



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Strongholds of Star Wars: Knights of the Old Republic

In August of 2014, SWTOR introduced Galactic Strongholds into the game for the first time. Strongholds are essentially a character or a guild's 'home' that you're able to decorate however you prefer. Achievements for decorations, crafting prefabricated components, and for acquiring strongholds was added to the game as well.

For many of us, Strongholds are a way to be creative and immerse ourselves in part of the story. Perhaps we want to show off what we think is the best Underworld Bar, or the best Sith Enclave. It also allows us a sanctuary that's easily accessible for the purpose of acquiring exp while resting, as well as avoiding the potential lag of either Fleet when full of other players.

Guild Strongholds whether it's a Guildship or a Planetary Stronghold, are investments far greater than any individual stronghold. The guild ship itself requires a guild with a minimum of (x) people and (x) credits to obtain. Then you have to acquire frameworks for each room on each deck to fully unlock the ship. All of the Planetary Strongholds, like Rishi or Manaan, also have increased purchase costs for guilds.

Guild Strongholds are a GUILD achievement. It's a matter of pride to own a fully unlocked guildship that's decorated not just with the utilities everyone uses, but with the best decorations the game has to offer. It's a measure of the time and investment all of the members have put into the guild. It's the way to create a lasting legacy as a community that endures as long as the guild endures.

Benefits of Guild Strongholds

Guild Planetary Strongholds and Guild Ships let all members have equal access to all of the basic utilities offered the game for strongholds. Namely: Mailboxes, Guild Banks, Legacy Banks, Cargo Bays, Appearance Modification Stations, Item Modification Stations, and numerous vendors.

But the Guild Ships provide even more benefits in terms of traveling between planets involved in the weekly Conquest by moving the ship and stationing it above specific planets. For travel, once you arrive on the guild ship (U > Guild > select Guild ship > Travel), you can then use the exit map function on the mini map or board an escape pod to travel to the planet the ship is stationed at. Orbital support can then be activated, to ensure that all guild members receive a stat buff while doing planetary missions on that chosen planet.

[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

RUIN'S IMPERIAL STRONGHOLDS



Harrower Class Dreadnaught

The Imperial Guild Flagship acts as a base of operations for Imperial SWTOR guilds, and can be decorated like a stronghold. [need better image]

As the largest and most heavily-armed vessel in the Imperial Navy, a single Harrower-class Dreadnought is capable of holding its own against fleets of starfighters or several smaller warships. Dreadnoughts are typically used as the backbone of the fleet. They normally coordinate fleet attacks and are simultaneously able to absorb extensive enemy fire while engaging in its own offensive attacks.

This domineering guild flagship is stationed near the Imperial Fleet when purchased and can be moved to locations throughout the galaxy. In the SWTOR story this flagship has enough room for a 2,400 crew members, 7,300 troops, 95 starfighters, 32 bombers, 35 shuttles, turbolasers, quad laser cannons, ion cannons, proton torpedos, and concussion missile launchers. It is greater than 800 metres long, but it is slower and less agile than its Republic counterpart. The stronghold version is a scaled down version of the original, but is no less impressive! [add source of info as a note]



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Our Ship (DOES IT HAVE A NAME?)

PLACEHOLDER TEXT BELOW - BRIEF INSERT OF OUR GUILD SHIP

As the largest and most heavily-armed vessel in the Imperial Navy, a single Harrower-class Dreadnought is capable of holding its own against fleets of starfighters or several smaller warships. Dreadnoughts are typically used as the backbone of the fleet. They normally coordinate fleet attacks and are simultaneously able to absorb extensive enemy fire while engaging in its own offensive attacks.

This domineering guild flagship is stationed near the Imperial Fleet when purchased and can be moved to locations throughout the galaxy. In the SWTOR story this flagship has enough room for a 2,400 crew members, 7,300 troops, 95 starfighters, 32 bombers, 35 shuttles, turbolasers, quad laser cannons, ion cannons, proton torpedos, and concussion missile launchers.

[NEED TO MAKE IMAGES TO PUT HERE/ SMALL ONES SHOWING HIGHLIGHTS OF BRIDGE AND A FEW ROOMS. NEED to avoid making this a doc that crashes everyone's computer though ...]

[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Planetary Headquarters: Rishi

[IMAGE]

REPLACE THIS TEXT - THIS IS PLACEHOLDER TEXT

As the largest and most heavily-armed vessel in the Imperial Navy, a single Harrower-class Dreadnought is capable of holding its own against fleets of starfighters or several smaller warships. Dreadnoughts are typically used as the backbone of the fleet. They normally coordinate fleet attacks and are simultaneously able to absorb extensive enemy fire while engaging in its own offensive attacks.

This domineering guild flagship is stationed near the Imperial Fleet when purchased and can be moved to locations throughout the galaxy. In the SWTOR story this flagship has enough room for a 2,400 crew members, 7,300 troops, 95 starfighters, 32 bombers, 35 shuttles, turbolasers, quad laser cannons, ion cannons, proton torpedos, and concussion missile launchers. It is greater than 800 metres long, but it is slower and less agile than its Republic counterpart. The stronghold version is a scaled down version of the original, but is no less impressive! [add source of info as a note]

[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

RUIN'S REPUBLIC STRONGHOLDS



Republic Valor-Class Carrier [check name]

During the renewed conflict between the Sith Empire and the Galactic Republic many Valor-class warships were deployed against the Empire in several battlefields including Corellia, Ilum and were in several schisms as well. A number of these warships would also go on to do what was believed impossible by assaulting the Imperial Capital itself.

This spacious guild flagship is initially parked near the Republic fleet, but can be moved throughout the galaxy. It has room enough for a 1,900 crew members, 5,000 troops, 40 bombers, 25 shuttles, 110 starfighters and an armament of turbolaser cannons, quad-laser turrets, ion cannons, proton torpedos, and concussion missiles. It is greater than 500 metres long and matches the Harrower-class Dreadnought in terms of size and firepower, but it was only armored where needed. This allows it to be faster and more agile than the Harrower.

The version of this ship that has been developed as a guild stronghold is of smaller scale than the actual size to keep it readily renderable by computer and laptops, kept within appropriate limitations to keep to existing server resources, and to keep it within a player or guild's ability to purchase and decorate. [add source of info as a note]



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Our Ship (DOES IT HAVE A NAME?)

PLACEHOLDER TEXT BELOW - BRIEF INSERT OF OUR GUILD SHIP

We can also put in the information that one more room for the guild ship needs to be completed. It's not going to take much longer thankfully. We're halfway there already.

[NEED TO MAKE IMAGES TO PUT HERE/ SMALL ONES SHOWING HIGHLIGHTS OF BRIDGE AND A FEW ROOMS. NEED to avoid making this a doc that crashes everyone's computer though ...]

[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Planetary Headquarters: Rishi

[IMAGE]

REPLACE THIS TEXT - THIS IS PLACEHOLDER TEXT

I'd like to include a paragraph of why we have two Rishi SH's and that it's the guild members choice to have them. We wanted the PvP zones, essentially.

This domineering guild flagship is stationed near the Imperial Fleet when purchased and can be moved to locations throughout the galaxy. In the SWTOR story this flagship has enough room for a 2,400 crew members, 7,300 troops, 95 starfighters, 32 bombers, 35 shuttles, turbolasers, quad laser cannons, ion cannons, proton torpedos, and concussion missile launchers. It is greater than 800 metres long, but it is slower and less agile than its Republic counterpart. The stronghold version is a scaled down version of the original, but is no less impressive! [add source of info as a note]



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Acquiring and Unlocking Guildships

Blah blah blah - will make this sound good - lovely table of info below on astronomical costs of guild ship

Guild Ship Unlock Costs (Imperial & Republic)

<u>Section (# of rooms)</u>	<u>Credits (each)</u>	<u>Encryptions (E) OR Frameworks (F)</u>
Initial Purchase	50 million	n/a
Bridge	n/a - It's included in initial purchase	
Officer's Deck	n/a - It's included in initial purchase	
Command Deck: Quad	5 million	25o Command E or 5 Command F
Command Deck: Room (3)	5 million	25o Command E or 5 Command F
Crew Deck: Quad	5 million	200 Logistical E or 5 Logistical F
Crew Deck: Room (6)	5 million	100 Logistical E or 2 Logistical F
Hanger Deck	5 million	200 Engineering E or 4 Engineering F
Individual Hangers (2)	5 million	200 Engineering E or 4 Engineering F
Engine Room	5 million	300 Engineering E or 6 Engineering F
<i>Total Costs:</i>	<i>125 million</i>	<i>54 Flagship Plans</i>



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Decorating Strongholds

REPLACE THIS TEXT - THIS IS PLACEHOLDER TEXT

This domineering guild flagship is stationed near the Imperial Fleet when purchased and can be moved to locations throughout the galaxy. In the SWTOR story this flagship has enough room for a 2,400 crew members, 7,300 troops, 95 starfighters, 32 bombers, 35 shuttles, turbolasers, quad laser cannons, ion cannons, proton torpedos, and concussion missile launchers. It is greater than 800 metres long, but it is slower and less agile than its Republic counterpart. The stronghold version is a scaled down version of the original, but is no less impressive! [add source of info as a note]



[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

--saving the stuff beyond this for later--

Decoration Projects

[Either]

- WANTED! DECORATIONS! - We love to make our guild strongholds and ships the best in SWTOR! Donate through the guild vault - drag and drop decorations into a partially filled tab, or buy a copy from you collection. DESIRED ITEMS: Sith/Jedi or Imperial/Republic - Main Boss Drops - Planetary Rep Decos!

- MOUNTS & PETS ARE DONATABLE THE GUILD - It's inexpensive and easy - Just click > U, then 'personal' in the Deco section. Next, find the mount/pet you want to donate, click on it, and select 'purchase'. If there is no purchase allowed, we have it already or it's one of the rare few that's not donatable. Every pet/mount helps us to make the best strongholds!

[Imperial]

- GUILD DREADNOUGHT - Available to all members! Has access to Galactic Trade Network, all utilities including the 3 types of storage bays. Located on the bridge down the escape pod hall. The ship is regularly positioned at Conquest & Event locations to provide free transport to a planet's surface.

[Republic]

- GUILD VALOR-CLASS CRUISER - Available to all members! Has access to Galactic Trade Network, all utilities including the 3 types of storage bays. Located on the bridge down the escape pod hall. The ship is regularly positioned at Conquest & Event locations to provide free transport to a planet's surface.

[Imperial - Ruinous] NOTE: I need to verify their location and update this message.

- NEED TO SEE A JAWA VENDOR TO GET MATERIALS? - Avoid FLEET! Travel to the GUILDSHIP. We have all three: premium/ green, prototype/ blue, artifact/ purple. They're located - [to be filled in]. The banks/ vaults are located close by at - [to be filled in]. No more lag, avoid exploding plague bearers, and use the ship for transport to the local Conquest planet or weekly event.

[Republic - Ruination] NOTE: THIS IS IMP MESSAGE - WILL CHANGE LATER FOR PUBSIDE

- NEED TO SEE A JAWA VENDOR TO GET MATERIALS? - Avoid FLEET! Travel to the GUILDSHIP. We have all three: premium/ green, prototype/ blue, artifact/ purple. They're located - [to be filled in]. The banks/ vaults are located close by at - [to be filled in]. No more lag, avoid exploding plague bearers, and use the ship for transport to the local Conquest planet or weekly event.

[Stream Team](#), [Twitch](#), [Youtube](#), [Facebook](#), [Twitter](#), [Instagram](#), [Patreon](#)

Stronghold Guides and Resources

Online Stronghold Guides

♦ Tor Decorating (most popular site), - [Imperial Dreadnaught](#)

[Republic Cruiser](#)

[Crafting for Encryptions](#)

[Examples of Decorated Dreadnaughts By Guilds](#)

[Examples of Decorated Cruisers by Guilds](#)

♦ Dulfy: - - - - [Personal & Guild Non-Ship Strongholds & Costs](#)

[List & Summaries of Stronghold Articles on the Site](#)

[The Guild Flagships and Costs to Unlock](#)

♦ Vulkk:

♦ Other:

♦ Other:

Other:

Guild Decoration Guides

- [SWTOR Galactic Stronghold Decorations List](#)
- [Starter Guide](#)
- [Republic Valor Class Cruiser](#)