

Fleet Line-ups

(Used/Suggested by the Imperial Fleet Discord)

Fleets Lineups are in reverse chronological order with the latest fleets at the top. The exception will be the “Meta” fleet(s) which will be given top billing and the **META** tag. All other fleets will have the following search tags: **New Shard Viable, Counter, Obsolete Counter, Obsolete**. Fleets with no tags can be considered viable in some way and may give you some ideas to play with.

(Please note that this list can never be fully comprehensive.)

Final Order

2020-03-01; Courtesy of: Rockzor, ToadtheNewsense

Tags: **Counter**

Capital Ship: Finalizer

Frontline: Silencer, Kylo Ren’s Command Shuttle (KRCS), and FO SF Tie Fighter

Reinforcements: Cassian’s U-Wing, FOTP

Strategy: Use Finalizer’s opening move to put Hunted on opposing Hound’s Tooth. Use Silencer’s basic to stun ETA and then KRCS uses his 4th ability to ability block Hound’s Tooth. SF Tie calls Silencer to assist, bringing ETA’s health low enough and avoiding Negotiator’s AOE daze. Next move should be to finish off ETA, getting rid of the UL buff. Call Cassian to remove stealth and finish off ETA. At this point, it’s a matter of controlling taunts while stacking Silencer’s offense by calling assists as often as possible.

Alt. #1 RI: XB, FOTP (Keeps Cassian for a Rebel lineup)

Notes: Putting Hunted on ETA first is also an option, but it requires extra care to control HT’s taunts. It’s important that ETA is dead before Negotiator has time to call any reinforcements, as it can quickly go off the rails. Horrible AI play means this fleet is not well suited for defense and should primarily be considered an offensive option only.

Negotiator

2019-10-01; Courtesy of: Imperial Fleet Discord

Tags: **META**, (2019-10 ~ Present),

Capital Ship: Negotiator

Frontline: ETA, Umbaran/Ahsoka, Hound’s Tooth

Reinforcements: Clone Sarge, Ahsoka/Umbaran, Plo + 1

Strategy: Target opposing ETA with your first 1-2 hits, whether you start with Ahsoka or Fives. If ETA’s health is low enough, enemy Negotiator will use heal instead of AOE daze. Take out opposing HT/Tank and whittle 3rd ship down while waiting for Unending Loyalty to expire.

When it does, take out opposing ETA and cruise to victory. Call in RI based on whether you need another tank, extra offense, or a heal (Plo). Objective is to keep your ETA alive through taunts/Unending Loyalty.

Alt. #1 RI: Clone Sarge, Fives, Plo, Jedi Consular

Killer FONT (First Order Negotiator Train)

2019-10-01; Courtesy of: Wood

Tags: **Counter**, (2019-10 ~ Present),

Capital Ship: Negotiator

Frontline: FOSFTF, ETA-2, Umbaran

Reinforcements: Clone Sarge, Plo, Ahsoka

Strategy: Use FOSFTF to call ETA to assist, targeting opposing ETA. Use Umbaran's special on HT (or other tank), then ETA's AOE targeting HT. Use Negotiator's AOE daze and then finish off HT with ETA/Umbaran basic(s) or Clone Sarge's special after you call him in as 1st RI. Whittle down opposing Umbaran (anyone but ETA). Wait for Unending Loyalty to expire and finish off opposing ETA. Opposing Negotiator will use AOE daze. Call Plo to cleanse.

Notes: Works against all Home One and Negotiator variants

Sith Happens

2019-10-01; Courtesy of: Black Mamba

Tags: **Counter**, (2019-11 ~ Present),

Capital Ship: Negotiator

Frontline: Tie Advanced,

Reinforcements:

Strategy:

Notes:

Enduring Dominance

2019-10-01; Courtesy of: md.geist

Tags: **Counter**, (2019-11 ~ Present),

Capital Ship: Negotiator

Frontline: Tie Advanced,

Reinforcements:

Strategy:

Notes:

The Mil.F. Meta

2019-02-03; Courtesy of: literally everyone, your grandmother, your cow

Tags: **META**, (2019-02 ~ 2020-02),

Capital Ship: Home One

Frontline: [Hound's Tooth or Biggs], Han's M.F., Bistan's U-wing

Reinforcements: Cassian's U-wing, Wedge, +2 (assist callers, finishers suggested)

Strategy: Cassian RI's and kills enemy HMF.

Start with Bistan's 'Scouting Mission' to stealth and place TL on anything but HT. Follow with HMF's Basic. (Against Negotiator, save HMF's cleanse ability after the Daze AOE). If able, use HT's breach/taunt on anything but enemy HT. OR, if using Biggs, burst down a single ship (if able). If enemy HT inflicts Breach, cleanse with Home One's 'Seize the Advantage'; otherwise, soften up the enemy with 'Defiant Volley'. Cassian RI's, removes all enemy buffs, then burst down enemy HMF. Everything after is cleanup.

Courtesy of: Imperial Fleet Discord

Alt. #1 RI: Xanadu Blood/Clone Sergeant/Sun Fac, Cassian's U-wing, Wedge, +1

Notations: XB, CS, SF can all be categorized as a 'trick' or 'trip-up' feature that can mess with established routines when competitors fight your Mil.F squad on defense. These ships basically act in the same manner: by introducing either a 2nd, persistent taunter which counter's Cassian's mass buff removal ability, or in the case of XB by making HT's taunt persistent through Cassian's buff removal. In practice, this will only act as a temporary hurdle and can eventually be solved by your enemies.

Alt. #2 RI: Cassian's U-wing, Ebon Hawk, Wedge, +1 (assist caller, finisher)

Notations: Alt #2 with Ebon Hawk is more interesting in that 'Chaff' makes your fleet immune to Target Lock, gives them all +20% 'Potency', dispels all enemy buffs, and inflicts un-evadable 'Evasion Down'. When your fleet defends, this allows the A.I. to attack more freely while slightly nerfing your enemies (especially if they use Biggs). Depending on A.I. behavior, this can lead to frustrating battles.

Historical Note: *This is the classic Han's Millenium Falcon (aka Mil.F, HMF) meta. An all Rebel starting squad is fantastically fast to the win on offense but is easily exploitable on defense if your enemies bring in speedier ships. Nevertheless, when your shard is over-run with Mil.F's, enemies using non-Mil.F counters become the least of your problems and maximizing assists in an effort to take out the enemy Mil.F will reign supreme.*

Hound's Tooth can limit exploitation by non-Mil.F fleets and redirect the chain of assists from an all Rebel enemy Mil.F squad taking out one of your Rebel ships too quickly; but every shard will react differently to the aggregate group, causing one fleet

type or another to be the 'nail that sticks out'. Either way, the inevitable outcome as shards mature will come down to speed and RNG, a pitiful end for any mono-cultural meta that sticks around for too long.

The Mil.F Alternate

2019-02-04; Courtesy of @Acrofales

Tags: **META**, (2019-02 ~ 2019-12),

Capital Ship: Home One

Frontline: Hound's Tooth, Biggs, Han's M.F.

RI's: Phantom 2, Cassian's U-wing, +2 (more Rebels, or Sun Fac)

Strategy: Outmaneuver and keep H.M.F safe. H1 aoe's if Breach is on HT, but use cleanse on others. 1st RI is Cassian if no Breach, or Phantom 2 if you're still Breached. Call Cassian after. Cassian calls HMF to blow up enemy HMF.

Vs non-HMF: Hit auto. Use Sun Fac on defense to mess with Cassian users. Use Ghost/Wedge instead of Biggs if enemy uses HMF as RI.

Alternate RI: Ebon Hawk, +3 (preferably Rebels of course)

Strategy: Outmaneuver and keep H.M.F safe. H1 aoe's if Breach is on HT, but use cleanse on others. 1st RI after Breach is cleared is Ebon Hawk which dispels all buffs at level 3 but will not assist attack like Cassian. Thus, it takes longer to finish battles. Enemy HMF must be finished off before it can rebuff with 'Outmaneuver'.

***Historical Note:** This was the most popular Mil.F fleet, per swgoh.gg's aggregate datamine. The reason was obvious: a large majority of players owned Biggs while a significantly smaller portion had ever bothered to farm Bistan's U-wing (Scarif Rebel Pathfinder had been at the time, the 3rd hardest gear project in the game). Even so, on offense, players were more than capable of countering A.I. behavior and winning their battles. In most cases, they only had to worry about other Mil.F fleets as few enemies, especially in younger shards, had deep enough benches to cobble together a non-Mil.F counter team.*

The Fully Armed and Operational Mil.F Counter

2019-04-26; Courtesy of: @Sion (from [The Sith Order discord](#)); compiled by @tjordi

Tags: **Counter**, (2019-02 ~ 2019-?),

Capital Ship: Executrix

Frontline: Hound's Tooth, TAx1, Sith Fighter

Reinforcements: Scimitar, B-28 Bomber, Emperor's Shuttle, Imperial Tie Fighter

Strategy: (works against HT+Biggs+Mil.F)

Start with basics on enemy HT, including CS. You want your HT to go first to land Breach on enemy Biggs. Hold off on Tarkin AoE Special, it can apply ability block and expose causing MF to dispel Breach from Biggs. You want to dispel the enemy HT taunt to open Biggs up to keep the number of Rebel ships on the field to 2 or less and limit HMF assists. Scimitar is 1st RI if your HT's Breach/taunt gets dispelled. Otherwise, RI B-28 for its Daze, limiting the Rebel assist train. Emperor's Shuttle (ES) is next to pump up B-28, and the other ships. ITF is last to bring Buff Immunity (BI), and speed up the Executrix.

***Historical Note:** The last of the Mil.F counters collated by the Imperial Fleet server, this one was used by a player attached to the Sith Order Discord. Hound's Tooth added an additional wrinkle to countering Mil.F, but this fleet exploited the fact that the enemy Biggs made itself targetable once it threw up a taunt, allowing opportunities for attack.*

The Mil.F Snipe Counter

2019-04-23; Courtesy of: unknown

Tags: **Counter**, (2019-02 ~ 2019-?),

Capital Ship: Chimaera

Frontline: Silencer, ITF, slow-Poe

RI's: Cassian's U-wing , TAx1, Xanadu Blood, Lando's M.F./Plo Koon's Fighter

Strategy: (only works against an all Rebel starting fleet)

Silencer basic against enemy Mil.F for stun. ITF special then slow-Poe special against Mil.F for the win. Everything after is cleanup. (Slow-Poe means slower than ITF/Silencer as this guarantees a critical hit. If they are maxed, then Poe can be about g11+. If your Poe is max geared, then removing mods won't work but that would be the solution if your Poe is too fast.)

***Historical Note:** An incredibly effective counter as nothing is there to distract 3 faster ships from simply taking out the enemy Mil.F at the start of battle and leaving the rest of the enemy as a lamb to the slaughter. A very risky version involving just ITF & slow-Poe exists, to fight Mil.F's with HT, as you can only get in two hits before enemy HT goes next. ITF must critically hit Mil.F removing all protection, or Poe will not be able to finish the job.*

Mace that Mil.F Counter

2019-03-15; Courtesy of: @Ben Rolo, @Tegzhol

Tags: **Counter**, (2019-02 ~ 2019-?),

Capital Ship: Endurance

Frontline: Hound's Tooth, Rex's ARC-170, Ahsoka

RI's: Anakin's ETA-2, Clone Sergeant's ARC-170, Umbaran, Plo Koon's Fighter

Strategy: (works against HT+Biggs+Mil.F)

Start with Ahsoka's 'Turnabout' to buff herself and "encourage" enemy AI to attack Rex. HT gains TM uses 'Breach' on enemy Biggs (hopefully). Remove Biggs taunt with Ahsoka, call in Anakin and use 'Impeding Assault' on enemy HT or focus down Biggs (with basic attacks) if HT has too much TM. Ahsoka 'Shut Down' on either Biggs or HT, whichever can be killed easier. Focus down remaining tank. 2nd RI can be Plo, Clone or Umbaran depending on what is needed (2nd tank, offense or heal/debuff removal.) This is a battle of eliminating the ships around Mil.F and inexperienced players may time out. Practice will prevent timeout issues.

2019-06-01; Courtesy of: @Shagtastic1 (from the [Galactic Republic](#) discord)

Alternate Frontline: Hound's Tooth, Rex's ARC-170, Umbaran

Alternate RI's: Anakin's ETA-2, Clone Sergeant's ARC-170, Ahsoka, +1

Strategy: (works against HT+Biggs+Mil.F)

Start with 5's special to TL Biggs. Tooth's special to Breach Biggs. Then just waste time until Anakin/Ahsoka reinforce. Don't shoot Tooth with Rex, don't shoot Biggs with 5's during this. If Tooth just went, reinforce with Anakin and use his special. If buff block sticks, focus down Tooth. If Tooth didn't go before reinforcement, go Ahsoka. The rest of the match is all about keeping Anakin/Ahsoka alive. As long as you still have 1 of them, you can win. Kill order is usually Tooth, Biggs, Ghost, Phantom/Cassian depending on stealth. Falcon is last.

***Historical Note:** An utterly rare Mil.F counter given how few Mace fleets are currently fielded in arena. Counter-intuitively, the enemy Mil.F is left alone while all its companions are targeted for destruction.*

The [HT + Mil.F + Biggs/Bistan] Counter

Courtesy of @Ironcladd , @Andrakis "Sheev" JL, @Denmach

Tags: **Counter**, (2019-02 ~ 2019-?),

Capital Ship: Chimaera

Frontline: Hound's Tooth, slow-Gauntlet, Silencer

RI's: Cassian's U-wing , TAx1, Xanadu, LMF or Plo

Strategy: (works against HT, Milf, Biggs/Bistan; Works only with a specific move order.)

Silencer basic against enemy Mil.F for stun. Enemy HT Breaches your Gauntlet or Silencer. Your HT taunts next which will force enemy Home One to basic (keeping your Gauntlet alive). Heal buff with Chimaera and slow-Gauntlet clears Breach. Call Cassian and attack enemy Mil.F with Silencer assist. Silencer follows up with special to kill Mil.F. TAx1 and Xanadu RI's are for cleanup duty. Cassian and Gauntlet don't have to be well geared. Battle is long but efficient play will avoid timeout. Don't bother hoping to hold on defense.

Historical Note: A perfectly viable counter but one that presumed that you had all these ships well developed ahead of the Mil.F onslaught. This one could be best described as viable for players in veteran shards prior to Mil.F's appearance. Now, it only amounts to an esoteric exercise as there are few reasons to target Gauntlet for early development.

The Akinyama Special

2019-01-02; Courtesy of: @Akinyama Toorop, @ninho, @Acrofales

Tags: **Counter**, (2018-11 ~ 2019-02),

Capital Ship: Executrix

Frontline: Hound's Tooth, Imperial TIE Fighter & Ghost

RI's: TIE Advanced x1, Biggs Darklighter's X-wing, +2 (dps: Poe Dameron's X-Wing, Wedge Antilles' X-Wing, Lando's Millennium Falcon)

Strategy: Designed mostly to beat Mace+HT with ETA RI's, this fleet's high damage output and general staying power allow it to wrecked everything else on offense as well and it holds well on defense. Swap Biggs for Plo or Cassian on defense to force Vader out first, or Phantom 2 to get there faster, but it holds okay with Biggs first too. Your basic strategy is to hit opposing HT until it's dead. The rest evaporates afterwards. RI Vader first, then Biggs.

Historical Note: Prior to the Mil.F meta, the Hound's Tooth and then Anakin's ETA-2 Starfighter was introduced to the game, creating an Endurance Capital Ship line-up that many players found difficult to counter. This was a counter for that Mace fleet, which also showed itself to be a stellar line-up against all comers during that time.

Enduring Dominance

2018-12-28; Courtesy of: @Nerium, @Sparhawk

Tags: (2018-11 ~ 2019-02),

Capital Ship: Endurance

Frontline: Hound's Tooth, Xanadu Blood/Gauntlet Starfighter, Umbaran Starfighter/Bistan's U-wing

RI's: TIE Advanced x1, Anakin's Eta-2 Starfighter, Plo Koon's Jedi Starfighter/Xanadu Blood, Lando's Millennium Falcon

Strategy: Utilize Umbaran Starfighter/Bistan's U-wing and Xanadu Blood/Gauntlet Starfighter behind Hound's Tooth and stall until TIE Advanced x1 and Anakin's Eta-2 Starfighter have reinforced the frontline then burst down the enemy fleet with your damage dealers (primarily Anakin's Eta-2 Starfighter and Umbaran Starfighter). If a ship is lost RI with Lando's Millennium Falcon to finish off whatever is left.

Use Endurance's 'Fortune Favors the Bold' at every opportunity when unable to reinforce with the exception of when the ultimate 'Convergence' can be used or if you are forced to use it's taunt ability 'Hold Fast' to protect your damage dealers.

Aggressive Lineup: Hound's Tooth, Xanadu Blood, Bistan's U-wing

Balanced Lineup: Hound's Tooth, Xanadu Blood, Umbaran Starfighter

Defensive Lineup: Hound's Tooth, Gauntlet Starfighter, Umbaran (XB replaces Plo as 3rd RI).

Alternate Defensive Lineup: Hound's Tooth, Gauntlet, Xanadu Blood, (no Umbaran)

(Final Note: All of the above are by nature, rather offensive strategywise.)

***Historical Note:** Prior to the Mil.F meta, this lineup and its variations showcased the resurgent power of Mace Windu's Endurance Capital Ship which had grown wings with the arrival of both Hound's Tooth and Anakin's ETA-2. Had Han's Millenium Falcon not arrived soon after, this fleet would have established its own meta. As it was, the HMF undercut this meta's eventual rise and pushed it out of the limelight before the wider player base could understand its significance. Given its overall strength however, it can be used as a 2nd defensive Territory War (TW) team, in particular, the 'Alternate Defense Lineup'.*

Unbreachable Defense

2018-12-03; Courtesy of: @Nerium

Tags: (2018-11 ~ 2019-02),

Capital Ship: Endurance

Frontline: Hound's Tooth, Umbaran Starfighter, Sun Fac's Geonosian Starfighter

RI's: TIE Advanced x1, Anakin's Eta-2 Starfighter, [Geonosian Soldier's Starfighter/Poe Dameron's X-wing/Wedge Antilles' X-wing], [Plo Koon's Jedi Starfighter/LMF]

Strategy: Utilize Umbaran behind Hound's Tooth and Sun Fac and get 'Valor' up on first turn with Endurance to get it going then stall until TIE Advanced x1 and Anakin's Eta-2 Starfighter enter the battle. Apply Buff & Healing Immunity to enemy Hound's Tooth or alternative tank being used with it's AoE attack and then whittle the enemy fleet down. This fleet holds well on defense.

(BONUS: Possible Counter: Chimaera/ HT, TAx1, ITF/ RI's: Sun Fac, Biggs, Slave 1, +1)

***Historical Note:** An earlier incarnation of the above 'Enduring Dominance' fleet. It now highlights the evolution of thought and testing that occurred by several of our very own Fleet Moderators.*

Lazy Climber

2018-11-23; Courtesy of: @Denmach

Tags: (2018-09 ~ 2018-11),

Capital Ship: Executrix

Frontline: Hound's Tooth, Umbaran Starfighter & Bistan's U-wing

RI's: TIE Advanced x1, Plo Koon's Jedi Starfighter, +2

Strategy: Utilise Bistan and Fives behind Hound's Tooth to whittle down the enemy fleet, call in TAx1 to provide a big offense boost and later Plo to heal up your allies. Should be a relatively easy win.

Historical Note: *A variant of the Executrix co-meta that came into prominence alongside the Geo-Trio meta after Ships 2.0 was released. The Executrix meta relied on the synergy between Tarkin's CS and the mass debuffs that Vader's TIE Advanced x1 (TAx1) brought in when it reinforced, maximizing Executrix's passive, 'Victory at all Costs' (VAAC), increasing offensive power and fueling turn meter.*

This variant was updated to account for and counter the Hound's Tooth which had taken over as the number 1 tanking ship in the game.

Nuke it off

2018-11-09; Courtesy of: @Kmoes

Tags: **Counter**, (2018-09 ~ 2018-11),

Capital Ship: Chimaera

Frontline: Hound's Tooth/Biggs Darklighter's X-Wing, Imperial TIE Fighter, slow-Poe

RI's: Phantom 2, TIE Advanced x1, a taunting tank, +1

Strategy: For this lineup to work you must have a ITF faster than Poe. The sequence of action is: **1:** Use ITF's special on the threat you want to eliminate. **2:** Use Poe's 'Perfect Shot' special on that threat. **3:** If the threat still survives, you can usually eliminate it by using Chimaera's 'Phylon 07 Tractor Beam' AoE attack; **4:** Usually 1st reinforcement is the Phantom 2 so you can bring in another RI quickly, however against some fleets --like the Geos--, the TAx1 might be a better first reinforcement for the offense down debuff and the DoTs.

Historical Note: *Likely not the first time a slow-Poe strategy was used, but it arrived (perhaps again) into the public eye when players were forced to deal with the Hound's Tooth with unique strategies as all previous fleet's had to be re-assessed in light of this 600 pound gorilla of a ship. (The slow-Poe strategy would again be revisited with the arrival of Han's Millenium Falcon. See the 'Mil.F Snipe Counter' above).*

Imperial Hunters

2018-11-09; Courtesy of: @md.geist (Channel: <https://www.youtube.com/user/TheMDGhost>)

Tags: (2018-09 ~ 2019-02),

Capital Ship: Executrix

Frontline: Hound's Tooth, Gauntlet Starfighter & Imperial Tie Fighter

RI's: TIE Advanced x1, TIE Reaper +2

Strategy: Utilises the Empire synergy of Gauntlet, ITF, TAx1 and TIE Reaper with Executrix's offense boost, as well as Gauntlet's healing abilities to burst down the enemy while staying safely hidden behind Hound's Tooth.

***Historical Note:** This was an update to the 'Imperial Advance' fleet also showcased by youtuber TheMDGghost down below. It accounted for and utilized the Hound's Tooth and with this, his Empire heavy Executrix meta of the past could continue to fight for rank 1.*

Republic Returns

2018-11-09; Courtesy of: Unknown

Tags: (2018-11 ~ 2019-02),

Capital Ship: Endurance

Frontline: Hound's Tooth, Anakin's Eta-2 Starfighter & Plo Koon's Jedi Starfighter

RI's: Umbaran Starfighter, Ahsoka Tano's Jedi Starfighter +2

Strategy: The aim of this fleet is to hide Anakin behind Hound's Tooth and use Anakin's Galactic Republic synergy to empower Plo, Fives and Ahsoka to deal massive extra damage. Target locking multiple enemies is key here. Plo Koon can be swapped for Vader or Fives on the frontline for more damage output

***Historical Note:** A variant of the Mace meta that lived between Anakin's ETA-2's arrival and the arrival of Han's Millenium Falcon.*

As with all Mace fleets since the arrival of ETA-2, its power in fleet came from reinforcing with ETA-2 and keeping it alive. Allies with strong attacks would then focus down enemies one at a time as allies and enemies would fall in a battle of attrition.

Hound & Bugs

2018-11-09; Courtesy of: Unknown

Tags: **New Shard Viable**, (2018-09 ~ 2019-02),

Capital Ship: Executrix

Frontline: Hound's Tooth, Geonosian Soldier's Starfighter, Geonosian Spy's Starfighter

RI's: Sun Fac's Geonosian Starfighter, TIE Advanced x1, Plo Koon, +1

Alternate Frontline: Hound's Tooth, Geonosian Soldier's Starfighter, Sun Fac

Alternate RI's: Geonosian Spy's Starfighter, TIE Advanced x1, Plo Koon, +1

Strategy: Much the same as running the Geo Trio, only with Hound's Tooth. Call in Sun Fac (or Geo Spy) asap, then wreak havoc with assists from behind the super tanky Hound's Tooth. Double down on damage with TAx1 or heal your Geonosians with Plo as needed.

***Historical Note:** This was a Geo-Trio fleet that accounted for and incorporated the Hound's Tooth in it's lineup, which allowed it to extend it's meta-run into the Hound's Tooth era.*

This lineup and it's variations (see [A Beginner's Guide to Ships 2.0](#)) is still a recommended path to the top of fleet shard for new players looking to create their first fleet. See 'Squish' for the pre-HT incarnation down below.

Bounty Hunter Momentum

2018-11-09; Courtesy of: Unknown, Warrior ([Youtube link to video showcase](#))

Tags: (2018-09 ~ 2018-11),

Capital Ship: Executrix

Frontline: Hound's Tooth, Xanadu Blood & Ghost

RI's: Phantom II, TIE Advanced x1 +2

Strategy: This lineup relies on inflicting Breach with Xanadu Blood to keep Taunt up on Hound's Tooth, and the bonuses provided by Ghost & Phantom, coupled with Phantom's high damage output, reinforcement cooldown reduction and Vader's Executrix synergy.

***Historical Note:** With Hound's Tooth's entry into the game, this variant lineup became extremely prominent for players that had all the ships developed. Showcased by youtubers, the significant factor not mentioned in the writeup was that both Xanadu Blood and Ghost could stealth, forcing opponents to target Hound's Tooth. Ghost's passive which reduced enemy potency by -25%, further compounded the frustration. For a short while, this was the "it" fleet as players were forced to come up with new strategies to overcome Hound's Tooth's sky high protection barrier, all the while cursing its name.*

Executrix Assault HT Redux

2018-10; Courtesy of; @Endall Beall, @Kamu Teel (historical note)

Tags: **New Shard Viable**, (2018-09 ~ 2019-02),

Capital Ship: Executrix

Frontline: Hound's Tooth, Umbaran Starfighter, Imperial Tie Fighter

RI's: Tie Advanced x1, Poe Dameron's X-wing, Plo Koon's Jedi Starfighter & Bistan's U-wing

Strategy: Start with ITF special to gain foresight, and use Fives crew ability to land TL. Put taunt on enemy Hound's Tooth. Use Executrix AOE first turn and then bring in TAx1 as first RI to spread TL. Fives keeps dispelling taunt on HT. Second reinforcement should be Poe, since he is a great finisher with debuffs around / protection missing. If your HT needs a heal bring in Plo. A very strong offensive and focused lineup.

***Historical Note:** For players that farmed Fives' Umbaran Starfighter, ITF and TAx1, this lineup became one of the reliable counters against the brand new threat that was the Hound's Tooth back in September 2018. Both TAx1 and Fives could land TL on HT allowing ITF to follow up with its special and land Buff Immunity (BI). Temporarily neutered, the Hound's Tooth could finally be easily eliminated. To be clear, both TAx1 and Fives were needed, because with only one TL capable ship, ITF's BI became too tricky to land since enemy HT's turn meter (TM) had to be considered during the fight.*

This lineup and it's variations (see [A Beginner's Guide to Ships 2.0](#)) is still a recommended path to the top of fleet shard for new players looking to create their first fleet.

Geo Wannabees

2018-07-28; Courtesy of: unknown

Tags: **Obsolete Counter**, (2018-05 ~ 2018-09),

Capital Ship: Chimaera

Frontline: Geonosian Soldier's Starfighter, Biggs Darklighter's X-Wing & Tie Advanced x1

RI's: Slave 1, Cassian's U-wing, Jedi Consular's Starfighter & Umbaran Starfighter

Strategy: This lineup relies heavily on assist calls, not unlike the Geonosian fleet. Use TAx1 to Target Lock (TL) enemy Biggs. Use Chimaera's first turn on its basic to call assist. Call reinforcements as needed; if enemy Slave 1 or Scimitar is called, use Cassian. If your Biggs is dead call Slave 1. If TAx1 is severely damaged, call JC. If you call Cassian or JC, use their assist with TAx1.

***Historical Note:** An absolutely unique fleet line-up that appeared in the Imperial Fleet discord. It's hard to describe in the context of its time, as possibly only a handful of players may have used this fleet to counter the 'Old School' Chimaera meta (scroll to*

the bottom for its description). If nothing else, it at least told us that those with a deep or unique bench could create interesting flight groups.

Endure and Destroy

2018-07-20; Courtesy of: @Dblade21

Tags: **Obsolete Counter**, (2018-05 ~ 2018-09),

Capital Ship: Endurance

Frontline: Biggs Darklighter's X-Wing, Tie Advanced x1 & Bistan's U-wing

RI's: Umbaran Starfighter, Plo Koon's Jedi Starfighter, Rex's ARC-170 & Clone Sergeant's ARC-170

Strategy: Typical battle takes 90 seconds. Use Bistan's special on 3rd ship (whatever isn't Biggs or Vader). Destroy Vader. Use Endurance AoE. Beat up enemy Biggs. Call Fives if all enemies are Target Locked. Otherwise call Plo Koon. Game Over.

***Historical Note:** This was a fleet specifically created to counter the most popular fleet during its day: the 'Old School' Chimaera meta (scroll to the bottom for its description). Unbeknownst to many, the Endurance Capital Ship did have a fleet comp that could contend and win handedly on offense. And, if your opponent didn't have any experience fighting an Endurance fleet, they would discover a hard nut to crack... at least until they became practiced.*

Squish

2018-07-18; Courtesy of @Snaggles, @IIWaHII

Tags: **New Shard Viable**, (2018-05 ~ 2018-09)

Capital Ship: Executrix

Frontline: Geonosian Spy's Starfighter, Geonosian Soldier's Starfighter, Sun Fac's Starfighter

RI's: Tie Advanced x1, +3 others that will come out after TAx1 under the AI.

Strategy: Survive the first volley, try to take out the enemy Biggs with Spy's special, finish him with Soldier's special if needed. Go after the enemy DPS, then call in your Vader. Vader applies dots and offense down to everyone, then Vader gains 40% offense and the Geo's gain 20% for each debuffed enemy through Tarkin's unique. Destroy everything in your path.

***Historical Note:** As part of the rollout of Ships 2.0, the Geonosian ships were reworked to great effect rocketing them to (co-)meta status. This version was heavily relied on by Geo-Trio players as the Executrix provided the most stability to their rankings on defense. Not to say the A.I. played this team with rock solid strategy on defense, just that the A.I. would make less poor Capital Ship decisions if the Executrix was used. The*

classic Tarkin+Vader combo ensured that this variation also provided adequate additional firepower when players used this team on offense for an all around most "rank stable" line-up.

This lineup and its variations (see [A Beginner's Guide to Ships 2.0](#)) is still a recommended path to the top of fleet shard for new players looking to create their first fleet.

Tarkin Lock

2018-07-06; Courtesy of: @Notorious

Tags: **Obsolete Counter**, (2018-05 ~ 2018-09),

Capital Ship: Executrix

Frontline: Biggs Darklighter's X-Wing, Bistan's U-wing & Tie Advanced x1

RI's: Sun Fac, +3

Strategy: Relies on target lock affinity to keep Biggs up, and both Vader and Bistan can finish off TFP quickly without causing any dodges. Sun Fac is called in to double stun and also add to the survivability of the team, stalling until ultimate.

***Historical Note:** This was another fleet that was specifically created to counter the extremely popular 'Old School' Chimaera meta. By any measure, this was a counter-intuitive fleet as its sole purpose was to destroy the enemy ITF rather than build on the strengths of the Capital Ship. In fact, it completely ignored Tarkin's potential by not making any attempt to mass debuff the enemy. That being the case, battles naturally lasted longer resulting in the need to finish the enemy by using your capital ship's ultimate ability.*

Fear the Reaper

2018-07-05; Courtesy of: @Acrofales

Tags: (2018-05 ~ 2018-09),

Capital Ship: Executrix

Frontline: Tie Advanced x1, Biggs Darklighter's X-Wing, Imperial Tie Fighter

RI's: Tie Reaper, Ghost, +2 (FO TIE Fighter, Tie Silencer suggested)

Strategy: Similar to other Trixie lineups, this relies heavily on debuffing your opponents. It has excellent outs for TL, with ITF and TAx1 giving you a great shot at getting 2 TLs in the first round, and Ghost (RI 3) and FOTF adding TL from RI. Round one, Exe AOE's; round two, bring either Ghost or Reaper to spread debuffs and start doing damage. Ghost should be your first RI, but Reaper is a perfectly good alternative, just a bit more defensive. Also, the A.I. is less retarded with Reaper than with Ghost. Last two RI's are mostly window dressing. I have personally never needed them, but in case the AI brings them out for whatever stupid reason,

they are both useful damage dealers. I have tried Scimi instead of Slicer, but the AI likes Scimi way too much. Other options are Wedge, Poe, Lando's MF, or if for some reason you want to play defensively, Plo.

Historical Note: A variant of the Executrix co-meta that came into prominence alongside the Geo-Trio meta after Ships 2.0 was released. The Executrix meta relied on the synergy between Tarkin's CS and the mass debuffs that Vader's TIE Advanced x1 (TAx1) brought in when it reinforced, maximizing Executrix's passive, 'Victory at all Costs' (VAAC), increasing offensive power and fueling turn meter.

This variant was unusual in that alternate ships with lesser and less guaranteed mass debuffing abilities were used in the 1st RI spot. Vader's ship was always capable of any position in any fleet given the highly prized guaranteed TL on his basic; Tarkin, however, very much wanted Vader to perform a specific function of 1st RI under his command.

The First Order

2018-06-27; Courtesy of: @MrSparkles

Tags: (2018-05 ~ 2018-09),

Capital Ship: Chimaera

Frontline: First Order SF Tie Fighter, Kylo Ren's Command Shuttle, TIE Silencer

RI's: TIE Advanced x1, Poe Dameron's X-Wing, First Order Tie Fighter & Imperial Tie Fighter

Strategy: The theme is constant stuns from Silencer (enabled with FOSFTF's assists and Command Shuttle's TM gains) punctuated by burst damage from advantage and Silencer's special. Vader and Poe are for dealing with enemy Tie Fighters or finishing off any stragglers. Other RI's don't matter so much. Unfortunately the AI plays this fleet pretty poorly on defense.

Historical Note: In some corners of the galaxy, the First order reigns supreme... like in the [First Order discord](#). Before the Mil.F meta, the First Order worked diligently to create the best possible lineup using their ships that could be had. This was the result. The fleet had offensive ability allowing it to climb as far as it would, even against the Hound's Tooth threat, but just like the squad arena team, defense was lacking causing it to sink further then it could often regain. Some could fight for rank #1 in their shard but for the First Order, top 20, not rank 1, was the realistic goal.

Imperial Advance

2018-06-27; Courtesy of: @md.geist (channel: <https://www.youtube.com/user/TheMDGhost>)

Tags: (2018-05 ~ 2019-02),

Capital Ship: Executrix

Frontline: Tie Reaper, Gauntlet Starfighter & Imperial Tie Fighter

RI's: Tie Advanced x1, Ahsoka Tano's Jedi Starfighter, First Order Tie Fighter, +1

Strategy: Because of the all-Empire lineup Gauntlet Starfighter is extremely fast and able to open up with Buff Immunity on the enemy tank. From there it's easy to focus on softer priority targets like Tie Advanced. Reinforcements are all attackers to force the AI to pull Vader as 1st reinforcement, which is a huge bonus to an all-Empire team under Exec and is necessary to deal with enemy TFPs. Next you want Ahsoka to come out and remove any potential taunts from enemy reinforcements. Other reinforcements can be used if necessary, but they should all be low priority attackers like Wedge and Poe. Not running a tank also means you take full advantage of Exec and Ahsoka's Retribution distribution.

***Historical Note:** MDGeist is a known youtuber that has worked to showcase his love of the Empire faction to its fullest, farming every Empire tagged ship regardless of the cost. His fleets were always a showcase for the full potential of the Executrix meta and worked tirelessly to prove their superiority. He maintained rank #1 in his shard all the way through the Hound's Tooth era and right upto when Han's Millenium Falcon was introduced before forcibly abandoning his beloved setup. See 'Imperial Hunters' above for the Hound's Tooth era variant.*

Tarkin's Cameos

2018-06-12; Courtesy of: @SGT McPass

Tags: (2018-05 ~ 2018-09),

Capital ship: Executrix

Frontline: Biggs Darklighter's X-Wing, Bistan's U-wing & Imperial Tie Fighter

RI's: Tie Advanced x1, TIE Reaper, Wedge Antilles's X-wing, Poe Dameron's X-wing

Strategy: ITF attempts to TL enemy Vader (or other low tenacity attacker). Bistan TL's Biggs. Use Biggs' special on enemy Biggs if he has a TL, else just basic. Use Tarkin's 'Heavy Ion Cannon'. After this point fights vary too much to be able to say for sure what to do. Bring in TAx1 as 1st RI, if Biggs still has TL, taunt dispel him and go for the DPS. Try to kill off one back liner before enemy RI. Use Tarkin's Executive Order on his next turn, this should give your ships enough to push for the win.

***Historical Note:** As with most Executrix teams, the basic underpinning to success was the Tarkin+Vader combination with Vader providing mass debuffs to feed Tarkin's mechanic. The inclusion of Bistan's U-wing was perfectly logical given that it handed out a guaranteed TL before stealthing, directly benefiting Biggs protection, and could hit for decent damage itself. ITF could then capitalize against the TL'd enemy after.*

In most instances of every Tarkin+Vader fleet variation, the battle was often decided after Vader's entry but if RNG was against you, the 2nd reinforcement would matter

greatly. Player choices varied but turn meter manipulation, crowd control and assist mechanics were typically recommended whereas heal buffs, protection buffs and other buff mechanics were eschewed given the Executrix's abilities. RI's 3 and 4 were almost always afterthoughts with DPS ships being the most popular choice.

This particular lineup is not suitable for new players, but easier to farm variations (see [A Beginner's Guide to Ships 2.0](#)) are a recommended path to the top of their fleet shards.

Buggs Tie Fighter

2018-06-08; Courtesy of: @bbj

Tags: **Obsolete**, (2018-05 ~ 2018-09)

Capital ship: Chimaera

Frontline: Biggs Darklighter's X-Wing, Sun Fac's Geonosian Starfighter, Imperial Tie Fighter

RI's: Geonosian Soldier's Starfighter, Tie Advanced x1, +2

Strategy: ITF starts with special to get foresight, let the others damage your ships (ouch), then use Biggs to attack enemy Biggs, hopefully Target Lock, then use Sun Fac basic. Next use Chimaera basic attack with Sun Fac to get the TL and then you have two taunters. I generally bring in GS as first reinforcement, then TAx1. The stun on Sun Fac is saved for either Slave 1 or whoever enemy Maul's ship gives retribution which are the typical first enemy reinforcements.

Slave 1, Vader, Reaper & FOTF Variation

Courtesy of @Ignatus

RI's: Slave 1, Tie Advanced x1, Tie Reaper, First Order Tie Fighter

Strategy: Start off with ITF's special, gaining foresight. Biggs and Sun Fac have to weather some attacks, Chimaera uses either Heal/Offense if ships are badly damaged, or basic to land a TL with Sun Fac. Then enemy often uses AOE. Foresight on Tie means Chimaera gets a "free" turn soon, calling in Vader to deal with enemy ITF or dispel, or FOTF to land a TL. From there, you usually get off your ultimate first, and everything after is cleanup.

Historical Note: Two interesting team variations of the 'Old School' Chimaera meta that relied on a combination of factors to win battles. A double-tank frontline typically indicated a more mature fleet shard with tougher battles and thus the need for ships that could take punishment. Coupled with this was the classic Chimaera TL strategy involving Biggs, ITF and Vader with the ultimate goal of weathering the battle long enough to get to Chimaera's ultimate ability, 'Strategic Dominance', in order to win.

Staying Alive

2018-06-03; Courtesy of: @sdtbarbarossa

Tags: **Obsolete**, (2018-05 ~ 2018-09)

Capital Ship: Chimaera

Frontline: Biggs Darklighter's X-Wing, Tie Advanced x1 & Poe Dameron's X-Wing

RI's: Plo Koon's Jedi Starfighter, TIE Reaper, Jedi Consular's Starfighter, First Order Tie Fighter

Strategy: Use Poe's Special to get Foresight first and may block the first Attack of the enemy. Use TAx1 to get a TL on enemy Biggs. Use Biggs special on enemy Biggs to deal damage. If you are lucky you can take enemy Biggs out if he has no Protection with Poe's special. Plo Koon is there to let your team stay alive. Use him as RI if your units are down in Health. Jedi Consular can heal your team also. Try to stay alive with your whole team so you are soon over in terms of numbers. Then take the enemy out.

***Historical Note:** A variant of the 'Old School' Chimaera meta, as with most Chimaera meta's of that time, the overarching goal was to outlast your enemies until you could reach its ultimate ability 'Strategic Dominance'.*

Seismic Charge

2018-06-03; Courtesy of: @UKentDoThat

Tags: **Obsolete**, (2018-05 ~ 2018-09),

Capital ship: Executrix

Frontline: Biggs Darklighter's X-Wing, Slave 1 & Imperial Tie Fighter

RI's: Tie Advanced x1, Tie Reaper, Gauntlet Starfighter, Sun Fac's Geonosian Starfighter

Strategy: TFP attempts TL on enemy Biggs, if resisted then AI likes to attack slave 1 who's beefy enough to take it. You want to get a taunt on Biggs to keep the CD on Seismic Charge ticking. 1st reinforcement is Vader with dots and offense down and massive damage boosts. As long as you nailed their Biggs with a TL you can dispel the taunt and almost one shot one of their other ships. Keep calling in empire ships and win, or call in sun Fac if things turn a little.

Wedge, FOTF & Poe Variation

Courtesy of: @Chew Julia

RI's: Tie Advanced x1, Wedge Antilles' X-Wing, First Order Tie Fighter, Poe Dameron's X-Wing

Strategy: Much the same as the original variation. This one changes to ensure that Tie Advanced gets called first.

***Historical Note:** These were yet another set of variants of the 2018 Executrix co-meta (along with the Geo-Trio fleet). However, they were interesting off-shoots that tried to focus the fleet around Slave 1's powerful 'Seismic Charge' ability. The Imperial Fleet Discord had concluded very early that Slave 1 was not good enough to be used in veteran fleet arena shards, but some brave players persisted in sussing out it's*

potential. This was perhaps the result of a number of youtubers that had too quickly claimed Slave 1 as a powerful asset in fleet arena right after Ships 2.0 had rolled out.

Nevertheless, for newer, less developed fleet shards, this would still be considered a viable offence.

Grand Admiral Geo Trio

2018-06-02; Courtesy of: @Cesium

Tags: (2018-05 ~ 2018-09),

Capital Ship: Chimaera

Frontline: Sun Fac, Geonosian Soldier & Geonosian Spy

RI's: Tie Advanced x1, Biggs Darklighters' X-Wing, Tie Reaper & Slave 1

Strategy: Sun Fac stuns enemy Biggs, Offense Up with Chimaera, assist call from spy to melt enemy Biggs, assist call from Soldier to melt TFP/Tie Advanced. Call in Biggs/Slave 1 to taunt. Then clean up (easy from there). This is more of an offensive lineup if you want to climb the ranks in fleet arena. Not recommended for defense.

***Historical Note:** Perhaps the earliest popular incarnation of the 'Geo-Trio' meta, the Chimaera continued to prove itself as a versatile Capital Ship capable of fielding a variety of fighter fleets including this one. The allure of this variation was the ability to draw out the Geo's Trio's various strengths with all of the tools at the Chimaera's disposal which seemed tailor made for them. Given the assist synergies, this meant a reliably higher damage output.*

This particular lineup cannot be wholeheartedly recommended but it's variations can be (see 'Squish' above and [A Beginner's Guide to Ships 2.0](#)). A Chimaera lead Geo fleet was traditionally the strongest offensive variant (and still is) but currently, players are all strategizing on how to transition to the Mil.F meta. The Chimaera would arguably be a "waste" of ship resources and detrimental to an efficient transition.

Executrix Assault

2018-06-02; Courtesy of @Endall Beall

Tags: **New Shard Viable**, (2018-05 ~ 2018-09),

Capital Ship: Executrix

Frontline: Biggs Darklighter's X-Wing, Umbaran Starfighter & Imperial Tie Fighter

RI's: Tie Advanced x1, Wedge Antilles's X-wing, First Order TIE Fighter, Poe Dameron's X-wing

Strategy: Target enemy TAx1 with ITF and hopefully land TL, and use Umbaran (Fives) to land TL if ITF doesn't. Use Fives basic to dispel enemy Biggs Taunt to spread TL to others. Use Executrix AOE first turn and bring in TAx1 as 1st RI. 2nd RI should be Wedge or Poe, since

they're great as finishers with debuffs around / protection missing. Bring in FOTP only if TL is required on target.

Historical Note: A variant of the Executrix co-meta that came into prominence alongside the Geo-Trio meta after Ships 2.0 was released. The Executrix meta relied on the synergy between Tarkin's CS and the mass debuffs that Vader's TIE Advanced x1 (TAX1) brought in when it reinforced, maximizing Executrix's passive, 'Victory at all Costs' (VAAC), increasing Offensive power and fueling turn meter.

This variant relied on the TL debuff (via both Umbaran and ITF) to begin priming the VAAC passive while maximizing Biggs's Protection recovery and constantly resetting his 2 turn taunt. Umbaran was also a very tanky ship that usually allowed it to survive the enemy assault for several turns with ITF relying on it's speed, foresight and Capital Ship synergy to hold it's frontline position. Vader would always be 1st RI regardless of field conditions, and in this instance, the player chose an especially aggressive follow through with 3 ships designed for additional debuffs and/or high damage.

This lineup and its variations (see [A Beginner's Guide to Ships 2.0](#)) can be a recommended path to the top of fleet shard for new players looking to create their first fleet.

Set Empire on Stun

2018-05-30; Courtesy of: @Kamu Teel

Tags: **New Shard Viable**, (2018-05 ~ 2018-09),

Capital Ship: Executrix

Frontline: Biggs Darklighter's X-Wing, Tie Silencer, Imperial Tie Fighter

RI's: Tie Advanced x1, Sun Fac's Starfighter, Umbaran Starfighter, Wedge Antilles' X-Wing

Strategy: Avoid attacking enemy Biggs; stun enemy Tie Advanced or any enemy that won't regenerate protection/health negating your initial attacks. Best results for Executrix comes from spreading TL. First RI is always TAX1, and his reinforcement ability must be lv2 or better as the mass debuff gives allies tons of offense. Next Sun Fac is usually the second reinforcement for a guaranteed stun which can flip troubling battles in your favour. Battle often ends before 3rd reinforcement. ITF/Silencer must be faster than your enemy's. Transition out of this with a double tank starting lineup (Sun Fac but eventually HT).

Personal Log: A variant of the Executrix co-meta that appeared after Ships 2.0 was released alongside the Geo-Trio meta. This variant brought two fast, glass-cannons (Silencer, ITF) to the frontline with the intent of going first against all enemies. As with all Executrix meta variants, the Tarkin+Vader synergy was the crux of every victory but the strong fire power up front made for quicker battles. Sun Fac or even Umbaran, as 2nd RI, provided excellent crowd control ensuring victory if RNG was against you.

This lineup and its variations (see [A Beginner's Guide to Ships 2.0](#)) is still a recommended path to the top of fleet shard for new players looking to create their first fleet.

The Old School

2018-05-30; Courtesy of: @Jaykay

Tags: **Obsolete**, (2018-05 ~ 2018-09),

Capital Ship: Chimaera

Frontline: Biggs' X-Wing, Tie Advanced x1, Imperial Tie Fighter

Reinforcements: Scimitar, First Order Tie Fighter, Tie Reaper, Tie Silencer

Strategy: TFP attacks first, hopefully landing target lock (TL). Vader puts up guaranteed 2nd TL. Use 'Art of War' to gain an advantage over the enemy fleet and hopefully kill the enemy Biggs quickly. Call in FOTP to inflict irresistible TL with his reinforcement (RI) ability and to put out a strong damage. Scimitar gives you survivability and is good for shielding Vader. Reaper dispels buffs and can put your capital ship ahead of the enemy so you get your Ult off first. Silencer comes out for a stun and some high damage output.

Plo Koon & Umbaran Starfighter Variation

Courtesy of: @DarthYoda

Reinforcements: Plo Koon, Umbaran Starfighter, Sun Fac, Poe Dameron's X-Wing

Strategy: Start with your ITF and TL enemy Biggs. Continue attacking Biggs, use your own Biggs' special. This should kill enemy Biggs. Call in Sun Fac if you lose your Biggs, then call in Plo Koon to taunt up Sun Fac. If allied Biggs doesn't die, call in Plo first to heal everyone and remove all debuffs on allies and then give extra protection for Biggs after, call in Umbaran for the TM removal. Poe is just there because he is a great finisher and fun to use. Everything else more or less runs itself.

Sun Fac & Tie Reaper Variation

Courtesy of: @Jey Nigma

Reinforcements: Sun Fac, Tie Reaper, Slave 1 & Poe Dameron's X-Wing

Strategy: Call Sun Fac first for his stun and TL on assist. Though sometimes Tie Reaper may be more useful for his dispel. Slave 1 and Poe rarely see use except for extra survivability and to deal with TFP respectively

Historical Note: The "Old School" Chimaera fleet was an offshoot of the original Chimaera meta fleet that existed prior to the introduction of Ships 2.0 in May 2018. This was simply an extension of the same Ship 1.0 gameplay which relied on the absolute speed of your ITF vs the enemy ITF to ensure your fleet went first; and then on top of that, it required that you land Target Lock. Since maxed ships all had the same

speed, and everyone ran the same fleet, RNG would determine the winner of this battle, to the frustration of everyone.

Incidentally, Ships 2.0 had shifted the meta away from this Chimaera fleet but the aggregate datamine collected by swgoh.gg showed many fleet shards were filled with top rank players that continued to field this team. The conjecture was that due to the lack of diversity in many fleet shards, anyone that changed their lineup would inevitably get ganked by all the Chimaera players. During this time, shards appeared that consisted of only the Geo Trio meta squad and/or the Executrix meta squad with few Chimaera players to be found showing the meta had indeed changed; but, shards with established fleets continued to stubbornly hold fast to the old ways.

End of 'Ships 2.0' history.

Authors: the Imperial Fleet Server Moderator team and the individual contributors of each fleet.

Updated: 2019-07-02

Imperial Fleet Server Discord channel: <https://discord.gg/shQjmUc>

Documents by the Imperial Fleet Discord:

[A Beginner's Guide to Ships 2.0](#)

[Fleet Line-ups Used or Suggested by the Imperial Fleet Discord](#)

[Fleet Battle Reinforcement Order Tiers](#)

[A Guide to Territory War Fleets](#)

[Imperial Fleet Server Abbreviations](#)

[Ships Ability Damage Hierarchy Chart](#)