



SpThis guide was generated by the -DME- Division Mu Epsilon fleet in game.

It was written by @data#7310 in game (PC).

You may also reach out to me on this discord server, just PM "Division Admiral T'Vek Saterk" or ask in the PVP channels: <https://discord.gg/vcqQGTqTNR>

The screenshot displays the ship console interface for a Star Wars: The Old Republic ship. The console is organized into several categories:

- Fore Weapons**: Four weapon icons.
- Aft Weapons**: Four weapon icons.
- Devices**: Five device icons.
- Deflec**: One deflector shield icon.
- Engin**: One engine icon.
- Core**: One core icon.
- Shield**: One shield icon.
- Hangars**: Three hangar icons.
- Uni Consoles**: Two console icons.
- Eng Consoles**: Five console icons.
- Sci Consoles**: Three console icons.
- Tac Consoles**: Three console icons.
- Tactical / Intelligence**: Three tactical/intelligence icons.
- Engineering / Command**: Four engineering/command icons.
- Science**: Three science icons.
- Personal**: Two sets of personal icons.
- Starship**: Five starship icons.
- SpaceRep**: Four space repair icons.
- Active**: Four active icons.

Below the console categories is a table titled "Space Duty Officers":

Space Duty Officers	
Conn Officer	Recharges Evasive Maneuvers when Emergency Power to Engines is activated.
Damage Control Engineer	While using Auxiliary to Structural Integrity Field, Placate next attacker
Warp Core Engineer	Chance of removing all debuffs on use of any Emergency Power ability
Conn Officer	Recharge time reduced for Tactical Team and Buff
Deflector Officer	"Free Association": reduce other Bridge Officer Ability cooldowns after using one
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In the bottom right corner, there is a circular logo for "DIVISION MU EPSILON SKUNKWORKS".



SPACE

Basic Information	Data
<i>Ship Name</i>	U.S.S. Conquest V15 (Beam Support)
<i>Ship Class</i>	Friendship Command Flight Deck Carrier
<i>Ship Tier</i>	T6-X2
<i>Player Career</i>	Science
<i>Elite Captain</i>	Yes
<i>Primary Specialization</i>	Command
<i>Secondary Specialization</i>	Intelligence

Ship Equipment

Basic Information	Component	Notes
Fore Weapons	Voth Antiproton Beam Array Mk XV	
	Voth Antiproton Beam Array Mk XV	
	Voth Antiproton Beam Array Mk XV	
	Voth Antiproton Beam Array Mk XV	
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Aft Weapons	Voth Antiproton Beam Array Mk XV	

Basic Information	Component	Notes
	Omni-Directional Ba'ul Antiproton Beam Array Mk XV	
	Omni-Directional Ba'ul Linked Sentry Antiproton Beam Array Mk XV	
	Ba'ul Linked Sentry Antiproton Kinetic Torpedo Launcher Mk XV	
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Deflector	Jem'Hadar Deflector Dish Mk XV	
Impulse Engines	Prevailing Fortified Impulse Engines Mk XV	
Warp Core	Mycelial Harmonic Matter-Antimatter Core Mk XV	
Devices	Deuterium Surplus Mk XV	
	Deuterium Surplus Mk XV	
	Reactive Armor Catalyst Mk XV	
	Beacon of Kahless Mk XV	
	Temporal Negotiator Mk XV	
	Flagship Distress Frequency Transponder Mk XV	
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Basic Information	Component	Notes
Universal Consoles	Console - Engineering - Pax Triburnium Alloy Mk XV	
	Console - Universal - Adaptive Emergency Systems Mk XV	
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Engineering Consoles	Console - Universal - Protomatter Field Projector Mk XV	
	Console - Universal - Dynamic Power Redistributor Module Mk XV	
	Console - Universal - Unstable Planetoid Detonation Mk XV	
	Console - Universal - Micro-warp Bubble Shockwave Mk XV	
	Console - Universal - Fluidic Phase Decoupler	
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Science Consoles	Console - Universal - Elachi Rift Jump Mk XV	
	Console - Universal - Ba'ul Linked Sentry Coordination Matrix Mk XV	

Basic Information	Component	Notes
	Console - Universal - Personal Wormhole Generator Mk XV	
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Tactical Consoles	Your Choice of any two Cooldown Consoles / Jump Consoles	Check page 10 for Options
	Your Choice of any two Cooldown Consoles / Jump Consoles	Check page 10 for Options
	Console - Universal - Obfuscation Screen Mk XV	
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Hangars	Hangar - Type 7 Shuttlecraft Mk XV	
	Hangar - Type 7 Shuttlecraft Mk XV	
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Bridge Officer Stations

Profession	Power	Notes
Lieutenant Commander Tactical / Intelligence	Viral Impulse Burst	
	Torpedo: Spread	Must be timed well to proc ETM FAW at the right moment



Profession	Power	Notes
	Evade Target Lock	
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Commander Engineering / Command	Emergency Power to Auxiliary	
	Auxiliary to Structural	
	Emergency Power to Engines	
	Suppression Barrage	
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Lieutenant Commander Science	Science Team	
	Tractor Beam Repulsors	
	Photonic Shockwave	
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Lieutenant Universal	Tactical Team	
	Beams: Fire at Will	
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Ensign Universal	Engineering Team	
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Active Space Duty Officers

Specialization	Power	Notes
Conn Officer	Recharges Evasive Maneuvers when Emergency	



Specialization	Power	Notes
	Power to Engines is activated.	
Damage Control Engineer	While using Auxiliary to Structural Integrity Field, Placate next attacker	
Warp Core Engineer	Chance of removing all debuffs on use of any Emergency Power ability	
Conn Officer	Recharge time reduced for Tactical Team and Buff	
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Traits

Starship Traits	Description	Notes
Entwined Tactical Matrices		
Inertial Supremacy		
Invincible		
Team Synergy		
Invasive Maneuvers		
Polarized Lattice-Optimized Tritanium Armor		



Starship Traits	Description	Notes
Active: Temporal Surge		

Personal Space Traits	Description	Notes
Context is for Kings		
The Boimler Effect		
Redirected Armor Plating		
Whole Lotta X's		
Fresh From R&R		
Bulkhead Technician		
Unconventional Systems		
Repair Crews		
Fragment of AI Tech		
Intelligence Agent Attaché		
Smuggler's Luck		

Space Reputation Traits	Description	Notes
Advanced Hull Reinforcement		
Automated Protomatter Conduits		



Space Reputation Traits	Description	Notes
Auxiliary Power Configuration - Defense		
Critical Deflection		
Active Hull Hardening		

Active Space Reputation Traits	Description	Notes
Anti-Time Entanglement Singularity		
Deploy Sensor Interference Platform		
Forced Challenge		
Quantum Singularity Manipulation		
Tethered Non-Baryonic Asteroid		

**Your Choice of Any Two Consoles:**

Active Space Reputation Traits	Description	Notes
Console - Universal - Enhanced Tipler Cylinder Mk XV		
Console - Universal - Subspace Fracture Tunneling Field XV		
Console - Universal - Warp Burst Capacitor		