SWTOR PLANETARY CONQUEST

Objective

Regular Conquest: To place within the ledger boards of the top ten Guilds in Conquest and/ or to execute an invasion that promotes the best possible way for members to achieve their personal conquest point goal.

Ultimate Goal: To Conquer planets as one of the main branches of Ruin.

Planetary Conquest Basics

What is Planetary Conquest?

Planetary Conquest is a weekly rotating activity that all players can participate in. While this is largely intended for guilds and their members, players without guilds can also participate but they won't be able to reap all the benefits.

Conquest Events are listed on the second tab of the Mission window. To access the Conquest event information, press L and go to the Conquest tab.

The three sections with the most essential information are:

1) This week's conquest and objectives.

2) Guild Leaderboards for each conquerable planet per each Conquest.

3) How much your character has contributed, their rewards, and the guild's total.

Add in doc links: Basics, Rewards, Points, Descriptions, Resources, Addendum, ^ Top (in proper order)

Conquests & Objectives

There are currently 14 different Conquests.. Each one lasts a week from Tuesday, 5am PST (-8GMT) until the end of Sunday. The Conquests rotate each week so that the same Conquest is not held for for multiple weeks in a row.

Each Conquest involves a few different planets and daily areas that provide bonus points for guild members, when their guild selects a planet to invade from those listed in the Conquest that week. Non-guild members cannot receive an invasion bonus; it is a guild-only benefit.

While you won't be able to see all the Conquests in the **Conquest tab**, you can get a peak at all the different conquests in the **achievements** menu (need shortcut).

Each Conquest is different and has different objectives. Some objectives are repeatable, while others are one-time rewards for a Legacy. It's completing objectives that earn you and the guild points. All of the Conquests listed that are in gold, have links provided if you click on them.

List of Planetary Conquests and Events

1. **Clash in Hyperspace**
2. **Death Mark**
3. **Emergency Operations**
4. **Flashpoint Havoc**
5. **Relics of the Gree**
6. **Rakghoul Resurgence: Alderaan**
7. **Rakghoul Resurgence: Corellia**
8. **Rakghoul Resurgence: Tatooine**
9. **Revenge of the Revanites**
10. **The Balance of Power**
11. **The Dread War**
12. **The Trade Emporium**
13. **Titans of Industry**
14. **Total Galactic War**

Conquest Rewards (still editing text)

There is a personal goal award and a guild award that can be acheived once per character, for the Conquest of the week. To receive the personal goal rewards, you must earn 20,000 or 25,000 depending on the conquest before the time limit (1 week) expires. To earn the guild rewards your guild must place in the top 10 in the leaderboards for the planet you have invaded.

Once you have completed your goal on a toon, that toon cannot get another reward for that conquest, however they can still contribute points to the guild's total. Because the awards are given out for each character on your account character, if you have a second character in the same guild, they can also achieve both their personal goal and the guild goal.

Add in doc links: Basics, Rewards, Points, Descriptions, Resources, Addendum, ^ Top (in proper order)

The Personal Reward gives you: (need to add credit amounts back in)

- Gathering Lockbox (Universal) – Contain 3 random material gathering decorations which can be harvested for crafting materials
- 15 Green Jawa Junk/ Scavenged Scrap
  10 Blue Jawa Junk/ Assorted Droid Parts
  Strategic Resource Matrix

The Guild Reward gives you:

27,540+ 50,000 = 77,540 credits and the following
Gathering Lockbox (Universal) – Contain 3 random material gathering decorations which can be harvested for crafting materials
10 purple/artifact Jawa Junk

- One of the Encryptions for unlocking rooms in your guild flagship (on average you need around 100-300 Encryptions to unlock a room)

(add note about jawa junk & Personal)
The personal rewards are given at the moment you meet the goal, and the guild rewards are given the day Conquet resets (Tuesday PST) only if the guild places in the top 10 of the leader boards. Guild reward progress is reset if you leave and join another guild.

How Points Are Awarded (Fix text lalala)

Each Conquest will have 3-4 different planets or daily areas that your guild can invade. You must have a guild flagship to be able to invade a planet (50 million credits). Once you picked a planet and started your invasion, you will be locked into that planet for 3 days minimal and cannot switch to another planet until then.

Each planet favors different kinds of objectives. In The Balance of Power Conquest for example, invading Alderaan give you invasion bonus towards flashpoint and warzone objectives while invading Voss give you invasion bonus towards Crafting and War Supplies. Make sure you picked a planet that plays to your guild's strengths and has the potential to earn the most points.

The leaderboards section will display the top 10 guilds with the most points. To conquer a planet, your guild must invade that planet and place **first place** on that planet's leaderboard when the conquest finishes. At the end of the Conquest week, your guild will be conquerors of that planet and this give you access to Walker mounts and Starship Flybys assuming you have

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finished the reward tracks. In addition to the planet specific temporary walker mounts, you also get a special legacy title for each planet you have conquered. If you managed to conquer all 15 planets, you get The Galaxy Conqueror legacy title. If you didn't get first place, you can still receive guild rewards for placing on the top 10 leaderboards of a specific planet.

Benefits Of Invasion & Guild Membership (fix text below)

Something worth mentioning, the objectives points is the Guild Invasion Bonus. Depending on which planet your guild choose to invade, you can get bonuses towards certain objective that give you even more points. For example, let's look at the Alderaan: Heroic Mission objective. This will grant you Guild Invasion Bonus of Alderaan x3.

- This objective will give you only 500 pts normally but if you guild invades Alderaan, doing this objective will give you 3 times as much points, totaling to 1500 pts instead of 500 pts (not counting Stronghold bonus which we will discuss later). The points on the objective list already reflects this bonus

Something that is potentially confusing is that regardless of which planet your guild is invading, you can still do objectives on other planets and gain points. For example, if your guild is invading Alderaan, you can still do the objectives located on Makeb and gain points towards the Alderaan Guild Leaderboards. You probably won't get as much points since the objectives in other planets may not have the guild invasion bonus attached to them.

- In the example shown below, Critical Missions: Makeb will grant you 1500 pts on the Alderaan Guild Leaderboards and your personal/guild reward tracks. However, since my guild is currently not invading Makeb, I do not get a Makeb x3 bonus and this is just 1500 pts. If my guild was invading Makeb, this would give me 4500 pts instead.
- You will know which ones you get the bonus points for because they will be in green when viewing the L tab and then if you select the individual mission you will see the planet name (Alderaan x3) in green as well. Any points in blue are standard points you will receive even if you are not invading the planet nor in a guild.

Benefits Of Owning Decorated Strongholds (fix text below)

You may have noticed under Personal Reward there is something called Stronghold Bonus. This bonus come from your personal strongholds. Each 100% completed personal stronghold will

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grant you 25% bonus towards Conquest points for a maximum of 100% bonus from four 100% completed personal strongholds. Completions are earned by placing decorations.

What this means is that if you normally earn 500 points for completing an objective, you will now earn 1000 points if you have 100% Stronghold bonus. However, keep in mind that if the objective also have Invasion Bonus, this is calculated a bit different.

Lets say you have 13% Stronghold bonus and 3x Invasion Bonus for a 500 points objective. You will get (500 x3) + (500 x 0.13) = 1565 points towards your personal/guild rewards and guild leaderboards. It is not 500 x 3 x 1.13 as you might have expected.

The Truth About Conquest (Fix Text Below)

The unfortunate truth is that larger guilds with more active players will accumulate points at a faster rate than small guilds and will more likely to top the leaderboards, get their temporary walker mounts and their legacy titles since there isn't any caps or restrictions. Larger guilds tends to have more crafters, more players that run flashpoints, warzones and all the activities that contribute points. Smaller guilds will either need to have more dedicated players with lots of playtime to compete. Whether or not this will cause more guild mergers/dramas will remain to be seen.

Best way to earn points is to first make sure you have personal strongholds that are as high completion % as possible for maximum stronghold bonus. Then whatever that is easiest for you, be that crafting war supplies, warzones, farming heroics etc.

Brief Descriptions of Individual Conquests

Conquest: Clash in Hyperspace
Republic and Imperial fleets have engaged in protracted battles in several major systems and require the assistance of all able-bodied starfighter pilots.
Conquerable Planets: Balmorra, Hoth, Corellia, Ilum
Activities: Flashpoints, Starfighter, Warzones, Operations
Personal/Guild Reward goal: 20,000

Conquest: REPLACE WITH SECOND CONQUEST
REPLACE THIS INFO - THIS IS A PLACEHOLDER and Imperial fleets have engaged in protracted battles in several major systems and require the assistance of all able-bodied starfighter pilots.

Add in doc links: Basics, Rewards, Points, Descriptions, Resources, Addendum, ^ Top (in proper order)

(I will continue with the full list)
Conquerable Planets: Balmorra, Hoth, Corellia, Ilum
Activities: Flashpoints, Starfighter, Warzones, Operations
Personal/Guild Reward goal: 20,000

Conquest Resources and References (fix text below)

Space reserved for disclaimer. ** means it still need the link

Conquest/ Event Calendars

SWTOR Calendar
5.0 Operations GF Schedule**
Dev Conquest Calendar (Forum)

Conquest Data
SWTOR Conquest

Basic Information
Dulfy**
Vulkk**

Event Descriptions and Guides
Dulfy Planetary Conquest Guide

Enemy Commanders and Bases

Crew Skills
Tor Community Skill Guide

Crafting Materials
Gathering Resource Nodes

War Supplies/ Invasion Forces/ Dark Projects

Rewards & Their Uses

Personal Strongholds (Conquest)

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Guildships (Conquest)

Setting Invasion

(I'm considering adding an 'advanced' section for strategies after resources as an addendum)

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