

Personal Endeavor Completion	** I TRY TO STICK TO UNIVERSAL WAYS TO COMPLETE ENDEAVORS SO NOT CAREER / SHIP RESTRICTED**		
PERSONAL FAVOURITE QUEUE FOR SPACE DAMAGE = STARBASE ONE			
PERSONAL FAVOURITE NON QUEUE FOR SPACE DAMAGE = SENTINEL PATROL			
*** If you have space damage but no other space kill endeavor.			
Deal Damage Ground	Dealers Choice of what to do. Missions/Queue/Battlezone (My personal preference is Dyson Ground Battlezone) *Physical Damage = Shotgun from Phoenix, Weaponized Dark Matter Kit Module (Universal), Degeneration (Temporal Spec Skill) Lecks Throwing Knives (Lucky 7 Mission Reward, Gamma Arc)		
Deal Damage Space	Dealers Choice of what to do. Missions/Queue/Patrol/Battlezone Use Ship Weapons or Hangar Pets Below		
Hangar Pet Options Included - Trying To Stick To Universal			
Antiproton	Obelisk Swarms (Fleet Spire 22,500 Dillithium/50,000 Credits) Mir Fighters/Battim Raiders (Herald Lockbox Ships Required) Aeon Timeship (Paradox Temporal Dreadnought Required - Lobi but pets universal) Skul Fighters ~25k EC/Dillithium depending on quality you want.		
Disruptor	Yukawa Frigates ~25k EC Per (Cardassian C-Store Ships required to unlock) To Duj Fighters ~25k EC/Dillithium depending on quality you want. Orion Slavers ~25k EC/Dillithium depending on quality you want.		
Kinetic	Nearly all Hangar Pets qualify for this one.		
Phaser	Lots to choose from, I love the Delta Flyers personally just for looks.		
Physical	Destabilizing Resonance Beam (Mission Reward, Blood of Ancients, Iconian War Arc) Some Temporal Bridge Officer Abilities		
Plasma	Scorpion Fighters (Romulan Rep 19,000 Dillithium, 120 Marks, 20,000 EC with Tier 6 Discount, x2 Undiscounted)		
Polaron	Jem'Hadar Fighters are universal but you must own one of the JH Carriers (T5 From C-Store Enough)		
Tetryon	Tholian Widow Fighters (Nukara Rep 19,000 Dillithium, 120 Marks, 20,000 EC)		
Nimbus Pirate Distress Call (Installation 18 Reward, Nimbus)	Summons 3 Ships that use separate weapon types "Pulsar, Phaser and Disruptor"		
Delta Alliance Reinforcements Beacon (Broken Circle, Iconian War)	Not tested yet but assuming weapon type is assigned to faction, stay tuned for further information.		
Phased-Waveform Beacon (Home, Gamma Quadrant Arc)	Deals Phaser Damage		
GROUND ENDEAVORS	Option 1		Alternative
Defeat Borg	PVE Queue		Defera Ground Battlezone (Can be reached via "Defera" in the main transwarp window) or take Breen Mission "Cold Call" Bug Hunt (Only has 1 Captain, I like it if I get it on easy) OR Can be found in Ground Battlezones (Dyson "Mechs", Nimbus "Raes") Partisans Mission, second generator will keep spawning them (Not tried personally)
Defeat Captains / Commanders	Home Mission, Gamma Arc: If you get 10 Captains/Commanders you should be able to do it in 1 run without completing the main room, there are confirmed 5 Captains so should leave 5 Commanders on your way to the end room, beam out and in if you have Captain Hard Endeavor.		
Defeat Dewan Arthropods	Nimbus Desert Scorpions		
Defeat Gorn on Nimbus	Self explanatory but can be found in Canyon north of the town.		
Defeat Hur'q Attendants	Home Mission (Gamma Arc) after space fight you beam onto ship, beam out and continue if you don't meet quota on first run. You can rack up the kills without going too far if you don't make the big mobs that spawn them. Ragnarok (Future Proof) 1.2m Space Battle, after beaming over 10-15 Terrans before you speak to scotty, you can get the full 60 Terrans in one run if you put your bridge officers on passive and restrict them to healing only and leave leeta alone you will get infinite waves whilst she is alive.		PVE Queue "Assault on Terrok Nor" or "Pahvo Dissension", Pahvo would be the best bet unless you could use Terran marks.
Defeat Terran Empire			
Defeat Tholians (Ground Adventure Zone)	Nukara (Bring EV Suit)		
Defeat Tholians	"Stormbound" Mission, you can save yourself to ship with 20 on board, kill all and beam out then back in just like with "Home" Episode Mission "Of Signs and Portents" in New Frontiers Arc. Managed to get "40 Tavien's kills by the time I reached the cave, you can get the last 20 inside whilst waiting for the pylons to be taken offline then run out of cave and beam up, it WILL NOT save your progress you will start from beginning ground segment again next time.		Nukara (Bring EV Suit)
Defeat Tzenkethi			
Defeat Undine	Undine Infiltration Queue		Mindscape Mission, Delta Quadrant Arc. Progress to Undine Ship but don't complete, beam out and in for undine kills if you don't meet quota
Defeat Vaadwaar	Kobali Prime, Delta Quadrant.		
Defeat Voth	Dyson Sphere Ground Battlezone		
Defeat Voth (Ground Battlezone)	Dyson Sphere Ground Battlezone		
	Option 1		Alternative
SPACE ENDEAVORS			
Destroy Borg Ships	Any Borg PVE Space Queue or Borg Mission Arc, Infected: The Conduit (ISA) people seem happy to do and is quick, may take a round or two if you are not in a rush.		Assimilation in Borg Story Arc has enough to clear Easy (5 Ships), rinse and repeat if you get more and don't want to hit up a queue
Destroy Destructible Torpedoes	Sylla and Charbidis (New Frontiers) After warping in you can move forward till larger portion of group disappears then shoot the incoming torpedoes yourself, use automated defense turret from phoenix or have pets in intercept mode hang around whilst you go get a coffee.		Crystalline Queue, shards count towards this and you can use [Console - Tactical - Automated Defense Turret] from Phoenix Store 1xBlue Token. Sentinels Patrol is my usual go to if you wanted to try that.
Destroy Dreadnoughts	Advanced Queues, Hive Onslaught, Dransur Gauntlet, Khitomer or Peril over Pahvo have multiple. If you need 1 for Easy ISA will do the trick. Iconian War Arc, Midnight Mission. More than enough in 1 run for even Hard Endeavor, leave after completing so you can return to the ship part of the mission for next time		Save yourself to last part of "Beneath the Skin" mission in Discovery arc just never close the portal and you always start at part with the DN
Destroy Herald Ships	Gamma Arc, Home Mission, if you keep yourself saved on the Dreadnought then "The Search" mission in the same arc has Frigates right at the start as you warp in and if you leave the bigger ships alone they will happily keep spawning them for you.		Swarm Queue
Destroy Hur'q Frigates	Counterspin PVE Queue		Badlands Battlezone
Destroy Terran Empire Ships	Badlands Battlezone		
Destroy Terran Empire Ships (Badlands Battlezone)			
Destroy Tholian Ships	First minute or two of Stormbound in "Future Proof Arc" You warp in, kill a group then warp to new area with more groups, rinse and repeat till you meet quota		Archer System Patrol, same block as Sally Ride Admiralty Card and if you take "Core of the Matter" from "Yesterdays War" the mission Transwarp will land you in the sector above it. Wait for them to lob the net up if you have it for Hard Endeavor to make sure you do it in 1 run OR Start Azure Nebula in a Private Queue till you have sufficient kills then leave Gravity Kills PVE Queue Sylla and Charbidis, the destructible torpedoes count as ships, just park up alk in their path if you have carrier and go grab a drink :)
Destroy Tzenkethi Ships	Gon' Cra Battlezone (in Transwarp Menu/Top Left of Alpha Quadrant)		Dyson Space Battlezone when you enter use the option to be taken to "Space Battlezone"
Destroy Tzenkethi Ships in the Gon' Cra Battlezone	As above, only choice		Central location on the map and the top right sections have 4 beams to activate and you can go in an endless respawn circle of death.
Destroy Undine Ships	PVE Queue Undine Assault/Mission Episode "Surface Tension"		
Destroy Undine Ships in Dyson Battlezone	Dyson Space Battlezone only choice, when you enter use the option to be taken to "Space Battlezone" Central location on the map and the top right sections have 4 beams to activate and you can go in an endless respawn circle of death.		
Destroy Voth Ships	PVE Queues (Breach for example)		Dyson Space Battlezone (After successful termination of ALL three Planet Killers. Dyson Contested Zone (Beam down to ground upon entering Solanae Sphere and then beam to ship again)
Destroy Voth Ships (Dyson Sphere)	Dyson Space Battlezone (After successful termination of ALL three Planet Killers).		Dyson Contested Zone (Beam down to ground upon entering Solanae Sphere and then beam to ship again)
	Option 1		Alternative
COMPLETE TFO'S **			
Complete Borg TFO's	Dealers choice of Ground/Space PVE Queue		
Complete Iconian TFO's	Dealers choice of Ground/Space PVE Queue		
Complete Lukari TFO's	Dealers choice of Ground/Space PVE Queue		
Complete Competitive Wargames TFO's	Dealers choice of Ground/Space PVE Queue		
**PERSONAL OPINION Can be buggy on queue count, besides Borg TFO's I would personally reroll the other 3. Lukari/Iconian can be a pain and Competitive can just take too long to get groups.			
MISC	Option 1		Alternative
Gain Salvage	With the changes to patrols any of them will now do but you are now guaranteed Kazon in Argala if you still prefer that		Visit Ship Equipment Vendor or Exchange for cheap items, exchange MK XII probably better. If you have a KDF toon just save up some stuff from Marauding Doff Missions
Harvest Materials (Ground)	Sphere of Influence (Solanae Arc), one at start and another a 10-15s run beam out and back in if you do not meet quota		Fed Side - Stranded in Space, there are two in the initial area you warp in to and you can just leave and re-enter. Borg Arc, Fluid Dynamics Also has some at start.
Harvest Materials (Space)	Any System Patrol (Japorri has 3, you can warp out and in still provided you do not engage the enemies)		Home Mission Gamma Arc in the first room on the Dreadnought there is a plasma fire which is fantastic for dropping shields and health alike very quickly. Example can be found via shield link. OR Dyson Sphere Battlezone **See Below for Away Team Setups for Ground Battlezone If you don't need marks or dont fancy a queue just hit up a patrol. <u>Home Mission Gamma Arc in the first room on the Dreadnought there is a plasma fire which is fantastic for dropping shields and health alike very quickly.</u> DB Dyson Sphere with 2 Engineers and find 2 medics in remote part of map, Wide beam rifle to get aggro with aggressive stance on then just wait. **see below for Away Team Setups
Healing (Ground)	Do your favourite queue and take along some healing devices/abilities		1. If you don't need marks or dont fancy a queue just hit up a patrol/space battlezone 2. You can also use the Shield Heal Drones you can purchase from vendor for EC. these are seriously effective if you have hangars. ***see video link from this cell for Shield Drones effectiveness.
Hull Healing (Space)	Do your favourite queue and take along some hull healing abilities, works if you are healing yourself or others.		
Shield Healing (Ground)	Do your favourite queue and pack some healing items/abilities		
Shield Healing (Space)	Do your favourite queue and take along some Shield healing abilities, works if you are healing yourself or others.		
Win Gold Pressed Latium playing Dabo	DSS/WELCOME TO DROZANA		
Win Gold Pressed Latium playing Dabo (DSS Specific)	DSS		
	2x Engineers with max rank for their slot Shield Recharge Reroute Power to Shields Medical Generator (Just to help if you keep too many) Shield Generator		Gamma Quadrant Mission "Home" should be saved to ship for use with other endeavors. 4xEngineers with Shield Generators and you can stand in the plasma fire in the first room
Doff Shield Heal Setup			
	2x Science with max rank for their slot Medical Tricorder Medical Tricorder Vascular Regenerator Nanite Health Monitor		Gamma Quadrant Mission "Home" should be saved to ship for use with other endeavors. 4xEngineers with Medical Generators and you can stand in the plasma fire in the first room
Doff Health Heal Setup			

