

STO STF'S IN A NUTSHELL

STF = Special Task Force - a callback to the days of old where all we had were the borg que missions. Now, it is a misnomer but calling a Que just sounds weird to me at least.

Everybody needs a little help from time to time and there are a TON of missions in STO. This guide is intended to help players both new and old, but you will not find every single detail for every STF here - just the essentials of what you need to know before running a mission, or attempting to figure out what went wrong afterwards. Some missions give suggested weapons, but you will need a solid base setup in order to survive - especially kit modules that enhance your play style and career. There is no one size fits all ground build. That is a topic for another place.

With so many different missions it is hard to keep track of what you need to do, and I think a lot of people shy away from missions I find really easy because they just haven't been exposed to it. This guide is intended to help remove those barriers or help recall the specifics of the mission. Hopefully the reader will be encouraged to try out missions you may not have run before or return to an oldie but goodie.

ASSAULT ON TEROK NOR

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

ATMOSPHERE ASSAULT

ALSO KNOWN AS –

REGION – Space, shuttle

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

Azure Nebula Rescue

ALSO KNOWN AS – ANRA, AZURE

REGION – Space

GOOD, BAD & UGLY - Can't fail, but it's pretty tough (and very random) to be able to get the optionals. Used to be popular for Argonite gas. This is a time gated mission so you know how long it will take however there is nothing you can do to speed it up either. The combination of these really do a number on the fun factor.

EXPECTED RUNTIME – 12m

SUMMARY – There are 4 areas where Romulan ships spawn, most teams will break up into 3/2 with one group watching the 2 North spawn areas, and the other watching the 2 Southern spawns. The larger the ship the larger the reward (thus the randomness). There are 4 tractor beams locked on to the spawning Romulan ships and a Tholian battle group will warp in to interrupt you, so you pretty much have to kill them all first. Generally, it's simpler and easier to just kill them all and have 2 people deactivate the tractor beams. Once the Romulan ship is free move on to the next spawn area. Some stronger builds might hold up to going Lone Wolf.

PLAY IT ON – Advanced.

Borg Disconnected

ALSO KNOWN AS – BDA, BDE

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

Breaking the Planet

ALSO KNOWN AS –

REGION – Ground

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

BROTHERHOOD OF THE SWORD

ALSO KNOWN AS – BOTSE

REGION – Ground

GOOD, BAD & UGLY – Vs. Iconian Heralds and their minions.

EXPECTED RUNTIME –

SUMMARY – The pattern for this mission is to:

- 1) Clear the room
- 2) Activate the console, when you do 2 more consoles will spawn in random areas with a defense force which need to be deactivated within a timeframe (and pretty quick). Focus on spreading out before activating the first console during the clearance stage and IGNORE the defence spawns. It really helps to have defensive measures to keep you alive during that period

PLAY IT ON – Elite

BUG HUNT

ALSO KNOWN AS – BHE

(Kudos to Admiral Marcase for this writeup!)

REGION – Ground

GOOD, BAD & UGLY – It's messy, but good fun. Lot's of mobs, Engineers with full shields and mines do well here. Bugs don't have shields, so go full kinetic. Most annoying ones are the flying ones as they can confuse you, so focus on those first. Need a good team, and +Toxic armor, traits and heals. Avoid getting splashed by the white goo. Most important of all is to kill the pink bugs at the very start of each 'level'; they run away and are hard to catch up with due to angry mobs.

EXPECTED RUNTIME – 30+ minutes

SUMMARY – You beam in and are contacted by the NPC *in, join your team at the start and race forward to kill the first Pink Bug. Avoid getting mobbed, and keep moving. Second and third map include 'artillery bugs' on ridges which are annoying, but the flying ones are deadly (when you're looking up, you don't notice the bugs gnawing at your legs). You will proceed underground where the bugs will get a bit nastier, but not overtly so.

The following map the NPC will place another bomb, and needs cover - this is your mission. Again engineers with Shields can keep the bugs at bay.

The final map is a face-off with the Hive Queen. She's covered by artillery bugs up high, and mobs on the ground. The NPC will demand cover to place bombs - however, this is extremely difficult even on

Advanced (nevermind Elite). Best is to kill the Queen and let the NPC do his thing (which is dying). The difference in rewards is negligible. Focus on killing the artillery bugs first - they will respawn, but will give you a short window to focus fire on the Queen.

PLAY IT ON – Elite

COLONY INVASION

ALSO KNOWN AS – ?

REGION – Ground

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

COUNTERPOINT

ALSO KNOWN AS – CP, CPA, CPE

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

CRYSTALLINE CATASTROPHE

ALSO KNOWN AS – CCA

REGION – Space

GOOD, BAD & UGLY – Frequently run as an event with some additional spins, this one can be quick. 10 player/2 team mission, but can be run with fewer if desired.

EXPECTED RUNTIME –

SUMMARY – Either kill or avoid the tholians and any mirror ships and focus your fire on the Entity. The entity will spawn large shards and send them at you. The shards hurt pretty good if you get close, and will break into smaller shards and attempt to return to the entity increasing its resistance and damage so you really don't want that to happen, spam/time GW to keep them all at bay so you don't have to worry about it.

The entity will become highly resistant to energy weapons at 66% and 33% HP, and will return all energy damage sent in with a BPAOE blast. You will want to be prepared with good resistances or just move 10km away. The entity resists don't say anything about kinetic weapons so bring a siege engine for some silly high numbers. Or do it the standard way and just gun it down.

The event specials are neat tricks but don't really change the strategy, mostly just involving avoiding areas or controlling AOE to the Entity rather than trash mobs.

PLAY IT ON – Advanced

DAYS OF DOOM

ALSO KNOWN AS – DOD, DODA, DODE

REGION – Space, 23rd century

GOOD, BAD & UGLY – Heavily time gated, but some TOS die-hards might not notice since Scotty is giving some of the orders.

EXPECTED RUNTIME – ?

SUMMARY –

Phase 1: Clear the starbase.

Phase 2: It makes sense to split into 1 starbase defender as ships will spawn the entire time. The other 4 should head out to and clear the shipyard (the goofy looking icon).

Phase 3: The Starbase defender does his thing while the others travel to and from the shipyard to the Doomsday Device to drop warp cores in front of it. At some point, Scotty finally gets it right and you have to do it 1 more time while other ships spawn to specifically try and stop you. If the carrying ship is destroyed or in danger it can be dropped to be picked up by someone else.

PLAY IT ON – ?

DEFEND RH'IIHO STATION

ALSO KNOWN AS – DRSE

REGION – Ground

GOOD, BAD & UGLY – One of the easiest and fastest elite ques, so its great for farming elite boxes or Salvaged Tech. Best results will be achieved with a full team equipped with TR-116B Sniper Rifles as they completely bypass the tough Elachi shields. Having a rebreather can help, using an EV suit isn't as good. It's also rather dark and flashlights are available but they shouldn't be needed. Your map HUD will be disabled the entire match, a map might help keep your bearings:

<http://sto.gamepedia.com/File:RhIhhoStation.jpg>.

EXPECTED RUNTIME –

SUMMARY – There are 3 phases, each of which are timed so there is a bit of rush on elite.

Phase 1: Deactivate (destroy) Elachi devices. This can be really quick or very slow depending on the random timing and location of spawns and how well your team can handle themselves. Elachi will spawn to distract but it is not necessary to kill them so try to just avoid them if you can.

Phase 2: Free the engineers. They spawn in predictable places, but Elachi spawn to defend and this time you must kill them all in order to free each engineer at that spawn location. Sometimes they can go wandering and if so you must track them down. As a result it's generally best to not go Rambo and break up into a 2 groups 2-3 split and go in opposite directions.

Phase 3: Deactivate (destroy) Elachi devices. Head out to the main room and clear it, the main enemy is the Predator at the core - kill him and you can use the console to complete the mission.

PLAY IT ON – Elite

FEDERATION FLEET ALERT

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

FEDERATION STARBASE BLOCKADE

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

GATEWAY TO GRE'THOR

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

GORN MINEFIELD FLEET ACTION

REGION – space

GOOD, BAD & UGLY – Easy, but only normal difficulty. Pick up the daily for an extra dilithium boost. The #1 score gets a nice purple piece of equipment (this used to be a nice way to get those). Or maybe just vendor trash - the drops really haven't kept pace, although maybe you will get something to pass to an alt, or sell on the exchange.

EXPECTED RUNTIME –

SUMMARY – space battles vs Gorn

Phase 1: Clear mines around freighters, and if doing the daily collect minerals. Its easy just split up and FAW, rinse and repeat. Once complete and out of combat, you can jump to the next area, or just fly there if you have hot nacelles.

Phase 2: Clear and repair some facilities. Completing the final repair proceeds to...

Phase 3: Kill the boss, yep more Gorn spawn.

HIVE ONSLAUGHT

ALSO KNOWN AS –

REGION – Space

GOOD, BAD & UGLY – Want to blow up some borg ships? Here you go! The timer on Elite is **not** forgiving. Prepare to be 1-shotted in later phases unless you have very high resistances.

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

INFECTED: MANUS

ALSO KNOWN AS – IGA

REGION – Ground

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

INFECTED: THE CONDUIT

ALSO KNOWN AS – **ISA**, INFECTED, CONDUIT

REGION - Space

GOOD, BAD & UGLY – Kill Borg ships, LOL. This is the STF that started them all, and the most frequented STO que, probably even today. Additionally, it is/was used for benchmarking DPS for the channels dedicated to improving themselves and others, due to the good number of ships in a relatively small map. You should know WFP means Wait For Pets, for when someone wants to measure their DPS and want a chance to launch their pets before starting combat.

EXPECTED RUNTIME – 2 to 10 minutes, really high DPS teams can do it even faster and as of this writing the record is 1:09.

SUMMARY:

There is a Borg cube in front of you, and a huge gateway in the background which is your ultimate goal. The gateway is surrounded on both left and right with Nanite Transformers which are both surrounded by 4 Nanite Generators each. A good number of other ships will spawn as the mission progresses. I like to break it out into 4 phases.

PHASE 1: Kill the Borg ships in front of you. Kill them. When you do, a Cube will spawn above both transformers, along with a sphere or 2.

PHASE 2.1: Now you have a choice to go left or right. You have to take out the transformers first since they will heal the gate, and it has huge resistance and a mess of HP. **Most everybody completes this left to right**, so unless you worked it out ahead of time, just do that. On normal difficulty or with a great team, it probably won't matter much. Kill the cube first since it will heal the transformer if you don't, then the generators. When 1 generator is killed, about 8 spheres will come out of the gateway to try to heal the transformer – don't let them!

PHASE 2.2: Now, you have another option – **most everybody kills all the generators and the transformer before the spheres get there**, or you can try to delay or kill the spheres before they can heal the transformer - Gravity Well does an excellent job of this if you have a ship that can use it. HISTORY LESSON DISCLAIMER: In the “old days” before power creep got out of control, we used to have a “10%” rule, which meant to reduce every generator to 10% HP before killing any, thereby easing the destruction of the transformer and also focusing the entire team on the same transformer. In current days, this is

generally not necessary but can still be done if you really having trouble in completing the optional for extra marks. The group leader should work out the details ahead of time if there are concerns about how to do this.

PHASE 3: Repeat phase 2 on the other side of the gateway.

PHASE 4: Now you might think the Gateway is just a sitting duck however, once both transformers are destroyed, a Tactical Cube warps in to help defend. Everyone should start with the Cube since the Gateway will not hunt you down, but with a good team it won't really matter. If your leader wants to start with the Gateway, then just do it.

TIPS: Hazard Emitters (SCI) and Science Team remove the Borg Shield drain, use plasma resistant shields if you are still having trouble.

INTO THE HIVE

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

KHITOMER IN STASIS

ALSO KNOWN AS – KGA, KAGA, KAGE, possibly KSA but old schoolers will laugh at you or get confused if you use this

REGION – Ground

GOOD, BAD & UGLY – Fairly generous in marks for the runtime. Can get the Borg boff if you are fast enough.

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

KHITOMER VORTEX

ALSO KNOWN AS – KSA

REGION – space

GOOD, BAD & UGLY – One of the old standards in borg play. Takes a while and there are some moving parts and some teamwork is required for the optional.

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

KLINGON SCOUT FORCE

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

MINER INSTABILITIES

ALSO KNOWN AS – MINE, MIE, MI (these may be confused with Mirror Invasion) - thanks for the naming convention Cryptic!

REGION – Ground

GOOD, BAD & UGLY – Pretty easy elite, some time gated portions. I have found playing on Elite no more difficult than Normal, other than there is no safety net for the optionals. The reward is worth the risk with a decently prepared team, and by reading this you are prepared!

EXPECTED RUNTIME –

SUMMARY – Set in the 23rd century. Feds are allied with the Gorn for some mining expedition and the Rommies and Na'kuhl don't like it. Watch out for the grenade spam, they really hurt and will put you on your back in a hurry if you don't.

Phase 1: Time gated piece where you defend the miners from the South and West. A split of 2W/2S/1F seems to work well esp if the floater has sniper - he can just sit in the middle and pick off stragglers or run to help if someone should fall on either wing.

Phase 2: Rescue Gorn miners. Send the teams along the pathway and defeat the Romulans, but quickly enough to save as many of the Gorn miners as possible. You need them for the next part!

Phase 3: Clear out the overrun mining camp. Here the Gorn miners will bash down the doors and let you proceed. Note: on the South pass, you can stand on a ridge and snipe past the wall, or actually jump onto the wall and into the compound, but this generally has negative consequences on your health.

Phase 4: Guard the Gorn engineer while he turns off the drill for some reason or other. Of course this is the most complicated thing he could do and requires multiple stops and various consoles. While he does this the Na'kuhl beam in and try to stop him. Watch out the the distractions, you have to kill them first unless you are very fast at killing the Na'kuhl - its really quite annoying. After the Gorn turns the drill off 1 more team will beam in for a last ditch effort to stop you. Kill them all and cash in the rewards.

PLAY IT ON – Elite

NUKARA PRIME: SELF DESTRUCTIVE TENDENCIES

ALSO KNOWN AS – NSDTE

REGION – Ground

GOOD, BAD & UGLY – This one can be really tough, and is time gated if you can survive that long.

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

NUKARA PRIME: TRANSDIMENSIONAL TACTICS

ALSO KNOWN AS – NTTA, NTTE

REGION – Ground

GOOD, BAD & UGLY – Easy and quick - IF you have enough DPS; essentially this is a DPS race especially on Elite. Requires and EV suit. Special note is that you cannot respawn once the encounter starts, since you will be behind a forcefield.

EXPECTED RUNTIME –

SUMMARY – You need to kill the Tholian boss. His shields are amazingly tough and high HP, but under no circumstances should you use Concussive Tachyon Emission ability from the Delta rep on him since his shields will regen back to 100% and your team will hate you since you will then have to cut back through them. It is fine to use it elsewhere during the mission however.

Phase 1.a: Do enough damage to the boss. He will become invulnerable and disappear, don't worry he will be right back.

Phase 1.b: Clear tholians and their portals. The snatchers will grab you unless someone shoots them you will be dragged into the lava which is somewhat annoying, AOE works great here.

Phase 2.a: Do enough damage to the boss. Same deal.

Phase 2.b: Clear tholians and their portals again.

Phase 3: Kill the boss but this time **ignore** the other tholians since they will just keep spawning anyway and you are on a time crunch!

PLAY IT ON – Elite

STARBASE 24

ALSO KNOWN AS – SB24

REGION – Space

GOOD, BAD & UGLY – 10 player map but can be run solo for a true challenge; however the drops used to be great but are now mostly substandard in comparison. No time limits and you can't fail.

EXPECTED RUNTIME –

SUMMARY – Kill Klingon ships.

Phase 1: Kill 50 ships, some other ships might decloak when you engage what looks like a sitting duck.

Phase 2: Kill 20 **battleships**. You will probably have to kill a significant number of smaller ships as well. They tend to decloak and swarm; If you aren't well prepared you will be smashed to bits. FAW can get you into real trouble if you aren't careful. GW works wonders in helping kill clumps of ships if you can stand the heat.

STARBASE FLEET DEFENSE

ALSO KNOWN AS –

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

STORMING THE SPIRE

ALSO KNOWN AS –

REGION – Space, inside a Dyson sphere

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

THE BATTLE OF KORFEZ

ALSO KNOWN AS –

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

THE BATTLE OF PROCYON V

ALSO KNOWN AS – BP5, BP5A, BP5E

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

THE BIG DIG

ALSO KNOWN AS –

REGION – Ground

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

THE CURE APPLIED

ALSO KNOWN AS – CGA

REGION – Ground

GOOD, BAD & UGLY – Quite a long runtime for the reward, but it is fun and challenging since it requires good teamwork. Can be very frustrating if you can't work out the logistics or if people can't do their assignment.

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

THE CURE FOUND

ALSO KNOWN AS – CSA, CSE (although Elite is no longer offered, old habits die hard.)

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

THE HERALD SPHERE

ALSO KNOWN AS –

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

THE VAULT: ENSNARED

ALSO KNOWN AS –

REGION – Space, small craft only

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

UNDINE ASSAULT

ALSO KNOWN AS – UAA, UA

REGION – Space

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON – Advanced

UNDINE INFILTRATION

ALSO KNOWN AS – UIE

REGION – Ground

GOOD, BAD & UGLY – Easy elite, but slightly longer run than some others. Failing an optional on Elite does end in bad news, but is well worth the better rewards.

EXPECTED RUNTIME –

SUMMARY – Undine on Bajor or something like that. First off, set your weapons to stun so you don't murder and Bajorans on accident (or you can simply run away from the rioters and do your real mission). Otherwise there are 3 phases:

Phase 1.1: Interrogate 10 Bajorans to determine if they are Undine. There are 2 clues in each area, you can read them and depending on your chat setting they will stay visible. The clues do not change but their responses will either be all correct, or all incorrect. The hard part is not misclicking the final part to Quarantine or Clear them. There are 3 questions, so one you will not have any immediate evidence. An example is there is a picture of a child on the desk, but the person says they don't have children. My favorite is "I love nature. I say if a pig wants to fly, let it fly." Obviously, this answer is incorrect. Depending on how you proceed through the dialogs you will get an assessment, but only the final Quarantine or Clear is critical. If playing on Elite, be VERY careful. Here is a link with all the Q/A: <http://tbwgamingsto.enjin.com/forum/m/24446940/viewthread/14540239-undine-infiltration>. About 2 minutes in the next phase runs parallel. Here there is a random element of either:

Phase 1.2.a: Extinguish fires from Bajoran rioters. If you don't have a suppression device there are some 3 use extinguishers you can get from the map. It is highly recommended to just get a suppression device if possible since moving equipment and getting to the replication stations takes time and this really is just a simple activity. The extinguishers are yellow circles and fires are red.

Or Phase 1.2.b Defend the Orb from Undine assault. Here you have to spend a set amount of time defending the Orb, generally 3-4 people can defend while the other 1-2 continue interrogations just to speed things up.

Phase 2: Confront the Undine Infiltrator. Your map will show you where to go and this is really straightforward and easy. If you see the ground crackling beneath your feet you would be wise to move! He will become invulnerable in spots and run around - just follow him and repeat until he goes underground to the next phase.

Phase 3: Kill more Undine, do some scans and a transport ("F" key) and hunt down the boss. Just don't wipe the entire team and everything will be just fine.

PLAY IT ON – Elite

VAULT SHUTTLE EVENT

ALSO KNOWN AS –

REGION – Space, small craft only

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –

VISCOUS CYCLE

ALSO KNOWN AS –

REGION –

GOOD, BAD & UGLY –

EXPECTED RUNTIME –

SUMMARY –

PLAY IT ON –