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	"TIRT TO STICK TO UNIVERSAL WATS TO COMPLETE ENDEAVORS SO NOT CAREER/SHIP RESTRICTED"	
PERSONAL FAVOURITE NON QUEUE FOR SPACE DAMAGE = SENTINEL PATROL	i l	
^^^^ If you have space damage but no other space kill endeavor.	Dealers Choice of what to do. Missions/Queue/Battlezone (My personal preference is Dyson Ground Battlezone)	
Deal Damage Ground	*Physical Damage = Shotgun from Phoenix, Weaponized Dark Matter Kit Module (Universal), Degeneration (Temporal Spec Skill)	
	Lecks Throwing Knives (Lucky 7 Mission Reward, Gamma Arc) Dealers Choice of what to do. Missions/Queue/Patrol/Battlezone	
Deal Damage Space	Use Ship Weapons or Hangar Pets Below	
Hangar Pet Options Included - Trying To Stick To Universal	Obelisk Swarmers (Fleet Snire 22 500 Dilithium/50 000 Credits)	
Antiproton	Mir Fighters/Baltim Baiders (Herald Lockbox Ships Required)	
Antipicton	Aeon Timeship (Paradox Temporal Dreadnought Required - Lobi but pets universal) S'kul Fighters ~25k EC/Dilithium depending on quality you want.	
	Yukawa Frigates ~25k EC Per (Cardassian C-Store Ships required to unlock)	
Disruptor	To'Duj Fighters ~25k EC/Dilithium depending on quality you want. Orion Slavers ~25k EC/Dilithium 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 Dilithium, 120 Marks, 20,000 EC with Tier 6 Discount, x2 Undiscounted)	
Polaron Tetryon	Jern'Hadar Fighters are universal but you must own one of the JH Carriers (T5 From C-Store Enough) Tholian Widow Fighters (Nukara Rep 19,000 Dilithium, 120 Marks, 20,000 EC)	
Nimbus Pirate Distress Call (Installation 18 Reward, Nimbus)	Summons 3 Ships that use separte weapon types "Polaron, 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"
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	Bug Hunt (Only has 1 Captain, I like it if I get it on easy) OR
	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.	Can be found in Ground Battlezones (Dyson "Mechs", Nimbus "Rares")
Defeat Dewan Arthropods	Nimbus Desert Scorpions Self explanatory but can be found in Canyon north of the town.	Partisans Mission, second generator will keep spawning them (Not tried personally)
Defeat Gom on Nimbus	Home Mission (Gamma Arc) after space fight you beam onto ship, beam out and continue if you don't meet quota on first run.	
Defeat Hur'q Attendants	You can rack up the kills without going too far if you dont nuke the big mobs that spawn them.	
Defeat Terran Empire	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	PVE Queue "Assault on Terrok Nor" or "Pahvo Dissension", Pahvo would be the best bet unless you could use Terran
	alive.	marks.
Defeat Tholians (Ground Adventure Zone) Defeat Tholians	Nukara (Bring EV Suit) "Stormbound" Mission, you can save yourself to ship with 20 on board, kill all and beam out then back in just like with "Home"	Nukara (Bring EV Suit)
	Episode Mission "Of Signs and Portents" in New Frontiers Arc, Managed to get ~40 Tzenkethi Kills by the time I reached the cave,	······································
Defeat Tzenkethi	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.	
Defeat Undine	Undine Infiltration Queue	Mindscape Mission, Delta Quadrant Arc.
Defeat Vaadwaur	Kobali Prime, Delta Quadrant.	Progress to Undine Ship but don't complete, beam out and in for undine kills if you don't meet quota
Defeat Vaduwali Defeat Voth	Dyson Sphere Ground Battlezone	
Defeat Voth (Ground Battlezone)	Dyson Sphere Ground Battlezone	
SPACE ENDEAVORS	Option 1	Alternative
	Any Borg PVE Space Queue or Borg Mission Arc,	
Destroy Borg Ships	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
	Scylla and Charbdis (New Frontiers) After warping in you can move forward til larger portion of group disappears then shoot the incoming	Crystalline Queue, shards count towards this and you can use [Console - Tactical - Automated Defense Turret] from Phoenix Store 1xBlue Token.
Destroy Destructible Torpedoes	torpedoes yourself, use automated defense turret from phoenix or have pets in intercept mode hang around whilst you go get a coffee.	Sentinels Patrol is my usual go to if you wanted to try that.
Destroy Dreadnoughts	Advanced Queues, Hive Onslaught, Dranuur Gauntlet, Khitomer or Peril over Pahvo have multiple. If you need 1 for Easy ISA will do the trick.	Sentinels Patrol is my usual go to ir you wanted to try that. 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	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 Gamma Arc, Home Mission, if you keep yourself saved on the Dreadnought then "The Search" mission in the same arc has Frigates	
Destroy Hur'q Frigates	Gamma Arc, home Mission, it you keep yourself saved on the Dreadhought then Time search mission in the same arc has Frigates	Swarm Queue
	right at the start as you warp in and if you leave the bigger ships alone they will happily keep spawning them for you.	
Destroy Terran Empire Ships	Counterpoint PVE Queue	Badlands Battlezone
Destroy Terran Empire Ships Destroy Terran Empire Ships (Badlands Battlezone)	Counterpoint PVE Cleave Ballands Batterione Trick minute or two of Stormbound in "Future Proof Arc" You warp in, kill a group then warp to new area with	Archer System Patrol, same block as Sally Ride Admiralty Card and if you take "Core of the Matter" from "Vesterdays Wa" 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
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04/12/2019							
Added Video for Ground Shield Endeavor							
		Cost	50%	75%	Purchases Required	Total 50%	Total 75%
27/11/2019	Mudds In Command	29,500	14,750	7,375		29,500	14,75
Added Video for Ground Heal (Can use this for shields and health) and Space Shields	Into Darkness	29,500	14,750	7,375		29,500	14,750
	Outta This Wormhole	29,500	14,750	7,375		29,500	14,750
30/09/2019	Secret Intel	29,500	14,750	7,375		29,500	14,75
Lots of fine tuning of some missions due to changes recently made and new content	Carried Away	29,500	14,750	7,375		29,500	14,75
	Primary Faction	29,500	14,750	7,375		29,500	14,750
12/09/2019	Fighter Pilot	29,500	14,750	7,375		29,500	14,75
Added alternate info regarding Harvest Space Materials due to Patrol System Rework	Lost in the Delta Quadrant	29,500	14,750	7,375	2	29,500	14,75
21/08/2019					Total	236,000	118,00
Added Alternatives for Ground Shield + Health Healing							
13/08/2019							
Added detailed info to "Harvest Space Materials"							
29/07/2019							
Added specific info for Physical Damage to Ground in "B5" info							
15/07/2019							
Added Information Regarding Reinforcement Beacons Excluded Beacon as it was an Event Reward							
03/06/2019							
Added Specific Info to Captain/Commander Ground Endeavors							
28/04/19							
Updated Tzenkethi Ground Hard with specific info							
09/04/2019							
Added specific info to Tzenkethi Ground							
04//04/2019							
Added info to Space Shield Endeavor							
25/03/2019							
Added additional info on Terran Ground Kills							
06/03/2019							
Added info on Destructible Torpedoes Endeavor							
04/03/2019							
Removed Foundry Mission due to the system being removed in April.							
03/03/2019							