor Four Part 5. Additionally, officer shards can be found as a reward in Special Events and the Offers tab.

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title/question: NextGen

keywords: ['next gen', 'nextgen', 'gen', 'next gen data', 'next gen troi', 'next gen crusher', 'next gen forge', 'next gen riker']

answer: Next Gen DataOfficer shards can be earned by completing the following missions: Small Favor, Crosshairs, Quarantine, Razor, Rite of Passage, and The Art Dealer. Additionally, shards can be gained through the Standard Officer Chest. Next Gen TroiNew players begon the game with Next Gen Troi unlocked. Officer shards can be also earned by completing the following missions: Combat Training 3: Rookie, Combat Training 3: Soldier, Combat Training 3: Veteran, and Schemes Choice A. Additionally, shards can be gained through the Standard Officer Chest.Next Gen CrusherOfficer shards can be earned by completing the following missions: Lend A Hand, Small Favor and Work Ethic. Additionally, shards can be gained through the Standard Officer Chest. Next Gen ForgeOfficer shards can be earned by completing the following missions: Combat Training 4: Rookie, Combat Training 4: Soldier, Combat Training 4: Veteran, and Schemes (Choice B). Additionally, shards can be gained through the Standard Officer Chest. Next Gen RikerOfficer shards can be earned by completing the following missions: Combat Training 5: Rookie, Combat Training 5: Soldier, and Combat Training 5: Veteran. Additionally, shards can be gained through the Standard Officer Chest.

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title/question: Nova Squadron

keywords: ['nova squadron']

answer: Q: What is the Nova Squadron Building?A: The Nova Squadron building is a new feature that unlocks a set of exclusive Research Nodes designed to enhance Status Effects with powerful Combat Buffs. This building is based on the lore of "Nova Squadron," an elite cadet unit in Starfleet Academy known for extreme combat maneuvers.Q: At what level can I unlock the Nova Squadron Building?A: The Nova Squadron building becomes available once your Operations (Ops) level reaches 30. Once unblocked, Commanders will get a free daily claim to upgrade it. Starfleet Distinctions'⬚ will unlock the building and Starfleet Honors'⬚ will be used to upgrade it.Q: What benefits does the Nova Squadron Building offer?A: The building offers three main types of buffs associated with Status Effects: Burning, Morale, and Hull Breach. These buffs are conditional,

meaning they will enhance the effectiveness of these Status Effects during combat.Q: How does the Nova Squadron Building work with Research?A: As you upgrade the Nova Squadron building, it provides research currency (Nova Squadron Particles), which can be used to enhance your Research Nodes. The building features three buttons that directly link to the relevant Status Effect buffs. Upgrading the building will also strengthen the associated researches, allowing you to maximize their effectiveness.Q: How do the buffs work?A: The buffs provided by the Nova Squadron Building are dependent on the existing Status Effects on your ship and crew. For example, if your ship and crew do not have the Burning status effect, the building will not add it; it will only enhance existing effects. The system introduces a "Rock Paper Scissors" mechanic, adding a strategic layer to your combat decisions.Q: What should I keep in mind when using the Nova Squadron Building?A: It's important to remember that the building does not create new Status Effects; it only boosts existing ones. You'll need to ensure that your ship and crew are already capable of applying the desired Status Effects to fully benefit from the Nova Squadron's enhancements.

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title/question: For Base Raids

keywords: ['base raids', 'raid', 'base', 'sought after crew']

answer: Base PvP (raiding) becomes available at level 15 and allows players to attack enemy bases (or have their bases be attacked if they don't have an active peace shield) .For cracking/ breaking enemy bases (destroying docked ships, shields, and defense platforms), it's best to consider the power of the ship divided by its repair cost. Cracking a base can take 100 hits or more to open it up for raiding completely, so choose wisely when selecting your ship. A ship that can do comparable damage with a lower repair cost may be more efficient.Sought After CrewsEpic Rom - Ferengi Conglomerate (c)/ Rare John Harrison - Section 31/ Epic Honorguard Worf - Khitomer's RevengeEpic Rom - Ferengi Conglomerate (c)/ Rare John Harrison - Section 31/ One of the below (if there are ships in the dock)Epic Alexander Marcus - Section 31 vs ExplorersEpic Liviana Charvanek - Romulan Patriots vs BattleshipsEpic Kang - Blood and Honor vs Interceptors Epic Kirk - Enterprise Crew (c)/ Rare Spock - Enterprise Crew/ Epic Khan - Khan's Crew (lower level player)Epic Khan - Khan's Crew (c)/ Rare Joachim - Khan's Crew/ Epic Kirk - Enterprise Crew (Enterprise only)Suggested ShipsAmalgam (only if Base Loot is high enough that you are getting more with the Ship Ability than the max cargo of your highest survey ship)Suggested Crew: One of the sought-after crewsHighest Cargo Survey availableSuggested Crew (max cargo): Two of Eleven - Unimatrix Twelve (c)/ Four of Eleven - Unimatrix Twelve/ Stonn - Surveyors & MinersJellyfish ship ability will enhance Rom while chance to apply burning. Using the burning mechanic of 1% reduction in hull health, even the largest ship can be killed at a relatively low repair costSuggested Crew: High-level base with Kras equipped - Epic Rom - Ferengi Conglomerate (c)/ Epic Nero - Nero's Crew/ Epic Georgiou - Discovery Crew

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title/question: What is the STFC store?

keywords: ['stfc', 'store', 'web', 'prchase', 'xsolla', 'scopely', 'id', 'scid', 'account', 'shop']

answer: The Star Trek Fleet Command Store allows you to purchase in-game content directly from Scopely.

The store can be accessed through this link by all countries. Kind reminder, a Scopely Account is required in order to log in.

To create a Scopely Account, kindly visit our FAQ Save your game with Scopely Account.

Supported payment methods may vary depending on the country but could include: Credit and Debit Cards and Paypal, Apple Pay, Google Pay, and Amazon Pay.

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title/question: The District 56 Building

keywords: ['district 56']

answer: What is the purpose of the District 56 building?This is a powerful addition to your Station, bringing a series of advantages to the Mirror Universe loop.The benefits provided by District 56 will include: - An increase in Apex Barrier while reducing the opponent's crit damage in PVP- Bonuses to general Mitigation values- Time extension while in the Mirror Universe- Free daily gifts in the Mirror Refinery (including Trellium, 1 extra MU trip every 3 days and Premium Rift Keys).Which will be the maximum buff values for District 56?At level 70, the buffs will look like this: PVP Apex Barrier: 5000 / PVP Crit Damage Reduction: 125% / Mitigation Stats: 750% / 50% time extension while in the Mirror Universe (example: from 20 to 30 minutes)At what Ops Level does the building unlock and what materials will I need to level it up?You will be able to gain access to it at Ops Level 40. The materials needed are called Mirror Fragments'⬚ and you get them from a daily drip in the Mirror Refinery in exchange for Liquid Trellium. You will need to build District 56 in order to unlock the materials for it afterwards.

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title/question: How do I obtain and use Void Configurations?

keywords: ['void configurations', 'void tokens', 'the edge of existence', 'the road least traveled']

answer: What are Void Configurations?Void Configurations (formerly known as void tokens) are special tokens essential for advancing through certain mission flows and progressing to new level ranges.How do I get Void Configurations?You can earn 1 Void Configurations by completing the Combat Training 60: Legendary.How do I use Void Configurations?Void Configurations are crucial

for completing specific missions that are necessary for ascending to higher level ranges and accessing level-capped content such as:The Edge of Existence: Requires you to donate 1 Void Configuration. The Road Least Traveled: Requires you to collect 1,000 Void Configurations (currently last level-capped mission). What if I don't receive the Void Configuration to advance?If you don't receive the tokens required to progress to the next level range, don't worry! You will receive them automatically once your server ascends to the appropriate level range.

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title/question: Formation Armadas - Species 8472 & Rare Formation Armadas

keywords: ['formation', 'armada', '8472', 'species', 'directives', 'timer', 'artifact']

answer: A formidable new enemy emerged in the Delta Quadrant. Species 8472 was able to travel through the fluidic space through quantum singularities and brought the fight to our dimension.Formation Armadas found in selected systems of the Delta Quadrant contain several simulations of Starfleet Headquarters used for reconnaissance and gathering intelligence on Starfleet's capabilities.Like all strongholds, Formation Armadas have their weaknesses. Each armada has three targets that, if destroyed simultaneously, will ensure the total annihilation of the armada.Commanders above Operations level 26 can participate in attacks against Formation Armadas. To initiate an attack, you'll need 100 Formation Armada Directives, which can be gained through Daily Goal completion. Additional directives can be found in the Offers tab.Open a secure comms channelCommunication and coordination are critical to taking Formation Armadas down. Three teams, which can be from different Alliances, must select their top four Commanders to participate in the attack (twelve Commanders in total).Engage!When a Formation Armada has started its timer on one of the targets, subsequent Armada starts against the rest of the target will inherit the timer of the already active Armada; this way, they are automatically synchronized.DiscoveryWhen a Formation Armada is destroyed, Commanders will receive Artifact and Premium Artifact tokens in their rewards. These tokens are crucial in discovering Artifacts in the Artifact Gallery. Artifacts are unique and powerful items that will grant a wide range of highly potent buffs to the ones who acquire them. To learn more about them, checkhere._____M57 Update:The Delta Quadrant is expanding its boundaries as a new enemy lurks around: the Borg Unicomplex, the evil represented by the newRare Formation Armadas.Brave Commanders of Operations 38 and above can join forces and rally against the Rare Formation Armadas. Follow the mission chain inviting you to explore the new sector in order to go through your very first Rare Formation Armada fight (level 31).Beware! The following new systems are harboring the new enemy:Samarklew (35) Larrios (38) Ronkel (41) Michfort (46) Johlan (51) Andracona (56) Gareilly (60) The Rare Formation Armadas require Rare Directives; these will be available through the 7-day chest, as well as other places, such as offers in the store.Once the enemy is taken down, Commanders will receive rewards such as:Artifact tokens Artifact shards Complex nanotech, a new currency that can be used for claiming chests containing a variety of items, such as new officer shards, rare skill points, isolytic artifacts and tokens. Important note: The Armada Control Centre size bonus does not apply to Formation Armadas.

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title/question: For Armadas

keywords: ['crew', 'combo', 'officer', 'hull breach', 'critical hit', 'burning', 'generic', 'armada crew', 'federation armada', 'romulan armadas', 'klingon armadas', 'eclipse armadas', 'swarm armadas', 'borg armadas', 'borg mega cube', 'klingon burial ship']

answer: The ability to participate in Armadas that your Alliance has started is available for all levels, but to start an Armada, the Armada Control Center is required. To build it, you need to be at Operations Level 23!Armada Tactical cores are also required to build and upgrade the Armada Control Center. They can be purchased in the Alliance Store with Uncommon Armada Credits (earned through participating in Armadas started by your Alliance).To learn more about how to join an Armada take a look at our<<guide>>.General info:Any Officer who provides a debuff (like Hull Breach, Burning, Critical Hit Chance Reduction, etc) can be crewed by only one player, and the debuff is applied to all the players participating in the Armada. For example, one player uses a Hull Breach Officer and all Armada participants get an increased chance for a critical hit.Hull Breach: When an Armadahas a hull breach, it will increase the critical hit damage of player ships within the Armada.Burning: When burning is applied, it reduces Armada hull health by 1%. Eg. If burning is applied for 100 maxed rounds, then the armada will be defeated. If you're using the one of the generic crew's above, replace Khan with one of the officers below.Any Officer which provides a Buff to yourself (like Morale, Shield Regen, Increased Self Crit Chance) applies only to the player using them.Using multiple Debuff Officers will not stack results. Coordination is key, discuss the crew you'll use and align with your Alliance!What about the spoils? Armada Loot is divided based on Ship Power. For example, if five players participate in the Armada and they have relatively similar power, the loot is divided equally. If four people are equal, and one player is stronger, the highest ship power will get a larger portion, and the rest will be divided equally.Any abilities that multiply loot gained (Officers/Ship Abilities) are applied after the loot division by ship power is completed. Generic Armada crews for all types of ArmadasRecommended Ship: AnyRecommended crew:1) Epic Five Of Eleven - Unimatrix Twelve (c),Epic Six of Eleven Unimatrix - Twelve and Epic Khan - Khan'sCrew2) Epic James T. Kirk - Enterprise Crew (c), Rare Spock - Enterprise Crew and Epic Khan - Khan's Crew3) Rare Beverly Crusher - TNG Crew (c), Epic Jean-Luc Picard - TNG Crew, and Epic Khan - Khan's Crew4) Epic Khan - Khan's Crew (c), Epic Five of Eleven Unimatrix - Twelve, and Epic William T Riker - TNG Crew 5) Epic James T. Kirk - Enterprise Crew (c), Rare Bones- Enterprise Crew and Rare Spock - Enterprise Crew 6) Epic Benjamin Sisco - Deep Space 9 (c), Rare Kira Nerys - Deep Space 9, and Rare Miles O'Brien- Deep Space 9Armadas can be a solo or a joined effort for up to 7 members (depending on the Armada control Center level of the Commander who started the armada). If you're teaming up with your Alliance, it's best for most players to run one of the Generic crews above. One player in each Armada (usually the lower level) can swap out Khan for 1) Epic Gorkon or Epic Lorca for Hull Breach2) Epic Nero or Epic Georgieu for BurningThe lower-level player may also run a combo of 1) Epic Pike - Shakedown Cruise (c), Rare Moreau - Shakedown Cruise and Common Gaila - Starfleet Academy2) Epic Jean-Luc Picard - TNG Crew(c), Rare Beverly Crusher - TNG Crew and Common Gaila - Starfleet Academy3) Epic Deanna Troi - TNG Crew(c) with any OfficersArmada Crews vs Federation ArmadasRecommended Ship: AnyRecommended crew:1) Epic Geordi La Forge - TNG Crew (c), Epic William T Riker - TNG Crewand Rare Beverly Crusher - TNG Crew2) Epic William T Riker - TNG Crew (c), Rare Beverly Crusher - TNG Crew and Epic Jean-

Luc Picard - TNG CrewArmada Crews vs Romulan ArmadasRecommended Ship: AnyRecommended crew:1) Epic Geordi La Forge - TNG Crew (c), Deanna Troi - TNG Crew and Rare Beverly Crusher - TNG Crew2) Epic William T Riker - TNG Crew (c), Rare Beverly Crusher - TNG Crew and Epic Deanna Troi - TNG CrewArmada Crews vs Klingon ArmadasRecommended Ship: AnyRecommended crew:1) Epic Geordi La Forge - TNG Crew (c), Epic Jean-Luc Picard - TNG Crew and Rare Beverly Crusher - TNG Crew2) Epic William T Riker - TNG Crew (c), Rare Beverly Crusher - TNG Crew and Epic Geordi La Forge - TNG CrewArmada Crews vs Eclipse ArmadasReccomended Ship: Stella1) Epic Kirk - Enterprise Crew (c), RareSpock - Enterprise Crew and Epic Khan - Khan's Crew2) Rare Beverly Crusher - TNG Crew (c), Epic Jean-Luc Picard - TNG Crew and Epic Khan - Khan's CrewArmada Crews vs Swarm ArmadasRecommended Ship: Franklin-ARecommended crew: 1) Epic Benjamin Sisco - Deep Space 9 (c), Rare Miles O'Brien- Deep Space 9 and Jaylah2) Epic Benjamin Sisco - Deep Space 9 (c), Rare Kira Nerys - Deep Space 9 and Rare Miles O'Brien- Deep Space 93) Epic Khan - Khan's Crew (c), Epic Five of Eleven Unimatrix - Twelve and Epic Six of Eleven Unimatrix - TwelveArmada Crews vs Borg ArmadasRecommended Ship: Vi'darRecommended crew: Generic Armada Crews Armada Crews vs Borg Mega CubeRecommended Ship: Vi'darRecommended crew: Generic Armada Crew One of the Armada participants should use:Nine of Eleven - Unimatrix Twelve (c), Seven of Eleven - Unimatrix Twelve, and another Borg Crew for Full Synergy (Highly recommended Five or Eleven or Eight)This one-player running full synergy will completely negate the damage from any critical hits from the MegaCube resulting in critical hits with 0 damage!Armada Crews vs Klingon Burial ShipRecommended Ship: AnyRecommended crew: Generic Armada Crew

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title/question: USS Defiant

keywords: ['defiant', 'bajoran', 'ablative', 'edict', 'amplifier', 'hadar', 'jem']

answer: The USS Defiant was conceived as a prototype vessel to counter the Borg. One of the selected few that contributed to its design, was non-other than Benjamin Sisko. The USS Defiant is truly unique as, unlike most Starfleet ships, it is built for combat rather than science and exploration.How can you add it to your fleet?To build the USS Defiant, you need to have your Shipyard at level 35 and prove to the Bajoran people that you are loyal to the cause! Once you reach the Militia level in the Bajoran Faction, you will be able to see a bundle that will contain USS Defiant blueprints. Additional blueprints can be found in the missions Gambit Part 10, The Defiant Part 1 and Part 5. You can also get a full unlock through the Offers tab.Why should you build it?The USS Defiant addition to your fleet will provide you with the below advantages:Increased effectiveness of the Bajoran loopThe USS Defiant will increase the effectiveness of the Bajoran loop by 35-65%. Upon building the ship, a new bundle will appear in the Bajoran store containing Bajoran Badges and Credits. This bundle will make the interaction with Jem'Hadar Solo Armadas more often. As you tier up your ship, the bundle will provide more resources. Increased strength Vs Jem'hadar Solo ArmadasIn the Bajoran Faction store there will be a Favor that increases the Damage and Reload chance of the USS Defiant Vs Solo Armadas. The Favor's name is Defiant Weaponry and can be claimed while tiering up your ship. Increased amount of Edict tokensEdicts can be used to purchase Edict Bundles in the Bajoran Faction store which can then be redeemed for Bajoran

credits and Diplomacy tokens.AbilitiesThe USS Defiant has two abilities, a passive and an active one.The Resourceful Approach (passive) will increase the Edict rewards from Solo Armadas by X% when using the USS Defiant (the % will increase based on your Ship level).The Ablative Armor (active) will boost your allies' strength vs Group and Solo Armadas. To activate the ability, you'll need to spend Ablative Amplifiers which can be found in the Bajoran Faction store. This ability has a cost, duration, and cooldown. Both cost and duration will be improved while you upgrade your Ship level.When you are being reinforced by another USS Defiant, you can further improve that reinforcement by researching the USS Defiant Solo Armada or Group Armada nodes in the Starships Research tree.

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title/question: Rules of Engagement - ROE

keywords: ['roe', 'rules of engagement', 'rules']

answer: Many of our Commanders have created a set of rules called Rules of Engagement'⬚ (ROE) that govern the PvP options in the game, although Scopely does not officially support or endorse them.The ROE differs from server to server, but they typically dictate acceptable PvP behaviors like when to attack miners (only when they have over-protected cargo for example).We suggest you contact your alliance admiral, browse your Galaxy chat, or join dedicated Discord channels for more information.

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title/question: Galaxy Quest Invasion: Sarris's Invasion Fleet

keywords: ['blue particle accelerators', 'invasion', 'fatu krey', 'chimera', 'boss', 'health', 'sarris']

answer: Q: Why can't Sarris stop being a jerk and what does he want now?A: In true Sarris' fashion, he has begun a three-day invasion in the Star Trek Fleet Command universe. His minions have taken over existing systems, challenging players to reclaim their territory. He's making this a full-blown global event now! A massive server-wide effort will be needed to weaken the strength of the invasion and drive Sarris's forces back to the [redacted] place they've come from. Rally your allies and prepare for an epic battle to defend the galaxy! The event will last for 3 days and will be rolled out when the new arc kicks off.Event PhasesPhase 1: Fatu-Krey InvasionHostile Spawn: Existing systems in the STFC universe will spawn Fatu-Krey hostiles. Please destroy them, they're not nice guys.New Loot: Hostiles will carry new loot that can be exchanged in the Event Store.Visibility: When the event starts, hostiles spawn, and systems are marked via the galaxy view. They despawn when the events end.   Phase 2: Server Defense vs. Sarris's Invasion FleetServer-Wide Event (Starts at Day 1): A collective effort is required to face Sarris's Invasion Fleet and push them back. Remember that one player from that one alliance? Yeah, you're facing a common enemy now.New Systems: Introduction of new systems containing Fatu-Krey and Klingon hostiles (they have allied for some reason) and invading entities called '˜Chimera'.Visibility: Sarris' ship hologram will be visible via the galaxy view over the invasion systems when the event starts.The Invasion strength

progress bar will be visible as well and its strength is tied directly to the progress of the event. Invasion Combat MechanicsChimera combat will conclude under the following conditions:- Ship Destruction: Combat ends if the ship is destroyed before the round limit is reached. The limit will be 10 rounds. Note that the Chimera health will not regenerate in between fights.- Round Limit Reached: Combat ends if the round limit is reached and the ship is not destroyed.Post-Combat Outcome (if the Round Limit is Reached):- After accounting for all damage taken during combat, the ship exits the battle with its remaining HP.- The battle is classified as a draw.- A participation chest is rewarded for each battle engaged in combat.If you are Defeated:- In the unlikely event of you losing to Sarris' forces, keep in mind that you won't get any loot.Other Participation Requirements:- Cost: Brand new Blue Particle Accelerators'⬚ will be used to participate (you get them primarily by destroying the Fatu-Krey, and more can be found in the Offers tab).- 1 Ship Limit: Only one ship can be used in combat. We recommend that you take a good one, you decide which one - good luck!Important note:if a ship arrives after the final 10 second timer already started, they will not participate.

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title/question: Mess Hall

keywords: ['replicator rations', 'officers', 'officer', 'mess hall', 'total crew level', 'mess hall keys', 'crew', 'level']

answer: The Mess Hall is here to provide a place where our Officers can relax and enjoy each other's company!This building will be available to unlock at Ops level 15 and provide players with valuable buffs. You will need 100 Mess Hall Keys to build it, distributed via a Gift.Upgrading the Mess Hall requires two things, Replicator Rations and reaching the respective Total Crew Level. The Mess Hall has 99 levels, and the upgrades do not depend on the Ops level.Replicator Rations can be claimed for free daily through the Gifts tab; additional ones can be found in the Offers tab. The Total Crew Level is the total of all your Officer levels. For example, if you have 100 Officers and all are level 10, your crew level is 1,000. To increase your Total Crew Level, all you have to do is keep upgrading your Officers!Important note: Fleet Commanders will not be considered for the Total Crew Level calculations.The Mess Hall provides three powerful buffs to Officer Stats, Research Speed, and Tritanium Cost Efficiency for ship components which will improve upon upgrade.

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title/question: Wave Defense (Updates)

keywords: ['luther', 'sloan', 'wave defense', 'section 31', 's31', 'central entity', 'wave', 'section 31 credits', 'section 31 ciphers', 'credits', 'ciphers', 'quick start', 'speed up', 'transmitters', 'facade', 'field repair', 'agony booth', 'tantalus field', 'welding hardware', 'mirror credits', 'mirror ciphers']

answer: This new game mode expands the social aspect of being a Commander and challenges your ability to strategize and defeat powerful opponents. Section 31 - a brand new Faction - is protecting the best interests of the Federation and they need your loyalty and assistance: assign

two of your strongest ships and team up with four other players to defend a Central Entity (CE) from waves of increasingly powerful hostiles. Wave Defense launches with two central locations that require defending, an S31 Covert Base and Borg Research Lab; these will be distributed across 25 new systems.How does it work?The game mode will unlock at Ops Level 30, alongside a new building: The Facade. A group of 5 players (they don't need to be members of the same alliance) will team up and face multiple waves of hostiles. The enemies will spawn in predefined locations and they will move towards the CE, with the aim of destroying it. If a set number of hostiles reach the CE, the WD fails. If the team or the Central Entity is destroyed during the first wave, there won't be any rewards. But if the team survives at least the first wave, they will become eligible to get some loot. For example, if your ships are destroyed on wave 1 but the group completes 4 waves, everyone gets rewards for 4 waves. There will be a total of 10 waves planned for launch, and defeating each one of them will reward players with Section 31 Credits'⬚, a currency that will be used on the brand new Section 31'⬚ part of the Faction Store.How to start a Wave Defense?They will be launched from within the Central Entity. Section 31 Ciphers are the currency used to start a WD. You can try it out without a full team, although this is not recommended. The Wave Defense will begin either when the timer hits 0, or whenever the leader chooses to start. If you are joining, the ships you decide to take must be docked first and then you can travel with them to the WD system. All ships currently in the system at that time will be part of the Wave Defense, and no more ships will be able to join. Please keep in mind that you can't start a new WD in a system if there's already an ongoing one.Who are you fighting against?Each wave will increase in difficulty. Waves will be composed of a set of Federation Explorers, Klingon Interceptors and Romulan Battleships. Additionally, depending on the level of the Wave Defense, players will need to deal with Swarm, Borg, Actian, Species 8472, Hirogen and Texas-class hostiles. You will need to coordinate to make sure the team has ships to counter each of the incoming hostile types. Note that you cannot repair the ships while in the Wave Defense.Note: if the enemy ship gets too close to the CE, players won't be able to attack it anymore.Wave Defense Building: The FacadeThe building will unlock at Ops Level 30 and it's an essential part of the Wave Defense. It will provide not only additional Damage against Wave Defense Hostiles but also increase the Ship's Hull Health and Officer Stats. Materials to upgrade the facility - Section 31 Transmitters'⬚ - will be available through the S31 Faction Store.Wave Defense: Gameplay Basics & LoopWinning Criteria: Complete all waves (all hostiles are destroyed) AND the Central Entity is NOT destroyed AND at least ONE team member is alive.Losing Criteria: All team members are defeated OR the Central Entity is destroyed. Reminder - if the team or the Central Entity is destroyed during the first wave, there won't be any rewards.Wave Defense: System ViewWave Defense is Ready to Start (if a player joins with this icon, they are the leader of the WD)WD has a leader and is waiting for more players (player is not a member yet)Part of a WD waiting for other players to join (player is a member)WD has started and can't be joined (player is not a member of that WD)Player is a Member of an ongoing WD team and can view system if destroyed--Q: The new Wave Defense Updates, what are they?A: We will add 2 new Terran Empire themed Wave Defense encounters, these will range from Ops levels 40-50 to 50-65+. They will be located in the same place as the already existing WD systems and the new Directives (Section 31 Mirror Ciphers) for them will be sourced via the Mirror Refinery. The Ciphers will be obtainable by spending 1500 Section 31 Credits'⬚ and will provide enough directives for 1x WD launch every 3 days.Q: What else is new about the Wave Defense?A: A successful WD encounter might drop Liquid Trellium (based on wave reached) and the new Section

31 Mirror Credits. Those Credits can be exchanged for new rewards in the S31 Faction Store.Q: Is anything new coming to the S31 Faction Store?A: Yes! With the new currency (Section 31 Mirror Credits) an updated list of obtainable items will be rolled out as well. Those will include: the Agony Booth'⬚ Forbidden Tech, shards for the new Field Repair'⬚ Ability and materials for it (Welding Hardware), Elite FKR Rep and Syndicate XP bundles.Q: How many new Forbidden Techs are you releasing and what are their main benefits?A: Besides the aforementioned Agony Booth'⬚, we are also introducing the Tantalus Field'⬚. The Booth'⬚ (focus: FKR Faction Boost) will provide PVE benefits such as: Increasing Apex Barrier against non-Armada hostiles, positive FKR Reputation gains, Hull Health and base damage increases against non-Armada hostiles. The Field'⬚ (focus:PvP Damage Neutralizer) will offer an increase in Hull Health, more Damage, Isolytic Damage and Apex Barrier against other players.Q: Are the Field Repair'⬚ Abilities useful?A: They can be the difference between being able to continue combat or having to retreat. These abilities will heal 25% of max HHP out of combat. You will get 1 free activation every day via a free bundle inside the WD Store (Players can hold a maximum of 10 free activations, you can get more activations by using the WD directives in the Store).Q: What's the cooldown period for the Field Repair'⬚ ?A: The cooldown between uses will start at 10 minutes, but it will decrease 20 seconds with every unlocked ship tier.

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title/question: Where can I find my purchase history?

keywords: ['receipt', 'purchase', 'google', 'play', 'game', 'center', 'apple', 'huawei', 'amazon', 'xsolla', 'onestore', 'samsung']

answer: To review your purchase history, please check the guides below:'‹iOS1. Open the Settings of your device2. Tap on your username, then tap '˜Media & Purchases'3. Sign in with your Apple ID4. Tap on '˜Purchase History'Here's the Complete Guide on how to see your iOS purchase history from different platforms.Google Play1. Open the Google Play Store app2. Tap on '˜Menu', then tap '˜Account'3. Tap on '˜Purchase History'You can also visit Google Payments, then log in with your desired Google account.Samsung1. Open Galaxy Store2. Tap on the 'Menu' icon in the bottom right corner3. Choose 'Receipts'4. Tap on the Items tabHuawei1. Open Huawei Appgallery2. Tap on the 'Me' icon on the bottom right corner3. Choose 'Purchase history'4. Tap on the icon on the top right cornerOne Store1. Open One Store app2. Open the 'Me' menu on the bottom right corner3. Choose 'Purchase history'4. Tap on 'In-app purchase' AmazonLog in to your Amazon accountSelect the Amazon profile and chose AccountTap on the 'Your Orders' option from the drop-down menuChoose 'Digital orders' Navigating Email ReceiptsYou can also find your iOS, Google Play, and Star Trek Fleet Command Store receipts by searching in your connected Email account by using keyword combinations, such as: '˜Scopely', '˜Star Trek Fleet Command', 'Purchase', and 'Receipt'.

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title/question: The Monaveen

keywords: ['monaveen', 'texas', 'peace shield', 'queen']

answer: Monaveen OverviewThe Monaveen is a recently introduced battleship designed to capture the captivating blend of "fantasy meets sci-fi" aesthetics inspired by the Monaveen in Lower Decks. Tailored for players within levels 40-60, it features a tiered system with at least 12 locks, aligned with specific level ranges, with one grade lock from T6 to T7, that will require a minimum level Ops 51. The Monaveen focuses on destroying hostiles and exchanging their loot for materials.Benefits of Building the MonaveenConstructing and deploying the Monaveen offers substantial resource rewards'"Parsteel, Tritanium, and Dilithium'"unmatched by any other game element. These rewards commence from the initial tier and are tiered according to player levels and the ship tier in the Queen's Favor exchanges. Even at Tier 1, players receive rewards in line with their level, with progression yielding even greater benefits. This establishes a consistent resource accumulation method, enabling players to choose resources that align with their current needs.Monaveen's AbilitiesThe Monaveen possesses a notable ability that amplifies base damage against new hostiles , the Texas-class. This unique capability empowers the Monaveen with unparalleled strength against such adversaries, outclassing the capabilities of all other ships.It also brings a brand new risk VS reward'⦾ gameplay mechanic, that will require players to lower their Peace Shields if they wish to engage with the new high-reward hostiles.Upgrading the MonaveenPlayers can upgrade the Monaveen by participating in the Monaveen game loop and exchanging bundles. In addition to Parsteel, Dillithium and Tritanium rewards, players receive Regal Geodes, a unique currency used to unlock the new research associated with the Monaveen.Key Considerations for PlayersThe Monaveen grants players the flexibility to get materials according to their preferences, whether diversifying investments or specializing intensely in a specific area. Beyond standard rewards, players can engage in battles against Automated Shipyard Solo Armadas to secure additional bonus materials and decide if they are willing to drop their Shields in exchange for greater loot.Monaveen Loop

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title/question: Refinery

keywords: ['refinery', 'ore', 'gas', 'crystal', 'raw', 'common', 'uncommon', 'rare', 'epic']

answer: The Refinery is the beating heart of your base! It processes raw materials and resources gathered during mining, like Raw Ore, Gas, and Crystal. Through this building, you have the ability to refine your resources into Common, Uncommon, Rare, and Epic. You can then use these refined materials to upgrade your Ships, Base or invest them in Research!The Refinery results get better when your Operations Level increases and are not tied to your Refinery building level. You will be rewarded with raw Ore, Gas, and Crystal materials when you upgrade your Refinery building.Refine G3 raw materials at Ops level 30.To refine G4, you'll need to be at Ops 40 for Common, Ops 41 for Uncommon, Ops 43 for Rare, and Ops 45 for Epic.To refine G5 materials, you'll need Ops 51 for Common, Ops 53 for Uncommon, Ops 55 for Rare, and Ops 57 for Epic.

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title/question: Independent Archives

keywords: ['independent archives', 'independent archives key', 'independent', 'archives', 'key', 'archive', 'pillars']

answer: What are Independent Archives?Independent Archives is an engagement-supporting feature that significantly enhances the quality of life for all Archive-supported ships. It is designed to reduce the overwhelming grind of managing multiple ships, each with its own resource and progression needs, and to streamline collecting daily rewards. Additionally, new players benefit from the Archives by being introduced to the gameplay loops of Archive-supported ships in a more manageable way, without feeling overwhelmed by a high level of grind. This allows newer players to progress comfortably while becoming familiar with the game's systems.How do I build the Independent Archives Building?You can build it using the Independent Archives Key, available for free on launch month in the Gifts section at Operations Level 16. After launch month it can be built with Independent Archive Schematics. This is to prevent early upgrading and potentially missing out on upgrade events on launch day. Upgrade it with Independent Archives Schematics to increase buffs. You can earn Independent Archives Schematics through events, Missions such as Personal Records'⯑, or by buying them from the Store. Once you have built the Independent Archives a free daily claim of 400 Independent Archives Schematics will be available in the Building Resources section in Gifts.What benefits do Independent Archives provide?Station Module and Chaos Tech Cost Efficiency BuffsArchive Data Shard Free ClaimsReduced grind and faster progression for supported shipsCombined refinery reward claims into fewer clicksHow does the feature work?Build the Independent Archives, focus on the Archive Track that matters most to you, and progress through its Archive Pillars. Each Pillar grants buffs and consolidates reward claims. Unlocking the final Archive Pillar Masters a Track and moves all related rewards to a single daily claim button.What ships are currently supported?Botany BayVi'darVi'dar TaliosUSS VoyagerMonaveenMore ships will be added in future updates.What happens when I master a Track?All the rewards tied to the ship's Track (store, refinery, etc.) are merged into one daily claim in the Independent Archives. Multiple Tracks can be claimed with a single "Claim All" button.

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title/question: Hostile (PVE) Loot Limit

keywords: ['pve', 'loot', 'limit', 'no rewards', 'hostiles']

answer: We have in place a daily limit of 2,000 PVE battles with loot. Afterwards, loot will stop for the day. This is active so that all players are capped at gaining additional experience, resources, reputation points, or chests when killing hostiles. This resets daily at 5 AM UTC and does not apply to mission hostiles, player ships/stations, and armadas.Please note that this is not a bug and our Support Team will not be able to help you if you surpass the 2K daily PVE limit. Thank you for understanding!

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title/question: Payment methods on Google Play

keywords: ['payment', 'add', 'method', 'credit', 'card', 'purchase', 'buy', 'edit', 'remove', 'accepted', 'available', 'google', 'play', 'store']

answer: Add a payment methodOpen the Google Play Store appTap Menu < Account < Add payment methodFollow the onscreen instructionsThe new payment method will be added to your Google account For more information about available payment options, you can also take a look at this Help Center article.'‹Edit a payment methodOpen the gameSelect the Offers tabChoose the package you want to purchaseTap on the selected card or on ""Payment methods""Choose from one of your existing payment methods or add a new oneComplete your purchase Note: if you add a payment method while making a purchase, it will be saved in your account.'‹Remove a payment methodOpen the Google Play Store appTap Menu < Payment MethodsSelect the payment method you would like to removeTap the 'More' button in the top right, and select ""Remove Payment Method"" The payment method will be removed from your Google account.Accepted Payment Methods on AndroidGoogle Play processes all purchases made via the in-game Offers tab. Google purchase methods vary by country.Credit & debit cards: Visa, MasterCard, Amex, additional country-specific cards Carrier Billing: depending on customer country and carrier (complete list to review here)Google Play gift cards: available in selected countries (complete list to review here)Google Wallet Balance: only available in the US and UKIf it's your first time making a purchase, your payment method will be added to your Google account.For a list of available methods by country, please visit this link.

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title/question: The War Room

keywords: ['war room', 'warroom', 'warchest']

answer: How can I build the War Room'⬛?Players at level 20+ will need to complete the Show Us Your Mettle to unlock the War Room.What is the purpose of the Klingon-inspired "War Room"?The war room will help you obtain significant rewards for both yourself and your alliance through participation in PvP battles.How do you accumulate PvP Points in the "War Room"?By participating in actions such as annihilating enemy ships or stealing resources from them (specifically when they are Off Protection Cooldown). Additional points can be earned by performing these actions within Territory systems or amid Incursions.What rewards are available from the "Warchest"?You can gain resources, materials, components for ships, construction materials, and particles for a unique research node.What benefits does the "War Room" offer?It boosts SHP, Officer Stats, Isolytic Damage, and enhances the rewards obtained from warchests.Important notesThe rewards from the War Room significantly increase with its level at specific "tiers" (every 5 levels). You should upgrade your War Room to maximize the rewards from your Warchests.The milestone requirements are designed so that earning enough points doesn't require extraordinary effort. There's no need to violate ROE or spend extensive time pursuing OPC.You can achieve all milestone rewards through strategic participation, benefiting from the collective efforts of your alliance.

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title/question: Officer presets

keywords: ['officer', 'preset', 'presets', 'slot', 'synergies']

answer: Officer Presets allow you to save and apply officer loadoutsAvailable slots indicatorYou can save the currently used crew in a blank slotSynergies are still visibleA warning sign whenever an Officer is busy (AT assignment, assigned in a ship)Preset names are editable to provide the option to organise them based on needsTwo options: save / apply: Save: saves any changes made in the preset/ slotApply: apply the preset automatically to a ship

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title/question: The Mirror Universe

keywords: ['mirror universe', 'mu', 'mirror vouchers', 'keys', 'vouchers', 'blitz', 'mirror refinery', 'trellium']

answer: Q: What is the Mirror Universe and how do I get there?A: This is a brand new alternative Universe where the Terran Empire reigns supreme. You will be able to warp into MU space by spending Mirror Vouchers to travel through Interphasic Rifts. There will be around 50 new systems in MU space and traveling deeper into the Universe will require Rift Keys. You cannot travel freely in and out of this new Universe.Q: Where do I go to find an Interphasic Entry Rift to get into the MU?A: Locations for the Warp will include Mirror Alpha Centauri, Mirror Wolf, and Mirror Sirius.Q: How can I get Vouchers and Keys?A: Entering the MU space via an Entry Rift will cost 300 Mirror Vouchers. You will be able to claim up to 900 Vouchers every 3 days in the Mirror Refinery. If needed, additional Vouchers will be available at the Store. When proceeding through this Universe you will need to use Rifts of different rarities, requiring Keys. They will have the following rarities: Common, Uncommon and Premium. Rift Keys will also be available in the Mirror Refinery.Q: Do I need to use one voucher per ship that enters the MU?A: The entry cost is 300 vouchers per ship that enters the MU. You can take more than one ship, but the costs will add up.Q: What is the voucher duration?A: They will have 20 minutes of base duration at launch. When time runs out, your Ships active in the MU will be auto-extracted, keeping everything gained while in the MU.Q: How long can I stay in the MU and how do I leave?A: You can remain there until you are destroyed or the voucher expires. While in Mirror space you cannot recall your ships, to escape you'll need to find an Extract Rift and use it to warp to safety. Extract Rifts never have a cost to use!Q: Can my Alliance travel with me and cooperate while we're there?A: If you each spend vouchers individually, yes you can play together. You won't be able to use either disco jumping or gorn wormholes to enter the MU.Q: Can I travel to the MU with any Ship, at any level? Any restrictions? A: This area of space is available for players of Ops level 40+ with Ships having a minimum warp range of 50.Q: What can I find in Mirror Universe space only?A: Trellium is a substance exclusive to this universe. There will be mines of raw Trellium scattered around the systems and you will also be able to collect Trellium by destroying hostiles. There are not any uses for it raw, but when you refine it you get Liquid Trellium.Q: What is Trellium and how many types of it are available?A: There will be two types of raw Trellium, A and D. From refining them you will get Liquid Trellium. Liquid Trellium-D is essential to upgrade Officers from the Mirror Universe (like Picard and Data at launch) as well as using it in the Store.Q: When can I get the

Refinery for the Mirror Universe? How does it work?A: You unlock it at Ops level 40. To transform raw Trellium you will need a Refinery. The MU refinery also offers Mirror Universe Free Entry Vouchers, for example, among many other valuable items and materials. However, one of the most important items that you can get from it is Mirror Dust: this is the new currency for the brand new and powerful Mirror Research Tree.Q: How many new Researches are available and which ones are the best to survive in the MU?A: There will be around 70 (!) new Research nodes. The Mirror Research tree comes with unparalleled power and survivability bonuses. It's an integral part of your Mirror Universe exploits. This is the only research tree in the game to offer Apex Barrier and will significantly improve your chances at survival in both PVP and PVE battles.Q: Does the Mirror Tree research work only for MU?A: MU research is sourced from the MU but its effects apply everywhere in the game.Q: Is the Apex Barrier useful in the Mirror Universe? Why should I get it?A: The Apex Barrier is a brand new modifier, essential for raising your chances of survivability. The Barrier provides true damage mitigation from all damage sources after all other bonuses. For example, every 10,000 points of an active Apex Barrier will reduce damage taken equivalent to +100% effective health (meaning that the damage you can take goes up by 100%).Q: Is the Mirror Universe dangerous? What type of hostiles can I find there?A: It's not a friendly place - remember: there is no protected cargo in the MU. If your ships are destroyed, everything will be gone. Do your best to exit it safely. Inside the MU you will fight the new Terran hostiles. Their Abilities are the following:Dismantlement: At the start of the round, if the enemy player is hull breached, this ship increases its standard damage by a percentage for 1 round.Deadlock: At combat start, Hull breach to the enemy player for the duration of combat.Photophobia: At the start of the round, if the enemy player is hull breached, this ship increases its Isolytic damage by a percentage for 1 round.Q: Can other players hit you inside the Warp Zone or MU systems? Can players hit you in the Extract Zone?A: Players can hit you everywhere in the MU.Q: What kind of Officers and Ships should I bring with me, to increase my chance of survival?A: You can challenge the MU any way you want, but whatever you do, make sure that your Apex Barrier is active. It will be very difficult to explore every corner of the Mirror Universe without it.

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title/question: Where can I find Isogen?

keywords: ['isogen', 'find isogen', 'mine isogen', 'tc mining', 'territory capture']

answer: Joining a Takeover requires a specific Alliance resource - Refined Isogen. Here's how you can get more Isogen to help your Alliance:Refined Isogen is obtained by refining Raw Isogen.T1 Raw Isogen can be found in 3 systems very close to Origin Sector: * Klosi - 25 mining nodes * Vemmi - 25 mining nodes * Marzer - 25 mining nodesT1 Raw Isogen nodes are also spread across the Rogue Space systems: * Valance - 6 mining nodes * D0D-G - 6 mining nodes * Kuzukoh - 6 mining nodes * Tombstone - 6 mining nodes * Leone - 6 mining nodes * Wallach - 6 mining nodes * Peckinpah - 6 mining nodes * Yuma - 6 mining nodesT1 Raw Isogen can also be earned by defeating Scavenger Lair Armadas.Higher tiers of Raw Isogen can be found throughout the Origin Sector systems, once your Alliance captures a Zone.

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title/question: Other

keywords: ['barckley', 'jaylah']

answer: Reginald BarckleyOfficer shards can be found by completing Holodeck missions and mission Silver Screen Part 1 and 2. Shards can also be found as a reward in Special Events and the Offers tab.JaylahOfficer shards can be earned by completing the following missions: Containment Protocol, I Am Not Easy To Find, Infestation, Lost in Translation, Pestilence, and The Source. Additionally, there is a chance to gain Officer shards as a reward in Swarm Armadas.

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title/question: Silent Hostiles

keywords: ['silent', 'crit', 'critical', 'temporal disruptor', 'silent nebula', 'delphic']

answer: Who are the new Silent Hostiles?They are tough opponents equipped with powerful buffs, including Critical Chance, Critical Damage, Critical Floor and Burning Status (Burn will be applied for 3 rounds at the beginning of combat). They will have a 100% critical chance at the start of combat for 4 rounds and they will increase their own critical damage by 350% at the start of each round (also, critical hit damage cannot be reduced below 50% of base damage) - so protecting your Ships against critical damage is key to survival (hint: Tucker might help!).By defeating them, you get Temporal Disruptor Parts, and can exchange them for Reward Chests. You can find these hostiles in the Silent Nebula Systems, located adjacent to the Delphic Expanse, they go from level 40 to 65.Please also check the Patch Notes for more useful information.

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title/question: Where is the Territory Capture Store?

keywords: ['territory capture', 'territory store', 'territory', 'territory capture store', 'territory capture rewards', 'origin sector store', 'origin sector rewards', 'origin sector', 'rewards']

answer: To access the Territory Capture Store:Go to your Alliance menu < Territory < Store Alternatively, the same Store can be access through the Recruit, Gifts, Alliance Store or Offers menu, just scroll all the way to the right, to the Territory tab at the bottom. You can check back in this Store for future rewards from Territory Capture.

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title/question: Syndicate (Update)

keywords: ['syndicate', 'tier up', 'buff', 'ghrush', 'multiplier', 'syndicat', 'augmentation de palier', 'bonus', 'ghrush', 'multiplicateur']

answer: The Syndicate feature will allow you to acquire improvements such as:BuffsOfficer PresetsExclusive Officer GhrushDaily Goal reward improvements < Parsteel, Tritanium, Dilithium, Frequency Modulators (including Mk II), faction reputation, and faction tokens5 Frames1 x additional Multi-purpose Exocomp consumable slot at max level About Buffs and improvements:Buffs do stack, so e.g. if you get +10% warp speed at one tier and +15% later you will get a total of +25% to your warp speed multiplier.Also, some buffs scale as you level up, so that the increase is larger at some levels, which should be indicated on the buff by clicking the info button on the, like this: The daily goal improvements work as replacement, so if you get 1.5x rewards at one tier and 2.5x later, you will now get 2.5x.Progress through Syndicate levels by earning Syndicate XP, which can be earned through:IAPsSpecial events and battle pass rewards (varying)Free daily claim in the Syndicate screen You can find the Syndicate button on the top left corner next to your latinum balance. Here your tier will also be displayed. Syndicate ExpansionThe Syndicate was expanded, with 10 new levels being added (from 36 to 45). It includes extensions of buffs and increases to Daily Goal rewards and Loyalty Chests. The expansion also included an exclusive Fleet Commander Slot and Forbidden Tech upgrade material gifts, along with additional Officer Presets to support the recently added crews.New UpdateThe New Syndicate Expansion adds 10 new levels (46-55) to the existing Syndicate tree, allowing players to unlock more powerful rewards and bonuses as they progress.New and exclusive rewards include:Level 47: Hostile Loot bonus (PVE). Level 49: Daily Goal increase for FKR Credits (x5). Level 52: New Projectile (Iso Damage +10%). Level 53: Daily rewards increase for Hazard goals. New Epic Syndicate Officer unlocked in later levels. A Claim All button for Daily Goals will be introduced as a quality of life improvement. This feature unlocks at Syndicate Level 27 and allows players to claim all completed Daily Goals with a single click.The button will appear for all players, but it will remain disabled with a tooltip for those who have not yet reached Level 27. This expansion offers powerful new incentives for Syndicate progression, improving gameplay and providing valuable rewards for dedicated players.

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title/question: Reputation Locks

keywords: ['lock', 'reputation', 'factions', 'tier']

answer: Factions provides you with several advantages, from exclusive ships to protection in their space. Choosing wisely is important, but luckily, you don't have to be exclusively devoted to one! In Factions like the Federation, Romulan, and Klingon, your reputation can decrease or increase depending on specific actions in the game (choosing the wrong side in a mission, killing your faction's ships in their space, etc.) In the Factions above, there are four reputation locks at 10M points, 1B points, 15B points and 500B points. Once you reach a Reputation Lock, your reputation will not go below that Lock. This provides a unique advantage when you want to increase your reputation in other Factions.On the other hand, the Augment, Outlaw and Bajoran Reputation behave differently. They do not have Faction Locks, but your Reputation cannot be lowered. Please find the Reputation guide below:Federation, Klingon and Romulan Faction Loyalty BreakdownTierRankRange (Points) 0Enemy-2,000000 / -500,000 1Hostile-500,000 / -25,000 2Untrustworthy-25,000 / -500 3Neutral-500 / 500 4Tolerated500 / 5,000 5Neighbor5,000 / 25,000 6Friendly25,000 / 100,000 7Favored100,000 / 500,000 8Consort500,000 / 2,000,000

9Associate2,000,000 / 10,000,000 10Respected10,000,000 / 30,000,000 11Celebrated30,000,000 / 50,000,000 12Admired50,000,000 / 80,000,000 13Esteemed80,000,000 / 140,000,000 14Commended140,000,000 / 440,000,000 15Glorified440,000,000 / 1,000,000,000 16Champion1,000,000,000 / 1,100,000,000 17Distinguished1,100,000,000 / 1,500,000,000 18Guardian1,500,000,000 / 2,400,000,000 19Leader2,400,000,000 / 4,400,000,000 20Pioneer4,400,000,000 / 8,100,000,000 21Icon8,100,000,000 / 15,000,000,000 22Legend15,000,000,000 / 15,000,000,500 23Dignitary17,000,000,000 / 43,000,000,000 24Renowned43,000,000,000 / 93,000,000,000 25Venerated93,000,000,000 / 182,000,000,000 26Revered182,000,000,000 / 315,000,000,000 27Idolized315,000,000,000 / 500,000,000,000 28Hero500,000,000,000 / 500,000,000,500 Noteworthy Milestones:Tier 3 - Faction Store UnlocksTier 9 - Faction LockTier 15 - Faction LockTier 21 - Faction LockTier 27 - Faction Lock

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title/question: Battle Pass

keywords: ['battle pass', 'pass', 'elite', 'overflow']

answer: After every release, a new Battle Pass becomes available in the Events tab. It consists of two paths, the Free and the Elite.To gather points and unlock rewards, all you have to do is complete the special events, which are released daily, and marked with the Battle Pass icon.The Free path rewards are claimable upon completing the special events. To unlock the Elite Battle Pass reward path, please visit the Offers tab!Why should I unlock the Elite rewards path?If you purchase the Elite Battle Pass, you will be able to unlock even more rewards with no extra effort (the Elite path will automatically unlock and provide you with all the rewards you've already unlocked for the Free path). Like our Ferengi friends often say, "The best deal is the one that brings the most profit." Through the Elite rewards path, you can get extra materials and resources, Officer shards, exclusive Cosmetics, and so much more!

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title/question: I cannot find the pack my friend bought

keywords: ['pack', 'offer', 'store', 'purchase', 'shop']

answer: Many different factors play into whether packs are available to a Commander such as Ops level, Ships and content currently unlocked, etc. While some offers are created for every Commander, there are others that are created for specific Commanders as we work to best understand how to serve the needs of our community. At this time, the version of the pack you're looking for might not be available for you, but this may change in the future! If you are missing essential packs (e.g., Battle Pass) from your store, please let us know and we'll run a full diagnostics check!

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title/question: The Quest for Power (G6)

keywords: ['sigma', 'g6']

answer: To survive the unknown perils of the Universe, Commanders will need a power boost, so we are introducing 10 new Ops Levels (the new maximum will be level 70) and also expanding Station Modules.- Grade 6 (G6) will come with its own set of grade-specific resources,- sigma resources (Î£-Parsteel, Î£-Tritanium and Î£-Dilithium), that will be available to obtain from generators (level 61 onwards), refined from their raw version (players can only mine these resources with G6 survey ships) and station raiding from level 61 onwards. Commanders will be able to switch between the normal and sigma resource quantities from a useful filter view that will be included with the game update. There will be options for converting Î£ resources to basic resources (and vice-versa). Station Raiding: in order to raid Î£ resources, base resources must be depleted first - Improved daily goals, with better rewards and a new type - Hazard Daily goals.- TNG fan favorites Picard (Epic) and Data (Rare) will join the fray and pave the way to the new G6 reality, providing innovative ways to crew and make the most of PvE ships.- 275+ additional Missions, 120 new Systems and 68 extra Combat Tree Research Nodes. There will be a section of the tree specifically available to players engaging with Hazard Daily Goals and events.- 6 new Faction Ranks that will match the new power boost, unlocking 13 powerful G6 Ships - players will be able to get Gold Refits from the Faction Store to further improve these Ships.

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title/question: Payment methods on other stores

keywords: ['payment', 'add', 'method', 'credit', 'card', 'purchase', 'buy', 'edit', 'remove', 'accepted', 'available', 'huawei', 'store', 'onestore', 'samsung', 'amazon']

answer: SamsungAccepted payment methodAccepted payment methods may vary by country. However, these are the ones that are commonly used: Credit cards, PayPal, Mobile payment.Add or remove a payment methodOpen Galaxy StoreTap on the 'Menu' icon in the bottom right cornerChoose 'Payment Methods' HuaweiAccepted payment methodAccepted payment methods may vary by country. However, these are the ones that are commonly used: Credit cards, Debit cards, PayPal.Add or remove a payment methodOpen Huawei App galleryTap on the 'Me' icon on the bottom right cornerClick on email address as the top of the screenClick on 'Payment & purchases'Choose the payment method you want to add or remove OneStoreAccepted payment methodOne Store offers simple payments, coupons, cache, points, and more. They also support various payment methods such as Credit card, Debit card and gift card.Add or remove a payment methodOpen the Onestore appSelect MY and then Account managementTap on Payment and then add or edit AmazonAccepted payment methodAccepted payment methods may vary by country. However, these are the ones that are commonly used: Credit cards, Debit cards, Amazon store cards.Add or remove a payment methodLog in to your Amazon accountSelect the Amazon profile and chose AccountTap on Payments and then add or edit

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title/question: Rogue

keywords: ['rogue', 'faction', 'reputation', 'eclipse', 'security code', 'stella']

answer: The Rogue Faction is positive-only, meaning it's impossible to lose reputation depending on your actions. You can acquire Rogue Reputation by completing Missions and events, or purchasing the corresponding packs in theOutlaw Faction Store.The Rogue Faction store is where you can acquire Uncommon- Rare Uranium, Outlaw Research Unlocks, Outlaw Warp Tokens, Outlaw Recruit Chests, Outlaw Research Credits, and Eclipse Armada Directives. This is also where you can redeem your Stella Hull Scan that is received from scrapping your Stella so that you can receive the Blueprints to rebuild it.The currency used for the Rogue store is Eclipse Security Codes which is received from killing Eclipse Hostiles, and Eclipse Armada Loot received from destroying Eclipse Armadas.The Stella is the most effective ship for both Eclipse Hostiles and Eclipse Armadas. By periodically scrapping your Stella, you receive Stella Particles (as well as the Hull Scan) which are used in the Outlaw Research Tree to increase Stella's power and abilities.Important note, the Rogue store is run by Outlaws and as your Reputation increases, the items become more expensive.

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title/question: USS Cerritos

keywords: ['california class', 'culver', 'particles', 'culver particles']

answer: The USS Cerritos is a support ship available to commanders level 36 and above. It has a powerful ability - Support - that can target your own ships, other alliance members, and any other player!The Support ability can be used on any other ship in the same system as your USS Cerritos. Select your USS Cerritos from the fleet bar, and either click the Support button or select a ship in the galaxy viewer and click the Support button to activate the Support ability. The ability costs Irvinite, which can be gained from the Support refinery every day and through the new Second Contact event on Wednesdays.The Support ability gives the target a base increase to damage for a limited time, and commanders who complete Cerritos research nodes in the Starships research tree will gain additional valuable benefits! Culver Particles are primarily gained through the Cerritos Refinery, which is available to players who own a USS Cerritos.Important note: the benefits conferred by the Support ability are determined by the target player's research, not the player who initiates the ability.The Cerritos uses the Cerritos Refinery in the Support refinery tab, including refinery options for the USS Discovery. This refinery has a chance to drop Cerritos Components, Culver Particles, and Lower Decks officer shards. Tokens for this refinery can be earned through the Second Contact event on Wednesdays.Players who own a USS Cerritos will be able to participate in a recurring event always running on Wednesdays! All Cerritos owners will be eligible to participate in Second Contact, and players with a tier 5 or better USS Cerritos will also be eligible to participate in Second Contact Elite, a novel weekly rotating event. In addition, players with a tier 12 USS Cerritos that complete Second Contact Elite will also earn Rare Culver Particles, a rare resource required to complete the elite research nodes for the Cerritos' Support ability.Starting in May,

players level 35+ will be eligible for a new recurring Wednesday event called California Class. Completing this event 10 times (10 Wednesdays, or 10 weeks), will reward enough blueprints to build a USS Cerritos. Note: this event will no longer appear after it has been completed 10 times.

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title/question: Introducing: Xindi G5 Armadas

keywords: ['xindi armada', 'armadas', 'xindi', 'final weapon']

answer: This new type of Armada brings new challenges and rewards. Planning and preparation will be required in order to overcome the Xindis.Here are some details about the behavior of the new Armadas:- At the start of the round, if the Xindi Final Weapon is not Burning, its weapon damage is increased by X% (This ability stacks infinitely)- Every 8th round, the Xindi Final Weapon fires its super weapon, dealing lethal damage to one ship. This weapon can be disabled if the Xindi Final Weapon is Assimilated at the start of the round the weapon would fire.The Armadas can be found in Xindi space and they will have 3 different difficulty spikes: levels 53, 56 and 60. They will drop Materials, Ship Parts and Temporal Artifact Shards.

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title/question: Ion particles

keywords: ['ion', 'particle', 'barrage']

answer: The Ion particles are essential to complete the below Research nodes:Interceptor Barrage (increases base damage of Interceptors)Explorer Barrage (increases base damage of Explorers)Battleship Barrage (increases base damage of Battleships) Each of those researches requires one Ion particle to initiate. Due to their rarity, these particles have been scattered across the Galaxy. You can obtain the first one at Operations level 42 upon completing the mission "Familiar Face". The second one will be available atOperations level 47 upon completing the mission "A Light in the Darkness". The last is the most elusive one and, based on witnesses, it can only be found in a few Special Event Stores.

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title/question: The NSEA Protector

keywords: ['omega', 'omega 13', 'protector', 'nsea']

answer: An Epic G4 (level 40+) Explorer, the Protector comes from a different time and space to combat Sarris and his minions, while being a great all-around ship with a very interesting support skill.Q: OK, a new Ship, awesome! But the first question is, what exactly does NSEA stand for?A: That's a great question! NSEA stands for National Space Exploration Administration.Q: Besides looking amazing, what is the primary role of this Ship?A: Do you like to survive hostile encounters?

Because you might crash and burn a lot less if you fly the Protector and use its abilities. And if you want to venture into the Mirror Universe, with high impulse and warp speed, the Protector will cut distances like a knife on hot butter, or whatever the space equivalent is.Q: Sounds good, but is that all it does in the Mirror Universe?A: Nope, allow me to continue - using the NSEA Protector in the Mirror Universe will also give you increased damage against the MU hostiles and a boost to raw trellium mining. But that's not all - the Protector will open up 15 new systems in the Mirror Universe (it will be the only ship capable of reaching them without being quickly destroyed by a lethal minefield hazard) and a whole new Mirror Research expansion. And by the way, the new areas of the MU will have new hostiles (Omega Mirror Universe Hostiles) that will drop a new raw trellium variant (Omega) that can be refined into 2 different variants of Mirror Dust and also Prime Particles.Q: What exactly do I get when I refine raw omega trellium?A: Liquid Omega Trellium and Omega Mirror Dust. Cooldown time for those will be 22 hours.Q: I do like expanding my capabilities - what will we have in the Mirror Research expansion?A: There's a lot of improvements coming with these research nodes, let me list those for you:- Rift key travel cost reduction- Critical damage floor- Isolytic damage for FKR ships- Cost efficiencies for research materials and resources (including sigma)- War Room and Artifact Gallery- Ship upgrades and scrap speed- Apex Barrier in PvP- Opponent critical damage reduction and general damage improvements for Commanders- Î© Omega-13 DeviceThe nodes are unlocked using the new Omega Mirror Dust that can only be earned with the NSEA Protector.Q: That's a long list. But wait'"what's this Omega-13 thing?A: Glad you asked! The Omega-13 Device is the new Ship ability of the NSEA Protector. Your ship will now survive battle if it would have been destroyed with X% of hull health (this can be further increased via Refts and Nodes). Keep in mind that this ability targets both self and all other players in the vicinity, friends or foes, whatever you decide. It alters time, so it's like you go back in time before the final blow is dealt to your ship. The ability will consume Omega-13 Matter, they're physical samples of pure, distilled, temporal energy. Really high-tech stuff. Actually, we should have started our description of the NSEA Protector with the Omega-13, because it's pretty great.(Omega-13)   (Omega-13 Matter)

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title/question: For Mining

keywords: ['mining', 'full synergy', 'half synergy', 'parsteel', 'gas', 'protected cargo', 'tritanium', 'corrupted data', 'decoded data', 'mining rate', 'raw isogen', 'crystal', 'ore', '5g miner']

answer: Mining holds a vital part in our gameplay; to learn more about it please check here.Some Good Crew Combos for Mining Ships:Full SynergyFor Parsteel: Helvia (c) / Science Mining Officer / Engineering Mining OfficerFor Gas: T'Pring (c) / Science Mining Officer / Engineering Mining OfficerHalf SynergyMain Mining Officer (c) / Secondary Officer / Protected Cargo OfficerBorg Mining CrewsMain Mining Officer (c) / Borg Crew / Borg CrewMining ships for levels 1-19:ECS Fortunate Shipyard: 7Specialized in: Parsteel Mining Rate: for Parsteel is increased by Min15%/ Max100%Protected cargo:ranges from 200(Min Base) to 2450(Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoEnvoy Shipyard: 16 Specialized in: Tritanium Mining Rate: for Tritanium is increased by Min15%/ Max150%Protected cargo: ranges from 900(Min Base) to 10,200(Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoBotany BayShipyard: 18Specialized in: Corrupted

Data and Decoded DataMining Bonus from the Mining Laser is increased by Min26,500%/ Max41,000% Protected cargo: ranges from 1,000(Min Base) to 16,700(Max Base)Northstar Shipyard: 18 Specialized in: G3 MaterialsMining Rate: 3☆... Gas, Ore and Crystal is increased by Min0.1%/ Max1.0% per total Officer Health point of all Officers on the ship(0.20% of 1000 total Health gives a mining bonus of 200%)Protected cargo: ranges from 300 (Min Base) to 1,320 (Max Base)Mining Ships for levels 20-29Ferengi D'vor Shipyard: 23 Specialized in: Raw Latinum Mining Bonus from the Mining Laser is increased by Min 12,000%/ Max17,500% when mining Raw LatinumProtected cargo: ranges from 3,955(Min Base) to 10,000(Max Base)Meridian Shipyard: 25Specialized in: Raw Isogen Meridian's Mining Bonus from the Mining Laser is increased by Min2,000%/ Max4,300% when mining IsogenProtected cargo:ranges from 1,200(Min Base) to 10,600(Max Base)ESC Horizon Shipyard: 26 Specialized in: Dilithium Mining Rate: for Dilithium is increased by Min15%/ Max200%.Protected cargo: ranges from 1,750(Min Base) to 18,500(Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoMining Ships for levels 30-39K'vortFaction: KlingonShipyard: 30 Specialized in: Crystal Mining Rate: of Crystal is increased by Min70%/ Max250%.Protected cargo: ranges from 3,000(Min Base) to 29,000(Max Base)Suggested CrewFull Synergy Based on what you are MiningHalf Synergy + Protected CargoUSS Antares Faction: FederationShipyard: 30 Specialized in: Gas Mining Rate: of Gas is increased by Min70% /Max250%.Protected cargo: ranges from 3,000(Min Base) to 29,000(Max Base)Suggested CrewFull Synergy Based on what you are MiningHalf Synergy + Protected CargoValkisFaction: Romulan Shipyard: 30 Specialized in: Ore Mining Rate of Gas is increased by Min70%/ Max250%.Protected cargo: ranges from 3,000(Min Base) to 29,000(Max Base)Suggested CrewFull Synergy Based on what you are MiningHalf Synergy + Protected CargoD'vor Feesha Shipyard: 35 Specialized in: Concentrated Latinum Mining bonus: Min+35,000%/Max+202,000 for Concentrated LatinumProtected cargo: ranges from 6,300 (Min Base) to 100,000 (Max Base)Mining Ships for levels 40-50B'Chor Faction: Klingon Shipyard: 41 Specialized in: Crystal The Mining Rate of Crystal is increased by Min120%/ Max500%.Protected cargo: ranges from 8,200 (Min Base) to 88,900 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoUSS Hydra Faction: Federation Shipyard: 41Specialized in: Gas The Mining Rate of Gas is increased by Min120%/ Max500%Protected cargo: ranges from 8,200 (Min Base) to 88,900 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoVorta Vor Faction: Romulan Shipyard: 41 Specialized in: Ore The Mining Rate of Ore is increased by Min120%/ Max500%Protected cargo: ranges from 8,200 (Min Base) to 88,900 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoMining Ships for levels 51-60Nova Shipyard: 52 Specialized in: 5G MinerWhen mining 5* Crystal, Gas and Ore, The Nova's mining speed is increased by Min150%/ Max600%Protected cargo: ranges from 20,000 (Min Base) to 112,000 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoMow'gaFaction: Klingon Shipyard: 58 Specialized in: Crystal The Mining Rate of Crystal is increased by Min420%/ Max970%.Protected cargo: ranges from 60,000 (Min Base) to 165,150 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoUSS Beatty Faction: Federation Shipyard: 58Specialized in: Gas The Mining Rate of Gas is increased by Min420%/ Max970%.Protected cargo: ranges from 60,000 (Min Base) to 165,150 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected CargoVrax Faction: RomulanShipyard: 58Specialized in: Ore The Mining Rate of Ore is increased by Min420%/

Max970%.Protected cargo: ranges from 60,000 (Min Base) to 165,150 (Max Base)Suggested Crew:Full Synergy Based on what you are MiningHalf Synergy + Protected Cargo

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title/question: Isoltytic loop

keywords: ['gorn hunter', 'isoltytic loop', 'volatile isomatter', 'isolytic refinery']

answer: The Isolytic Loop update introduces a new hostile, the Gorn Hunter ships, which can only be taken down using Isolytic Damage.Upon their destruction, these ships release Volatile Isomatter.This Volatile Isomatter can be traded at the Isolytic Refinery for impressive rewards such as:Officer ShardsArtifact PiecesGrade Upgrade Materials New Iso Hostiles await players in the freshly added G4, G5, and G6 systems in the Gorn Space.

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title/question: For PvP

keywords: ['pvp']

answer: After reaching Ops level 10, Ship PvP (the ability to attack and be attacked by other players) becomes available. Bring out our Klingon side and engage with other players! PvP combos depend on several factors like unlocked Officers, Ships, and Ops level.You can never go wrong though, with:1) Epic Kirk - Enterprise Crew (c)/ Rare Spock - Enterprise Crew/ Epic Khan - Khan's Crew2) Epic Five of Eleven - Unimatrix Twelve(c)/ Epic Khan - Khan's Crew/ One of the below OfficersEpic Alexander Marcus - Section 31 vs ExplorersEpic Liviana Charvanek - Romulan Patriots vs BattleshipsEpic Kang - Blood and Honor vs Interceptors3) Rare Yuki Sulu - Section 31 (c)/ Epic Alexander Marcus - Section 31 / One of the below OfficersEpic Honorgard Worf - Khitomer's RevengeEpic Khan - Khan's CrewRare Gowron- KhitomersRevenge: Marcus CounterRare Martok - Khitomer's Revenge: Kang CounterRare Ba'el - Khitomer's Revenge: Charvanek CounterUncommon L'nar - Romulan Patriots: Anti KlingonRare Krell - Blood and Honor: Anti FederationUncommon Yan'agh - Blood and Honor: Anti RomulanRare Mirek - Romulan Patriots: Anti-Federation

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title/question: Alliance Starbase - Assaults

keywords: ['assault', 'alliance', 'starbase', 'command', 'control', 'tachyon', 'detector']

answer: The Alliance Starbase capabilities have further expanded! It's time to unite with our Alliance mates more than ever and prepare for Assaults!Assaults are a new type of combat that allow an Alliance to attack an Alliance Starbase to steal Plasma. To support this new combat, new buildings have been added, which increase the base combat capabilities of the Alliance Starbase, allowing Alliances to better protect themselves.How to prepare for Assaults?New research nodes

and buildings have been added to our arsenal. Those will help you prepare your offense and fortify your Alliance Starbase.OffenseThe below Starbase research nodes will increase your Combat efficiency during an Assault.Cardassian WeakpointsCardassian Assault DamageResistance Defensive ManeuversCardassian Armor SchematicsRally the ResistanceBajoran Inspiration DefenseThere are nine buildings available in the Alliance Starbase:Command ControlShield ModulatorEPS Distributor A, B, CExographic Targeting Array A, B, CTachyon Detector Where are the new buildings located on the Alliance Starbase?The combat buildings are all placed together on a new super-structure. This separates them from the existing buildings, which deal primarily with the harvesting and storage of Plasma.You can move between the two super-structures using the arrow controls on the Alliance Starbase management screen.Does that mean the Alliance Starbase has multiple targets?For combat, there is only a single, unified Alliance Starbase. Only Alliance Members are able to see and interact with the various super-structures.What resources do we need to construct the new buildings?The new buildings use the same resources as other Alliance Starbase buildings, including Subspace Superconductors, Collisional Plasma, Magnetic Plasma and Active Plasma.How can I start an Assault?To start an Assault, your Alliance must build the Command Control building on your Alliance Starbase. In addition, the assaulting Alliance's Starbase must be deployed to a Plasma storm for Alliance Members to start an Assault.Once built, any Alliance Member over Operations Level 15 can initiate an Assault against another Alliance Starbase. They must spend Tactical Mandates from their own inventory to begin the Assault.While there is a pending Assault against an Alliance Starbase, it may not be relocated or undeployed.How can I get Tactical Mandates?Tactical Mandates can be found in the Alliance Altruism pack (Alliance store), the Alliance Unity Daily Goal, or the Offers tab.How can I join an Assault?Alliance members must be within the marker radius when the timer completes to be a member of the Assault. The timer for an Assault is set to 10 minutes.Each player may only contribute one ship to the Assault, which is auto-selected based on the ship's power rating. However, the Assault Leader may flag specific members as part of the Assault to overwrite the defaults.The total number of Assault participants is determined by the Command Control module of the assaulting Alliance.How can I tell if an Assault is occurring?When an assault is initiated, both the assaulting and defending Alliances will be notified in-game and through push notifications. In addition, Alliance Members can see Assaults initiated by their Alliance and incoming threats against their Alliance Starbase in the Combat section of the Alliance screen.What do we earn from an Assault?When an Alliance successfully performs an Assault against an Alliance Starbase, a percentage of unprotected Plasma from the defending Alliance's inventory is directly transferred to the assaulting Alliance's inventory. This Plasma does not enter into the cargo of the assaulting ships.The percentage of unprotected Plasma transferred is calculated based on the relative amount of Hull Health damage the Assault dealt against the station during the Assault. This means that any Assault which deals Hull Health damage will award the assaulting Alliance with a percent of the defending Alliance's unprotected Plasma.How does the Tachyon Detector work?The Tachyon Detector allows the detection of cloaked ships while there is a pending Assault against the Alliance Starbase. This is automatic and does not require the defending Alliance to perform any action.The Tachyon Detector will only detect cloaked ships that meet the following criteria:The Cloaked ship is owned by a player that is a member of the Alliance assaulting the Alliance StarbaseThe Cloaked ship is in the same system as the Alliance Starbase that is being assaulted Detected ships are still considered cloaked for combat purposes and retain any buffs earned by being cloaked.Only members of the defending

Alliance are able to see the detected ships. They will still be invisible and untargetable by other players or marauders.How can we defend against an Assault?While Alliances can take an active defense by attacking any incoming assaulting Alliance Members, they can also undeploy the Alliance Starbase to prevent an Assault from being initiated against them.What happens when we undeploy the Alliance Starbase?Undeploying the Alliance Starbase removes it from the system and makes it unavailable as a target for an Assault.When undeployed, the Alliance Starbase:Cannot be targeted by other Alliances for an Assault.Does not harvest Plasma, as it is not located on a Plasma Storm.Prevents Alliance Members from being able to Assault other Alliance Starbases.Prevents Alliance Members from initiating construction or upgrade of Alliance Starbase buildings. Construction that has already started will continue even when the Alliance Starbase is undeployed.How do we undeploy the Alliance Starbase?In order to undeploy the Alliance Starbase, you must be Commodore or higher in rank.The Alliance Starbase may not be undeployed when there is a pending Assault.How do we repair the Alliance Starbase?If an Alliance Starbase is damaged from an Assault, it will automatically repair itself slowly over time. An Alliance may speed up this process by spending Alliance Reserves. This action requires the Alliance Member to be Premier or higher in rank.Important NotesAn Alliance Starbase may be assaulted even if it has not built the Command Control module.Alliance Starbases may not relocate or be undeployed if there is a pending Assault against it.While undeployed, Alliance Members will not be able to initiate an Assault against enemy Alliance Starbases.Undeploying an Alliance Starbase prevents modules from being constructed or upgraded.The Tachyon Detector module activates automatically; Alliances do not need to perform an action to activate it.

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title/question: The SS Revenant

keywords: ['revenant']

answer: What is the SS Revenant?The SS Revenant is an Epic G4 Interceptor designed for players of Operations (and Shipyard) level 42+. It will have 15 different tiers and 3 evolutions, happening once every 5 tiers. For the first time ever, Commanders will be able to see the visuals of their ship change via refits after each evolution!The SS Revenant excels against Hostiles and Armadas located in Continuum Space, which includes systems like Amargosa (38), Nova Kron (42), Osbor (50), Corialis (60), Manmoor (70), and more.Specialization:Best-in-class for sourcing G4/G5 and G6 materials (Gas, Ore, Crystal) and resources (Parsteel, Tritanium, Dilithium, Sigma variants). Superior performance against Continuum System hostiles and armadas. Enhances Chaos Tech sourcing and unlocks Cost Efficiency buffs through research. What makes the Revenant unique?The SS Revenant introduces a progressive gameplay loop that ensures long-term value and continuous evolution. It offers unmatched benefits such as speeding up resource acquisition, boosting performance in its loop Solo and Group Armadas, and granting cost-efficiency bonuses as you progress.How does the gameplay loop work?Primary Gameplay Loop:Battle Armadas:Engage in Solo Armadas twice daily or Group Armadas weekly to earn valuable Refinery and Research currency. More details about both types of Armadas below: Single Slot Solo Armadas - Borg Type 03:Collect Borg Type 03 Directives in the Continuum Refinery Destroy Slot Solo Armadas (Borg Type 03 variants) to acquire Borg Type 03 Solo Armada Credits Exchange Borg Type 03 Solo Armada

Credits for Borg Type 03 loot Borg Type 03 Loot will provide you with SS Revenant Ship Parts, Nexus Particles, Fabricator Chips, and large amounts of Resources (Parsteel, Tritanium, Dilithium, Speed-Ups, Common Materials). Nexus Particles can be used to acquire new Research Nodes in the Starships Research Tree and Fabricator Chips can be exchanged for large quantities of guaranteed Uncommon and Rare Refined Materials, with a chance of Epic Refined MaterialsGroup Armadas - Borg Polygon:Collect Borg Polygon Directives in the Continuum Refinery Destroy Group Armadas (Borg Polygon variants) to acquire Borg Polygon Group Armada Credits Exchange Borg Polygon Group Armada Credits for Borg Polygon loot Existing Continuum Hostiles - Assimilated Coryn-class, Frohmun-class, and Prohibitor-class:The SS Revenant drastically increases the damage against these hostile as well as quantities of Chaos Modules you receive by destroying hostiles in Continuum space. Refinery Exchange:Use your earned currency to exchange for Mats, Resources, and Ship Parts and Chaos Tech Materials in the Continuum Refinery. Evolve the Ship:Once you've reached max level of an Evolution Tier, scrap the Revenant to receive a Refit that significantly boosts rewards and upgrades its performance against stronger Solo Armadas. Repeat the Process:The Revenant evolves through three stages of progression, with each stage unlocking greater capabilities. Side Loop 1: Chaos Tech SourcingDefeat Q Continuum hostiles to earn Refinery currency (Chaos Modules) Use this currency to unlock Chaos Tech bundles and progression currencies. Enhance your ship's performance with Chaos Tech upgrades. What do you gain from scrapping the Revenant?When you scrap the SS Revenant at each milestone tier (tier 5, 10 and 15) you receive a Refit that evolves the ship, enabling it to:Perform better against stronger Solo Armadas. Unlock additional progression benefits. Continue delivering top-tier efficiency as you progress through its three evolution stages.Evolution 1: SS Revenant Mark IIWhen to Scrap:Tier 5, Ship Levels 21-25.Steps:Scrap the Ship:Receive theSS Revenant Mark II Gift Bundle Key.Claim the Evolution Bundle:Located in theContinuum Refinery. Rewards:SS Revenant Mark II Refit:Increases shots by10against Borg Type 03 and Borg Polygon armadas and cost efficiency of SS Revenant Ship Parts by500%. Also upgrades refinery bundles if you're Operations Level51or higher.Huge Amounts of Refined G4 and G5 Materials:Includes guaranteed Epic Refined Materials.Advanced Fabricator Chips:Acquire more materials over10 days.Additional Nexus Particles Evolution 2: SS Revenant Mark IIIWhen to Scrap:Tier 10, Ship Levels 46-50.Steps:Scrap the Ship:Receive theSS Revenant Mark III Gift Bundle Key.Claim the Evolution Bundle:Located in theContinuum Refinery. Rewards:SS Revenant Mark III Refit:IncreasesApex Barrierby40,000against Borg Type 03 and Borg Polygon armadas and cost efficiency by5,500%. Also upgrades refinery bundles if you're Operations Level61or higher.Huge Amounts of Refined G5 and G6 Materials:Includes guaranteed Epic Refined Materials.Advanced Fabricator ChipsAdditional Ionized Nexus Particles and Nexus Particles Evolution 3: SS Revenant Mark IVWhen to Scrap:Tier 15, Ship Levels 71-75.Steps:Scrap the Ship:Receive theSS Revenant Mark IV Gift Bundle Key.Claim the Evolution Bundle:Located in theContinuum Refinery. Rewards:SS Revenant Mark IV Refit:Increases cost efficiency by42,000%and upgrades refinery bundles.Huge Amounts of Refined G5 and G6 Materials:Includes guaranteed Epic Refined Materials.Advanced Fabricator ChipsAdditional Ionized Nexus Particles and Nexus Particles The Revenant Research The SS Revenant Research is located in the Starships Research Tree.Research nodes can be unlocked using Nexus Particles and Ionized Nexus Particles: These are obtainable when you first unlock the SS Revenant and from the evolution gifts.The following nodes and bonuses are included:Lattice OversaturationIncreases Parsteel, Tritanium, and Dilithium Cost Efficiency for Research:30% â†' 240%   Purification

ProtocolsImproves Ore, Gas, and Crystal Cost Efficiency for Research:10% â†' 100% Interchangeable Hull PlatesBoosts Parsteel, Tritanium, and Dilithium Cost Efficiency for Ship Upgrades:50% â†' 350% Refined Complex AlloysEnhances Ore, Gas, and Crystal Cost Efficiency for Ship Upgrades:10% â†' 300% Custom Construction ToolsSpeeds up Building Construction:30% â†' 200% Sigma-focused Research FundingImproves Sigma Material Cost Efficiency for Research:30% â†' 250% Forbidden ChartsIncreases Research Speed:40% â†' 300% Ionized Sigma PlatingBoosts Sigma Material Cost Efficiency for Ship Upgrades:50% â†' 350% Modular ExhibitionsReduces Artifact Gallery Schematics Costs:7% â†' 90% Revised ColloquiumLowers Starfleet Honors Costs for Nova Squadron upgrades:2% â†' 40% Black Market FavorsReduces Forbidden Tech Protomatter Costs:2% â†' 14% Chaos TheoryBoosts payouts of Chaosmatter, Chaos Tier-Up Catalyst, and Chaos Tech Reactors:+400% El-Aurian Revenge StrategiesIncreases Borg Type 03 Solo Armada Credit Rewards (SS Revenant active):600% â†' 10,000% Benevolence of QGrants missions to unlock Continuum Space Superhighways:(1/2/3) El-Aurian Warp Engine ResearchEnhances the Warp Range of SS Revenant:+90 â†' +270

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title/question: Ex-Borg Faction Extension

keywords: ['ex-borg', 'xindi', 'particle beam delay', 'particle beam', 'xindi scraps', 'ex-borg credits']

answer: There will be 5 new Ex-Borg Reputation brackets coming to Commanders above Ops Level 40.Over 15 new systems will be added to The Delphic Expanse and populated with Xindi hostiles, which will be the first ones in the game to have multiple buffs, requiring a more strategic approach to combat. Be advised, defeating the Xindi might not be an easy task, as they will try to negate critical damage - the Particle Beam Delay'⍰, a boon from the Ex-Borg Faction (available at Bracket 10), will be vital to your success in disrupting the Xindi weapon systems.These hostiles will drop Xindi Scraps, useful to trade for Ex-Borg Credits in the Store. They will normally exchange for Common and Uncommon Credits, but there's a chance of getting Rare and even Epic quality ones.(Uncommon, Rare and Epic Ex-Borg Credits)The Ex-Borg Faction Store (available for players at Ops 38+) will be welcoming the addition of more than 25 Favors (purchasable with Credits), similar to the already existing Bajoran and Wave Defense Favors, that you can acquire in order to unlock powerful buffs (including Repair Tech, Shield and Hull improvements). New Ex-Borg themed Daily Goals will also be added to your list of possible ways to complete the dailies.The enhanced Daily claims include:Shards for Rare officers Forbidden Tech materials FKR Credits/Reputation

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title/question: Klingon

keywords: ['klingon', 'faction', 'reputation']

answer: "If a Klingon does not fight, he does not breathe! Make allies if you must but never leave the Empire without an enemy. Klingons are born to fight and conquer!"The Klingon Faction is one of the three core factions you can progress through the game. As you kill Federation, Romulan, and

Klingon hostiles, you will notice that each of them gives Positive and Negative Reputation points. To progress through the ranks, you need to focus on gathering Positive reputation from your actions. There are several ways to collect Reputation points, like participating in Faction events, killing opposite Factions hostiles, completing missions, etc.As your reputation changes, you will be categorized accordingly in the Klingon Faction store. If your Category is below Tolerated, you will spawn an Enemy Hostile once you enter Klingon space, and a greater than normal power ship will try to destroy you for invading!Each Tier of Positive Reputation unlocks new items, which can be purchased from the Klingon Faction store mainly by using your Klingon credits. The list of items is long, but among others, you can find Blueprints for Klingon ships, Klingon recruit tokens, and raw resources.Important note, you will find Commendations among the list of items available for purchase in the Faction store; they are only needed for specific missions and should only be purchased when that mission is on your Active list.

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title/question: The Arena

keywords: ['arena', 'arena combat']

answer: What is the Arena?Arena is a matchmade, session-based game mode that pits teams of 3 players from different servers (within each region) against one another in competitive matches. The goal is to score Victory Points (VP) by destroying hostile Survey ships, opponent ships (PVP), and completing either Solo or Group Armadas within the Arena system to gain as many points as possible (note that the Group ones will reward you more).How do I create or join a squad?Any Alliance member with an Operations Level of 40+ can create a Squad. To form a Squad, access the Alliance Menu, create a Squad, and invite other Alliance members. Squads are made up of 3 Alliance members. Once the Squad is full, the Squad Leader can queue the team for matchmaking. The Arena is available one day per week, and players can participate in unlimited matches on that day. Note that only players that are within 7 Ops level of the Squad Leader can join the Squad. Note: Any ship engaged in a task other than participating in an Arena fight will be automatically docked to be available to join the Arena system for the match. How does matchmaking work?Matchmaking is based on the team's average Operations Level and Rating/Rank, which measures past success in Arena matches. The matchmaking prioritizes speed over perfect accuracy to ensure players can find matches quickly. While waiting in the queue, players can continue normal gameplay and when a match is found a warm up begins. During the warm up phase, players can manually choose to transfer over to the match, or at the end of the warm up they are automatically pulled into the match. Players will be relocated to a new, instanced game world (similar to the Incursions mechanic) for Arena matches. What are the gameplay rules and mechanics?Ship Limits: Once the warm up phase ends, players can send 2 ships in the match at any given point, which they can freely swap between. Only one ship can be repaired at a time during the match. Free Repairs: Ships are repaired for free, with a normalized repair time that acts as the game's "respawn timer." Victory Conditions: Matches last a maximum of 10 minutes or until a team earns 1000 Victory Points (VP). Victory Points are earned by:Destroying hostile Survey ships. Destroying opposing ships (PVP) Completing Solo or Group Armadas, which are issued via directives from Survey ships and provide larger VP rewards but require team coordination. Game Flow: Teams start in their home systems

and, after a brief warm-up, enter the Arena system via a one-way warp path where the core gameplay takes place. Arena Scoring Summary:PVE Surveyor Ships - 1 Point and 25 Arena DirectivesPVE Arena Scouts - 3 Points and 100 DirectivesArena Solo Armada - 20 Points and 50 VPsArena Group Armada - 300 Points and 100 VPsPVP Player Ships - 5 PointsWhat happens at the end of a match?After a match ends, a post-game summary screen displays each player's performance, showing the amount of Rating and Arena Emblems earned. Players are automatically transferred back to their home game world after a short period. What rewards can I earn in Arena Combat?Arena rewards are tied to match outcomes and include:Winning a Match:Players gain Rating and Arena Emblems. Losing a Match:Players lose some Rating but still earn Arena Emblems. These emblems can be used in the Terran Empire Faction Store for exclusive rewards.Why should players participate in the Arena?Arena offers:A unique, matchmade team-based PvP experience. A chance to showcase your strength across all of Star Trek Fleet Command with cross-server gameplay and server-wide leaderboards. Fun and dynamic matches with ever-evolving strategies. Valuable and exclusive rewards to help you progress in the game.

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title/question: USS Titan-A

keywords: ['titan', 'fortification', 'max', 'state', 'radioactive', 'titanite', 'veridium', 'isotope']

answer: The USS Titan-A is a Neo-Constitution ship whose retro design is inspired by older Constitution Class vessels. The NCC-80102-A was launched in 2396 and first captained by Liam Shaw. Captain Riker subsequently took command of the vessel after he and Admiral Picard boarded under the guise of a routine inspection. This vessel is equipped with cutting-edge propulsion technology, and its overpowered impulse engines mean that the USS Titan-A has the largest sub-light power-to-geometry ratio in Starfleet.How can you add it to your fleet?To build the USS Titan-A, you must have your Shipyard at level 37 and prove to the Ex-Borg that you are loyal to the cause! Once you reach the Tolerated'￼ level in the Ex-Borg Faction, you will see a bundle containing USS Titan-A blueprints.Why is it an excellent addition to your fleet?The USS Titan-A is the first ship that provides two active abilities to enhance your and your alliance's ships' performance. It will provide increased combat stats for various activities, like hunting hostiles, PVP, Territory Capture, Armadas, etc.It also provides a way to counter the Mantis' Venomous Puncture ability with both active abilities.Last but not least, the USS Titan-A daily goals will provide you with additional ways to get Rare and Uncommon Fleet Commander Skill Points upon completion.Abilities Under Titan's Aegis (passive) ability increases the number of alliance ships affected by the active abilities depending on the Titan's level. Fortification (active) applies a Fortified'￼ state to all your ships in the same system as USS Titan-A, plus to some Alliance ships. This state has a cost, Radioactive Titanite, duration, and a cooldown. While on a Fortified'￼ state, the ship will gain 25% Critical Damage, plus the state activates some of the Titan research buffs based on what the receiving player has unlocked. Max Fortification (active) applies a Max Fortified'￼ state to all your ships in the same system as USS Titan-A, plus to some Alliance ships. While on a Max Fortified'￼ state, the ship will gain 25% Critical Damage, 250% Damage, plus the state activates all of the Titan research buffs based on what the receiving player has unlocked. This state has a cost, Radioactive Titanite, duration, and a cooldown. Radioactive Titanite is available in the Gifts tab after the USS Titan-A is

built. The amount will increase as your ship Tiers up. Additional Radioactive Titanite can be found in the Offers tab.Fortified'⬚ and Max Fortified'⬚ state rulesThe state is applied to all ships which belong to the activating player in the systemThe state is applied to some alliance shipsThe number of ships is determined by the Tier of theUSS Titan-A applying the stateAlliance ships are selected based on Attack stat (higher first)If an Alliance ship is already in one of the states, it is skippedIf one of the player's own ships is already in one of the states, the duration is refreshed ResearchWhile tiering up the USS Titan-A will provide you with a reduced cooldown and increased duration for the active abilities, the USS Titan-A research nodes will further enhance those abilities and even add new effects to your ships.Veridium Isotope, which is used to unlock the USS Titan-A's research nodes, can be found as a reward upon completing the active abilities daily goals. Additional Veridium Isotope can be found in the Offers tab.Note: The unlocked research nodes apply to your ships, not other players, similarly to how the Cerritos and Defiant abilities work.How to upgrade it? You can upgrade the USS Titan-A using USS Titan-A Parts. These can be obtained by completing the Fortification Daily Goal (using the Titan ability). Additional Titan-A Parts can be found in the Offers tab.Important notesBased on your Titan-A's tier, the active abilities can apply to your ships without factoring into the limit of ships that can benefit from it. Both abilities only affect undocked ships.The amount of Rare and Uncommon Fleet Commander skill points received in the Refinery will increase along with the Titan-A Tier.The Horizon Velocity research node will significantly increase the warp range of the Titan-A.

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title/question: Shipyard level 31 - 40

keywords: ['black jellyfish', 'cerritos', 'feesha', 'enterprise', 'd4', 'augur', 'gladius', 'intrepid', "b'rel", 'amalgam']

answer: "Fate. It protects fools, little children, and ships named Enterprise."- Cmdr. William RikerOur ships may be a means to an end, or it may be the vessels that carries us to the great unknown! Here's how you can build the corresponding ships for Shipyard levels 31 to 40.AmalgamShipyard level: 31Amalgam blueprints can be found in the weekly Cosmic Cleanup event. Additional blueprints can be found in the Offers tab.B'relShipyard level: 32Blueprints can be found as a reward upon completing the mission "Warzones". Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the B'rel also exist in the PVE chest drops from Klingon hostiles levels 30 - 50.USS IntrepidShipyard level: 32Blueprints can be found as a reward upon completing the mission "Warzones". Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the USS Intrepid also exist in the PVE chest drops from Federation hostiles levels 30 - 50.GladiusShipyard level: 32Blueprints can be found as a reward upon completing the mission "Warzones". Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the Gladius also exist in the PVE chest drops from Romulan hostiles levels 30 - 50.AugurShipyard level: 34Blueprints can be found as a reward upon completing the mission "Summoner". Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the Augur also exist in the PVE chest drops from Romulan hostiles levels 48 - 60.D4 ClassShipyard level: 34D4 Class blueprints can be found in the Faction store,

Away Teams store, and Offers tab. Alternatively, blueprints exist in the PVE chest drops from Klingon hostiles levels 48 - 60.USS EnterpriseShipyard level: 34Blueprints can be found as a reward upon completing the mission "Specialist". Additional blueprints can be found in the Faction store, Away Teams store, and Offers tab. Alternatively, blueprints for the USS Enterprise also exist in the PVE chest drops from Federation hostiles levels 48 - 60.D'Vor FeeshaShipyard level: 35To gather enough blueprints to build the D'Vor Feesha, you can scrap your D'Vor Level 41-45 (for more info, please check here). Additionally, blueprints can be found in the Offers tab.USS CerritosShipyard level: 36You can build USS Cerritos by completing the California Class event every Wednesday; for more info, please read here. Additional blueprints can be found occasionally in the Event Store at the end of an Arc or in the Offers tab.Black JellyfishShipyard level: 39Black Jellyfish blueprints can be found in the corresponding monthly event as a reward. Additionally, by activating the appropriate Territory Capture Service, you can find more blueprints in the Offers tab.

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title/question: CHAOS TECH

keywords: ['chaos tech', 'chaos tech fusion rods', 'chaos tech tier-up catalyst', 'catalyst', 'chaosmatter', 'tech reactor']

answer: What is Chaos Tech?Chaos Tech is a new type of Ship Equipment that adds unique abilities and complements Forbidden Tech. You can unlock it from the Ship Menu and it gives immediate power to your ship.How is Chaos Tech different from Forbidden Tech?Chaos Tech provides more focused, niche abilities and grants power faster. Unlike Forbidden Tech, Chaos Tech upgrades are always successful, with no chance of failure.How do I unlock Chaos Tech for my ship?Unlock the Chaos Tech slot on your ship by using Chaos Tech Fusion Rods. You can obtain these by defeating Assimilated Caryn-class, Prohibitor-class, or Frohmun-class Hostiles found in Amargosa and other advanced systems. These Hostiles drop Chaos Modules, which can then be refined into Chaos Tech materials.What resources do I need for Chaos Tech upgrades?Chaos Tech Fusion Rods: Unlock or remove Chaos Tech. Chaos Tech Tier-Up Catalyst: Tier up your Chaos Tech. Chaosmatter: Used to level up Chaos Tech. Chaos Tech Reactor: Required to upgrade Chaos Tech. What are some examples of Chaos Tech equipment?Q Cannon (Epic):Buff 1: If an opponent scores a critical hit, it reduces their base weapon damage by 200% for 2 rounds vs players. This effect stacks. Buff 2: Reduce the opponent's base critical hit damage by 300% vs players. Buff 3: Increase base weapon damage by 1500% vs players. Temporal Conduit (Epic):Buff 1: When fighting Hostiles or Armadas, at the start of each round gain a 85% chance to inflict Hull Breach for 2 rounds. Buff 2: Increases the amount of resources you get from destroying Xindi hostiles with any ship by 1200%. Buff 3: Gain +50,000 Apex Barrier when fighting Xindi Reptiles or Xindi Aquatics. Electromagnetic Lute (Rare):Buff 1: When fighting non-Armada Hostiles, at the start of each round increase Isolytic Cascade Damage by 10% for 3 rounds Buff 2: Increases the amount of resources you get from destroying Texas-Class hostiles by 400%. Buff 3: Gain +10,000 Apex Barrier when fighting Texas-Class Hostiles Thought Maker (Common):Buff 1: When fighting non-Armada Hostiles, at the start of each round increase your Apex Barrier by 100 for 5 rounds. Buff 2: Increase the amount of resources your ship receives from non-Armada Hostiles by 20%. Does Chaos Tech work with Forbidden

Tech?Yes, Chaos Tech complements Forbidden Tech by offering unique strategic advantages, making them work well together for a more powerful setup.

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title/question: Shipyard level 1 - 20

keywords: ['realta', 'corvette', 'fortunate', 'phindra', 'jellyfish', 'talla', 'envoy', 'franklin', 'botany', 'north', 'kehra']

answer: McCoy: "This is a new ship, boy, but she's got the right name. Now you remember that, you hear?"Data: "I will, sir."McCoy: "You treat her like a lady, and she'll always bring you home."Our ships may be a means to an end or it may be the vessels that carries us to the great unknown! Here's how you can build the corresponding ships for Shipyard levels 1 to 20.RealtaShipyard level: 1Realta is the ship you begin the game with. It's unique for each account since there is no option to scrap or build a second one.Orion CorvetteShipyard level: 5Acquire the Orion Corvette by finishing the second research node of the combat tree. This will reward you with enough blueprints to build it. Alternatively, blueprints for the Orion Corvette also exist in the PVE chest drops for hostiles levels 7 - 11. ECS FortunateShipyard level: 7In the fourth column of the Station research tree, there is a node about the ECS Fortunate. Upon completing the research, you'll receive the amount of blueprints you need to build it. Additionally, blueprints can be found in the PVE chest drops for hostiles levels 9 - 15. PhindraShipyard level: 10In the sixth column of the Combat research tree, there is a node about Phindra. Upon completing the research, you'll receive the amount of blueprints you need to build it. Additionally, blueprints can be found in the PVE chest drops for hostiles levels 12 - 19.TurasShipyard level: 12Acquire the Turas by finishing the ninth research node of the combat tree. This will reward you with enough blueprints to build it. Alternatively, blueprints for the Turas also exist in the PVE chest drops for hostiles levels 14 - 21.JellyfishShipyard level: 12These missions will provide 25 blueprints: Chain Breaker, Corsair, Crossed Blades, Encroachment, Insurgents, Interrogation Chamber, Lurker, Regiment, Smuggler's Run, The Settling Nomad, The Warband, Wise Investment. The rest of the blueprints can be occasionally found in the Event Store at the end of each Arc or in the Offers tab.TallaShipyard level: 14In the eleventh column of the Combat research tree, there is a node about the Talla. Upon completing the research, you'll receive the amount of blueprints you need to build it. Additionally, blueprints can be found in the PVE chest drops for hostiles levels 16 - 24.EnvoyShipyard level: 16In the thirteenth column of the Station research tree, there is a node about the Envoy. Upon completing the research, you'll receive the amount of blueprints you need to build it. Alternatively, blueprints for the Envoy also exist in the PVE chest drops for hostiles levels 18 - 27.USS FranklinShipyard level: 18USS Franklin blueprints can be found in the weekly Cosmic Cleanup event. Additional blueprints can be occasionally found in the Event Store at the end of each Arc or in the Offers tab.Botany BayShipyard level: 18Blueprints can be found as a reward upon completing these missions: Broken Chains, Buyer's Remorse, Equal Share, Reunions, Quid Pro Quo. Alternatively, Botany Bay blueprints can be found in the Augment Faction store when you are constructing your first one. Additionally, blueprints can be occasionally found in the Event Store at the end of each Arc or in the Offers tab.North StarShipyard level: 18Blueprints can be found as a reward upon completing these missions: A Sharp Eye, Cloak and Dagger, Corbomite Maneuver, Day of Honor, Divided Attention, Fallen Centurion, No Stone

Unturned, Reprisal, Theft of an Icon. Additionally, blueprints can be occasionally found in the Event Store at the end of each Arc or in the Offers tab.KehraShipyard level: 20In the sixteenth column of the Combat research tree, there is a node about the Kehra. Upon completing the research, you'll receive the amount of blueprints you need to build it. Alternatively, blueprints for the Kehra also exist in the PVE chest drops for hostiles levels 22 - 39.

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title/question: Payment methods on iOS

keywords: ['payment', 'add', 'method', 'credit', 'card', 'purchase', 'buy', 'edit', 'remove', 'accepted', 'available', 'app', 'store']

answer: Accepted payment methodAccepted payment methods may vary by country. However, these are the ones that are commonly used:Credit cardsiTunes cardsiTunes Store gift certificates For more information about accepted payment methods, kindly visit this article.Add or remove a payment method1. Open your device Settings2. Tap on your name at the top of the list3. Tap on ""View Apple ID"" and sign in to your ID4. Tap ""Manage Payments"" to view the list of all your current payment methods1)Tap Add Payment Method'⬚ to add a new payment method to your Apple ID.2) Tap Edit'⬚ in the upper-right corner of the screen, and tap the Remove'⬚ icon, or swipe left to delete the payment method5. In order to save your changes, tap on ""Done""You can update and reorder the payment methods by following the same steps above.For more information about changing or removing payment methods, kindly visit this article.

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title/question: The Gorn Eviscerator

keywords: ['gorn eviscerator', 'eviscerator', 'spatial rips', 'rips', 'spatial', 'spacial', 'gorn hunters']

answer: What's new with this release?We are concluding the two-part "Strange New Worlds" arc and adding SNW James Kirk and Pelia to the crew. We're also introducing a powerful refit for the Monaveen and a brand new ship - the Gorn Eviscerator.The Gorn EvisceratorThe Gorn Eviscerator introduces the capability to create 'Spatial Rips', allowing for rapid transit between space systems. This feature permits players to instantly transport their Alliance members to the location of the Spatial Rip, a very helpful asset to any Alliance, not only for travel but for new and exciting PVE/PVP strategies. Additionally, it is the inaugural ship equipped with one of its passive abilities being Isolytic Damage (against the Gorn Hunters), making it perfect for swift advancement in the loop.Q: What is the Gorn Eviscerator's "Spatial Rip" ability and how does it function?A: The "Spatial Rip" is an active ability that allows Commanders to create a temporary one-way portal to their current system. This enables alliance members to instantly join them. When the portal is activated, an automatic message is sent to the alliance chat. To use the portal, allies need to access the System Viewer of the system where the Rip was created and insta-warp through it. Duration:T1: 3mins / T15: 8 Mins and 50 SecsShip Limit:T1: 5 / T15: 20 Q: Are there any limitations or additional features associated with the Spatial Rip?A: Yes, several features and limitations accompany the Spatial

Rip:Duration Timer: A timer displays the duration of the Rip, which disappears when the timer ends.Usage Counter: The portal tracks how many ships can use it, not players. For larger alliances, multiple Rips may be required.System Level Restrictions: Usage is restricted to any system within the players grade and below. For example, a player in G5 (Ops 51 - 60) will be able to travel to any system that is below level 61.Higher-level systems remain inaccessible unless the player has already unlocked them.Insta-recall: After a ship travels through a Spatial Rip, players will receive a one-time, free insta-recall back to the system where their Station is located.Ship Upgrades: Developing the Eviscerator increases the number of ships that can pass through the Rip and extends the Rip's duration, while reducing the cooldown of the Spatial Rip ability on the Gorn Eviscerator itself.Q: What are the Ships' passive abilities and their benefits?A: There are two passive abilities:Hunt the Hunters: This ability increases Isolytic Damage against Gorn Hunters. The damage enhancement scales with the ship's tier, making it highly effective in combat against these hostiles.Rigorous Extraction: This enhances the quantity of Apex Isomatter gained from defeating Gorn Hunters, with the increased scaling with the ship's level.Q: How do upgrades affect the Gorn Eviscerator and related resources?A: Upgrading the Gorn Eviscerator brings several benefits:Increased Resource Gain: Each tier increase boosts the amount of Axion Plasma gained through the daily claim.New Refinery Addition: An Eviscerator-specific refinery will be added to the Isomatter Refinery to process those collected resources.

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title/question: Ascension

keywords: ['ascent', 'ascension', 'g4', 'g5', 'space']

answer: When a new server is launched, all the buildings, including Operations, can only reach a max level of 39 for all players. Once the server is no longer considered new and reaches a certain level of maturity, it ascends to G4. This means that all players within the server can reach level 50. To ascend, you need to obtain an Ascension key earned during a weekly event that requires destroying an Epic Federation/Romulan/Klingon Armada with a G3 Epic rarity ship (Enterprise/Augur/D4) or the ISS Jellyfish (Shipyard 39). You only need to be a participant in the armada, not the Leader. This event will continue to show every Friday until you reach Ops 40. However, you only need to participate and receive the G4 Ascension key once!When your server is ready to ascend to G5 (ability to reach Ops level 60), you will receive a gift in the Gift section. Upon claiming it, you'll be able to access G5 space.Servers' ascension times vary for each server but they usually occur 6 months (for G4) and 1 year (for G5) after the server has been opened.

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title/question: Federation

keywords: ['federation', 'faction', 'reputation']

answer: "Ad Astra Per Aspera"The Federation Faction is one of the three core factions you can progress through the game. As you kill Federation, Romulan, and Klingon hostiles, you will notice

that each of them gives Positive and Negative Reputation points. To progress through the ranks, you need to focus on gathering Positive reputation from your actions. There are several ways to collect Reputation points, like participating in Faction events, killing opposite Factions hostiles, completing missions, etc.As your reputation changes, you will be categorized accordingly in the Federation Faction store. If your Category is below Tolerated, you will spawn an Enemy Hostile once you enter Federation space, and a greater than normal power ship will try to destroy you for invading!Each Tier of Positive Reputation unlocks new items, which can be purchased from the Federation Faction store mainly by using your Federation credits. The list of items is long, but among others, you can find Blueprints for Federation ships, Federation recruit tokens, and raw resources.Important note, you will find Commendations among the list of items available for purchase in the Faction store; they are only needed for specific missions and should only be purchased when that mission is on your Active list.

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title/question: Isolytic Damage

keywords: ['isolytic', 'damage', 'artifact', 'janeway', 'buff', 'burning', 'armada']

answer: Isolytic Damage introduces a new form of damage that operates alongside standard damage rather than replacing it. With every shot fired, Isolytic Damage is dealt in addition to the regular standard damage.Computer, analyze'¦Isolytic Damage is calculated as a percentage of your overall standard damage, considering all applied buffs, rather than just the base weapon damage.(Total Standard Damage * Isolytic Damage Bonus) / (1 + Opponents Isolytic Defense)Enhancing your ship's standard damage through upgrades, Research, Officers, and similar means will also amplify the Isolytic Damage it inflicts. Consequently, Isolytic Damage maintains its value consistently throughout the game.Isolytic Damage operates independently of standard mitigation values, as it possesses its own form of mitigation, Isolytic Defense. This unique attribute allows Isolytic Damage to remain formidable even when facing opponents with high standard mitigation, enabling it to deal significant damage.How can I afflict Isolytic Damage?Isolytic Damage can be obtained in several ways; during M55, it will be available through Artifacts and Officers. Acquiring Isolytic Damage follows a similar process to obtaining other buffs. Once you can inflict Isolytic Damage, it remains active under the same circumstances as any other buff. For instance, Officers are active while aboard your ship, while Artifacts remain active at all times after their unlock.More power!To increase the Isolytic Damage % you'll need to keep progressing, depending on the source. For the Isolytic Damage inflicted by Artifacts, keep upgrading your Artifacts! Isolytic Damage via Officers, continue Promoting and Leveling up!Note:There are some Armada scenarios where Artifacts (and Isolytic Damage) might not react the way you're expecting them to, namely when it comes to Burning, Morale or Hull Breaches. Because skills and buffs will be calculated sequentially, not simultaneously, by the battleships, depending on which ship goes first and which officers are in the ship, status effects (burning, for example) might be skipped on the first round and just activated on the second. Please plan accordingly in order to activate everything that you want to activate without any issues.Example: If the Officer triggering the burning is on the most powerful ship, the isolytic artifact will see the burning and activate in the first round. However, if that same Officer is on the second biggest ship, the first ship will have ended its "start of the round" buff

calculations and the isolytic damage will not activate on the first round. Make sure that the Officer triggering the effects or buffs that you want for round 1 are actually in the biggest and strongest ship.

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title/question: Artifact Gallery

keywords: ['artifact', 'gallery', 'schematics', 'restoration', 'formation', 'armadas', 'keys', 'conquer']

answer: The Artifact Gallery houses a collection of valuable artifacts that have been acquired from across the quadrant and beyond. Visitors to the station are welcome to see these rare and fascinating objects on display.Building the Artifact GalleryThe Artifact Gallery will be available to unlock at Ops level 26. You will need 100 Artifact Gallery Keys to build it, distributed via a Gift. You will also receive the mission Collect & Conquer, which provides more insights into the building and the artifacts.By building the Artifact Gallery, you'll be able to access the artifacts and gain additional buffs!Upgrading the Artifact GalleryTo upgrade the building, you'll need Artifact Gallery Schematics found in the Artifact Restoration chest. This chest can be opened with Artifact Tokens, received upon defeating Formation Armadas. The premium Artifact Restoration chest can be opened with premium Artifact Tokens earned by leading a Formation Armada.As you progress through the building's levels, you'll gain significant buffs to Hull Health, Shield Health, and an increase to the Artifact tokens received after defeating Formation Armadas.It's also important to keep upgrading as artifacts have specific building level requirements at levels 1, 5, 10, and 15.Lastly, upgrading the Artifact Gallery will improve the Artifact Restoration chests by adding higher-level artifacts.ArtifactsArtifacts are unique and powerful items that will grant a wide range of highly potent buffs to the ones who acquire them. From the K'T'Inga Scale Replica (increases G4 Material Cost Efficiency for all ship components) to the Bat'leth of House Martok (increases Damage against Players for all ships), and Scotty's Trident Scanner (increases Ship Part Cost Efficiency for all ship components); the artifacts are an invaluable addition to your Gallery.To acquire and upgrade them, you will need to collect shards via Formation Armadas and the Artifact Restoration chests in the Artifacts tab of the store. Important notesEach level of Formation Armadas rewards shards of a number of specific artifacts. This way, Commanders can focus on getting shards for specific Artifacts. The destruction of different levels of Formation Armadas is required to acquire all Artifacts.The Premium Artifact Restoration chest is guaranteed to give at least one rare or epic Artifact shard per roll.

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title/question: The Hazardous Road to the Top (Hazards)

keywords: ['hazards', 'hazard']

answer: Hazards - these are system wide dangers that will test your bravery and deal damage over time to ships within the system, being able to destroy ships if not resisted, but also offer some unique rewards to the Commanders able to overcome them, including an exclusive G6 Combat

Tree Node currency. A new system view for '˜Hazards' will also be included. Note that Hazard damage will stop once a player enters battle and leaves the system. - Mining in hazard space will have its benefits: resources will be gathered faster, raw ship parts will only be mined on these systems (the amount of parts gained during combat will be more generous, when compared to non-hazard systems) and reputation gains will be higher as well. And good news - if your ship is destroyed by the Hazard, you won't lose your loot.- 3 main types of Hazards will be available: Ion Storm, Radiation and Asteroid Field. A special hazard called Nameless Horror'⬚ will also be present in some specific areas of the game. Each hazard will have its own strength, up to 5 different levels, and they will do DOT (Damage Over Time) to the hull of the Ship. - Hazard resistance will come from various sources: Abilities, Researches, Refits (Uncommon Combat Ships) and Consumables. Base resistance covers all of the hazards and there is also hazard resistance per hazard type that can be checked in the Ship stats. To help understand when a Ship was destroyed by Hazards, there will be a new tab called "Destruction Reports", accessible via the Battle Log reports button.

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title/question: Find your STFC store receipt

keywords: ['xsolla', 'receipt', 'scopely', 'id', 'scid', 'webstore', 'web', 'store', 'multiphasic']

answer: To locate your Star Trek Fleet Command Store receipt, simply login to the Scopely Account email that was used for the purchase and searches in your email account by using keyword combinations, such as: '˜Scopely', '˜Star Trek Fleet Command', '˜Xsolla', 'Purchase', and 'Receipt'.Kindly make sure to search your Inbox and Spam folders.If you cannot locate your receipt with the above steps, please review this article.

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title/question: Enterprise NX-01Â

keywords: ['nx-01 enterprise', 'ceramic composite', 'xindi-aquatic', 'nx01', 'nx-01', 'polarized hull']

answer: Originally named the SS Yorktown, the Enterprise NX-01, a remarkable explorer, was initially launched to venture into and explore deep space. However, the ship and its crew, lead by Jonathan Archer, were assigned a new directive: to journey into the Delphic Expanse and intercept the Xindi to frustrate their plans of unleashing a devastating weapon capable of destroying the Earth.With its formidable warp speed and armaments, the NX-01 proved to be a great tool in confronting the Xindi hostile forces. Furthermore, it was crucial in establishing the United Federation of Planets.How can you add it to your fleet?To construct the Enterprise NX-01, your Shipyard must be at least level 40. You can acquire 1 or 2 NX-01 blueprints daily from the Exborg Store. Alternatively, a complete unlock is available through the Offers tab.Why should you add the Enterprise NX-01 to your fleet?The Enterprise NX-01 consistently ensures guaranteed drops of Ex-borg credits across all rarities, providing strong access to all the Favors & Bundles within the Ex-Borg faction store. Additionally, the NX-01 exclusively procures shards for the new officer, Picard Hugh. Also, the ship boasts a spacious cargo bay, substantial HHP (Hull Health Points), and rapid

impulse speed, which makes it exceptionally flexible beyond its gameplay loop.What are the Nx-01 Enterprise's abilities?Learning The Hard Way: This passive ability enhances base damage against Xindi-Aquatic hostiles.Polarized Hull: Another passive ability, it deflects 9 shots from each Xindi-Aquatic weapon (they usually fire 10 shots, so with this ability you reduce it to 1 - they can still fire, but less!) These two passive abilities provide essential boosts during battles against Xindi-Aquatic hostiles, making the Enterprise NX-01 the optimal choice for such encounters.Long Road Ahead: This active ability temporarily reveals the depths of deep space, allowing those systems to be viewed for a period. It enables users to inspect Deep Space without requiring a ship to be physically present. This feature is invaluable for reconnaissance missions, scouting out enemy targets, observing OPC miners, previewing token systems in advance, gaining an advantage in territory capture, and other strategic maneuvers.How to upgrade it?The Enterprise NX-01 can be upgraded using Ceramic Composite, obtained by destroying Xindi-Aquatic hostiles and exchanging their dropped loot in the NX-01 refinery. Important notesUnlocking the Enterprise NX-01 Picard Refit adds a valuable new refinery feature, granting an additional Delphic Expanse travel token each day. Acquiring this upgrade brings a substantial improvement to the loop.Advancing to higher tiers on the NX-01 significantly enhances rewards distributed in the refinery. Refer to the information provided by the "i" button on the NX-01 refinery bundles for detailed insights on how these rewards scale.

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title/question: Augment

keywords: ['augment', 'faction', 'reputation', 'plutonium', 'hijacked', 'data']

answer: Superior ability breeds superior ambition.'⍰The Augment Faction is positive-only, meaning it's impossible to lose reputation depending on your actions. You can acquire Augment Reputation by completing Missions and events, or purchasing the corresponding packs in the Augment Faction Store.The Augment Faction store is where you can purchase Augment Tokens, Common - Rare Plutonium (Needed for Botany Bay, and Hijacked Ships), Hijacked Ship Blueprints, Independent Credits, Augment Recruit Chests, and Special Avatars.The primary currency for the Augment store is Corrupted Data (Red) and Decoded Data (Green) which can be mined in the Augment space. These can be traded for Augment Credits, which are used to purchase other Items in the store.The Botany Bay is the most efficient ship for mining Data. Due to how Khan's Experiments have adjusted Augment Space, the Higher the system, the faster the Data can be Collected!Important note, as you increase your Reputation with the Augments, the other Races in the Augment Sector (who dislike Khan and his Augments moving in and disrupting their systems) will become hostile. They might even hire Bounty Hunters to target you while in Augment Space.

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title/question: Romulan

keywords: ['romulan', 'faction', 'reputation']

answer: "Jolan tru"The Romulan Faction is one of the three core factions you can progress through the game. As you kill Federation, Romulan, and Klingon hostiles, you will notice that each of them gives Positive and Negative Reputation points. To progress through the ranks, you need to focus on gathering Positive reputation from your actions. There are several ways to collect Reputation points, like participating in Faction events, killing opposite Factions hostiles, completing missions, etc.As your reputation changes, you will be categorized accordingly in the Romulan Faction store. If your Category is below Tolerated, you will spawn an Enemy Hostile once you enter Romulan space, and a greater than normal power ship will try to destroy you for invading!Each Tier of Positive Reputation unlocks new items, which can be purchased from the Romulan Faction store mainly by using your Romulan credits. The list of items is long, but among others, you can find Blueprints for Romulan ships, Romulan recruit tokens, and raw resources.Important note, you will find Commendations among the list of items available for purchase in the Faction store; they are only needed for specific missions and should only be purchased when that mission is on your Active list.

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title/question: Known Issues

keywords: ['admiral', 'alliance tournament', 'refinery', 'faction store', 'daily goals', 'claim all', 'officers', 'chests', 'mudd', 'field training', 'button', 'forbidden tech', 'stuck ship', 'discovery', 'jump', 'notifications', 'login', 'server', "q's trials", 'trials', 'pve', 'limit', 'hostile', '2000', "jem'hadar"]

answer: Many reported issues will get resolved relatively quickly, but sometimes it can take longer to get to the bottom of a technical issue or bug.Here is where you can find a list of issues currently being investigated by our developers.This list will be updated regularly, and issues will be added and removed as discovered and resolved.If you can report an issue or bug you do not see listed here, please submit an in-app support ticket and let our team know.Last Updated: February 05Missing Admiral Event TicketsIssue Description: After a certain number of these tickets is gained, players seem to stop receiving them.Issue Status: Intended, the limit is 6000 tickets and we encourage players to use them, otherwise they will not acquire any additional tickets.Issues with Alliance TournamentsIssue Description: We're receiving multiple reports about AT, including tasks not scoring and tasks ending prematurely. This is not intended and we apologise for the inconvenience.Issue Status: InvestigatingOpening Multiple Recruit chests not granting all the recruitsIssue Description: We've received reports stating that using the multi-open for chests is not giving multiple rewards, just the ones for a single pullIssue Status: The team is actively investigating and this seems to be purely visual. We're working on a fix.Unable to Claim Field TrainingIssue Description: Sometimes completed Field Trainings can become unclaimable, although this is visual it needs to be manually adjusted by the devs. Please raise a ticket with the CS Team.Issue Status: InvestigatingStuck ShipIssue Description: Ships getting stuck after random actions and troubleshooting steps cannot unstuck the ship. Please contact CS for a resolution.Issue Status: InvestigatingMissing Hostile LootIssue Description: The PVE limit of 2,000 per day prevents players from gaining additional experience, resources, reputation points, or chests when killing hostiles. This resets daily at 5 AM UTC and does not apply to mission hostiles, player ships/stations, and armadas.Issue Status: Not an issue. Intended. Forbidden Tech Ability not displayed on Battle LogsIssue Description: When a player equips FTech and engages in either PVE or PVP battles, it has

been observed that the FT abilities are not showing up on the battle logs.Issue Status: Upgrading the FT while it's equipped might not automatically update the buffs it gives. We recommend players to re-equip the FT as a temporary workaround.