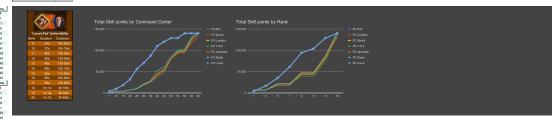


Skill Point Efficencies (max)	UC	Rare	Source
Fleet Readiness	25%	25%	Prime
Commanders Prerogative	20%	0%	Ex-Borg Favor
Fleet Command Protocols	12%	12%	7 of 9
Part Collinato Piotocola	12.4	12.0	7.01
	FCC	1	7.44
Fleet Refinery Reward			7.00
Fleet Refinery Reward	FCC	124	744

	Fleet (	Comman	der SLB F	oints to	max	
	Rank	Unc FCC	Rare FCC	Epic FCC	Comm. XP	Grand total
)	Points	30	40	50	10	
	Grand total	6,666,600	2,280,000	910,000	39,140,400	48,997,000
ı	Points	30	0	0	2	
ı	Grand total	6,666,600	0	0	7,828,080	14,494,680

CC Level	FC Kirk	FC Spock	FC Locotus	FC7 of 9	FC Janeway	FC Sloan	FC Lorca
1	745	735	745	820	700	660	3,954
10	4,070	3,800	4,240	4,350	4,090	3,950	9,887
15	4,070	3,800	4,240	4,350	4,090	3,950	18,517
20	6,750	6,480	6,715	6,145	6,770	6,810	32,305
25	10,420	9,510	10,760	9,815	10,745	10,815	56,070
30	20,505	19,590	20,420	18,050	20,670	20,980	70,485
35	27,430	25,260	28,015	24,930	28,135	28,530	87,165
40	44,210	41,730	43,600	37,070	44,690	52,380	110,381
45	55,230	52,680	54,550	47,660	55,650	61,795	120,509
50	81,805	78,910	81,315	80,265	81,760	85,890	128,945
53	96,535	93,635	96,035	98,650	94,005	100,525	128,945
55	100,030	95,540	98,745	100,640	95,560	102,930	140,342
56	127,700	123,235	126,470	127,335	118,590	130,445	140,342
60	140,685	137,810	139,985	140,160	131,375	143,985	140,342
FC Rank	FC Kirk	FC Spock	FC Locotus	FC7 of 9	FC Janeway	FC Sloan	FC Lorca
1	7,105	6,995	7,065	7,755	6,710	6,290	3,954
3	7,105	6,995	7,065	7,755	6,710	6,290	16,481
5	21,115	18,515	22,485	21,720	21,855	21,500	35,044
7	21,115	18,515	22,485	21,720	21,855	21,500	61,296
9	46,670	43,770	45,935	38,540	46,200	48,560	94,131
11	46,670	43,770	45,935	38,540	46,200	48,560	104,259
13	84,575	81,685	83,835	74,795	84,525	88,195	128,945
18	140,685	137.810	139,985	140.160	131,375	143.985	140.342



				FC Lorca	Totals:	140,342			
FC	Tree	Skill	Lvl	Effect	Bonus	Lorca SP	Power	CC level	FC Rank
LORCA	LEADER	Lorca's Fix		1 Increases base Repair Cost Efficiency for all your ships (On Duty)	50%	92	17,700	1	1
LORCA	LEADER	Lorca's Fix		2 Increases base Repair Cost Efficiency for all your ships (On Duty)	65%	101	5,325	1	1
LORCA	LEADER	Lorca's Fix		3 Increases base Repair Cost Efficiency for all your ships (On Duty)	80%	111	5,300	1	1
LORCA	LEADER	Lorca's Fix		4 Increases base Repair Cost Efficiency for all your ships (On Duty)	100%	125	7,100	1	1
LORCA	LEADER	Lorca's Fix		5 Increases base Repair Cost Efficiency for all your ships (On Duty)	120%	138	7,075	1	1
LORCA	LEADER	Lorca's Fix		6 Increases base Repair Cost Efficiency for all your ships (On Duty)	140%	152	7,075	1	1
LORCA	LEADER	Lorca's Fix		7 Increases base Repair Cost Efficiency for all your ships (On Duty)	165%	166	8,875	20	3
LORCA	LEADER	Lorca's Fix		8 Increases base Repair Cost Efficiency for all your ships (On Duty)	190%	180	8,850	20	3
LORCA	LEADER	Lorca's Fix		9 Increases base Repair Cost Efficiency for all your ships (On Duty)	220%	184	10,625	20	3
LORCA	LEADER	Lorca's Fix	1	Increases base Repair Cost Efficiency for all your ships (On Duty)	250%	208	10,625	20	3
LORCA	LEADER	Lorca's Fix	1	1 Increases base Repair Cost Efficiency for all your ships (On Duty)	285%	221	12,400	20	3
LORCA	LEADER	Lorca's Fix	1	2 Increases base Repair Cost Efficiency for all your ships (On Duty)	325%	235	14,150	20	3
LORCA	LEADER	Lorca's Fix	1	3 Increases base Repair Cost Efficiency for all your ships (On Duty)	375%	249	17,725	35	7
LORCA	LEADER	Lorca's Fix	1	4 Increases base Repair Cost Efficiency for all your ships (On Duty)	435%	291	21,250	35	7
LORCA	LEADER	Lorca's Fix	1	5 Increases base Repair Cost Efficiency for all your ships (On Duty)	500%	304	23,025	35	7

Skill	Desc	Rank	bonus	Cost	Efficiency	savings	what if prime	prime Sav	Tot Savings
Killing Impulse	After destroying a ship, increases base Impulse Speed until your ship候s next battle or its return to the Station (On Duty å€" Selectable)	1	30	1,384	1,073	311	899	174	485
Artifact Efficiency	Increases base Artifact Shards Cost Efficiency (On Duty – Selectable)	1	20%	2,075	1,609	466	1,347	261	728
Dark Investigation	Increases base Research Cost Efficiency for all Materials and Resources (On Duty)	1	300%	2,757	2,137	620	1,790	347	967
Forbidden Power	Increases base Cost Efficiency for Reactors and Catalysts when tiering up Forbidden Tech (On Duty &C Selectable)	1	30%	2,075	1,609	466	1,347	261	728
Resolute Materials	Increases base Cost Efficiency of all Materials for Buildings (On Duty)		120%		4,289	1,244		696	1,940
Resolute Resources	Increases base Cost Efficiency of Resources for Buildings (On Duty)				4,289				1,940
Crew Potency	Increases all base Officer stats (Always On)		1000%						1,456
Fierce Ship Intent	Increases base Cost Efficiency of Materials and Resources when upgrading Ship Components (On Duty)								2,426
Battleship Parts Intent	Increases base Cost Efficiency of Battleship Parts when upgrading Ship Components (On Duty &C" Selectable)								1,012
Explorer Parts Intent	Increases base Cost Efficiency of Explorer Parts when upgrading Ship Components (On Duty 3€" Selectable)		325%	2,885					1,012
Interceptor Parts Intent	Increases base Cost Efficiency of Interceptor Parts when upgrading Ship Components (On Duty &C Selectable)		325%	2,885	2,236	649		363	1,012
Isolytic Fury	Increases base Isolytic Damage for all your ships (On Duty)		20%	4,152	3,219	933	2,696	523	1,456
Warp Whiplash		12	1000%	4,152	3,219	933	2,696	523	1,456
Lorca's Shield		13	1000%	6,226	4,826	1,400	4,043	783	2,183
Lorca's Defense	Increases base HHP for all your ships (Always On)	14	1000%	8,303	6,436	1,867	5,392	1,045	2,911
Lorca's Fist	Increases base Weapon Damage for a short amount of time for all your ships (On Duty &C Active Ability)	15	13000%	8,654	6,709	1,945	5,619	1,089	3,035
Lorca's Isolytic Shield	Increases base Isolytic Defense for all your ships (Always On)	15	60%	10,375	8,043	2,332	6,737	1,306	3,638
Lorca's Fix	Increases base Repair Cost Efficiency for all your ships (On Duty)	16	500%	2,757	2,137	620	1,790	347	967
Hostile Decimation	Increases your base Weapon Damage against non-Armada Hostiles (On Duty 倓 Selectable)	16	1000%	3,458	2,681		2,245	435	1,213
Tenacious Digging	Increases base amount of raw Materials obtained when moving off a mining node (On Duty)	18	20%	2,757	2,137	620		347	967
Cleave Hostiles	Increases base value of all Piercing stats against non-Armada Hostiles (On Duty å€" Selectable)		800%		2,137	620			967
Lorca's Strike	At the beginning of each round of combat when your opponent has any Status Effect applied, increases your Critical Hit Chance for 1 round (On Duty)				4,289	1,244		696	1,940
Cleave Rivals	Increases base value of all Piercing stats against Players (On Duty å€" Selectable)	20	800%	2,757	2,137	620	1,790	347	967
Vanquish Rivals	Increases your base Weapon Damage against Players (On Duty å€" Selectable)	20	1000%	3,458	2,681	777	2,245	435	1,213
Apex Spike	Increases your base Apex Barrier (does not work against Armadas and Invading Entities, or during Station Defense) (Always On)	21	650	8,654	6,709	1,945	5,619	1,089	3,035
Cleave Armadas	Increases base value of all Piercing stats against Armadas and Invading Entities (On Duty 3€" Selectable)	28	800%	2,757	2,137	620	1,790	347	967
Deadly Station Reload	Lowers your Weaponside Warmup Time during Station Defense if they have been increased by another effect (Cannot go below original value) (On Duty)	29	2	4,119	3,193	926	2,675	518	1,444
Armada Annihilation	Increases your base Weapon Damage against Armadas and Invading Entities (On Duty &C Selectable)	29	1000%	3,458	2,681	777	2,245	435	1,213
Lorca's Capacity	Increases base Max Cargo for all your ships (On Duty)	30	150%	4,152	3,219	933	2,696	523	1,456
Wave Impulse	Increases base Impulse Speed while in Wave Defense (On Duty 36" Selectable)	DO NOT DO	30	1,384	1,073	311	899	174	485

		FC Caj	otain Spock		Totals:	140,320	1,840									
	Tree		Lvi Type	Effect ble) Parsteel Protection		Spock SP	Rare SP	Power	CC level FC Rank	4 0011		D	0011117	FC Rank	Ξ	B
1	Architect Architect	Encased Caches Encased Caches		ole) Parsteel Protection	50% 60%	25 30		200	1	1 CC Level	Unc 1 735	Rare	COUNT 2		Unc I	Rare 0
1	Architect	Encased Caches	3 Dock (Selecta	ole) Parsteel Protection	72%	35		410	1	1 1		0	0 4	5	5 14,030	0
1	Architect	Encased Caches		ole) Parsteel Protection	86%	45		625	1	1 2					9 25,255	. 0
1	Architect Architect	Grease for Gears Grease for Gears		ole) Trit Protection	50% 60%	25 30		200	1	1 2					13 37,915 18 56,125	
1	Architect	Grease for Gears		ole) Trit Protection	72%	35		410	1	1 3					10 00,120	1,100
1	Architect	Grease for Gears		ole) Trit Protection	86%	45		625	1	1 4						
	Architect	Reinforced Vaults		ole) Dilithium Protection	50%	25		200	1	1 4						
	Architect Architect	Reinforced Vaults Reinforced Vaults		ble) Dilithium Protection ble) Dilithium Protection	60% 72%	30 35		290	1	1 5						
	Architect	Reinforced Vaults		ole) Dilithium Protection	86%	45		625	1	1 5						
1	Miner	The Needs of the Ma	1 Always On	Mat mining rate	10%	30		250	1	1 5						
1	Miner	The Needs of the Ma	2 Always On	Mat mining rate	12%	40		390	1	1 6	14,575	275	5 1	7		
1	Miner Miner	The Needs of the Ma The Needs of the Ma	3 Always On 4 Always On	Mat mining rate  Mat mining rate	14% 16%	45 55		525 750	1	1						
1	Scientist	Best Guess	1 Dock	hostile damage	25%	30		250	1	1						
	Scientist	Best Guess	2 Dock	hostile damage	27%	35		340	1	1						
	Scientist	Best Guess	3 Dock	hostile damage	29%	45		525		1						
1 1	Scientist Architect	Best Guess Encased Caches	4 Dock 5 Dock (Selects	hostile damage ble) Parsteel Protection	34% 102%	50 50		700		1						
	Architect	Encased Caches		ole) Parsteel Protection	120%	60		1,125		1						
1	Architect	Encased Caches		ole) Parsteel Protection	140%	65		1,600	10	1						
	Architect	Encased Caches		ole) Parsteel Protection	165%	75		2,800	10	1						
	Architect Architect	Encased Caches Grease for Gears		ole) Parsteel Protection ole) Trit Protection	195% 102%	85 50		400 800	10 10	1						
	Architect	Grease for Gears		ole) Trit Protection	120%	60		1,125		1						
	Architect	Grease for Gears	7 Dock (Selecta	ole) Trit Protection	140%	65		1,600	10	1						
	Architect	Grease for Gears		ole) Trit Protection	165%	75		2,800	10	1						
	Architect Architect	Grease for Gears Reinforced Vaults		ole) Trit Protection ole) Dilithium Protection	195% 102%	85 50		400	10 10	1						
	Architect	Reinforced Vaults Reinforced Vaults		ble) Dilithium Protection ble) Dilithium Protection	102%	60		1,125		1						
	Architect	Reinforced Vaults		ole) Dilithium Protection	140%	65		1,600	10	1						
	Architect	Reinforced Vaults		ole) Dilithium Protection	165%	75		2,800	10	1						
n	Architect	Reinforced Vaults		ole) Dilithium Protection	195%	85		400		1						
D D	Architect Architect	Eliminate the Imposs Eliminate the Imposs	1 Dock 2 Dock	station rss efficiency station rss efficiency	10% 12%	60 70		1,125	10 10	5						
0	Architect	Eliminate the Imposs	3 Dock	station rss efficiency	14%	85		2,100	10	5						
)	Architect	Eliminate the Imposs	4 Dock	station rss efficiency	16%	100		2,900	10	5						
)	Architect	Power with Construct	1 Always On	Construction speed	15%	65		1,225	10	5						
)	Architect Architect	Power with Construct Power with Construct	2 Always On 3 Always On	Construction speed Construction speed	16% 18%	75 90		1,600	10 10	5						
)	Architect	Power with Construct	4 Always On	Construction speed Construction speed	20%	105		3,000	10	5						
	Miner	The Needs of the Ma		Mat mining rate	20%	65		1,050	10	1						
	Miner	The Needs of the Ma		Mat mining rate	24%	75		1,400	10	1						
	Miner	The Needs of the Ma		Mat mining rate	30%	85		2,100		1						
	Miner Miner	The Needs of the Ma The Needs of the Ma		Mat mining rate  Mat mining rate	36% 44%	95 110		3,500 5,250		1						
	Miner	Fortified Hulls	1 Dock	Survey hull health	93%	60		1,125	10	5						
	Miner	Fortified Hulls	2 Dock	Survey hull health	111%	70		1,500	10	5						
1	Miner	Fortified Hulls	3 Dock	Survey hull health	130%	85		2,100	10	5						
)	Miner Scientist	Fortified Hulls Best Guess	4 Dock 5 Dock	Survey hull health hostile damage	157% 39%	100		2,900	10 10	5						
	Scientist	Best Guess	6 Dock	hostile damage	47%	70		1,300	10	1						
	Scientist	Best Guess	7 Dock	hostile damage	55%	80		2,000	10	1						
1	Scientist	Best Guess	8 Dock	hostile damage	65%	90		3,400	10	1						
1	Scientist Scientist	Best Guess	9 Dock	hostile damage ble) hostile armor piercing	75%	100 50		4,700	10 10	1						
0	Scientist	Fascinating Fascinating		ole) hostile armor piercing	50% 55%	60		8,500 11,000	10	5						
0	Scientist	Fascinating		ole) hostile armor piercing	63%	70		13,750	10	5						
10	Scientist	Fascinating		ole) hostile armor piercing	71%	85		18,250	10	5						
0	Scientist	Live Long		ole) officer health	20%	50		950	10	5						
0	Scientist Scientist	Live Long		ole) officer health	22% 24%	60 70		1,300	10 10	5						
0	Scientist	Live Long		ole) officer health	28%	85		2,400	10	5						
0	Architect	Automated Construct	1 Dock	Ship construction speed	15%	90		3,400	20	9						
0	Architect Architect	Automated Construct Automated Construct	2 Dock	Ship construction speed	16%	110		4,600	20	9						
0	Architect	Automated Construct	3 Dock 4 Dock	Ship construction speed Ship construction speed	18% 20%	130 150		6,250 8.000	20	a a						
D	Miner	Enriched Caches		ole) Mat mining rate	25%	75		2,800	20	9						
D	Miner	Enriched Caches		ole) Mat mining rate	30%	90		3,800	20	9						
0	Miner	Enriched Caches		ole) Mat mining rate	40%	110		5,250	20	9						
)	Miner Miner	Enriched Caches Geological Survey		ble) Mat mining rate ble) Mat mining rate	50% 25%	130 75		7,000 2,800	20 20	9						
0	Miner	Geological Survey		ole) Mat mining rate	30%	90		3,800	20	9						
)	Miner	Geological Survey	3 Dock (Selecta	ole) Mat mining rate	40%	110		5,250	20	9						
)	Miner	Geological Survey		ole) Mat mining rate	50%	130		7,000	20	9						
)	Miner Miner	Particle Fountain Particle Fountain		ble) Mat mining rate ble) Mat mining rate	25% 30%	75 90		2,800 3,800	20 20	9						
)	Miner	Particle Fountain		ole) Mat mining rate	40%	110		5,250	20	9						
1	Miner	Particle Fountain	4 Dock (Selecta	ole) Mat mining rate	50%	130		7,000	20	9						
)	Scientist	Insufficent Facts	1 Always On	Research speed	25%	95		3,500	20	9						
)	Scientist Scientist	Insufficent Facts	2 Always On	Research speed	27% 29%	115		4,800	20	9						
)	Scientist	Insufficent Facts Insufficent Facts	3 Always On 4 Always On	Research speed Research speed	29% 34%	135		6,500 8,500	20	9						
)	Scientist	Propulsion Studies	1 Dock	Research rss efficiency	15%	90		3,400	20	9						
)	Scientist	Propulsion Studies	2 Dock	Research rss efficiency	16%	110		4,600		9						
	Scientist	Propulsion Studies	3 Dock	Research rss efficiency Research rss efficiency	18%	130		6,250	20	9						
	Scientist Architect	Propulsion Studies Eliminate the Imposs	4 Dock 5 Dock	Research rss efficiency station rss efficiency	20%	150 115		8,000 4,300	20 25	5						
	Architect	Eliminate the Imposs		station rss efficiency	24%	130		5,500	25	5						
	Architect	Eliminate the Imposs	7 Dock	station rss efficiency	28%	150		8,000	25	5						
	Architect	Eliminate the Imposs		station rss efficiency	34%	175		11,500		5						
	Architect Architect	Eliminate the Imposs Power with Construct	9 Dock 5 Always On	station rss efficiency Construction speed	40% 24%	200 125		16,250 4,700	25 25	5						
	Architect	Power with Construct Power with Construct	6 Always On	Construction speed Construction speed	24%	125		6,000		5						
	Architect	Power with Construct	7 Always On	Construction speed	32%	165		8,750		5						
		Power with Construct	8 Always On	Construction speed	38%	185		12,250		5						
) ) )	Architect	Power with Construct		Construction speed	44%	210		17,250		5						
) ) )	Architect		5 Dock	Survey hull health Survey hull health	185% 213%	115		4,300		5						
)	Architect Miner	Fortified Hulls	e Davis		213%	130		5,500 8,000	25 25	5						
)	Architect Miner Miner	Fortified Hulls Fortified Hulls	6 Dock 7 Dock			150										
	Architect Miner	Fortified Hulls	6 Dock 7 Dock 8 Dock	Survey hull health Survey hull health	268% 324%	150 175		11,500	25	5						
) ) ) ) )	Architect Miner Miner Miner	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls	7 Dock	Survey hull health	268%				25 25	5						
) ) ) ) ) ) )	Architect Miner Miner Miner Miner Miner Scientist	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fascinating	7 Dock 8 Dock 9 Dock 5 Dock (Selecta	Survey hull health Survey hull health Survey hull health ble) hostile armor piercing	268% 324% 389% 81%	175 200 100		11,500 16,250 2,300	25 25	5 5 5						
	Architect Miner Miner Miner Miner Miner Scientist Scientist	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fascinating Fascinating	7 Dock 8 Dock 9 Dock 5 Dock (Selecta 6 Dock (Selecta	Survey hull health Survey hull health Survey hull health Ole) hostile armor piercing Ole) hostile armor piercing	268% 324% 389% 81% 93%	175 200 100 115		11,500 16,250 2,300 28,500	25 25 25	5 5 5 5						
0)	Architect Miner Miner Miner Miner Miner Scientist Scientist Scientist	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fascinating Fascinating Fascinating	7 Dock 8 Dock 9 Dock 5 Dock (Selecta 6 Dock (Selecta 7 Dock (Selecta	Survey hull health Survey hull health Survey hull health le) hostile armor piercing hostile armor piercing hostile armor piercing	268% 324% 389% 81% 93% 108%	175 200 100 115 130		11,500 16,250 2,300 28,500 34,500	25 25 25 25 25	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5						
	Architect Miner Miner Miner Miner Miner Scientist Scientist	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fascinating Fascinating	7 Dock 8 Dock 9 Dock 5 Dock (Selecta 6 Dock (Selecta 7 Dock (Selecta 8 Dock (Selecta	Survey hull health Survey hull health Survey hull health Ole) hostile armor piercing Ole) hostile armor piercing	268% 324% 389% 81% 93%	175 200 100 115		11,500 16,250 2,300 28,500	25 25 25	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5						
	Architect Miner Miner Miner Miner Miner Miner Scientist Scientist Scientist Scientist	Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fortified Hulls Fascinating Fascinating Fascinating Fascinating Fascinating	7 Dock 8 Dock 9 Dock 5 Dock (Selecta 6 Dock (Selecta 7 Dock (Selecta 8 Dock (Selecta 9 Dock (Selecta 5 Dock (Selecta	Survey hull health Survey hull health Survey hull health Survey hull health ble) hostile armor piercing ble) hostile armor piercing ble) hostile armor piercing ble) hostile armor piercing	268% 324% 389% 81% 93% 108% 128%	175 200 100 115 130		11,500 16,250 2,300 28,500 34,500 43,000	25 25 25 25 25 25	5 5 5 5 5 5 5 5 5 5						

		FC Capt	ain Spock		Totals:	140,320 1,840			1		
	Tree		vl Type	Effect		Spock SP Rare SP		CC level FC Rank			
10		Live Long Live Long	Bock (Selectable)     Dock (Selectable)		54% 64%	150 170	10,000 14,000	25 5 25 5			
1	Architect	Encased Caches	10 Dock (Selectable)	Parsteel Protection	230%	100	6,750	30 1			
1	Architect Architect	Encased Caches Encased Caches	11 Dock (Selectable) 12 Dock (Selectable)		270% 315%	110 125	9,000 13.750	30 1 30 1			
1	Architect	Encased Caches	13 Dock (Selectable)	Parsteel Protection	365%	140	18,250	30 1			
1	Architect Architect	Encased Caches Grease for Gears	14 Dock (Selectable) 10 Dock (Selectable)		425% 230%	160 100	27,000 6,750	30 1 30 1			
1	Architect	Grease for Gears			270%	110	9,000	30 1			
1	Architect	Grease for Gears			315%	125	13,750	30 1			
1	Architect Architect	Grease for Gears Grease for Gears			365% 425%	140 160	18,250 27,000	30 1 30 1			
1	Architect	Reinforced Vaults	10 Dock (Selectable)	Dilithium Protection	230%	100	6,750	30 1			
1	Architect Architect	Reinforced Vaults Reinforced Vaults	11 Dock (Selectable) 12 Dock (Selectable)		270% 315%	110 125	9,000 13,750	30 1 30 1			
1	Architect	Reinforced Vaults	13 Dock (Selectable)		365%	140	18,250	30 1			
1 20	Architect Architect	Reinforced Vaults Automated Construct	14 Dock (Selectable) 5 Dock	Dilithium Protection Ship construction speed	425% 24%	160 175	27,000 11.500	30 1 30 9			
20	Architect	Automated Construct	6 Dock	Ship construction speed Ship construction speed	28%	200	11,500	30 9			
20	Architect	Automated Construct	7 Dock	Ship construction speed	32%	230	18,750	30 9			
20	Architect Architect	Automated Construct Automated Construct	8 Dock 9 Dock	Ship construction speed Ship construction speed	38% 44%	265 300	24,000 32,500	30 9 30 9			
1	Miner	The Needs of the Ma	10 Always On	Mat mining rate	52%	125	8,250	30 1			
1	Miner	The Needs of the Ma	11 Always On	Mat mining rate	60%	140	11,500	30 1			
1	Miner Miner	The Needs of the Ma The Needs of the Ma	12 Always On 13 Always On	Mat mining rate Mat mining rate	70% 85%	160 180	17,500 23,500	30 1 30 1			
1	Miner	The Needs of the Ma	14 Always On	Mat mining rate	105%	200	33,500	30 1			
20	Miner Miner	Enriched Caches Enriched Caches	5 Dock (Selectable) 6 Dock (Selectable)		60% 75%	150 175	10,000	30 9 30 9			
20	Miner	Enriched Caches	7 Dock (Selectable)	Mat mining rate	90%	200	16,250	30 9			
20 20	Miner Miner	Enriched Caches Enriched Caches	8 Dock (Selectable) 9 Dock (Selectable)		105% 125%	225 260	20,500 28,500	30 9 30 9			
20	Miner	Geological Survey	9 Dock (Selectable) 5 Dock (Selectable)		125%	150	10,000	30 9			
20	Miner	Geological Survey	6 Dock (Selectable)	Mat mining rate	75%	175	13,000	30 9			
20 20	Miner Miner	Geological Survey Geological Survey	7 Dock (Selectable) 8 Dock (Selectable)		90% 105%	200 225	16,250 20,500	30 9 30 9			
20	Miner	Geological Survey	9 Dock (Selectable)		125%	260	28,500	30 9			
20	Miner	Particle Fountain	5 Dock (Selectable)		60%	150	10,000	30 9			
20	Miner Miner	Particle Fountain Particle Fountain	6 Dock (Selectable) 7 Dock (Selectable)		75% 90%	175 200	13,000 16,250	30 9 30 9			
20	Miner	Particle Fountain	8 Dock (Selectable)	Mat mining rate	105%	225	20,500	30 9			
20	Miner Scientist	Particle Fountain Best Guess	9 Dock (Selectable) 10 Dock	Mat mining rate hostile damage	125% 90%	260 115	28,500 7,750	30 9 30 1			
1	Scientist	Best Guess		hostile damage	105%	130	10,500	30 1			
1	Scientist	Best Guess	12 Dock	hostile damage	125%	145	15,750	30 1			
1	Scientist Scientist	Best Guess Best Guess	13 Dock 14 Dock	hostile damage hostile damage	145% 170%	165 185	21,500 31,000	30 1 30 1			
20	Scientist	Insufficent Facts	5 Always On	Research speed	39%	185	12,250	30 9			
20	Scientist Scientist	Insufficent Facts Insufficent Facts	6 Always On 7 Always On	Research speed Research speed	47% 55%	215 250	15,750 20,500	30 9 30 9			
20	Scientist	Insufficent Facts	8 Always On	Research speed	67%	285	25,500	30 9			
20 20	Scientist Scientist	Insufficent Facts	9 Always On	Research speed	79% 22%	325 175	35,500	30 9			
20	Scientist	Propulsion Studies Propulsion Studies	5 Dock 6 Dock	Research rss efficiency Research rss efficiency	25%	200	11,500 14,750	30 9 30 9			
20	Scientist	Propulsion Studies	7 Dock	Research rss efficiency	30%	230	18,750	30 9			
20	Scientist Scientist	Propulsion Studies Propulsion Studies	8 Dock 9 Dock	Research rss efficiency Research rss efficiency	35% 45%	265 300	24,000 32,500	30 9 30 9			
10	Architect	Eliminate the Imposs	10 Dock	station rss efficiency	48%	225	24,500	35 5			
10	Architect Architect	Eliminate the Imposs Eliminate the Imposs	11 Dock 12 Dock	station rss efficiency station rss efficiency	56% 64%	255 285	33,500 48,000	35 5 35 5			
10	Architect	Eliminate the Imposs	13 Dock	station rss efficiency	74%	320	68,000	35 5			
10	Architect	Eliminate the Imposs	14 Dock	station rss efficiency	86%	360	103,000	35 5			
10	Architect Architect	Power with Construct Power with Construct	10 Always On 11 Always On	Construction speed Construction speed	50% 58%	240 270	26,000 35,500	35 5 35 5			
10	Architect	Power with Construct	12 Always On	Construction speed	66%	305	51,500	35 5			
10	Architect Architect	Power with Construct Power with Construct	13 Always On	Construction speed	76% 86%	345 385	74,000	35 5			
10	Miner	Fortified Hulls	14 Always On 10 Dock	Construction speed Survey hull health	453%	225	110,000 24,500	35 5 35 5			
10	Miner	Fortified Hulls	11 Dock	Survey hull health	518%	255	33,500	35 5			
10	Miner Miner	Fortified Hulls Fortified Hulls	12 Dock 13 Dock	Survey hull health Survey hull health	592% 685%	285 320	48,000 68.000	35 5 35 5			
10	Miner	Fortified Hulls	14 Dock	Survey hull health	796%	360	103,000	35 5			
10	Scientist Scientist	Fascinating Fascinating		hostile armor piercing hostile armor piercing	183% 221%	190 215	67,000 86,000	35 5 35 5			
10	Scientist	Fascinating		hostile armor piercing	269%	245	111,000	35 5			
10	Scientist	Fascinating	13 Dock (Selectable)		329%	275	140,000	35 5			
10	Scientist Scientist	Fascinating Live Long	14 Dock (Selectable) 10 Dock (Selectable)	hostile armor piercing officer health	409% 74%	310 190	178,000 20,500	35 5 35 5			
10	Scientist	Live Long	11 Dock (Selectable)		89%	215	28,000	35 5			
10		Live Long Live Long	12 Dock (Selectable) 13 Dock (Selectable)		104%	245 275	41,500 58,500	35 5 35 5			
10	Scientist	Live Long	14 Dock (Selectable)	officer health	149%	310	89,000	35 5			
20 20	Architect Architect	Automated Construct	10 Dock 11 Dock	Ship construction speed Ship construction speed	50% 58%	340 385	57,500 76,000	40 9 40 9			
20	Architect Architect	Automated Construct Automated Construct	11 Dock 12 Dock	Ship construction speed Ship construction speed	58% 66%	385 435	76,000 108,000	40 9			
20	Architect	Automated Construct	13 Dock	Ship construction speed	76%	490	140,000	40 9			
20 40	Architect Architect	Automated Construct Eloquent Structural E	14 Dock 1 Dock (Selectable)	Ship construction speed Defense Platform power	86% 100%	550 100	193,000 16,750	40 9 40 13			
40	Architect	Eloquent Structural D	2 Dock (Selectable)	Defense Platform power	110%	125	23,000	40 13			
40 40	Architect Architect	Eloquent Structural D Eloquent Structural D		Defense Platform power Defense Platform power	125% 145%	145 170	28,500 36,500	40 13 40 13			
40	Architect	Piercing Artillery		Defense Platform power	30%	100	16,750	40 13			
40	Architect	Piercing Artillery		Defense Platform power	35%	125	23,000	40 13			
40	Architect Architect	Piercing Artillery Piercing Artillery		Defense Platform power Defense Platform power	45% 55%	145 170	28,500 36,500	40 13 40 13			
40	Architect	Targeting Systems	1 Dock (Selectable)	Defense Platform power	50%	100	16,750	40 13			
40 40	Architect Architect	Targeting Systems Targeting Systems		Defense Platform power Defense Platform power	60% 70%	125 145	23,000 28,500	40 13 40 13			
40	Architect	Targeting Systems		Defense Platform power	80%	170	36,500	40 13			
20	Miner	Enriched Caches	10 Dock (Selectable)	Mat mining rate	145%	295	49,500	40 9			
20 20	Miner Miner	Enriched Caches Enriched Caches	11 Dock (Selectable) 12 Dock (Selectable)		165% 195%	330 375	65,000 93,000	40 9 40 9			
20	Miner	Enriched Caches	13 Dock (Selectable)	Mat mining rate	225%	420	120,000	40 9			
20 20	Miner Miner	Enriched Caches Geological Survey	14 Dock (Selectable) 10 Dock (Selectable)		260% 145%	475 295	167,000 49,500	40 9 40 9			
20	Miner	Geological Survey	11 Dock (Selectable)		165%	330	49,500 65,000	40 9			
20	Miner	Geological Survey	12 Dock (Selectable)	Mat mining rate	195%	375	93,000	40 9			
20	Miner Miner	Geological Survey Geological Survey	13 Dock (Selectable) 14 Dock (Selectable)		225% 260%	420 475	120,000 167,000	40 9 40 9			
	Miner	Particle Fountain	10 Dock (Selectable)		145%	295	49,500	40 9			
20											
20 20 20	Miner Miner	Particle Fountain Particle Fountain	11 Dock (Selectable) 12 Dock (Selectable)		165% 195%	330 375	65,000 93,000	40 9 40 9			

		FC Captair	ı Spock		Totals:	140,320	1,840				1		
	Tree	Skill Lvl	Туре	Effect	Bonus	Spock SP	Rare SP	Power	CC level F	C Rank			
20			<ul><li>13 Dock (Selectable)</li><li>14 Dock (Selectable)</li></ul>		225% 260%	420 475		120,000 167,000	40	9			
40		It is Logical	1 Always On	Survey max cargo	10%	130	10		40	13			
40		It is Logical	2 Always On	Survey max cargo	11%	155	15		40	13			
40 40		It is Logical It is Logical	3 Always On 4 Always On	Survey max cargo Survey max cargo	12% 14%	185 215	20		40 40	13 13			
40	Miner	Protection is Optimiza	1 Dock	Survey PC	20%	120		20,000	40	13			
40	Miner	Protection is Optimiza	2 Dock	Survey PC	24%	145		26,500	40	13			
40 40	Miner Miner	Protection is Optimiza	3 Dock 4 Dock	Survey PC Survey PC	28% 32%	170 200		33,500 42,500	40 40	13 13			
20	Scientist		10 Always On	Research speed	94%	365		62,000	40	9			
20	Scientist		11 Always On	Research speed	109%	415		82,000	40	9			
20	Scientist Scientist		12 Always On	Research speed	129% 149%	470 525		117,000	40	9			
20 20	Scientist		13 Always On 14 Always On	Research speed Research speed	174%	525		150,000 205,000	40	9			
20	Scientist		10 Dock	Research rss efficiency	55%	340		57,500	40	9			
20	Scientist		11 Dock	Research rss efficiency	70%	385		76,000	40	9			
20 20	Scientist Scientist		12 Dock 13 Dock	Research rss efficiency Research rss efficiency	85% 103%	435 490		108,000 140,000	40 40	9			
20	Scientist		14 Dock	Research rss efficiency	123%	550		193,000	40	9			
40	Scientist	Knowledge is Experie	1 Dock (Selectable)		10%	100		16,750	40	13			
40 40	Scientist Scientist	Knowledge is Experie Knowledge is Experie	<ol> <li>Dock (Selectable)</li> <li>Dock (Selectable)</li> </ol>		11% 12%	125 145		23,000 28,500	40 40	13 13			
40	Scientist	Knowledge is Experie	4 Dock (Selectable)		14%	170		36,500	40	13			
40	Scientist	Prosper	1 Dock (Selectable)		60%	100		1,900	40	13			
40		Prosper	2 Dock (Selectable)		95%	125		2,700	40	13			
40 40		Prosper Prosper	3 Dock (Selectable) 4 Dock (Selectable)		135% 175%	145 170		3,600 4,900	40	13 13			
1			15 Dock (Selectable)		500%	180		44,500	45	13			
1	Architect	Grease for Gears	15 Dock (Selectable)	Trit Protection	500%	180		44,500	45	1			
1	Architect Architect	Reinforced Vaults Eloquent Structural E	15 Dock (Selectable)	Dilithium Protection Defense Platform power	500% 170%	180 200		44,500 46,000	45 45	13			
40 40		Eloquent Structural E		Defense Platform power  Defense Platform power	170%			46,000 57,000	45 45	13			
40	Architect	Eloquent Structural D	7 Dock (Selectable)	Defense Platform power	240%	265		71,000	45	13			
40		Eloquent Structural E		Defense Platform power	290%			87,000	45	13			
40 40	Architect Architect	Eloquent Structural E Piercing Artillery		Defense Platform power Defense Platform power	350% 67%	345 200		106,000 46,000	45 45	13 13			
40	Architect	Piercing Artillery		Defense Platform power	79%	230		57,000	45	13			
40	Architect	Piercing Artillery	7 Dock (Selectable)	Defense Platform power	94%	265		71,000	45	13			
40	Architect Architect	Piercing Artillery	,	Defense Platform power Defense Platform power	109%	305 345		87,000	45 45	13			
40 40	Architect Architect	Piercing Artillery Targeting Systems		Defense Platform power Defense Platform power	129% 95%	345 200		106,000 46,000	45 45	13 13			
40	Architect	Targeting Systems	6 Dock (Selectable)	Defense Platform power	110%	230		57,000	45	13			
40	Architect	Targeting Systems		Defense Platform power	130%	265		71,000	45	13			
40 40	Architect Architect	Targeting Systems Targeting Systems		Defense Platform power Defense Platform power	155% 185%	305 345		87,000 106,000	45 45	13 13			
1	Miner		15 Always On	Mat mining rate	130%	225		56,000	45	1			
40		It is Logical	5 Always On	Survey max cargo	16%	250	30		45	13			
40 40		It is Logical	6 Always On 7 Always On	Survey max cargo Survey max cargo	18% 20%	290 330	35 40		45 45	13 13			
40		It is Logical It is Logical	8 Always On	Survey max cargo	24%	380	45		45	13			
40		It is Logical	9 Always On	Survey max cargo	28%	430	50		45	13			
40		Protection is Optimiza	5 Dock	Survey PC	37%	235		54,000	45	13			
40 40		Protection is Optimiza	6 Dock 7 Dock	Survey PC Survey PC	42% 47%	270 310		67,000 83.000	45 45	13 13			
40		Protection is Optimiza	8 Dock	Survey PC	53%	355		102,000	45	13			
40		Protection is Optimiza	9 Dock	Survey PC	59%	400		123,000	45	13			
1			15 Dock	hostile damage	200%	210		52,000	45	1			
40 40	Scientist Scientist	Knowledge is Experie Knowledge is Experie	5 Dock (Selectable) 6 Dock (Selectable)		16% 20%	200 230		46,000 57,000	45 45	13 13			
40	Scientist	Knowledge is Experie	7 Dock (Selectable)		24%	265		71,000	45	13			
40	Scientist	Knowledge is Experie	8 Dock (Selectable)		28%	305		87,000	45	13			
40 40	Scientist Scientist	Knowledge is Experie Prosper	9 Dock (Selectable) 5 Dock (Selectable)		33% 225%	345 200		106,000 7,500	45 45	13 13			
40	Scientist	Prosper	6 Dock (Selectable)		285%	230		9,750	45	13			
40	Scientist	Prosper	7 Dock (Selectable)		350%	265		14,000	45	13			
40 40	Scientist Scientist	Prosper	8 Dock (Selectable) 9 Dock (Selectable)		475% 615%	305 345		20,000	45 45	13 13			
10	Architect	Prosper Eliminate the Imposs	9 Dock (Selectable)	station rss efficiency	100%	345 405		142.000	45 50	13			
10	Architect	Power with Construct	15 Always On	Construction speed	100%	435		153,000	50	5			
40 40				Defense Platform power	420%	390 440		137,000	50	13 13			
40 40	Architect Architect		<ul> <li>11 Dock (Selectable)</li> <li>12 Dock (Selectable)</li> </ul>	Defense Platform power Defense Platform power	505% 605%	440 500		176,000 225,000	50 50	13			
10				Defense Platform power	720%	560		285,000	50	13			
40	Architect	Eloquent Structural D	14 Dock (Selectable)	Defense Platform power	850%	630		360,000	50	13			
40	Architect Architect			Defense Platform power	149%	390		137,000	50 50	13			
40 40	Architect Architect			Defense Platform power Defense Platform power	174% 204%	440 500		176,000 225,000	50	13 13			
40	Architect	Piercing Artillery	13 Dock (Selectable)	Defense Platform power	234%	560		285,000	50	13			
40				Defense Platform power	266%	630		360,000	50	13			
40 40	Architect Architect			Defense Platform power Defense Platform power	220% 260%	390 440		137,000 176,000	50 50	13 13			
10	Architect			Defense Platform power	305%	500		225,000	50	13			
10	Architect	Targeting Systems	13 Dock (Selectable)	Defense Platform power	360%	560		285,000	50	13			
10 50		Targeting Systems Alloy Metalurgies	14 Dock (Selectable) 1 Always On	Defense Platform power Ship Trit efficiency	425% 15%	630 195	20	360,000 75,000	50 50	13 18			
50	Architect	Alloy Metalurgies	2 Always On	Ship Trit efficiency	17%		25		50	18			
50	Architect	Alloy Metalurgies	3 Always On	Ship Trit efficiency	19%	275	30	114,000	50	18			
50	Architect	Alloy Metalurgies	4 Always On	Ship Trit efficiency	23%	325	35		50	18			
10	Miner Miner		15 Dock 10 Always On	Survey hull health Survey max cargo	925% 32%	405 490	55	142,000 191,000	50 50	5 13			
10	Miner		11 Always On	Survey max cargo	36%	550	65		50	13			
10	Miner		12 Always On	Survey max cargo	42%	625	70		50	13			
0	Miner Miner		13 Always On 14 Always On	Survey max cargo Survey max cargo	48% 54%	700 785	80		50 50	13 13			
10	Miner		14 Always On 10 Dock	Survey PC	67%	455	90	160,000	50	13			
0	Miner	Protection is Optimiza	11 Dock	Survey PC	75%	515		205,000	50	13			
0	Miner		12 Dock	Survey PC	85%	580		265,000	50	13			
0	Miner Miner		13 Dock 14 Dock	Survey PC Survey PC	97% 110%	655 735		335,000 420,000	50 50	13 13			
0	Miner	Crystal Purification	1 Dock (Selectable)		5%	155		54,500	50	18			
50	Miner	Crystal Purification	2 Dock (Selectable)		6%	185		69,000	50	18			
50 50	Miner Miner	Crystal Purification Crystal Purification	3 Dock (Selectable) 4 Dock (Selectable)		7% 8%	220 260		82,000 104,000	50 50	18 18			
50	Miner	Gas Syphoning	Dock (Selectable)     Dock (Selectable)		5%	155		54,500	50	18			
50	Miner	Gas Syphoning	2 Dock (Selectable)	station mat efficiency	6%	185		69,000	50	18			
50	Miner	Gas Syphoning		station mat efficiency	7%	220		82,000	50	18			
50	Miner Miner	Gas Syphoning Ore Supplements		station mat efficiency station mat efficiency	8% 5%	260 155		104,000 54.500	50 50	18 18			
		org anthemenia	,										
50	Miner	Ore Supplements	2 Dock (Selectable)	station mat efficiency	6%	185		69,000	50	18			
50 50 50	Miner Miner Miner	Ore Supplements Ore Supplements Ore Supplements	3 Dock (Selectable)	station mat efficiency station mat efficiency station mat efficiency	6% 7% 8%			69,000 82,000 104,000	50 50 50	18 18 18			

		FC Cap	otain Spock		Totals:	140,320	1,840						
			LvI Type	Effect		Spock SP	Rare SP			C Rank			
	cientist	Fascinating		hostile armor piercing	500%	345		220,000	50 50		5		
	cientist	Live Long Knowledge is Experie	<ol> <li>Dock (Selectable)</li> <li>Dock (Selectable)</li> </ol>		175% 38%	345 390		121,000 137,000	50 50	13	3		
	cientist	Knowledge is Experie	11 Dock (Selectable)		44%	440		176.000	50	13			
0 S	cientist	Knowledge is Experie	12 Dock (Selectable)		50%	500	)	225,000	50	13	3		
		Knowledge is Experie	13 Dock (Selectable)	Actian Loot	58%	560		285,000	50	13			
		Knowledge is Experie	14 Dock (Selectable)		66%	630		360,000	50	10			
		Prosper	10 Dock (Selectable)		770%	390		42,500	50	13			
	cientist	Prosper Prosper	11 Dock (Selectable)		945% 1145%	440 500		57,500 84,000	50 50	13			
	cientist	Prosper	12 Dock (Selectable) 13 Dock (Selectable)		1360%	560		120,000	50	13			
	cientist	Prosper	14 Dock (Selectable)		1600%	630		180,000	50	13			
	cientist	Crystal Augmentation		research mat efficiency	10%	155		54,500	50	18			
S	cientist	Crystal Augmentation	2 Dock (Selectable)	research mat efficiency	12%	185		69,000	50	18	8		
	cientist	Crystal Augmentation		research mat efficiency	14%	220		82,000	50	18			
	cientist	Crystal Augmentation Gas Mixtures		research mat efficiency research mat efficiency	16%	260 155		104,000 54.500	50 50	18			
	cientist	Gas Mixtures		research mat efficiency	12%	185		69.000	50	18			
	cientist	Gas Mixtures	,	research mat efficiency	14%	220		82,000	50	18			
S	cientist	Gas Mixtures	4 Dock (Selectable)	research mat efficiency	16%	260	)	104,000	50	18	8		
	cientist	Ore Fragmentation		research mat efficiency	10%	155		54,500	50	18			
	cientist	Ore Fragmentation		research mat efficiency	12%	185		69,000	50	18			
	cientist	Ore Fragmentation Ore Fragmentation		research mat efficiency research mat efficiency	14% 16%	220		82,000 104,000	50 50	18			
	chitect	Alloy Metalurgies	5 Always On	Ship Trit efficiency	27%	380			53	18			
	chitect	Alloy Metalurgies	6 Always On	Ship Trit efficiency	33%	435			53	18			
	chitect	Alloy Metalurgies	7 Always On	Ship Trit efficiency	39%	500		,	53	18			
	chitect	Alloy Metalurgies	8 Always On	Ship Trit efficiency	45%	575			53	18			
_	chitect	Alloy Metalurgies	9 Always On	Ship Trit efficiency	53%	655		,	53	18			
	iner	Crystal Purification	5 Dock (Selectable)		10%	300		120,000	53	18			
	iner	Crystal Purification Crystal Purification		station mat efficiency station mat efficiency	12% 14%	350 400		149,000 172,000	53 53	18			
	iner	Crystal Purification		station mat efficiency	16%	460		210,000	53	18			
		Crystal Purification		station mat efficiency	20%	520		240,000	53	18			
) N		Gas Syphoning		station mat efficiency	10%	300	)	120,000	53	18			
		Gas Syphoning		station mat efficiency	12%	350		149,000	53	18			
		Gas Syphoning		station mat efficiency	14%	400		172,000	53	18			
	iner iner	Gas Syphoning Gas Syphoning		station mat efficiency station mat efficiency	16% 20%	460 520		210,000 240,000	53 53	18			
		Ore Supplements		station mat efficiency	10%	300		120,000	53	18			
		Ore Supplements		station mat efficiency	12%	350		149,000	53	18			
N	iner	Ore Supplements	7 Dock (Selectable)	station mat efficiency	14%	400	)	172,000	53	18	8		
	iner	Ore Supplements		station mat efficiency	16%	460		210,000	53	18			
	iner	Ore Supplements		station mat efficiency research mat efficiency	20% 18%	520 300		240,000 120,000	53 53	18			
	cientist	Crystal Augmentation Crystal Augmentation		research mat efficiency	22%	350		149,000	53	18			
	cientist	Crystal Augmentation	,	research mat efficiency	26%	400		172,000	53	18			
	cientist	Crystal Augmentation		research mat efficiency	30%	460		210,000	53	18			
s	cientist	Crystal Augmentation	9 Dock (Selectable)	research mat efficiency	34%	520		240,000	53	18	8		
	cientist	Gas Mixtures		research mat efficiency	18%	300		120,000	53	18			
	cientist	Gas Mixtures		research mat efficiency	22%	350		149,000	53	18			
	cientist	Gas Mixtures Gas Mixtures		research mat efficiency research mat efficiency	26% 30%	400		172,000 210,000	53 53	18			
	cientist	Gas Mixtures		research mat efficiency	34%	520		240,000	53	18			
	cientist	Ore Fragmentation		research mat efficiency	18%	300		120,000	53	18			
0 S	cientist	Ore Fragmentation	6 Dock (Selectable)	research mat efficiency	22%	350	)	149,000	53	18	8		
	cientist	Ore Fragmentation		research mat efficiency	26%	400		172,000	53	18			
	cientist	Ore Fragmentation		research mat efficiency	30%	460		210,000	53	18			
	chitect	Ore Fragmentation Automated Construct	9 Dock (Selectable) 15 Dock	research mat efficiency Ship construction speed	34% 100%	520 620		240,000 300,000	53 55	18	8		
	cientist	Insufficent Facts	15 Always On	Research speed	200%	665		320,000	55		Q Q		
	cientist	Propulsion Studies	15 Dock	Research rss efficiency	150%	620		300,000	55		9		
0 A	chitect	Alloy Metalurgies	10 Always On	Ship Trit efficiency	61%	740	85	395,000	56	18	8		
	chitect	Alloy Metalurgies	11 Always On	Ship Trit efficiency	71%	835			56	18			
	chitect	Alloy Metalurgies	12 Always On	Ship Trit efficiency	81%	945			56	18			
	chitect	Alloy Metalurgies	13 Always On	Ship Trit efficiency Ship Trit efficiency	91%	1060			56 56	18			
	iner	Alloy Metalurgies  Crystal Purification	14 Always On 10 Dock (Selectable)		24%	590		810,000 285.000	56	18			
	iner	Crystal Purification	11 Dock (Selectable)		28%	670		345,000	56	18			
) N	iner	Crystal Purification	12 Dock (Selectable)	station mat efficiency	32%	755		410,000	56	18	8		
	iner	Crystal Purification		station mat efficiency	37%	850		490,000	56	18			
	iner	Crystal Purification		station mat efficiency	43%	955		585,000	56	18	8		
) N	ner	Gas Syphoning	10 Dock (Selectable)		24%	590		285,000	56	18	8		
		Gas Syphoning Gas Syphoning	11 Dock (Selectable) 12 Dock (Selectable)	station mat efficiency station mat efficiency	28% 32%	670 755		345,000 410,000	56 56	18	8		
		Gas Syphoning Gas Syphoning		station mat efficiency	32%	850		410,000	56	18			
	iner	Gas Syphoning	,	station mat efficiency	43%	955		585,000	56	18			
N		Ore Supplements		station mat efficiency	24%	590	)	285,000	56	18			
		Ore Supplements		station mat efficiency	28%	670		345,000	56	18			
		Ore Supplements		station mat efficiency	32%	755		410,000	56	18			
		Ore Supplements Ore Supplements		station mat efficiency station mat efficiency	37% 43%	850 955		490,000 585.000	56 56	18			
		Ore Supplements  Crystal Augmentation		research mat efficiency	43%	955 590		285,000	56 56	18			
		Crystal Augmentation		research mat efficiency	46%	670		345,000	56	18			
	cientist	Crystal Augmentation	12 Dock (Selectable)	research mat efficiency	52%	755		410,000	56	18			
		Crystal Augmentation		research mat efficiency	60%	850		490,000	56	18			
		Crystal Augmentation		research mat efficiency	68%	955		585,000	56	18			
	cientist	Gas Mixtures Gas Mixtures		research mat efficiency	40% 46%	590 670		285,000 345,000	56 56	18			
	cientist	Gas Mixtures Gas Mixtures		research mat efficiency research mat efficiency	46% 52%	755		410,000	56 56	18			
	cientist	Gas Mixtures		research mat efficiency	60%	850		490,000	56	18			
	cientist	Gas Mixtures		research mat efficiency	68%	955		585,000	56	18			
	cientist	Ore Fragmentation	10 Dock (Selectable)	research mat efficiency	40%	590		285,000	56	18			
- 10	cientist	Ore Fragmentation		research mat efficiency	46%	670		345,000	56	18			
	cientist	Ore Fragmentation		research mat efficiency	52%	755		410,000	56	18			
	cientist	Ore Fragmentation		research mat efficiency research mat efficiency	60% 68%	850 955		490,000 585.000	56 56	18			
		Ore Fragmentation Eloquent Structural D		Defense Platform power	1000%	705		455,000 455,000	60	18			
	chitect	Piercing Artillery		Defense Platform power	300%	705		455,000	60	13			
	chitect	Targeting Systems		Defense Platform power	500%	705		455,000	60	13			
) A	chitect	Alloy Metalurgies	15 Always On	Ship Trit efficiency	125%	1335	165	960,000	60	18			
	iner	Enriched Caches	15 Dock (Selectable)		300%	530		255,000	60	9	9		
	iner	Geological Survey	15 Dock (Selectable)		300%	530		255,000	60	9	9		
, N		Particle Fountain  It is Logical	15 Dock (Selectable) 15 Always On	Mat mining rate Survey max cargo	300% 60%	530 880		255,000 640,000	60	13	3		
n .		Protection is Optimiza	15 Always On 15 Dock	Survey PC	125%	825		530,000	60	13			
		Crystal Purification		station mat efficiency	50%	1070		690,000	60	18			
) N		Gas Syphoning		station mat efficiency	50%	1070	)	690,000	60	18			
) N						1070		690.000	60	18	8		
0 N 0 N 0 N	iner	Ore Supplements	15 Dock (Selectable)		50%			,					
0 N 0 N 0 N 0 N	iner		15 Dock (Selectable) 15 Dock (Selectable) 15 Dock (Selectable)	Actian Loot	50% 75% 2000%	705 705		455,000 250,000	60 60	10			

		FC Ca	ptain	Spock		To	otals:	140,320	1,840							
FC	Tree	Skill	LvI	Туре	Effect	Bonus		Spock SP	Rare SP	Power	CC level		FC Rank			
50	Scientist	Gas Mixtures	15	5 Dock (Selectable)	research mat efficiency		80%	1070		690,000		60	18			
50	Scientist	Ore Fragmentation	15	5 Dock (Selectable)	research mat efficiency		80%	1070		690.000		60	18			

					Selecti	ed	16,115	470												
	_	FC Admi				Totals:	140,685	1,840	_											
C Kirk	Tree Explorer	Give you All You Got	el Type 1 Dock (Selectable)			Bonus 25%	30	Rare SP	Power 250		FC Rank	Totals CC Level	U		Rare	COUNT	FC Rank	Un		Rare
	Explorer Explorer	Give you All You Got Give you All You Got	<ol> <li>Dock (Selectable)</li> <li>Dock (Selectable)</li> </ol>			30% 35%	40 45		390 525		1	1	10	74 3,32		0	16 48		7,105 4,010	0_
1	Explorer	Give you All You Got	4 Dock (Selectable)	Warp Speed		45%	55		750		1		20	2,68	0	0	24	9 25	5,555	0
	Explorer Explorer	Take Us Out Take Us Out	1 Dock (Selectable) 2 Dock (Selectable)	Impulse Speed		500% 600%	30 40		250 390		1		25 30	3,67 10,08		0	35 50		7,905 6,110 1	
	Explorer Explorer	Take Us Out	3 Dock (Selectable)			700% 800%	45 55		525 750		1		35 40	6,92 16.78		0	35 50			
1	Hunter	Salvaged Operations	4 Dock (Selectable) 1 Always On	Ship XP		10%	40		330		1		45	11,02			29			
1	Hunter Hunter	Salvaged Operations Salvaged Operations	2 Always On 3 Always On	Ship XP Ship XP		12% 15%	50 55		490 650		1		50 53	26,57 14,73			64 40			
1	Hunter	Salvaged Operations	4 Always On	Ship XP		20%	65		900		1		55	3,49	5	0	6			
	Leader Leader	No "No-Win" Scenario No "No-Win" Scenario	1 Dock 2 Dock	Officer Defense Officer Defense		5% 10%	35 45		290 440		1	1	56 60	27,67 12.98			40 13			
1	Leader	No "No-Win" Scenario	3 Dock	Officer Defense		15%	55		650		1									
1	Leader Explorer	No "No-Win" Scenario Give you All You Got	4 Dock 5 Dock (Selectable)	Officer Defense Warp Speed		20% 55%	60 60		825 975		0									
	Explorer	Give you All You Got	6 Dock (Selectable)			65%	70		1,300											
	Explorer Explorer	Give you All You Got Give you All You Got	7 Dock (Selectable) 8 Dock (Selectable)	Warp Speed		75% 90%	80 95		3,500	1	0									
	Explorer Explorer	Give you All You Got Take Us Out	9 Dock (Selectable) 5 Dock (Selectable)			105%	105 60		5,000 975	1										
1	Explorer	Take Us Out	6 Dock (Selectable)	Impulse Speed		1200%	70		1,300	1	0									
	Explorer Explorer	Take Us Out Take Us Out	7 Dock (Selectable) 8 Dock (Selectable)			1400% 1600%	80 95		2,000 3,500			1								
1	Explorer	Take Us Out	9 Dock (Selectable)	Impulse Speed		1800%	105		5,000	1	0									
	Explorer Explorer	Cargo Security Cargo Security	1 Always On 2 Always On	Protected Cargo Protected Cargo		10% 12%	50 60		950 1,300			5								
10	Explorer	Cargo Security	3 Always On	Protected Cargo		14%	70		1,800	1	0	5								
10	Explorer Hunter	Cargo Security Salvaged Operations	4 Always On 5 Always On	Protected Cargo Ship XP		16% 25%	80 80		2,300 1,300			1								
1	Hunter	Salvaged Operations	6 Always On 7 Always On	Ship XP		30%	90		1,700	1	0	1								
1	Hunter Hunter	Salvaged Operations Salvaged Operations	8 Always On	Ship XP Ship XP		35% 45%	105 120		2,600 4,500		0									
1	Hunter Hunter	Salvaged Operations Anti-Infiltration Protoc	9 Always On 1 Dock (Selectable)	Ship XP		55% 50%	135 40		6,500 750	1		1								
10	Hunter	Anti-Infiltration Protoc	2 Dock (Selectable)	Fed Hostile Damage		55%	45		975	1	0	5								
10 10	Hunter Hunter	Anti-Infiltration Protoc Anti-Infiltration Protoc		Fed Hostile Damage Fed Hostile Damage		60% 70%	55 65		1,375 1,900			5								
10	Hunter	Neutral Zone	1 Dock (Selectable)	Rom Hostile Damage		50%	40		750	1	0	5								
10 10	Hunter Hunter	Neutral Zone Neutral Zone		Rom Hostile Damage Rom Hostile Damage		55% 60%	45 55		975 1,375			5								
10	Hunter	Neutral Zone	4 Dock (Selectable)	Rom Hostile Damage		70%	65		1,900	1	0	5								
10 10	Hunter Hunter	Red Alert Red Alert		Klingon Hostile Damage Klingon Hostile Damage		50% 55%	40 45		750 975			5								
10	Hunter	Red Alert	3 Dock (Selectable)	Klingon Hostile Damage		60%	55		1,375	1	0	5								
	Hunter Leader	Red Alert No "No-Win" Scenario	4 Dock (Selectable) 5 Dock	Klingon Hostile Damage Officer Defense		70% 25%	65 70		1,900 1,125	1		5								
1	Leader	No "No-Win" Scenario	6 Dock	Officer Defense		30%	85		1,600	1	0									
	Leader Leader	No "No-Win" Scenarii No "No-Win" Scenarii	7 Dock 8 Dock	Officer Defense Officer Defense		40% 50%	95 110		2,400 4.100	1		1								
1	Leader	No "No-Win" Scenario	9 Dock	Officer Defense		60%	125		6,000	1	0									
	Leader Leader	Intelligence Reports Intelligence Reports		Rom Hostile Rep Gain Rom Hostile Rep Gain		10% 12%	40 45		750 975			5								
10	Leader	Intelligence Reports		Rom Hostile Rep Gain		16%	55		1,375			5								
	Leader Leader	Intelligence Reports Internal Affairs		Rom Hostile Rep Gain Fed Hostile Rep Gain		20%	65 40		1,900 750	1		5								
10	Leader	Internal Affairs	2 Dock (Selectable)	Fed Hostile Rep Gain		12%	45		975			5								
10	Leader Leader	Internal Affairs Internal Affairs		Fed Hostile Rep Gain Fed Hostile Rep Gain		16% 20%	55 65		1,375 1,900			5								
10	Leader	Tachyon Scanners	1 Dock (Selectable)	Klingon Hostile Rep Gain		10%	40		750	1	0	5								
	Leader Leader	Tachyon Scanners Tachyon Scanners		Klingon Hostile Rep Gain Klingon Hostile Rep Gain		12% 16%	45 55		975 1,375			5								
	Leader	Tachyon Scanners	4 Dock (Selectable)	Klingon Hostile Rep Gain		20%	65		1,900	1		5								
20	Explorer Explorer	Deflector Dish Deflector Dish	1 Dock 2 Dock	Explorer mitigation  Explorer mitigation		50% 60%	90 110		3,400 4,600			9								
	Explorer Explorer	Deflector Dish Deflector Dish	3 Dock 4 Dock	Explorer mitigation Explorer mitigation		70% 90%	130 150		6,250 8,000	2		9								
20	Explorer	Shield Modulation	1 Dock	Shield Health		50%	90		3,400	2	0	9								
	Explorer Explorer	Shield Modulation Shield Modulation	2 Dock 3 Dock	Shield Health Shield Health		60% 70%	110 130		4,600 6,250			9								
20	Explorer	Shield Modulation	4 Dock	Shield Health		90%	150		8,000	2	0	9								
20 20	Hunter Hunter	Hive Eradicators Hive Eradicators		+shots against swarms +shots against swarms		10% [1] 11%	75 90		2,800 3,800	2		9								
20	Hunter	Hive Eradicators	3 Dock (Selectable)	+shots against swarms		12%	110		5,250	2	0	9								
20	Hunter Hunter	Hive Eradicators Probe Collectors	4 Dock (Selectable) 1 Dock (Selectable)	+shots against swarms Borg rewards		14% 10% [2]	130 75		7,000 2,800	2										
20	Hunter	Probe Collectors	2 Dock (Selectable)	Borg rewards		12%	90		3,800	2	0	9								
20	Hunter Hunter	Probe Collectors Probe Collectors	3 Dock (Selectable) 4 Dock (Selectable)			14% 17%	110 130		5,250 7,000											
20	Hunter	Venom Cultures	1 Dock (Selectable)	Mantis Rewards		5% [3]	75		2,800	2	0	9								
20 20	Hunter Hunter	Venom Cultures Venom Cultures	2 Dock (Selectable) 3 Dock (Selectable)			6% 8%	90 110		3,800 5,250			9								
20	Hunter	Venom Cultures	4 Dock (Selectable)	Mantis Rewards		10%	130		7,000	2	0	9								
20	Leader Leader	Seasoned Officers Seasoned Officers	1 Always On 2 Always On	Officer Health Officer Health		10% 15%	95 115		3,500 4,800	2	0	9								
20	Leader Leader	Seasoned Officers	3 Always On	Officer Health		20%	135		6,500	2		9								
10	Leader Explorer	Seasoned Officers Cargo Security	5 Always On	Officer Health Protected Cargo		25% 19%	160 95		8,500 3,500		5	5								
	Explorer	Cargo Security	6 Always On	Protected Cargo		22%	110		4,600			5								
10	Explorer Explorer	Cargo Security  Cargo Security	7 Always On 8 Always On	Protected Cargo Protected Cargo		25% 30%	125 145		6,750 9,500		5	5								
10 10	Explorer Hunter	Cargo Security Anti-Infiltration Protoc	9 Always On 5 Dock (Selectable)	Protected Cargo		35% 80%	165 75		13,500 2,800	2		5								
10	Hunter Hunter	Anti-Infiltration Protoc Anti-Infiltration Protoc	6 Dock (Selectable)	Fed Hostile Damage		95%	85		2,800 3,600	2	5	5								
	Hunter Hunter	Anti-Infiltration Protoc Anti-Infiltration Protoc	7 Dock (Selectable)			110% 130%	100 115		5,250 7,750	2	5	5								
10	Hunter	Anti-Infiltration Protoc	9 Dock (Selectable)	Fed Hostile Damage		150%	130		10,500	2	5	5								
10 10	Hunter Hunter	Neutral Zone Neutral Zone		Rom Hostile Damage Rom Hostile Damage		80% 95%	75 85		2,800 3,600			5								
10	Hunter	Neutral Zone	7 Dock (Selectable)	Rom Hostile Damage		110%	100		5,250	2	5	5								
	Hunter Hunter	Neutral Zone Neutral Zone		Rom Hostile Damage Rom Hostile Damage		130% 150%	115 130		7,750 10.500	2		5								
10	Hunter	Red Alert	5 Dock (Selectable)	Klingon Hostile Damage		80%	75		2,800	2	5	5								
10 10	Hunter Hunter	Red Alert Red Alert		Klingon Hostile Damage Klingon Hostile Damage		95% 110%	85 100		3,600 5,250	2		5								
10	Hunter	Red Alert	8 Dock (Selectable)	Klingon Hostile Damage		130%	115		7,750	2	5	5								
10 10	Hunter Leader	Red Alert Intelligence Reports		Klingon Hostile Damage Rom Hostile Rep Gain		150% 25%	130 75		10,500 2,800	2		5								
10	Leader	Intelligence Reports	6 Dock (Selectable)	Rom Hostile Rep Gain		30%	85		3,600	2	5	5								
10 10	Leader Leader	Intelligence Reports		Rom Hostile Rep Gain Rom Hostile Rep Gain		35% 40%	100 115		5,250 7,750			5								
10	Leader	Intelligence Reports Intelligence Reports	9 Dock (Selectable)	Rom Hostile Rep Gain		45%	130		10,500	2	5	5								
	Leader	Internal Affairs		Fed Hostile Rep Gain		25%			2,800			5								
10	Leader Leader	Internal Affairs Internal Affairs		Fed Hostile Rep Gain Fed Hostile Rep Gain		30% 35%	85 100		3,600 5,250	2		5								
		Internal Affairs		Fed Hostile Rep Gain	ō	40%	115		7,750	2		5								

Many								Selected	1	16,115	470							
Mart			FC A	dmi	ral	Kirk							-					
Mary Company	Kirk	Tree					Research			.,		Power	C	C level	FC Rank	Totals		
Section   Company   Comp	10	Leader							45%		130		,500	2	25	5		
Section   Sect	10				6	Dock (Selectable)	Klingon Hostile Rep Gain		30%			3,	,600			5		
Descriptions																5		
Column   C	10	Leader	Tachyon Scanners		9	Dock (Selectable)	Klingon Hostile Rep Gain		45%		130	10,	,500	2	25	5		
Service   Serv																1		
March   Marc	1	Explorer	Give you All You Got		12	Dock (Selectable)	Warp Speed					17,	,000			1		
March   Marc																1		
Description																1		
Design   Company   Compa					12	Dock (Selectable)	Impulse Speed									1		
Common   C																1		
Septem   March 10   Form   Septem or   Septem	20	Explorer	Deflector Dish		5	Dock	Explorer mitigation		110%		175	11,	,500	3	10	9		
Capacity																9		
Section   Sect							Explorer mitigation									9		
Capter   C																9		
Section   Control Co																9		
March   Marc																9		
State   Company   Compan																1		
March   Marc	1	Hunter	Salvaged Operations	3	11	Always On	Ship XP		75%		170	14,	,000	3	10	1		
Section   Company   Comp																1		
March   March   September   March	1	Hunter	Salvaged Operations		14	Always On	Ship XP		110%		245	41,	,500	3	10	1		
Internal   Internal Contents   7 cm   Contents   1 cm   Contents																9		
Part	20	Hunter	Hive Eradicators		7	Dock (Selectable)	+shots against swarms		20%		200	16,	,250	3	10	9		
MATES																9		
Part	20	Hunter	Probe Collectors		5	Dock (Selectable)	Borg rewards		20%		150	10,	,000	3	80	9		
Petro   Petr																9		
	20	Hunter	Probe Collectors		8	Dock (Selectable)	Borg rewards		32%		225	20,	,500	3	10	9		
																9		
Month County   Section																9		
	20		Venom Cultures		8	Dock (Selectable)	Mantis Rewards		24%							9		
Control   Cont																9		
No Per Not Forman   1 Dos   Onto Order Orders   1 Dos   1 Dos   1 Dos   2 Dos   2 Dos   2 Dos   2 Dos   3 Dos   4 Do																1		
Design   No Petro County   N																1		
Second Offices   Parkage Do																1		
Sameward Offices   April 200   Collect Facility																9		
Season College Security   50 Aurops Co.   Color Health   950, 205   35.000   30   5   5   5   5   5   5   5   5   5	20	Leader	Seasoned Officers		7	Always On	Officer Health		40%		250	20,	,500	3	10	9		
Spanish																9		
Comps Security   12 Amongs On   Protected Corps   950	10		Cargo Security		10	Always On	Protected Cargo		40%		185			3	15	5		
Explored Capp Searchy   13 Aways Ch   Protected Capp   95%   255   95.00   35   5   6   6   7   7   7   7   7   7   7   7																5		
Martier   Arch Hillstein Protect   10 Clock (Sentation) For Nation Drompy   175%   150   15.5   15	10	Explorer	Cargo Security		13	Always On	Protected Cargo		55%		265	56,	,500	3	15	5		
Marter   Anti-Wilson Draw   1   Dock (Selection)   Feel Training Draw   2005   5   5   5   5   5   5   5   5   5																5		
Martiner	10	Hunter	Anti-Infiltration Protoc	c	11	Dock (Selectable)	Fed Hostile Damage		205%		165	21,	,500	3	15	5		
Martier   Ambi-Ministron Protect   40 Deck (Belestable)   Post Notice Dismoge   1795   150   15.20   38   5																5		
																5		
Natural   Natural Zone					11	Dock (Selectable)	Rom Hostile Damage									5		
Natural   Natural Zone   14 (Dock (Selectable)   Rom Fostile Diamage   340%   240   69.000   35   5																5		
Number   Red Alect																5		
																5		
	10		Red Alert		12	Dock (Selectable)	Klingon Hostile Damage		240%		190	32,	,000			5		
	10 10	Hunter Hunter										,	,	3	85 85	5		
Leader   Intelligence Reports   12   Dock (Selectable)   Rom Hostile Rep Gain   65%   210   65%   65   65   65   65   65   65   6	10	Leader	Intelligence Reports		10	Dock (Selectable)	Rom Hostile Rep Gain		50%		150	16,	,250	3	15	5		
Leader   Intelligence Reports   13   Dock (Selectable)   Rom Hostife Rep Gain   65%   240   65000   35   5																5		
Leader   Internal Affairs   10 Dock (Selectable)   Fed Internal Fap Gain   59%   166   21,500   35   5			Intelligence Reports													5		
Leader   Internal Affairs   12 Dock (Selectable) Feet Hotalie Rep Claim   60%   400   32.000   35   5     Leader   Internal Affairs   14 Dock (Selectable) Feet Hotalie Rep Claim   60%   240   60.000   35   5     Leader   Tachyn Scanners   14 Dock (Selectable) Feet Hotalie Rep Claim   60%   50%   16.20   35   5     Leader   Tachyn Scanners   11 Dock (Selectable) Kingan Hotalie Rep Claim   60%   16.20   35   5     Leader   Tachyn Scanners   11 Dock (Selectable) Kingan Hotalie Rep Claim   60%   160	10	Leader	Internal Affairs		10	Dock (Selectable)	Fed Hostile Rep Gain		50%		150	16,	,250	3	85	5		
Leader   Internal Affairs   13 Dock (Eelectable)   Fed hostile Rep Gain	10															5		
Leader   Internal Affairs   14 Dock (Selectable) First Plaster Rep Cain   80%   240   69.000   35   5     Leader   Tachyon Scanners   10 Dock (Selectable) Kilogon Hotalite Rep Cain   65%   165   21.500   35   5     Leader   Tachyon Scanners   11 Dock (Selectable) Kilogon Hotalite Rep Cain   65%   165   21.500   35   5     Leader   Tachyon Scanners   13 Dock (Selectable) Kilogon Hotalite Rep Cain   65%   210   45.000   35   5     Leader   Tachyon Scanners   13 Dock (Selectable) Kilogon Hotalite Rep Cain   65%   210   45.000   35   5     Leader   Tachyon Scanners   13 Dock (Selectable) Kilogon Hotalite Rep Cain   65%   210   45.000   35   5     Explorer   Defector Dish   10 Dock   Explorer miligation   220%   340   67.500   40   0     Explorer   Defector Dish   11 Dock   Explorer miligation   220%   335   168,000   40   0     Explorer   Defector Dish   12 Dock   Explorer miligation   325%   435   168,000   40   0     Explorer   Defector Dish   14 Dock   Explorer miligation   325%   435   168,000   40   0     Explorer   Defector Dish   14 Dock   Explorer miligation   325%   550   153,000   40   0     Explorer   Defector Dish   14 Dock   Selectable Health   240%   356   153,000   40   0     Explorer   Defector Dish   15 Dock   Shald Health   260%   385   78,000   40   0     Explorer   Shield Modulation   11 Dock   Shald Health   260%   325%	10	Leader	Internal Affairs		13	Dock (Selectable)	Fed Hostile Rep Gain		65%		210	45,	,000	3	15	5		
Leader   Tachyon Scanners   11 Dock (Selectable)   Kilingon Hostile Rag Gain   69%   165   21.500   35   5     Leader   Tachyon Scanners   12 Dock (Selectable)   Kilingon Hostile Rag Gain   69%   210   45.000   35   5     Leader   Tachyon Scanners   13 Dock (Selectable)   Kilingon Hostile Rag Gain   69%   210   45.000   35   5     Explorer   Defector Dish   10 Dock   Explorer migation   240%   340   97.000   40   9     Explorer   Defector Dish   11 Dock   Explorer migation   220%   385   76.000   40   9     Explorer   Defector Dish   12 Dock   Explorer migation   220%   385   108.000   40   9     Explorer   Defector Dish   13 Dock   Explorer migation   220%   345   108.000   40   9     Explorer   Defector Dish   13 Dock   Explorer migation   225%   435   108.000   40   9     Explorer   Defector Dish   14 Dock   Explorer migation   425%   550   193.000   40   9     Explorer   Defector Dish   12 Dock   Explorer migation   425%   550   193.000   40   9     Explorer   Shield Modulation   10 Dock   Shield Health   240%   340   57.500   40   9     Explorer   Shield Modulation   10 Dock   Shield Health   220%   386   76.000   40   9     Explorer   Shield Modulation   12 Dock   Shield Health   225%   435   108.000   40   9     Explorer   Shield Modulation   12 Dock   Shield Health   225%   435   108.000   40   9     Explorer   Shield Modulation   12 Dock   Shield Health   325%   435   108.000   40   9     Explorer   Polatroad Hull   1 Aways On Hull Health   45%   550   193.000   40   13     Explorer   Polatroad Hull   3 Aways On Hull Health   50%   240   20   51.000   40   13     Explorer   Polatroad Hull   3 Aways On Hull Health   60%   226   256   66.000   40   13     Explorer   Polatroad Hull   3 Aways On Hull Health   60%   256   56.000   40   13     Explorer   Polatroad Hull   3 Aways On Hull Health   60%   256   56.000   40   13     Explorer   Huller   Hve Eradications   10 Dock   Selectable)   40 Huller					14	Dock (Selectable)	Fed Hostile Rep Gain									5		
Leader	10	Leader	Tachyon Scanners		11	Dock (Selectable)	Klingon Hostile Rep Gain		55%		165	21,	,500	3	15	5		
Leader																5		
Explorer   Deflector Dish   1   Dock   Explorer mitigation     280%   385   76,000   40   9	10	Leader	Tachyon Scanners		14	Dock (Selectable)	Klingon Hostile Rep Gain		80%		240	69,	,000	3	15	5		
Explorer   Deflector Dish   12   Dock   Explorer mitigation																9		
Explorer   Defector Dish	20	Explorer	Deflector Dish		12	Dock	Explorer mitigation		325%		435	108,	,000	4	10	9		
Explorer   Shield Modulation   10 Dock   Shield Health     240%   346   57.500   40   9																9		
Explorer   Shield Modulation   12 Dock   Shield Health	20	Explorer	Shield Modulation		10	Dock	Shield Health		240%		340	57,	,500	4	10	9		
Explorer   Shield Modulation   13   Dock   Shield Health	20		Shield Modulation		12	Dock	Shield Health		325%		435			4	10	9		
Explorer   Polarized Hull   1   Always On   Hull Health     40%   170   10   30,500   40   13	20	Explorer										140,	,000			9		
Explorer   Polarized Hull   2 Aways On   Hull Health					1	Always On										3		
Explorer   Polarized Hull   4   Always On   Hull Health   60%   285   25   66,000   40   13																		
Explorer   Second Star to the Ri																		
Explorer   Second Star to the Ri   3   Dock   Warp Flange	10	Explorer	Second Star to the R		1	Dock	Warp Range		2.0%		160	27,	,000	4	10 1	3		
Explorer   Second Start o the Ri	10	Explorer	Second Star to the R	Ri .	3	Dock	Warp Range		2.4%		225	44,	,500	4	10 1	3		
Hunter	10				4	Dock			2.8%							3		
Hunter	20	Hunter	Hive Eradicators						32%							9		
Hunter Hive Endicators 14 Dock (Selectable) +shots against swarms	20	Hunter	Hive Eradicators		12	Dock (Selectable)	+shots against swarms		35%		375	93,	,000	4	10	9		
Hunter         Probe Collectors         10 Dock (Selectable)         Borg rewards         41%         395         49,500         40         9           Hunter         Probe Collectors         11 Dock (Selectable)         Borg rewards         46%         330         65,000         40         9	20	Hunter							44%							9		
	20	Hunter	Probe Collectors		10	Dock (Selectable)	Borg rewards		41%		395	49,	,500	4	10	9		
1 TOUR CONTROL   1 TOUR CONTROL   DUCK (CONTROL   DUCK (CONTRO		Hunter Hunter	Probe Collectors Probe Collectors						46% 52%		375					9		

						Selecte	d	16,115	470						
		FC Ac	dmira	l Kirk			Totals:	140,685	1,840						
	Tree Hunter	Skill Probe Collectors		Type 3 Dock (Selectable)	Research Borg rewards		Bonus 58%	Kirk SP 420	Rare SP	Power 120,000	CC level	FC Rank	Totals		
20	Hunter	Probe Collectors	14	4 Dock (Selectable)	Borg rewards		64%	475		167,000	40		9		
20 20	Hunter Hunter	Venom Cultures Venom Cultures		Dock (Selectable)  Dock (Selectable)			32% 38%	395 330		49,500 65,000	40		9		
20	Hunter	Venom Cultures		2 Dock (Selectable) 3 Dock (Selectable)			42%	375		93,000	40	!	9		
20 20	Hunter Hunter	Venom Cultures Venom Cultures		Dock (Selectable)     Dock (Selectable)			48% 52%	420 475		120,000 167,000	40		9		
40 40	Hunter Hunter	Identify Weaknesses		1 Dock 2 Dock	hostile crit damage		10% 12%	160 190		27,000 34.500	40	1:			
40	Hunter	Identify Weaknesses		2 Dock 3 Dock	hostile crit damage		12%	190		34,500 44,500	40				
40	Hunter	Identify Weaknesses		4 Dock	hostile crit damage		18%	265		56,500	40		3		
20 20	Leader Leader	Seasoned Officers Seasoned Officers		0 Always On 1 Always On	Officer Health Officer Health		55% 60%	365 415		62,000 82,000	40		9		
20	Leader	Seasoned Officers		2 Always On	Officer Health		70%	470		117,000	40		9		
20 20	Leader Leader	Seasoned Officers Seasoned Officers		3 Always On 4 Always On	Officer Health Officer Health		85% 100%	525 590		150,000 205,000	40		9		
40	Leader	Boldly Go			Explorer armada damage		200%	135		23,000	40				
40 40	Leader Leader	Boldly Go Boldly Go			Explorer armada damage Explorer armada damage		210% 225%	165 195		30,000 38,500	40				
40	Leader	Boldly Go	- 4	4 Dock (Selectable)	Explorer armada damage		240%	230		49,000	40	1:	3		
40 40	Leader Leader	Inspiring Leader Inspiring Leader			morale crit damage morale crit damage		40% 42%	135 165		23,000 30,000	40				
40	Leader	Inspiring Leader	:	3 Dock (Selectable)	morale crit damage		45%	195		38,500	40	1:	3		
40 1	Leader Explorer	Inspiring Leader Give you All You Got		4 Dock (Selectable) 5 Dock (Selectable)	morale crit damage		50% 250%	230 220		49,000 54,500	46		1		
1	Explorer	Take Us Out		5 Dock (Selectable)			4000%	220		54,500	45	5	1		
40 40	Explorer Explorer	Polarized Hull Polarized Hull		5 Always On 6 Always On	Hull Health Hull Health		70% 85%	330 385	30 35	83,000 104,000	45 45				
40	Explorer	Polarized Hull		7 Always On	Hull Health		100%	440	40		45	1:	3		
10	Explorer Explorer	Polarized Hull Polarized Hull		8 Always On 9 Always On	Hull Health Hull Health		120% 140%	505 570	45 50	157,000 190,000	45 45				
40	Explorer	Second Star to the Ri		5 Dock	Warp Range		3.3%	310	50	71,000	45				
10	Explorer Explorer	Second Star to the Ri Second Star to the Ri		6 Dock 7 Dock	Warp Range Warp Range		3.8% 4.4%	355 410		88,000 109,000	45 45				
10	Explorer Explorer	Second Star to the Ri		7 Dock 8 Dock	Warp Range Warp Range		4.4% 5.2%	410 470		109,000	45				
0	Explorer	Second Star to the Ri	9	9 Dock E Always On	Warp Range		6.2% 125%	535		164,000	45 45	5 1:	3		
1	Hunter Hunter	Salvaged Operations Identify Weaknesses		5 Always On 5 Dock	Ship XP hostile crit damage		125% 22%	375 310		68,000 71,000	45		3		
10	Hunter	Identify Weaknesses	(	6 Dock	hostile crit damage		26%	355		88,000	45	5 1:	3		
10	Hunter Hunter	Identify Weaknesses Identify Weaknesses		7 Dock 8 Dock	hostile crit damage hostile crit damage		30% 36%	410 470		109,000 135,000	45 45				
0	Hunter	Identify Weaknesses	9	9 Dock	hostile crit damage		42%	535		164,000	45	5 1:			
0	Leader Leader	No "No-Win" Scenario Boldly Go		5 Dock 5 Dock (Selectable)	Officer Defense Explorer armada damage		150% 260%	255 265		63,000 61,000	45 45		3		
10	Leader	Boldly Go			Explorer armada damage		285%	305		76,000	45	1:	3		
10	Leader Leader	Boldly Go Boldly Go			Explorer armada damage Explorer armada damage		305% 330%	350 400		93,000 114,000	45 45				
0	Leader	Boldly Go			Explorer armada damage		365%	460		141,000	45				
10	Leader Leader	Inspiring Leader			morale crit damage		55% 60%	265 305		61,000 76,000	45 45				
0	Leader	Inspiring Leader Inspiring Leader			morale crit damage morale crit damage		65%	350		93,000	45				
0	Leader	Inspiring Leader		B Dock (Selectable)	morale crit damage		70%	400		114,000	45				
0	Leader Explorer	Inspiring Leader Cargo Security		9 Dock (Selectable) 5 Always On	morale crit damage Protected Cargo		80% 75%	460 335		141,000 118,000	45 50		5		
10	Explorer	Polarized Hull		0 Always On	Hull Health	$\checkmark$	175%	650	55		50				
10	Explorer Explorer	Polarized Hull Polarized Hull		1 Always On 2 Always On	Hull Health Hull Health	<b>✓</b>	210% 250%	735 825	65 70	320,000 405,000	50 50				
10	Explorer	Polarized Hull	10	3 Always On	Hull Health	$\checkmark$	290%	930	80	515,000	50	1:	3		
40 40	Explorer Explorer	Polarized Hull Second Star to the Ri		4 Always On Dock	Hull Health Warp Range	<b>✓</b>	340% 7.2%	1045 605	90	650,000 210,000	50 50				
40	Explorer	Second Star to the Ri	1	1 Dock	Warp Range	$\checkmark$	8.4%	685		275,000	50	1:	3		
40 40	Explorer Explorer	Second Star to the Ri Second Star to the Ri		2 Dock 3 Dock	Warp Range Warp Range	✓ ✓	9.6%	770 870		350,000 445,000	50 50				
40	Explorer	Second Star to the Ri		4 Dock	Warp Range	$\checkmark$	12.8%	975		560,000	50				
50 50	Explorer Explorer	Crystal Liquification Crystal Liquification			Ship Crystal Efficiency Ship Crystal Efficiency	<b>✓</b>	5% 6%	135 160		47,500 60,000	50 50				
	Explorer	Crystal Liquification			Ship Crystal Efficiency	Ž	7%	190		71,000	50				
50 50	Explorer Explorer	Crystal Liquification Ore Adhesives			Ship Crystal Efficiency Ship Ore Efficiency	✓ ✓	8% 5%	225 135		90,000 47,500	50 50				
50 50	Explorer	Ore Adhesives			Ship Ore Efficiency	<b>✓</b>	6%	135		60,000	50				
50	Explorer	Ore Adhesives	:	3 Dock (Selectable)	Ship Ore Efficiency	~	7%	190		71,000	50				
50 50	Explorer Explorer	Ore Adhesives Vapor Spraycoats			Ship Ore Efficiency Ship Gas Efficiency	<b>✓</b>	8% 5%	225 135		90,000 47,500	50 50				
0	Explorer	Vapor Spraycoats	- 2	2 Dock (Selectable)	Ship Gas Efficiency	$\checkmark$	6%	160		60,000	50	11	В		
	Explorer Explorer	Vapor Spraycoats Vapor Spraycoats			Ship Gas Efficiency Ship Gas Efficiency	✓ ✓	7% 8%	190 225		71,000 90,000	50		8		
0	Hunter	Anti-Infiltration Protoc	15	5 Dock (Selectable)	Fed Hostile Damage		400%	265		93,000	50		5		
0	Hunter Hunter	Neutral Zone Red Alert			Rom Hostile Damage Klingon Hostile Damage		400%	265 265		93,000 93,000	50		5		
0	Hunter	Identify Weaknesses	10	Dock Dock	hostile crit damage	$\checkmark$	48%	605		210,000	50	1:			
10	Hunter Hunter	Identify Weaknesses		1 Dock 2 Dock	hostile crit damage hostile crit damage	✓ ✓	56% 64%	685 770		275,000 350.000	50				
)	Hunter	Identify Weaknesses	13	3 Dock	hostile crit damage	$\checkmark$	74%	870		445,000	50	1:	3		
)	Hunter Hunter	Identify Weaknesses Khan!!!		4 Dock 1 Dock	hostile crit damage hostile crit chance	<b>✓</b>	84% 2%	975 155		560,000 54,500	50 50				
D D	Hunter	Khan!!! Khan!!!	- :	2 Dock	hostile crit chance hostile crit chance	$\checkmark$	3%	155 185		54,500 69,000	50	1	В		
0	Hunter	Khan!!!		3 Dock	hostile crit chance	$\checkmark$	3%	220		82,000	50				
0	Hunter Hunter	Khan!!! Phase Bank Upgrade		4 Dock 1 Always On	hostile crit chance Energy damage		4% 50%	260 165	20	104,000 65,000	50				
0	Hunter	Phase Bank Upgrade	- 1	2 Always On	Energy damage		55%	200			50				
D D	Hunter Hunter	Phase Bank Upgrade Phase Bank Upgrade		3 Always On 4 Always On	Energy damage Energy damage		60% 65%	240 280	30	101,000 126,000	50 50				
)	Leader	Intelligence Reports	15	5 Dock (Selectable)	Rom Hostile Rep Gain		100%	265		93,000	50		5		
)	Leader Leader	Internal Affairs Tachyon Scanners			Fed Hostile Rep Gain Klingon Hostile Rep Gain		100%	265 265		93,000	50 50		5		
0	Leader	Boldly Go	10	Dock (Selectable)	Explorer armada damage		400%	520		183,000	50	1:			
)	Leader Leader	Boldly Go Boldly Go			Explorer armada damage Explorer armada damage		450% 500%	585 660		235,000 300,000	50 50				
)	Leader	Boldly Go	13	3 Dock (Selectable)	Explorer armada damage		580%	745		380,000	50	1:	3		
)	Leader	Boldly Go	14	4 Dock (Selectable)	Explorer armada damage		660%	835		480,000	50	1:	3		
)	Leader Leader	Inspiring Leader Inspiring Leader			morale crit damage morale crit damage		90%	520 585		183,000 235,000	50 50				
)	Leader	Inspiring Leader	12	2 Dock (Selectable)	morale crit damage		110%	660		300,000	50	1:	3		
D D	Leader Leader	Inspiring Leader Inspiring Leader			morale crit damage morale crit damage		120% 135%	745 835		380,000 480,000	50 50				
)	Leader	Battle Orders		1 Dock (Selectable)	Officer Attack		50%	135		47,500	50	1	В		
D D	Leader Leader	Battle Orders Battle Orders		2 Dock (Selectable) 3 Dock (Selectable)			55% 60%	160 190		60,000 71,000	50 50				
)	Leader	Battle Orders Battle Orders		4 Dock (Selectable)	Officer Attack		65%	225		90,000	50	11	В		
	Leader	Combat Training		1 Dock (Selectable)	Officer Health		50%	135		47,500	50	11	В		
)	Leader Leader	Combat Training Combat Training		2 Dock (Selectable) 3 Dock (Selectable)			55% 60%	160 190		60,000 71,000	50 50				
0	Leader	Combat Training	- 4	4 Dock (Selectable)	Officer Health		65%	225		90,000	50	1	В		
D D	Leader Leader	Phasers to Stun Phasers to Stun		1 Dock (Selectable) 2 Dock (Selectable)			50% 55%	135 160		47,500 60,000	50 50				
	Leader	Phasers to Stun		3 Dock (Selectable)	Officer Defense		60%	190		71,000	50	1	В		
)		Phasers to Stun		4 Dock (Selectable)			65%				50	1			

					Selected		16,115	470				
		FC Ac	Imiral Kirk			Totals:	140,685	1,840				
Kirk	Tree	Skill	Level Type	Research		Bonus	Kirk SP	Rare SP	Power	CC level	FC Rank	Totals
	Explorer	Crystal Liquification	5 Dock (Selectable)	Ship Crystal Efficiency		10%	260		104,000	53		8
50 50	Explorer	Crystal Liquification		Ship Crystal Efficiency		12% 15%	300 345		128,000	53 53		8
50	Explorer Explorer	Crystal Liquification Crystal Liquification		Ship Crystal Efficiency Ship Crystal Efficiency		15%	345		147,000 179.000	50		
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		21%	450		205,000	53		
50	Explorer	Ore Adhesives	5 Dock (Selectable)			10%	260		104,000	53		8
50	Explorer	Ore Adhesives	6 Dock (Selectable)			12%	300		128,000	53		
50	Explorer	Ore Adhesives	7 Dock (Selectable)			15%	345		147,000	53		
50	Explorer	Ore Adhesives	8 Dock (Selectable)			18%	395		179,000	53		
50 50	Explorer Explorer	Ore Adhesives Vapor Spraycoats	9 Dock (Selectable) 5 Dock (Selectable)			21%	450 260		205,000 104.000	53 53		
50	Explorer	Vapor Spraycoats	6 Dock (Selectable)			12%	300		128,000	53		
50	Explorer	Vapor Spraycoats	7 Dock (Selectable)			15%	345		147,000	53		
50	Explorer	Vapor Spraycoats	8 Dock (Selectable)	Ship Gas Efficiency		18%	395		179,000	53		8
50	Explorer	Vapor Spraycoats	9 Dock (Selectable)			21%	450		205,000	53		
50	Hunter	Khan!!!	5 Dock	hostile crit chance		3%	305		120,000	53		
50 50	Hunter Hunter	Khan!!! Khan!!!	6 Dock 7 Dock	hostile crit chance hostile crit chance		3% 4%	350 405		149,000 172.000	53 53		
50	Hunter	Khan!!!	8 Dock	hostile crit chance		4%	460		210,000	53		8
50	Hunter	Khan!!!	9 Dock	hostile crit chance	- 6	4%	525		240,000	53		
50	Hunter	Phase Bank Upgrade	5 Always On	Energy damage		75%	325	40		53		
50	Hunter	Phase Bank Upgrade	6 Always On	Energy damage		85%	375	50	181,000	53	3 1	8
50	Hunter	Phase Bank Upgrade		Energy damage		95%	430	55		53		
50	Hunter	Phase Bank Upgrade		Energy damage		110%	495	65	,	53		
50	Hunter	Phase Bank Upgrade		Energy damage		125%	560	75	,	53		
50 50	Leader Leader	Battle Orders Battle Orders	5 Dock (Selectable) 6 Dock (Selectable)			75% 85%	260 300		104,000 128,000	53 53		8
50	Leader	Battle Orders Battle Orders	6 Dock (Selectable) 7 Dock (Selectable)			100%	300		128,000	53		
50	Leader	Battle Orders	8 Dock (Selectable)			115%	395		179,000	53		8
50	Leader	Battle Orders	9 Dock (Selectable)			130%	450		205,000	53		
50	Leader	Combat Training	5 Dock (Selectable)	Officer Health		75%	260		104,000	53	3 1	8
50	Leader	Combat Training	6 Dock (Selectable)			85%	300		128,000	53		
50	Leader	Combat Training	7 Dock (Selectable)			100%	345		147,000	53		8
50	Leader	Combat Training	8 Dock (Selectable)			115%	395		179,000	53		
50 50	Leader Leader	Combat Training Phasers to Stun	9 Dock (Selectable) 5 Dock (Selectable)			130% 75%	450 260		205,000 104,000	53 53		
50	Leader	Phasers to Stun	6 Dock (Selectable)		- 6	85%	300		128,000	53		
50	Leader	Phasers to Stun	7 Dock (Selectable)		ä	100%	345		147,000	53		
50	Leader	Phasers to Stun	8 Dock (Selectable)	Officer Defense		115%	395		179,000	53		8
50	Leader	Phasers to Stun	9 Dock (Selectable)	Officer Defense		130%	450		205,000	53	3 1	8
20	Explorer	Deflector Dish	15 Dock	Explorer mitigation		500%	620		300,000	55		9
20	Explorer	Shield Modulation	15 Dock	Shield Health		500%	620		300,000	55		9
20	Hunter	Hive Eradicators		+shots against swarms		50%	530		255,000	55		9
20 20	Hunter Hunter	Probe Collectors Venom Cultures	15 Dock (Selectable) 15 Dock (Selectable)			75% 60%	530 530		255,000 255,000	55 55		9
20	Leader	Seasoned Officers	15 Always On	Officer Health		120%	665		320.000	55		0
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		25%	510		245,000	56		8
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		29%	575		295,000	56		8
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		33%	650		350,000	56	1	8
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		38%	730		420,000	56		
50	Explorer	Crystal Liquification		Ship Crystal Efficiency		43%	820		500,000	56		
50	Explorer	Ore Adhesives	10 Dock (Selectable)			25%	510		245,000	56		
50 50	Explorer Explorer	Ore Adhesives Ore Adhesives	11 Dock (Selectable) 12 Dock (Selectable)			29% 33%	575 650		295,000 350,000	56 56		
50	Explorer	Ore Adhesives	13 Dock (Selectable)			38%	730		420,000	56		
50	Explorer	Ore Adhesives	14 Dock (Selectable)			43%	820		500,000	56		
50	Explorer	Vapor Spraycoats	10 Dock (Selectable)	Ship Gas Efficiency		25%	510		245,000	56	5 1	8
50	Explorer	Vapor Spraycoats	11 Dock (Selectable)	Ship Gas Efficiency		29%	575		295,000	56	1	8
50	Explorer	Vapor Spraycoats	12 Dock (Selectable)			33%	650		350,000	56		
50	Explorer	Vapor Spraycoats	13 Dock (Selectable)			38%	730		420,000	56		
50 50	Explorer Hunter	Vapor Spraycoats Khan!!!	14 Dock (Selectable) 10 Dock	hostile crit chance		43% 5%	820 595		500,000 285,000	56 56		
50	Hunter	Khan!!!	11 Dock	hostile crit chance	- 6	6%	675		345.000	56		
50	Hunter	Khan!!!	12 Dock	hostile crit chance		6%	760		410,000	56		
50	Hunter	Khan!!!	13 Dock	hostile crit chance	- 6	8%	855		490,000	56		
50	Hunter	Khan!!!	14 Dock	hostile crit chance		9%	960		585,000	56	1	8
50	Hunter	Phase Bank Upgrade		Energy damage		140%	640		350,000	56		8
50	Hunter	Phase Bank Upgrade		Energy damage		160%	720	95	415,000	56		
50	Hunter	Phase Bank Upgrade		Energy damage		185%	815			56		
50	Hunter	Phase Bank Upgrade Phase Bank Upgrade		Energy damage Energy damage		210%	915	120 135		56		
50 50	Hunter Leader	Phase Bank Upgrade Battle Orders	14 Always On 10 Dock (Selectable)	,		240% 145%	1025 510	135	700,000 245,000	56 56		
50	Leader	Battle Orders Battle Orders	11 Dock (Selectable)			145%	575		245,000	56		
50	Leader	Battle Orders	12 Dock (Selectable)			200%	650		350,000	56		8
50	Leader	Battle Orders	13 Dock (Selectable)	Officer Attack		230%	730		420,000	56		8
50	Leader	Battle Orders	14 Dock (Selectable)			265%	820		500,000	56		8
	Leader	Combat Training	10 Dock (Selectable)			145%	510		245,000	56		
50	Leader	Combat Training	11 Dock (Selectable)			170%	575		295,000	56		
50	Leader	Combat Training	12 Dock (Selectable) 13 Dock (Selectable)			200%	650		350,000	56		
50 50	Leader Leader	Combat Training Combat Training	13 Dock (Selectable) 14 Dock (Selectable)			230% 265%	730 820		420,000 500,000	56 56		
50	Leader	Phasers to Stun	10 Dock (Selectable)			265% 145%	510		245,000	56		
50	Leader	Phasers to Stun	11 Dock (Selectable)			170%	575		295,000	56		
50	Leader	Phasers to Stun	12 Dock (Selectable)			200%	650		350,000	56		
50	Leader	Phasers to Stun	13 Dock (Selectable)			230%	730		420,000	56	1	8
50	Leader	Phasers to Stun	14 Dock (Selectable)			265%	820		500,000	56		
10	Explorer	Polarized Hull	15 Always On	Hull Health	$\overline{\mathbf{Z}}$	400%	1170			60		
40	Explorer	Second Star to the Ri		Warp Range		15.0%	1095		700,000	60		
50 50	Explorer	Crystal Liquification		Ship Crystal Efficiency		50% 50%	920		590,000	60		
50 50	Explorer Explorer	Ore Adhesives Vapor Spraycoats	15 Dock (Selectable) 15 Dock (Selectable)			50%	920 920		590,000 590.000	60		
10	Hunter	Identify Weaknesses		hostile crit damage		100%	1095		700,000	60		
50	Hunter	Khan!!!	15 Dock	hostile crit chance		100%	1075		690,000	60		
50	Hunter	Phase Bank Upgrade		Energy damage		280%	1150	165		60		
40	Leader	Boldly Go		Explorer armada damage		750%	940		600,000	60	1	3
40	Leader	Inspiring Leader	15 Dock (Selectable)			150%	940		600,000	60		
50	Leader	Battle Orders	15 Dock (Selectable)			300%	920		590,000	60		
	Leader	Combat Training	15 Dock (Selectable)			300%	920		590,000	60		
50 50	Leader	Phasers to Stun	15 Dock (Selectable)			300%	920		590,000	60		8

		F	C Lo	cutus		Totals:	139,985	3,680							
FC	Tree	Skill	Lvi	Туре	Effect	Bonus	Spock SP	Rare SP	Power	CC level	FC Rank				
40	Combatant	The Battle of Wolf 35	5	2 Dock	PvP Crit Damage		160			4	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	3 Dock	PvP Crit Damage		185			4	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	4 Dock	PvP Crit Damage		220			4	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	1 Dock	PvP Crit Damage		130			4	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	5 Dock	PvP Crit Damage		255			4	5 1:	3			
40	Combatant	The Battle of Wolf 35	5	6 Dock	PvP Crit Damage		295			4	5 1:	3			
40	Combatant	The Battle of Wolf 35	5	7 Dock	PvP Crit Damage		340			4	5 1:	3			
40	Combatant	The Battle of Wolf 35	5	8 Dock	PvP Crit Damage		390			4	5 1:	3			
40	Combatant	The Battle of Wolf 35	5	9 Dock	PvP Crit Damage		440			4	5 1:	3			
40	Combatant	The Battle of Wolf 35	5	10 Dock	PvP Crit Damage		500			5	0 1:	3			
40	Combatant	The Battle of Wolf 35	5!	11 Dock	PvP Crit Damage		565			5	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	12 Dock	PvP Crit Damage		640			5	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	13 Dock	PvP Crit Damage		720			5	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	14 Dock	PvP Crit Damage		805			5	0 1:	3			
40	Combatant	The Battle of Wolf 35	5	15 Dock	PvP Crit Damage		905			6	0 1:	3			

Mathematical   Math				FC 7 of 9		Totals:	140,160	1,835			1						
Manufacture				vi Type		Bonus		Rare SP	Power	CC level FC Rank							
Mathematical   Math	1	Combatant	Focused Onslaught	2 Dock (Selectable)	Damage attacking a Station		30			1 1	1 1	820		2	)	1 7,755	0
Marchand   Marchand										1 1			0				
March   Marc	1	Combatant		5 Dock (Selectable)	Damage attacking a Station		50				1 25	3,670		3	1:	36,255	735
Company   Comp	1	Combatant	Focused Onslaught	7 Dock (Selectable)	Damage attacking a Station		70			10 1	35	6,880	0	3	)	00,300	1,100
1																	
Company   Comp																	
Company	1	Combatant	Focused Onslaught	12 Dock (Selectable)	Damage attacking a Station		130			30 1	55	1,990	0		1		
Company																	
Company	1	Combatant	Focused Onslaught	15 Dock (Selectable)	Damage attacking a Station		185			45	1						
Company   Comp	1	Combatant	Lethal Feint	2 Dock (Selectable)	Damage defending a station		30			10 5	5						
Company											5						
Company				5 Dock (Selectable)	Damage defending a station						5						
Control   Marie   Ma	1	Combatant	Lethal Feint	7 Dock (Selectable)	Damage defending a station		70			25	5						
1											5						
Company   Line   Line											5						
	1	Combatant	Lethal Feint	12 Dock (Selectable)	Damage defending a station		130			35 5	5						
10											5						
1											5						
Company	10	Combatant	Enemy Deprivation	3 Dock	Mitigation against players for Battleships		70			20 9	9						
Company											9						
Control   Cont											9						
Company   Comp	10	Combatant	Enemy Deprivation	8 Dock	Mitigation against players for Battleships		145			30 9	9						
Company   Comp	10	Combatant	Enemy Deprivation	10 Dock						40	9						
Content				11 Dock	Mitigation against players for Battleships						9						
1	10	Combatant	Enemy Deprivation	13 Dock	Mitigation against players for Battleships		265			40	9						
Description	10	Combatant	Enemy Deprivation	15 Dock	Mitigation against players for Battleships		335			60 9	9						
10											5						
Company   Comp	10	Combatant	Enemy Fracturing	3 Dock	Piercing against players for Battleships		70			10 5	5						
Content	10	Combatant	Enemy Fracturing	5 Dock	Piercing against players for Battleships		95			25 5	5						
10	10			6 Dock			110				5						
			Enemy Fracturing	8 Dock	Piercing against players for Battleships		145			25 5	5						
Company   Comp	10	Combatant	Enemy Fracturing	10 Dock	Piercing against players for Battleships		185			35 5	5						
10											5						
10   Content   Control Court Processor   10   100	10	Combatant	Enemy Fracturing	13 Dock	Piercing against players for Battleships		265			35 5	5						
Description											5						
Description   Amenicating Private   Section   Company agreement with the private   Company agreement with the private   Company agreement   Comp											3						
Contracted   Automating Process   Solid   Company growth extended Propriet   Solid   Company Growth Automating Propriet   Solid   Company Growth Automatin	20	Combatant	Assimilating Power	3 Dock	Damage against Assimilated Players		110			40 13	3						
20   Content   Automotic Power   1	20	Combatant	Assimilating Power	5 Dock	Damage against Assimilated Players		150			45 13							
20   Contract   Americal Press   10 Code   Decay on particular Service   20   10   10   10   10   10   10   10											3						
Societistics   Contraction   Contracting Primary   10   Dec.			Assimilating Power	8 Dock	Damage against Assimilated Players						3						
Continued Autonomic Process   Color Color Autonomic Program   Color Color Color Autonomic Program   Color Co	20	Combatant	Assimilating Power	10 Dock	Damage against Assimilated Players		290			50 13	3						
Document   Document											3						
Contented Association   Development   10 Dots   Contenty general secretaring Propers   10   10   10   10   10   10   10   1			Assimilating Power	13 Dock	Damage against Assimilated Players												
20   Contrained   Cope Assault   2   Dick   Dick	20	Combatant	Assimilating Power	15 Dock	Damage against Assimilated Players		525			60 13	3						
Continued Control Co																	
Contable   Contable				3 Dock	Damage attacking a mining node					40 13	3						
20	20	Combatant	Open Assault	5 Dock	Damage attacking a mining node		150			45 13							
Combinated   Cyme Assumer   10 Door											3						
Contabate   Cyon-Assaul	20	Combatant	Open Assault	8 Dock	Damage attacking a mining node		225			45 13							
Contabalist   Cylon Alausal   12 Dock	20	Combatant	Open Assault	10 Dock	Damage attacking a mining node		290			50 13							
Combatt Cyon Assaul																	
Combasted   Colorabidat   Colorabidat   Colorabidation   Colorabidation				13 Dock	Damage attacking a mining node						3						
Combated Number   Combat Blues   2   Dork   Ceremon opporating por demange   10   18   18   19   19   19   18   18   19   19	20	Combatant	Open Assault	15 Dock	Damage attacking a mining node		525			60 13	3						
Cornelation	40	Combatant	Combat Bulwark	2 Dock	Decrease opponent's pvp damage		160			50 18	3						
Combated   Combated											3						
Contable   Contable	40	Combatant	Combat Bulwark	5 Dock	Decrease opponent's pvp damage		260			53 18	3						
Combate   Combat Bluesh   Dock   Decrease opposing py damage   456   58   18	40	Combatant	Combat Bulwark	7 Dock	Decrease opponent's pvp damage		350			53 18							
AD   Combatest   Combat Bulwark   10 Dock   Decrease opporerl's py damage   550   56   18											3						
Ad   Combatant Combat Bulwark   12 Dock   Decrease oppoments prop damage   556   16				10 Dock	Decrease opponent's pvp damage						3						
40 Correlated   Contral Bulewisk   14 Dock   Decrease oppoment's pro damage   500   60   18	40	Combatant	Combat Bulwark	12 Dock	Decrease opponent's pvp damage		655			56 18							
40   Corribatin   Combat Bluvask   15   Dots   Decesse opponent's pry damage   135   15   15   40   15   15   40   40   40   40   40   40   40   4											3						
40 Corribation   Enemia Debilitation   2 Always On PIP damage   175   15   40   13	40	Combatant		15 Dock	Decrease opponent's pvp damage		930			60 18							
40 Combate Emeru Debitation   5 Always On PVP damage   240   25   40   13	40	Combatant	Enemu Debilitation	2 Always On	PVP damage		175	15		40 13	3						
440   Controlatert   Enternu Debilitation   7 Always On PVP damage   325   35   45   13     450   Controlatert   Enternu Debilitation   7 Always On PVP damage   425   40   45   13     461   Controlatert   Enternu Debilitation   8 Always On PVP damage   425   40   45   13     462   Controlatert   Enternu Debilitation   10 Always On PVP damage   425   40   45   13     463   Controlatert   Enternu Debilitation   10 Always On PVP damage   465   50   45   13     464   Controlatert   Enternu Debilitation   10 Always On PVP damage   550   55   50   13     475   Controlatert   Enternu Debilitation   11 Always On PVP damage   500   55   50   13     476   Controlatert   Enternu Debilitation   12 Always On PVP damage   700   70   60   13     477   Controlatert   Enternu Debilitation   13 Always On PVP damage   700   70   60   13     478   Controlatert   Enternu Debilitation   13 Always On PVP damage   700   70   60   13     479   Controlatert   Enternu Debilitation   14 Always On PVP damage   885   90   50   13     470   Controlatert   Enternu Debilitation   15 Always On PVP damage   885   90   50   13     470   Controlatert   Enternu Debilitation   15 Always On PVP damage   885   90   50   13     470   Controlatert   Enternu Debilitation   15 Always On PVP damage   885   90   50   13     470   Controlatert   Enternu Debilitation   15 Always On PVP damage   885   90   60   13     470   Controlatert   Enternu Debilitation   16 Always On PVP damage   885   90   60   13     470   Controlatert   Enternu Debilitation   16 Always On PVP damage   885   90   60   13     470   Controlatert   Enternu Debilitation   16 Always On PVP damage   885   90   90   90   90   90   90   90   9	40	Combatant	Enemu Debilitation	4 Always On	PVP damage		240	25		40 13							
40 Combate Emeru Debitation   7 Aways On PVP damage   475   40   45   13											3						
40 Combate Emeru Debitation   10 Always On PVP damage   485   50   45   13	40	Combatant	Enemu Debilitation	7 Always On	PVP damage		375	40		45 13							
40 Combate Emeru Debitation   14 Aways On PVP damage   C20   65   50   13	40	Combatant	Enemu Debilitation	9 Always On	PVP damage		485	50		45 13							
40 Combatant Enemu Debitation   12 Always On PVP damage   700   70   50   15											3						
44	40	Combatant	Enemu Debilitation	12 Always On	PVP damage		700	70		50 13							
Combatant   Enemu Debilisation   15 Aways On   PVP damage   966   110   60   13	40	Combatant	Enemu Debilitation	14 Always On	PVP damage		885	90		50 13	3						
50 Combatant Certifical Fracture Spike   2 Dock (Selectable) Piercing against players with Certifical Spike   50 Combatant Certifical Fracture Spike   50 Combatant Certifical Fracture Spike   4 Dock (Selectable) Piercing against players with Certifical Spike   50 Combatant Certifical Fracture Spike   50 Combatant Certifi			Enemu Debilitation	15 Always On	PVP damage						3						
50 Combatant Cermitor Fracture Spike	50	Combatant	Cerritos Fracture Spike	2 Dock (Selectable)	Piercing against players with Cerritos		215			50 18	3						
50   Combatant   Centrols Fracture Spike   6   Dock (Selectable) Precrice against players with Centrols   405   53   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   53   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   530   53   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   53   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   775   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   575   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   575   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   575   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   18     50   Combatant   Centrols Fracture Spike   Dock (Selectable) Precrice against players with Centrols   56   56   56   56   56   56   56   5	50	Combatant	Cerritos Fracture Spike	4 Dock (Selectable)	Piercing against players with Cerritos		300			50 18	3						
50 Combatant Certific Fracture Spike   7 Dock (Selectable) Persong against players with Certifics   53   18																	
50 Combated Certifics Fracture Spike   9 Dock (Selectable) Piercing against players with Certifics   605   53   18	50	Combatant	Cerritos Fracture Spike	7 Dock (Selectable)	Piercing against players with Cerritos		465			53 18							
50 Combatant Cerntion Fracture Spike   10 Doos (Selectable) Piercing against players with Cerntos   665   56   18	50	Combatant	Cerritos Fracture Spike	9 Dock (Selectable)	Piercing against players with Cerritos		605			53 18							
50 Combatant Cerritos Fracture Spike 12 Dock (Selectable) Piercing against players with Cerritos 875 56 18 50 Combatant Cerritos Fracture Spike 13 Dock (Selectable) Piercing against players with Cerritos 985 58 18				10 Dock (Selectable)	Piercing against players with Cerritos												
	50	Combatant	Cerritos Fracture Spike	12 Dock (Selectable)	Piercing against players with Cerritos		875			56 18	3						

			FC 7 of 9	Totals:	140,160	1,835							
FC	Tree		Lvi Type Effect	Bonus	7 of 9 SP	Rare SP	Power	CC level FC Rank					
50 50	Combatant Combatant	Cerritos Fracture Spike Cerritos Fracture Spike	Dock (Selectable) Piercing against players with Cerritos     Dock (Selectable) Piercing against players with Cerritos		1240			60 50	18				
50 50	Combatant Combatant	Titan Shield Titan Shield	2 Dock (Selectable) Decrease opponent's pvp damage with Titan		215 255			50 50	18				
50	Combatant	Titan Shield	3 Dock (Selectable) Decrease opponent's pvp damage with Titan 4 Dock (Selectable) Decrease opponent's pvp damage with Titan		300			50	18				
50 50	Combatant Combatant	Titan Shield Titan Shield	5 Dock (Selectable) Decrease opponent's pvp damage with Titan 6 Dock (Selectable) Decrease opponent's pvp damage with Titan		350 405			53 53	18				
50	Combatant	Titan Shield	7 Dock (Selectable) Decrease opponent's pvp damage with Titan		465			53	18				
50 50	Combatant Combatant	Titan Shield Titan Shield	B Dock (Selectable) Decrease opponent's pvp damage with Titan     Dock (Selectable) Decrease opponent's pvp damage with Titan		530 605			53 53	18				
50	Combatant	Titan Shield	10 Dock (Selectable) Decrease opponent's pvp damage with Titan		685			56	18				
50 50	Combatant Combatant	Titan Shield Titan Shield	11 Dock (Selectable) Decrease opponent's pvp damage with Titan 12 Dock (Selectable) Decrease opponent's pvp damage with Titan		775 875			56 56	18				
50	Combatant	Titan Shield	13 Dock (Selectable) Decrease opponent's pvp damage with Titan		985			56	18				
50 50	Combatant Combatant	Titan Shield Titan Shield	14 Dock (Selectable) Decrease opponent's pvp damage with Titan 15 Dock (Selectable) Decrease opponent's pvp damage with Titan		1105			56 60	18				
50 1	Combatant Fabricator	Titan Shield	Dock (Selectable) Decrease opponent's pvp damage with Titan     Dock (Selectable) Data mining		180			50	18				
1	Fabricator	Data Prospecting	2 Dock (Selectable) Data mining		30			1	1				
1	Fabricator Fabricator	Data Prospecting  Data Prospecting	3 Dock (Selectable) Data mining 4 Dock (Selectable) Data mining		40			1	1				
1	Fabricator	Data Prospecting	5 Dock (Selectable) Data mining		50			10	1				
1	Fabricator Fabricator	Data Prospecting  Data Prospecting	6 Dock (Selectable) Data mining 7 Dock (Selectable) Data mining		60 70			10	1				
1	Fabricator	Data Prospecting	8 Dock (Selectable) Data mining		80			10	1				
1	Fabricator Fabricator	Data Prospecting  Data Prospecting	9 Dock (Selectable) Data mining 10 Dock (Selectable) Data mining		90			10 30	1				
1	Fabricator	Data Prospecting	11 Dock (Selectable) Data mining		115			30	- 1				
1	Fabricator Fabricator	Data Prospecting  Data Prospecting	12 Dock (Selectable) Data mining 13 Dock (Selectable) Data mining		130			30 30	1				
1	Fabricator Fabricator	Data Prospecting  Data Prospecting	14 Dock (Selectable) Data mining 15 Dock (Selectable) Data mining		165 185			30 45	1				
1	Fabricator	Isogen Fountain	Dock (selectable) Isagen mining		25			1	1				
1	Fabricator Fabricator	Isogen Fountain Isogen Fountain	Dock (Selectable) Isogen mining     Dock (Selectable) Isogen mining		30 40			1	1				
1	Fabricator	Isogen Fountain	4 Dock (Selectable) Isogen mining		45			1	1				
1	Fabricator Fabricator	Isogen Fountain Isogen Fountain	5 Dock (Selectable) Isogen mining 6 Dock (Selectable) Isogen mining		50 60			10 10	1				
1	Fabricator	Isogen Fountain	7 Dock (Selectable) Isogen mining		70			10	1				
1	Fabricator Fabricator	Isogen Fountain Isogen Fountain	B Dock (Selectable) Isogen mining     Dock (Selectable) Isogen mining		80			10	1				
1	Fabricator	Isogen Fountain	10 Dock (Selectable) Isogen mining 11 Dock (Selectable) Isogen mining		100			30	- 1				
1	Fabricator Fabricator	Isogen Fountain Isogen Fountain	11 Dock (Selectable) Isogen mining 12 Dock (Selectable) Isogen mining		115			30 30	1				
1	Fabricator Eabricator	Isogen Fountain	13 Dock (Selectable) Isogen mining 14 Dock (Selectable) Isogen mining		145			30	1				
1	Fabricator Fabricator	Isogen Fountain	15 Dock (Selectable) Isogen mining		185			30 45	1				
10	Fabricator Fabricator	Eclipse Exchange Spike Eclipse Exchange Spike	Dock (Selectable) Uncommon loot from Eclipse Armadas     Dock (Selectable) Uncommon loot from Eclipse Armadas		40 50			10 10	5				
10	Fabricator	Edipse Exchange Spike	3 Dock (Selectable) Uncommon loot from Eclipse Armadas		60			10	5				
10	Fabricator Fabricator	Eclipse Exchange Spike Eclipse Exchange Spike	4 Dock (Selectable) Uncommon loot from Eclipse Armadas 5 Dock (Selectable) Uncommon loot from Eclipse Armadas		70			10 25	5				
10	Fabricator	Edipse Exchange Spike	6 Dock (Selectable) Uncommon loot from Eclipse Armadas		95			25	5				
10	Fabricator Fabricator	Eclipse Exchange Spike Eclipse Exchange Spike	7 Dock (Selectable) Uncommon loot from Eclipse Armadas 8 Dock (Selectable) Uncommon loot from Eclipse Armadas		110			25 25	5				
10	Fabricator	Edipse Exchange Spike	9 Dock (Selectable) Uncommon loot from Eclipse Armadas		140			25	5				
10	Fabricator Fabricator	Eclipse Exchange Spike Eclipse Exchange Spike	10 Dock (Selectable) Uncommon loot from Eclipse Armadas 11 Dock (Selectable) Uncommon loot from Eclipse Armadas		160			35 35	5				
10	Fabricator Fabricator	Edipse Exchange Spike	12 Dock (Selectable) Uncommon loot from Eclipse Armadas 13 Dock (Selectable) Uncommon loot from Eclipse Armadas		205 230			35	5				
10	Fabricator	Edipse Exchange Spike Edipse Exchange Spike	14 Dock (Selectable) Uncommon loot from Eclipse Armadas		255			35 35	5				
10	Fabricator Fabricator	Eclipse Exchange Spike Victory is Loot	15 Dock (Selectable) Uncommon loot from Edipse Armadas  1 Dock (Selectable) Jem Hadar loot		285			50	5				
10	Fabricator	Victory is Loot	2 Dock (Selectable) Jem Hadar loot		50			1	1				
10	Fabricator Fabricator	Victory is Loot Victory is Loot	Dock (Selectable) Jem Hadar loot     Dock (Selectable) Jem Hadar loot		60 70			1	1				
10	Fabricator	Victory is Loot	5 Dock (Selectable) Jem Hadar loot		80			10	1				
10	Fabricator Fabricator	Victory is Loot Victory is Loot	6 Dock (Selectable) Jem Hadar loot 7 Dock (Selectable) Jem Hadar loot		95			10 10	1				
10	Fabricator Fabricator	Victory is Loot Victory is Loot	B Dock (Selectable) Jern Hadar loot     Dock (Selectable) Jern Hadar loot		125 140			10 10	- 1				
10	Fabricator	Victory is Loot	10 Dock (Selectable) Jem Hadar loot		160			30	1				
10	Fabricator Fabricator	Victory is Loot Victory is Loot	11 Dock (Selectable) Jern Hadar loot 12 Dock (Selectable) Jern Hadar loot		180 205			30 30	1				
10	Fabricator	Victory is Loot	13 Dock (Selectable) Jem Hadar loot		230			30	1				
10	Fabricator Fabricator	Victory is Loot Victory is Loot	14 Dock (Selectable) Jem Hadar loot 15 Dock (Selectable) Jem Hadar loot		255 285			30 45	1				
20	Fabricator	Entangled Wires	1 Always On Increases Quantum Communicators		80			20	9				
20	Fabricator Fabricator	Entangled Wires Entangled Wires	2 Always On Increases Quantum Communicators 3 Always On Increases Quantum Communicators		100			20 20	9				
20	Fabricator	Entangled Wires	4 Always On Increases Quantum Communicators		135			20 30	9				
20	Fabricator Fabricator	Entangled Wires Entangled Wires	5 Always On Increases Quantum Communicators 6 Always On Increases Quantum Communicators		160			30	9				
20 20	Fabricator Fabricator	Entangled Wires Entangled Wires	7 Always On Increases Quantum Communicators 8 Always On Increases Quantum Communicators		210 240			30 30	9				
20	Fabricator Fabricator	Entangled Wires Entangled Wires	9 Always On Increases Quantum Communicators		275			30	9				
20 20	Fabricator Fabricator	Entangled Wires Entangled Wires	10 Always On Increases Quantum Communicators 11 Always On Increases Quantum Communicators		310 350			40 40	9				
20	Fabricator	Entangled Wires	12 Always On Increases Quantum Communicators		395			40	9				
20	Fabricator Fabricator	Entangled Wires Entangled Wires	13 Always On Increases Quantum Communicators 14 Always On Increases Quantum Communicators		445 500			40 40	9				
20	Fabricator	Entangled Wires	15 Always On Increases Quantum Communicators		565			55	9				
20 20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	1 Dock Stella Max Cargo 2 Dock Stella Max Cargo		75 90			20 20	9				
20 20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	3 Dock Stella Max Cargo 4 Dock Stella Max Cargo		110			20 20	9				
20	Fabricator	Stella Cargo Surge	5 Dock Stella Max Cargo		150			30	9				
20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	6 Dock Stella Max Cargo 7 Dock Stella Max Cargo		170			30	9				
20	Fabricator	Stella Cargo Surge	8 Dock Stella Max Cargo		225			30	9				
20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	9 Dock Stella Max Cargo 10 Dock Stella Max Cargo		255 290			30 40	9				
20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	11 Dock Stella Max Cargo		330 370			40 40	9				
20	Fabricator	Stella Cargo Surge	13 Dock Stella Max Cargo		415			40	9				
20	Fabricator Fabricator	Stella Cargo Surge Stella Cargo Surge	14 Dock Stella Max Cargo 15 Dock Stella Max Cargo		470 525			40 55	9				
40	Fabricator	Battleship Advantage	2 Dock (Selectable) Broken Battleship Parts		140			50	18				2
40 40	Fabricator Fabricator	Battleship Advantage Battleship Advantage	Dock (Selectable) Broken Battleship Parts     Dock (Selectable) Broken Battleship Parts		165 195			50 50	18				
40	Fabricator	Battleship Advantage	5 Dock (Selectable) Broken Battleship Parts		225			53	18				
40 40	Fabricator Fabricator	Battleship Advantage Battleship Advantage	6 Dock (Selectable) Broken Battleship Parts 7 Dock (Selectable) Broken Battleship Parts		260 300			53 53	18				
40	Fabricator	Battleship Advantage	8 Dock (Selectable) Broken Battleship Parts		340			53	18				
40 40	Fabricator Fabricator	Battleship Advantage Battleship Advantage	9 Dock (Selectable) Broken Battleship Parts 10 Dock (Selectable) Broken Battleship Parts		390 440			53 56	18 18				
40 40	Fabricator Fabricator	Battleship Advantage Battleship Advantage	11 Dock (Selectable) Broken Battleship Parts 12 Dock (Selectable) Broken Battleship Parts		500 560			56 56	18				
40	Fabricator	Battleship Advantage	13 Dock (Selectable) Broken Battleship Parts		630			56	18				
40 40	Fabricator Fabricator	Battleship Advantage Battleship Advantage	14 Dock (Selectable) Broken Battleship Parts 15 Dock (Selectable) Broken Battleship Parts		710 795			56 60	18 18				
40	Fabricator	Battleship Advantage	1 Dock (Selectable) Broken Battleship Parts		115			50	18				
40 40	Fabricator Fabricator	Explorer Advantage Explorer Advantage	Dock (Selectable) Broken Explorer Parts     Dock (Selectable) Broken Explorer Parts		140 165			40 40	13 13				
40	Fabricator	Explorer Advantage	4 Dock (Selectable) Broken Explorer Parts		195			40	13				
40	Fabricator Fabricator	Explorer Advantage Explorer Advantage	5 Dock (Selectable) Broken Explorer Parts 6 Dock (Selectable) Broken Explorer Parts		225 260			45 45	13 13				
40	Fabricator	Explorer Advantage	7 Dock (Selectable) Broken Explorer Parts		300			45	13				
40 40	Fabricator Fabricator	Explorer Advantage Explorer Advantage	B Dock (Selectable) Broken Explorer Parts     Dock (Selectable) Broken Explorer Parts		340 390			45 45	13				
40	Fabricator	Explorer Advantage	10 Dock (Selectable) Broken Explorer Parts 11 Dock (Selectable) Broken Explorer Parts		440 500			50 50	13 13				
40	Fabricator	Explorer Advantage						00	-13				

				FC 7 of 9		Totals:	140,160	1,835							
Company   Comp						Bonus			Power	CC level FC Rank	13				
March   Marc	40	Fabricator	Explorer Advantage	14 Dock (Selectable)	Broken Explorer Parts		710	)			13				
Column	40	Fabricator	Explorer Advantage	1 Dock (Selectable)	Broken Explorer Parts		115	5		40	13				
1.	40			3 Dock (Selectable)	Broken Interceptor Parts		165			50	18				
Description   Property of the Control of the Cont											18 18				
March   Property   P	40	Fabricator	Interceptor Advantage	6 Dock (Selectable)	Broken Interceptor Parts		260	)		53	18				
March   Marc	40	Fabricator	Interceptor Advantage	8 Dock (Selectable)	Broken Interceptor Parts		340	)		53	18				
Company   The	40			10 Dock (Selectable)	Broken Interceptor Parts						18				
Company											18 18				
Column			Interceptor Advantage	13 Dock (Selectable)	Broken Interceptor Parts					56	18				
March   Marc	40	Fabricator	Interceptor Advantage	15 Dock (Selectable)	Broken Interceptor Parts		795			60	18				
Description	50	Fabricator	Fleet Command Protocols	2 Always On	Skill Point Efficiency		1320	125		50	18 18				
Company											18				
March   Marc	50			5 Always On	Skill Point Efficiency		4165	420		53	18				
Description	1	Scientist	Exchange Protocols	1 Always On	RSS Efficiency for research		35			1	1				
	1	Scientist	Exchange Protocols	3 Always On	RSS Efficiency for research		50	)		1	1				
Control   Change Present   Change Control										10	1				
			Exchange Protocols	6 Always On	RSS Efficiency for research						1				
Description   Company Probability   Company	- 1	Scientist	Exchange Protocols	8 Always On	RSS Efficiency for research		100	)		10	1				
Description	1	Scientist	Exchange Protocols	10 Always On	RSS Efficiency for research		130	)		30	1				
Description   Company											1				
Deciding	1	Scientist	Exchange Protocols	13 Always On	RSS Efficiency for research		185			30	1				
Description   Company of Company	- 1	Scientist	Exchange Protocols	15 Always On	RSS Efficiency for research		230	)		45	1				
State	10	Scientist	Component Capability	2 Dock	Survey Parts Efficiency		60	)		10	5				2
State			Component Capability	3 Dock						10	5				
Description	10	Scientist	Component Capability	5 Dock	Survey Parts Efficiency		95			25	5				
10	10	Scientist	Component Capability	7 Dock	Survey Parts Efficiency		125			25	5				
10	10	Scientist	Component Capability	9 Dock	Survey Parts Efficiency		165			25	5				
10											5				
Description										35 35	5				
Second   The revent Comp Pales   A Amp Col.   Mark Copy of Facility (Cont. Copy)   Amp Col.   Amp Copy of Facility (Copy)   Amp Copy of Facility (Copy)   Amp Copy of Copy o	10	Scientist	Component Capability	14 Dock	Survey Parts Efficiency		300	)		35	5				
10	10	Scientist	Triumvirate Cargo Spike	1 Always On	Max Cargo for Faction Ships		50	)		10	5				2
10											5				
Second   Transmiss Copy pinks   Margin   Margi			Triumvirate Cargo Spike	4 Always On	Max Cargo for Faction Ships					10	5				
10	10	Scientist	Triumvirate Cargo Spike	6 Always On	Max Cargo for Faction Ships		110	)		25	5				
South   Transver Corp paids   10 Awarp On   Mac Corp N Fracto Drips   20   20   20   20   20   20   20   2	10	Scientist	Triumvirate Cargo Spike	8 Always On	Max Cargo for Faction Ships		145			25	5				
15   Secretar   Terrurance Copyrigidate   1 Analys China   1 Analys Chin											5				
Secretar   Turnwest-Copy Spice   1 Aways CO   Mac Copy for Endot Disc   30   30   30   30   30   30   30   3			Triumvirate Cargo Spike	11 Always On	Max Cargo for Faction Ships						5				
Societad   Sucretad Comprehing Potents   1.0 According to March Complete February   1.0 According to Complete February	10	Scientist	Triumvirate Cargo Spike	13 Always On	Max Cargo for Faction Ships		265			35	5				
20   Secretic Chargeling Fundame   2   0.00 (Selectable) Designage part of the 24 minutes   0.00	10	Scientist	Triumvirate Cargo Spike	15 Always On	Max Cargo for Faction Ships		335			50	5				
Secretar   Comprising Fortunes   4 Dout (Secretaries) Daming grown Office South Amendment   10   30   5											9				1
Secretary   Chargeing Fortunes   5 Door (glascates) Damps grapers Deep South Americans   140   33 0   6											9				
Secretal Cologosing Prinches Description of Description of Secretal Description of Description o	20	Scientist	Changeling Fortunes	5 Dock (Selectable)	Damage against Dom Solo Armadas		125			30	9				
Secretal Companying Fortunes   Discontinues   Dis	20	Scientist	Changeling Fortunes	7 Dock (Selectable)	Damage against Dom Solo Armadas		170	)		30	9				
Scientist   Chargeting Forbares   11 Doct (Scienciste)   Chargeting Forbares   12 Doct (Scienciste)   Chargeting Forbares   13 Doct (Scienciste)   Chargeting Forbares   14 Doct (Scienciste)   Charget	20		Changeling Fortunes Changeling Fortunes	8 Dock (Selectable) 9 Dock (Selectable)	Damage against Dom Solo Armadas  Damage against Dom Solo Armadas					30	9				
Secretar   Chargeting Fortness   12 Dock (Secretaria)   Damage parent from Sels Armada   300   40   6   6   7   7   7   7   7   7   7   7											9				
Scientist   Cumpleting Fortunes   1.5 Doct (Selectable)   Change gaington Come Soci Amendas   600   55   5   5   5   5   5   5   5   5	20	Scientist	Changeling Fortunes	12 Dock (Selectable)	Damage against Dom Solo Armadas		320	)		40	9				
Secretar   Residence is Use   1 Doc (Selectable)   Dursage papers for good Amendate   60   10   5   5   10   10   5   10   10	20	Scientist	Changeling Fortunes	14 Dock (Selectable)	Damage against Dom Solo Armadas		400	)		40	9				
Description   Resistance is Use   10   10   10   10   10   10   10   1	20	Scientist	Resistance is Utile	1 Dock (Selectable)	Damage against Borg Solo Armadas		65			10	9 5				3
Scientist   Resistance is Usin   6   Dock (Selectuble)   Durage garant Elong Solo Amunicis   120   25   6   6   7   7   7   7   7   7   7   7		Scientist Scientist	Resistance is Utile Resistance is Utile								5				
Description   Restators to 10   0	20			4 Dock (Selectable)	Damage against Borg Solo Armadas		110	)		10	5				
20   Scientificat   Resistance is Utile   0   Dook (Selectable)   Damage against florg 500 Annabas   190   25   5   5   5   5   5   5   5   5	20	Scientist	Resistance is Utile	6 Dock (Selectable)	Damage against Borg Solo Armadas		145			25	5				
20   Scientificat   Resistance is Utile   10   Dock (Selectable)   Damage against florg 500 Annables   200   35   6	20	Scientist	Resistance is Utile	8 Dock (Selectable)	Damage against Borg Solo Armadas		195			25	5				
20   Scientist   Resistance is Use   10   Doct (Selectable) Damage against Borg Solo Amadas   200   35   5	20									25	5				
20   Scientist   Resistance is Ulble   10 Dock (Selectable) Damage against Egy 500 Armades   500   55   5	20	Scientist		11 Dock (Selectable)	Damage against Borg Solo Armadas		280	)		35	5				
20   Scientist   Chyclestop Assault   10   Colin (Selectable)   Damage against Echange Armadas   65   20   6	20	Scientist	Resistance is Utile	13 Dock (Selectable)	Damage against Borg Solo Armadas		360	)		35	5				
20   Scientist   Unyletion   Assault   3   20 (Selectable)   Damage against Ecknarge Armadas   95   20   9   9   9   9   9   9   9   9   9	20	Scientist	Resistance is Utile	15 Dock (Selectable)	Damage against Borg Solo Armadas		450	)		50	5				
20   Scientist   Unyleiding Assault   4   Dock (Selectable) Damage against Ecknarge Armadas   95   20   9   20   20	20	Scientist	Unyielding Assault	2 Dock (Selectable)	Damage against Exchange Armadas		80	)		20	9				3
20   Scientist   Unyleiding Assault   6   Dock (Selectable) Damage against Echange Armadas   125   25   25   25   25   25   25   2			Unyielding Assault	3 Dock (Selectable)	Damage against Exchange Armadas					20	9				
20   Scientist   Unyleiding Assault   6   Dock (Selectable) Damage against Echange Armadas   170   20   20   20   20   20   20   20	20	Scientist	Unyielding Assault	5 Dock (Selectable)	Damage against Exchange Armadas		125			30	9				
20   Scientist   Unyleiding Assault   0   Dock (Selectable) Damage against Exchange Armadas   200   40   9	20	Scientist	Unyielding Assault	7 Dock (Selectable)	Damage against Exchange Armadas		170	)		30	9				
20   Scientist   Unyleiding Assault   110 Dock (Selectable) Damage against Echange Armadas   200   40   9	20	Scientist	Unyielding Assault	9 Dock (Selectable)	Damage against Exchange Armadas		220	)		30	9				
20 Sciential Unyledering Assault 12 Dock (Selectable) Damage against Exhange Armadas 320 40 9 9 20 Sciential Unyledering Assault 13 Dock (Selectable) Damage against Exhange Armadas 300 40 9 9 20 Sciential Unyledering Assault 14 Dock (Selectable) Damage against Exhange Armadas 400 40 9 9 20 Sciential Unyledering Assault 15 Dock (Selectable) Damage against Exhange Armadas 450 55 9 9 20 20 20 20 20 20 20 20 20 20 20 20 20			Unyielding Assault	10 Dock (Selectable)	Damage against Exchange Armadas						9				
20 Sciential Unyleiding Assault 14 Dock (Selectable) Damage against Eurkange Armadas 400 55 etc. Unyleiding Assault 15 Dock (Selectable) Damage against Eurkange Armadas 460 55 etc. 14 Dock 13 13 13 13 14 15 15 15 15 15 15 15 15 15 15 15 15 15	20	Scientist	Unyielding Assault	12 Dock (Selectable)	Damage against Exchange Armadas		320	)		40	9				
40 Scientist Fortifier Rampart 1 Dook Hull Health 150 40 13 40 Scientist Fortifier Rampart 2 Dook Hull Health 150 40 13 40 Scientist Fortifier Rampart 3 Dook Hull Health 150 40 13 40 Scientist Fortifier Rampart 4 Dook Hull Health 150 40 13 41 Scientist Fortifier Rampart 4 Dook Hull Health 150 40 13 42 Scientist Fortifier Rampart 5 Dook Hull Health 150 50 45 13 43 Scientist Fortifier Rampart 6 Dook Hull Health 150 50 45 13 44 Scientist Fortifier Rampart 7 Dook Hull Health 150 50 45 13 45 Scientist Fortifier Rampart 7 Dook Hull Health 150 50 45 13 46 Scientist Fortifier Rampart 8 Dook Hull Health 150 50 45 13 47 Scientist Fortifier Rampart 9 Dook Hull Health 150 50 13 48 Scientist Fortifier Rampart 1 Dook Hull Health 151 50 50 13 49 Scientist Fortifier Rampart 1 Dook Hull Health 151 50 50 13 40 Scientist Fortifier Rampart 1 Dook Hull Health 151 50 13 40 Scientist Fortifier Rampart 1 Dook Hull Health 151 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 151 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 151 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 155 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 155 50 13 40 Scientist Fortifier Rampart 1 1 Dook Hull Health 155 50 13 41 Scientist Fortifier Rampart 1 1 Dook Hull Health 155 50 13 42 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 13 43 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 13 44 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 13 45 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 13 46 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 46 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 47 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 47 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 48 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 48 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 48 Scientist Fortifier Rampart 1 1 Dook Hull Health 150 50 15 48 Scient	20	Scientist	Unyielding Assault	14 Dock (Selectable)	Damage against Exchange Armadas		400	)		40	9				
40 Scientist Fortifet Rampast 4 Dock Hull Health 225 40 13 40 Scientist Fortifet Rampast 4 Dock Hull Health 225 40 13 40 Scientist Fortifet Rampast 5 Dock Hull Health 225 40 13 40 Scientist Fortifet Rampast 6 Dock Hull Health 305 45 13 40 Scientist Fortifet Rampast 7 Dock Hull Health 305 45 13 40 Scientist Fortifet Rampast 8 Dock Hull Health 300 45 13 40 Scientist Fortifet Rampast 8 Dock Hull Health 400 45 13 40 Scientist Fortifet Rampast 8 Dock Hull Health 400 45 13 40 Scientist Fortifet Rampast 10 Dock Hull Health 455 45 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 515 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 515 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 515 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 555 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 555 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 555 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 555 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 555 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 575 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 575 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 575 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 13 40 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 13 41 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 50 13 42 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 50 13 43 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 50 13 44 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 50 13 45 Scientist Fortifet Rampast 11 Dock Hull Health 570 50 50 13	40	Scientist	Fortified Rampart	1 Dock	Hull Health		135			40	13				1
40   Scientist   Fortified Rampart   4   Dock   Hull Health   226   46   13	40						190	)		40	13 13				
40 Scientist Fortified Rampatt 6 Dock Hull Health 350 45 13   40 Scientist Fortified Rampatt 7 Dock Hull Health 350 45 13   40 Scientist Fortified Rampatt 8 Dock Hull Health 400 45   50 Scientist Fortified Rampatt 9 Dock Hull Health 455 45 13   40 Scientist Fortified Rampatt 10 Dock Hull Health 515 55 13   40 Scientist Fortified Rampatt 11 Dock Hull Health 515 55 13   40 Scientist Fortified Rampatt 11 Dock Hull Health 580 55 13   40 Scientist Fortified Rampatt 12 Dock Hull Health 580 55 13   40 Scientist Fortified Rampatt 13 Dock Hull Health 585 55 13   40 Scientist Fortified Rampatt 14 Dock Hull Health 655 55 13   40 Scientist Fortified Rampatt 14 Dock Hull Health 655 55 13   40 Scientist Fortified Rampatt 14 Dock Hull Health 655 55 13   50 Scientist Fortified Rampatt 14 Dock Hull Health 630 55 13   50 Scientist Fortified Rampatt 15 Dock Hull Health 630 55 13   50 Scientist Fortified Rampatt 15 Dock Hull Health 630 55 13   50 Scientist Fortified Rampatt 15 Dock Goldectable 3   50 Scientist Fortified Rampatt 15 Dock Goldectable 3   50 Scientist Fortified Rampatt 15 Dock Goldectable 3   50 Scientist Fortified Rampatt 16   50 Scientist Fortified Rampatt 17   50 Scientist Fortified Rampatt 17   50 Scientist Fortified Rampatt 18   50 Scientist Fortified Rampatt 18   50 Scientist Fortified Rampatt 19   50 Scie											13				
40     Scientist     Fortified Rampast     8 Dook     Hull Health     405       40     Scientist     Fortified Rampast     10 Dook     Hull Health     455     45       40     Scientist     Fortified Rampast     11 Dook     Hull Health     515     50     13       40     Scientist     Fortified Rampast     11 Dook     Hull Health     550     50     13       40     Scientist     Fortified Rampast     12 Dook     Hull Health     655     50     13       40     Scientist     Fortified Rampast     13 Dook     Hull Health     735     50     13       40     Scientist     Fortified Rampast     14 Dook     Hull Health     830     50     13       40     Scientist     Fortified Rampast     15 Dook     Hull Health     830     50     13       40     Scientist     Fortified Rampast     15 Dook     Hull Health     800     60     13       50     Scientist     Fortified Rampast     15 Dook     Hull Health     800     60     13	40	Scientist	Fortified Rampart	6 Dock	Hull Health		305			45	13				
40 Scientist Fortified Rampart 11 Dock Hull Health 515 59 15 40 Scientist Fortified Rampart 11 Dock Hull Health 550 55 13 40 Scientist Fortified Rampart 12 Dock Hull Health 655 5 13 15 40 Scientist Fortified Rampart 13 Dock Hull Health 655 5 13 15 40 Scientist Fortified Rampart 13 Dock Hull Health 725 5 5 13 40 Scientist Fortified Rampart 14 Dock Hull Health 830 5 5 13 40 Scientist Fortified Rampart 14 Dock Hull Health 830 5 5 13 5 5 Scientist Fortified Rampart 15 Dock Hull Health 830 6 13 5 5 Scientist Edition Protocols 15 Dock (Selectable) 64 Aug Collaboration Fortified Rampart 16 Dock (Selectable) 64 Aug Collaboration Fortified Rampart 16 Dock (Selectable) 64 Aug Collaboration Fortified Rampart 17 Dock (Selectable) 64 Aug Collaboration Fortified Rampart 18 Dock (Selectable) 64 Aug Collaboration Fortified Rampart 18 Dock 18 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	40	Scientist	Fortified Rampart	8 Dock	Hull Health		400	)		45	13				
40 Scientist Fortified Rampast 11 Dook Hull Health 550 50 13 40 Scientist Fortified Rampast 12 Dook Hull Health 555 50 13 40 Scientist Fortified Rampast 13 Dook Hull Health 555 50 13 40 Scientist Fortified Rampast 14 Dook Hull Health 736 50 13 40 Scientist Fortified Rampast 14 Dook Hull Health 830 50 13 40 Scientist Fortified Rampast 15 Dook Hull Health 830 50 13 50 Scientist Editate-lip Protocols 15 Dook (Selectable) 4 Aut Beatter 15 Dook 15 15 Dook 15 15 15 15 15 15 15 15 15 15 15 15 15	40	Scientist	Fortified Rampart	10 Dock	Hull Health		515			50	13 13				
40 Scientist Fortified Rampart 13 Dock Hull Health 735 50 13 40 Scientist Fortified Rampart 14 Dock Hull Health 830 50 13 40 Scientist Fortified Rampart 15 Dock Hull Health 830 60 13 50 Scientist Battlerity Protocols 1 Dock (Selectable) 64 and 65 Battlerity Part Efficiency 180 50 18				11 Dock							13				
40         Scientist         Fortified Rampart         15 Dock         Hull Health         930         60         13           50         Scientist         Battleship Protocols         1 Dock (Selectable)         G4 and G5 Battleship Part Efficiency         180         50         18	40	Scientist	Fortified Rampart	13 Dock	Hull Health		735			50	13				
	40	Scientist	Fortified Rampart	15 Dock	Hull Health		930	)		60	13				
50 Scientist Battleship Protocols 2 Dock (Selectable) G4 and G5 Battleship Part Efficiency 215 50 18	50	Scientist	Battleship Protocols	2 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		215	5		50	18 18				1
50 Scientist Basteship Protoccis 3 Dook (Selectable) G4 and G5 Batteship Part Efficiency 255 50 Scientist Basteship Protoccis 4 Dook (Selectable) G4 and G5 Batteship Part Efficiency 500 50 50 Scientist Basteship Protoccis 4 Dook (Selectable) G4 and G5 Batteship Part Efficiency 500 50			Battleship Protocols	3 Dock (Selectable)	G4 and G5 Battleship Part Efficiency					50					

			FC 7 of 9		Totals:	140,160	1,835				
FC	Tree	Skill	Lvl Type	Effect	Bonus	7 of 9 SP	Rare SP	Power	CC level	FC Rank	
50	Scientist	Battleship Protocols	5 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		350				53	18
50	Scientist	Battleship Protocols	6 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		405				53	18
50	Scientist	Battleship Protocols	7 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		465				53	18
50	Scientist	Battleship Protocols	8 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		530				53	18
50	Scientist	Battleship Protocols	9 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		605				53	18
50	Scientist	Battleship Protocols	10 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		685				56	18
50	Scientist	Battleship Protocols	11 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		775				56	18
50	Scientist	Battleship Protocols	12 Dock (Selectable)	G4 and G5 Battleship Part Efficiency		875				56	18
50	Scientist	Battleship Protocols		G4 and G5 Battleship Part Efficiency		985				56	18
50	Scientist	Battleship Protocols		G4 and G5 Battleship Part Efficiency		1105				56	18
50	Scientist	Battleship Protocols		G4 and G5 Battleship Part Efficiency		1240				60	18
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		180				40	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		215				40	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		255				40	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		300				40	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		350				45	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		405				45	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		465				45	12
50										45	13
50	Scientist	Explorer Protocols Explorer Protocols		G4 and G5 Explorer Part Efficiency G4 and G5 Explorer Part Efficiency		530 605				45	13
50	Scientist Scientist	Explorer Protocols				685				50	13
				G4 and G5 Explorer Part Efficiency							13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		775				50	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		875				50	13
50	Scientist	Explorer Protocols		G4 and G5 Explorer Part Efficiency		985				50	13
50	Scientist	Explorer Protocols	14 Dock (Selectable)	G4 and G5 Explorer Part Efficiency		1105				50	13
50	Scientist	Explorer Protocols	15 Dock (Selectable)	G4 and G5 Explorer Part Efficiency		1240				60	13
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		180				50	18
50	Scientist	Interceptor Protocols	2 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		215				50	18
50	Scientist	Interceptor Protocols	3 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		255				50	18
50	Scientist	Interceptor Protocols	4 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		300				50	18
50	Scientist	Interceptor Protocols	5 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		350				53	18
50	Scientist	Interceptor Protocols	6 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		405				53	18
50	Scientist	Interceptor Protocols	7 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		465				53	18
50	Scientist	Interceptor Protocols	8 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		530				53	18
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		605				53	18
50	Scientist	Interceptor Protocols	10 Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		685				56	18
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		775				56	18
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		875				56	18
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		985				56	18
50	Scientist	Interceptor Protocols		G4 and G5 Interceptor Part Efficiency		1105				56	18
50		Interceptor Protocols								60	18
50	Scientist	Interceptor Protocols	Dock (Selectable)	G4 and G5 Interceptor Part Efficiency		1240				00	10

1 Ac	Tree Admiral Admiral Admiral Admiral Admiral	SMII L Battleship Counterpoint Battleship Counterpoint Battleship Counterpoint Battleship Counterpoint	vi Type 1 Dock (Selectable) 2 Dock (Selectable) 3 Dock (Selectable)	FC Janoway  Effect Increases base Miligation Stats versus all Armadas for Battleships. Increases base Miligation Stats versus all Armadas for Battleships. Increases base Miligation Stats versus all Armadas for Battleships.	131,375 FC SP Rare 20 25	10,650 re SP	1,710 Rare SP New	Power	CC level FC Rank	1 CC Level Ur	700	ne New	COUNT	FC Rank	Unc Rare 6,710 15,145	0	0
1 Ac	Admiral Admiral Admiral Admiral	Battleship Counterpoint Battleship Counterpoint	2 Dock (Selectable) 3 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships. Increases base Mitigation Stats versus all Armadas for Battleships.	20 25 30				1	1 CC Level Ur	700	re New	COUNT		6,710		0
1 Ac	Admiral Admiral Admiral	Battleship Counterpoint	3 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships.	25					1 1		0	0	24 1			0
1 Ac	Admiral Admiral		4 Dock (Selectable)						1	1 10	3,390			54 5			36
1 Ac				Increases base Mitigation Stats versus all Armadas for Battleships.	35				1	1 20	2,680	0	0	20 9	24,345	375	75
1 Ac		Battleship Counterpoint	5 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships.	40 50				10	1 25 1 30	3,975	0	0	30 13	38,325 46,850	4,725 5,370	672
1 Ac	Admiral Admiral	Battleship Counterpoint Battleship Counterpoint	7 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships. Increases base Mitigation Stats versus all Armadas for Battleships.	55				10	1 35	9,925 7,465	120	24	55 18 30	46,850	5,370	927
1 Ac	Admiral	Battleship Counterpoint	8 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships.	65				10	1 40	16,555	625	104	53			
1 Ac	Admiral Admiral	Battleship Counterpoint Battleship Counterpoint	9 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships. Increases base Mitigation Stats versus all Armadas for Battleships.	70 80				10 30	1 45	10,960 26,110	1,225 2,975	175 465	41 62			
1 Ac	Admiral	Battleship Counterpoint	11 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships.	90				30	1 53	12,245	1,400	240	25			
1 Ac	Admiral	Battleship Counterpoint	12 Dock (Selectable)	) Increases base Mitigation Stats versus all Armadas for Battleships. ) Increases base Mitigation Stats versus all Armadas for Battleships.	105				30 30	1 55	1,555	40	8	2			
1 Ac	Admiral Admiral	Battleship Counterpoint Battleship Counterpoint		Increases base Mitigation Stats versus all Armadas for Battleships. Increases base Mitigation Stats versus all Armadas for Battleships.	115 130				30	1 56	23,030 12,785	2,650 1,615	445 249	25			
1 Ac 1 Ac 1 Ac 1 Ac 1 Ac 1 Ac 1 Ac 1 Ac	Admiral	Battleship Counterpoint	15 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Battleships.	145				45	1	12,103	1,013	270	15			
1 Ac 1 Ac 1 Ac 1 Ac 1 Ac 1 Ac 1 Ac	Admiral Admiral	Explorer Counterpoint Explorer Counterpoint	1 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers. Increases base Mitigation Stats versus all Armadas for Explorers.	20 25				1	1							
1 Ac 1 Ac 1 Ac 1 Ac	Admiral	Explorer Counterpoint  Explorer Counterpoint	2 Dock (Selectable) 3 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.  Increases base Mitigation Stats versus all Armadas for Explorers.	30				1	1							
1 Ac 1 Ac 1 Ac	Admiral	Explorer Counterpoint	4 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.	35				i	1							
1 Ac 1 Ac 1 Ac	Admiral Admiral	Explorer Counterpoint  Explorer Counterpoint		Increases base Mitigation Stats versus all Armadas for Explorers. Increases base Mitigation Stats versus all Armadas for Explorers.	40 50				10	1							
1 Ac	Admiral	Explorer Counterpoint	7 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.	55				10	1							
	Admiral Admiral	Explorer Counterpoint	8 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.	65 70				10 10	1							
1 1 A	Admiral Admiral	Explorer Counterpoint Explorer Counterpoint	9 Dock (Selectable) 10 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers. Increases base Mitigation Stats versus all Armadas for Explorers.	70 80				10	1							
1 Ac	Admiral	Explorer Counterpoint	11 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.	90				30 30	1							
	Admiral Admiral	Explorer Counterpoint Explorer Counterpoint	12 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers. Increases base Mitigation Stats versus all Armadas for Explorers.	105 115				30 30	1							
	Admiral Admiral	Explorer Counterpoint  Explorer Counterpoint		Increases base Mitigation Stats versus all Armadas for Explorers.  Increases base Mitigation Stats versus all Armadas for Explorers.	115					1							
1 Ac	Admiral	Explorer Counterpoint	15 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Explorers.	145				30 45	1							
	Admiral Admiral	Interceptor Counterpoint Interceptor Counterpoint		Increases base Miligation Stats versus all Armadas for Interceptors. Increases base Miligation Stats versus all Armadas for Interceptors.	20 25				1	1							
	Admiral	Interceptor Counterpoint	3 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	30				1	1							
1 A/	Admiral Admiral	Interceptor Counterpoint	4 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	35					1							
	Admiral	Interceptor Counterpoint Interceptor Counterpoint	6 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors. Increases base Mitigation Stats versus all Armadas for Interceptors.	50				10	1							
1 Ac	Admiral	Interceptor Counterpoint	7 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	55				10 10	1							
	Admiral Admiral	Interceptor Counterpoint Interceptor Counterpoint	8 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors. Increases base Mitigation Stats versus all Armadas for Interceptors.	65 70				10 10	1							
	Admiral	Interceptor Counterpoint		Increases base Mitigation Stats versus all Armadas for Interceptors.	80				30	1							
1 Ac	Admiral	Interceptor Counterpoint	11 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	90				30 30 30	1							
	Admiral Admiral	Interceptor Counterpoint	12 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	105				30	1							
	Admiral Admiral	Interceptor Counterpoint Interceptor Counterpoint	13 Dock (Selectable) 14 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors. Increases base Mitigation Stats versus all Armadas for Interceptors.	115 130				30 30	1							
1 Ac	Admiral	Interceptor Counterpoint	15 Dock (Selectable)	Increases base Mitigation Stats versus all Armadas for Interceptors.	145				45 10	1							
	Admiral	Formation Dreadnought		Increases base Damage versus Formation Armadas.	55					5							
10 Ac	Admiral Admiral	Formation Dreadnought Formation Dreadnought	3 Dock (Selectable)	Increases base Damage versus Formation Armadas. Increases base Damage versus Formation Armadas.	65 75				10	5							
10 Ad	Admiral	Formation Dreadnought	4 Dock (Selectable)	Increases base Damage versus Formation Armadas.	90				10	5							
10 Ac	Admiral Admiral	Formation Dreadnought Formation Dreadnought	5 Dock (Selectable)	Increases base Damage versus Formation Armadas. Increases base Damage versus Formation Armadas.	105 120				10 25 25	5							
10 Ac	Admiral	Formation Dreadnought	7 Dock (Selectable)	Increases base Damage versus Formation Armadas.	140				25 25 25	5							
10 Ac	Admiral	Formation Dreadnought	8 Dock (Selectable)	Increases base Damage versus Formation Armadas.	160				25	5							
	Admiral Admiral	Formation Dreadnought Formation Dreadnought	9 Dock (Selectable) 10 Dock (Selectable)	Increases base Damage versus Formation Armadas. Increases base Damage versus Formation Armadas.	180 205				25 35	5							
10 A	Admiral	Formation Dreadnought	11 Dock (Selectable)	Increases base Damage versus Formation Armadas.	230	5	1		35	5							
10 Ac	Admiral	Formation Dreadnought Formation Dreadnought	12 Dock (Selectable)	Increases base Damage versus Formation Armadas.	260	5	1		35	5							
	Admiral Admiral	Formation Dreadnought Formation Dreadnought	13 Dock (Selectable) 14 Dock (Selectable)	Increases base Damage versus Formation Armadas. Increases base Damage versus Formation Armadas.	290 330	5	1		35 35	5							
10 Ac	Admiral	Formation Dreadsought	15 Dock (Selectable)	Increases base Damage versus Formation Armadas.	370	10	2		50	5							
10 Ac	Admiral	Group Dreadnought	1 Dock (Selectable)	) Increases base Damage versus all Armadas.	55				10 10	5							
10 Ac	Admiral Admiral	Group Dreadnought Group Dreadnought		Increases base Damage versus all Armadas. Increases base Damage versus all Armadas.	65 75				10 10	5							
10 Ac	Admiral	Group Dreadnought	4 Dock (Selectable)	Increases base Damage versus all Armadas.	90					5							
10 Ac	Admiral Admiral	Group Dreadnought Group Dreadnought	5 Dock (Selectable)	Increases base Damage versus all Armadas. Increases base Damage versus all Armadas.	105 120				25 25	5							
10 Ac	Admiral	Group Dreadnought	7 Dock (Selectable)	Increases base Damage versus all Armadas.	140					5							
	Admiral	Group Dreadnought	8 Dock (Selectable)	Increases base Damage versus all Armadas.	160				25 25	5							
	Admiral Admiral	Group Dreadnought Group Dreadnought	9 Dock (Selectable) 10 Dock (Selectable)	Increases base Damage versus all Armadas. Increases base Damage versus all Armadas.	180 205				25 35	5							
10 Ac	Admiral	Group Dreadnought	11 Dock (Selectable)	Increases base Damage versus all Armadas.	230	5	1			5							
	Admiral Admiral	Group Dreadnought Group Dreadnought	12 Dock (Selectable)	Increases base Damage versus all Armadas. Increases base Damage versus all Armadas.	260 290	5	1		35 35 35	5							
10 A	Admiral Admiral	Group Dreadnought	13 Dock (Selectable)	Increases base Damage versus all Armedas. Increases base Damage versus all Armedas.	330	5	1		35	5							
10 Ad	Admiral	Group Dreadnought	15 Dock (Selectable)	Increases base Damage versus all Armadas.	370	10	2		35 50	5							
10 Ad	Admiral Admiral	Solo Dreadnought Solo Dreadnought	1 Dock (Selectable)	Increases base Damage versus Solo Armadas. Increases base Damage versus Solo Armadas.	55 65				10 10	5							
10 Ac	Admiral	Solo Dreadrought	3 Dock (Selectable)	Increases hase Damane versus Solo Armadas	75				10	5							
10 Ac	Admiral	Solo Dreadnought	4 Dock (Selectable)	Increases base Damage versus Solo Armadas.	90				10	5							
10 Ac	Admiral Admiral	Solo Dreadnought Solo Dreadnought	6 Dock (Selectable)	Increases base Damage versus Solo Armadas. Increases base Damage versus Solo Armadas.	105 120				25 25 25	5							
10 Ac	Admiral	Solo Dreadnought	7 Dock (Selectable)	Increases base Damage versus Solo Armadas.	140				25	5							
10 Ad	Admiral Admiral	Solo Dreadnought Solo Dreadnought	8 Dock (Selectable)	Increases base Damage versus Solo Armadas. Increases base Damage versus Solo Armadas.	160 180				25 25	5							
10 A	Admiral	Solo Dreadnought	10 Dock (Selectable)	Increases base Damage versus Solo Armadas.	205				35	5							
	Admiral	Solo Dreadnought	11 Dock (Selectable)	Increases base Damage versus Solo Armadas.	230	5	1		35 35	5							
	Admiral Admiral	Solo Dreadnought Solo Dreadnought	12 Dock (Selectable) 13 Dock (Selectable)	) Increases base Damage versus Solo Armadas. Increases base Damage versus Solo Armadas.	260 290	5	1		35 35	5							
10 Ad	Admiral	Solo Dreadnought		Increases base Damage versus Solo Armadas.	330	5	1		35 50	5							
10 Ad	Admiral	Solo Dreadnought	15 Dock (Selectable)	Increases base Damage versus Solo Armadas.	370	10	2			5							
20 Ad	Admiral Admiral	The Killing Game The Killing Game	1 Always On 2 Always On	Increases base Penetration Stats versus all Armadas. Increases base Penetration Stats versus all Armadas.	115 140				20 20	9							
20 Ad	Admiral	The Killing Game	3 Always On	Increases base Penetration Stats versus all Armadas.	165				20	9							
20 Ad	Admiral Admiral	The Killing Game The Killing Game	4 Always On 5 Always On	Increases base Penetration Stats versus all Armadas.	195 230				20 30	9							
20 A	Admiral	The Killing Game	6 Always On	Increases base Penetration Stats versus all Armadas.	265					9							
	Admiral	The Killing Game	7 Always On	Increases base Penetration Stats versus all Armadas.	300				30 30	9							
	Admiral Admiral	The Killing Game The Killing Game	8 Always On 9 Always On	Increases base Penetration Stats versus all Armadas. Increases base Penetration Stats versus all Armadas.	345 395				30 30	9							
20 Ad	Admiral	The Killing Game	10 Always On	Increases base Penetration Stats versus all Armadas.	445	5	1		40 40	9							
20 Ar	Admiral	The Killing Game	11 Always On	Increases base Penetration Stats versus all Armadas.	505	10	2		40	9							
20 Ad	Admiral Admiral	The Killing Game The Killing Game	12 Always On 13 Always On	Increases base Penetration Stats versus all Armadas. Increases base Penetration Stats versus all Armadas.	570 640	10	2		40 40	9							
20 Ad	Admiral	The Killing Game	14 Always On	Increases base Penetration Stats versus all Armadas.	720	15	3		40	9							
	Admiral Admiral	The Killing Game Formation Juggernaut	15 Always On	Increases base Penetration Stats versus all Armadas. Increases Critical Hit Damage versus Formation Armadas.	805 145	20	4		55 40 1	9							
40 Ad	Admiral	Formation Juggernaut	3 Dock (Selectable)	Increases Critical Ht Damage versus Formation Armadas.	170	15	2			3							
40 Ad	Admiral	Formation Juggernaut	4 Dock (Selectable)	) Increases Critical Ht Damage versus Formation Armadas. ) Increases Critical Ht Damage versus Formation Armadas.	200	20	3		40 1 40 1	3							
40 Ad	Admiral Admiral	Formation Juggernaut Formation Juggernaut		Increases Criscal Ht Damage versus Formation Armadas. Increases Criscal Ht Damage versus Formation Armadas.	230 265	25 30	4		45 1 45 1	3							
40 Ac	Admiral	Formation Juggernaut	7 Dock (Selectable)	Increases Critical Hit Damage versus Formation Armadas.	305	35	5		45 1	3							
40 Ad	Admiral Admiral	Formation Juggernaut	8 Dock (Selectable)	Increases Criscal Hit Damage versus Formation Armedas. Increases Criscal Hit Damage versus Formation Armedas.	350	40	6		45 1	3							
	Admiral Admiral	Formation Juggernaut Formation Juggernaut	9 Dock (Selectable) 10 Dock (Selectable)	Increases Criscal Hit Damage versus Formation Armadas. Increases Criscal Hit Damage versus Formation Armadas.	400 455	45 50	7		45 1 50 1 50 1	3							
40 Ad	Admiral	Formation Juggernaut	11 Dock (Selectable)	Increases Critical Hit Damage versus Formation Armadas.	510	55	8			3							
	Admiral Admiral	Formation Juggernaut Formation Juggernaut		Increases Critical Ht Damage versus Formation Armadas. Increases Critical Ht Damage versus Formation Armadas.	575 650	65 76	9		50 1 50 1	3							
40 Ac	Admiral Admiral	Formation Juggernaut	14 Dock (Selectable)	Increases Critical Hit Damage versus Formation Armadas.	730	90	13		50 1 60 1	3							
40 Ad	Admiral	Formation Juggernaut	15 Dock (Selectable)	Increases Critical Hit Damage versus Formation Armadas.	820	115	16			3							
40 Ad	Admiral Admiral	Formation Juggernaut Group Juggernaut	2 Dock (Selectable)	Increases Critical Hit Damage versus Formation Armedas. Increases Critical Hit Damage versus all Armadas.	120 145	10	1		40 1 40 1	3							
40 Ac	Admiral	Group Juggernaut	3 Dock (Selectable)	Increases Critical Hit Damage versus all Armadas.	170	15	2		40 1	3							
40 Ad	Admiral Admiral	Group Juggemaut Group Juggemaut	Dock (Selectable)     Dock (Selectable)	Increases Criscal Ht Damage versus all Armadas. Increases Criscal Ht Damage versus all Armadas.	200 230	20 25	3		40 1 40 1 45 1	3							
40 Ac	Admiral	Group Juggernaut	6 Dock (Selectable)	Increases Critical Hit Damage versus all Armadas.	265	30	4		45 1	3							
40 Ad	Admiral	Group Juggernaut	7 Dock (Selectable)	Increases Critical Hit Damage versus all Armadas.	305	35	5		45 1	3							
40 Ad	Admiral Admiral	Group Juggemaut Group Juggemaut	9 Dock (Selectable)	) Increases Critical Ht Damage versus all Armadas. ) Increases Critical Ht Damage versus all Armadas.	350 400	40 45	6		45 1 45 1	3							
40 Ad	Admiral	Group Juggemaut	10 Dock (Selectable)	Increases Criscal Hit Damage versus all Armadas.	455	50	7		50 1 50 1	3							
40 A/	Admiral Admiral	Group Juggernaut	11 Dock (Selectable)	Increases Criscal Hit Damage versus all Armadas. Increases Criscal Hit Damage versus all Armadas.	510 575	55 65	8		50 1	3							
40 Ac	Admiral Admiral	Group Juggemaut Group Juggemaut	13 Dock (Selectable)	Increases Critical Hit Damage versus all Armadas.	650	65 75	9		50 1 50 1	3							
40 Ac	Admiral	Group Juggernaut	14 Dock (Selectable)	Increases Critical Hit Damage versus all Armadas.	730	90	13		50 1 60 1	3							
	Admiral Admiral	Group Juggemaut Group Juggemaut	15 Dock (Selectable) 1 Dock (Selectable)	Increases Critical Ht Damage versus all Armadas. Increases Critical Ht Damage versus all Armadas.	820 120	115	16		60 1	3							
40 Ac	Admiral	Solo Juggernaut	2 Always On	Increases Criscal Hit Damage versus Solo Armadas.	145	10	1		40 1 40 1	3							
40 Ac	Admiral	Solo Juggernaut	3 Always On	Increases Critical Hit Damage versus Solo Armadas.	170	15	2		40 1	3							
40 Ad	Admiral Admiral	Solo Juggemaut Solo Juggemaut	4 Always On 5 Always On	Increases Critical Hit Damage versus Solo Armadas. Increases Critical Hit Damage versus Solo Armadas.	200 230	20 25	3		40 1 45 1	3							
40 Ac	Admiral	Solo Juggernaut	6 Always On	Increases Criscal Ht Damage versus Solo Armadas.	265	30	4		45 1 45 1	3							
	Admiral Admiral	Solo Juggemaut	7 Always On 8 Always On	Increases Critical Ht Damage versus Solo Armadas.	305 350	35 40	5		45 1	3							
40 Ac	Admiral	Solo Juggemaut Solo Juggemaut	9 Always On	Increases Critical Hit Damage versus Solo Armadas.	400	45	6		45 1 45 1	3							
40 Ac	Admiral	Solo Juggernaut	10 Always On	Increases Critical Hit Damage versus Solo Armadas.	455	50	7		50 1 50 1	3							
40 Ad	Admiral Admiral	Solo Juggemaut Solo Juggemaut	11 Always On 12 Always On	Increases Critical Ht Damage versus Solo Armadas. Increases Critical Ht Damage versus Solo Armadas.	510 575	55 65	8		50 1 50 1	3							
40 A	Admiral	Solo Juggernaut	13 Always On 14 Always On	Increases Critical Hit Damage versus Solo Armadas.	650	75	11		50 1 50 1 50 1	3							
40 Ad 40 Ad	Admiral Admiral	Solo Juggernaut	14 Always On	Increases Criscal Hit Damage versus Solo Armadas. Increases Criscal Hit Damage versus Solo Armadas.	730	90	13		50 1	3							
40 Ad	Admiral	Solo Juggemaut Solo Juggemaut	15 Always On 1 Always On	Increases Critical Hit Damage versus Solo Armadas.	820 120	115 5	16		60 1 40 1	3							
50 Ac	Admiral	Endgame	2 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	245	25	4		50 1 50 1	8							
50 Ad	Admiral	Endgame	3 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	290	30	5		50 1	8							
50 Ad 50 Ad 50 Ad	Admiral Admiral	Endgame Endgame	4 Dock 5 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas. Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	340 395	35 40	6 7		50 1 53 1 53 1	8							
50 A	Admiral	Endgame	6 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	460	45	8		53 1	8							
50 Ad	Admiral Admiral	Endgame Endgame	7 Dock 8 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas. Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	525 600	55 65	9		53 1 53 1	8							
50 Ad	Admiral	Endgame	9 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	685	75	13		53 1	8							
50 Ad	Admiral Admiral	Endgame	10 Dock 11 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	775 875	85	14		56 1 56 1 56 1	8							
	Admiral Admiral	Endgame Endgame	11 Dock 12 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas. Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	875 990	95 105	16		56 1 56 1	8							
50 Ac	Admiral	Endgame	13 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	1,115	115	19		56 1 56 1	8							
50 A/	Admiral	Endgame	14 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	1,250	130 150	22			8							
50 Ad	Admiral Admiral	Endgame Endgame	15 Dock 1 Dock	Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas. Increases the amount of Complex Nanotech gained from defeating Rare Formation Armadas.	205	150 20	25 3		60 1 50 1	8							
1 Sc	Scientist	Fair Trade	1 Always On	Increases base Cost Efficiency for removing Forbidden Tech.	25				1	1							
	Scientist Scientist	Fair Trade Fair Trade	2 Always On 3 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.	30 35				1	1							
1 80	Scientist Scientist	Fair Trade Fair Trade	4 Always On 5 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.	40				1	1							

1 Scientist 1 Scientist	Fair Trade Fair Trade	6 Always On 7 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.		55 65			10	1			
1 Scientist 1 Scientist	Fair Trade Fair Trade	8 Always On 9 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.		75 85			10	1			
1 Scientist 1 Scientist	Fair Trade Fair Trade	10 Always On 11 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.		95			10 30 30	1			
1 Scientist	Fair Trade	12 Always On	Increases base Cost Efficiency for removing Forbidden Tech.		110 120			30				
1 Scientist 1 Scientist	Fair Trade Fair Trade	13 Always On 14 Always On	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Cost Efficiency for removing Forbidden Tech.		135 155			30	1			
1 Scientist 1 Scientist	Fair Trade Learning Curve	15 Always On 1 Dock	Increases base Cost Efficiency for removing Forbidden Tech. Increases base Research Speed.		170 25			45	1			
1 Scientist 1 Scientist	Learning Curve Learning Curve	2 Dock 3 Dock	Increases base Research Speed. Increases base Research Speed.		30 35			1	1			
1 Scientist 1 Scientist	Learning Curve	4 Dock 5 Dock	Increases base Research Speed. Increases base Research Speed.		40 50			1 10				
1 Scientist	Learning Curve	6 Dock	Increases base Research Speed.		55			10	1			
1 Scientist 1 Scientist	Learning Curve Learning Curve	7 Dock 8 Dock	Increases base Research Speed. Increases base Research Speed.		65 75			10 10	1			
1 Scientist 1 Scientist	Learning Curve Learning Curve	9 Dock 10 Dock	Increases base Research Speed. Increases base Research Speed.		85 95			10	1			
1 Scientist 1 Scientist	Learning Curve Learning Curve	11 Dock 12 Dock	Increases base Research Speed.		110 120			30 30	1			
1 Scientist	Learning Curve	13 Dock	Increases base Research Speed.		135				1			
1 Scientist 1 Scientist	Learning Curve Learning Curve	14 Dock 15 Dock	Increases base Research Speed. Increases base Research Speed.		155 170			30 30 45	1			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	1 Dock 2 Dock	Increases base Mining Rate. Increases base Mining Rate.		50 60			10 10	5			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	3 Dock 4 Dock	Increases base Mining Rate. Increases base Mining Rate.		70 85			10	5			
10 Scientist	Blink of an Eye	5 Dock	Increases base Mining Rate.		95			25 25	5			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	6 Dock 7 Dock	Increases base Mining Rate. Increases base Mining Rate.		110 130			25 25	5			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	8 Dock 9 Dock	Increases base Mining Rate. Increases base Mining Rate.		145 170			25 25 25	5			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	10 Dock 11 Dock	Increases base Mining Rate. Increases base Mining Rate.		190 215	5	,	35 35	5			
10 Scientist	Blink of an Eye	12 Dock	Increases base Mining Rate.		245 275	5	1	35 35	5			
10 Scientist 10 Scientist	Blink of an Eye Blink of an Eye	13 Dock 14 Dock	Increases base Mining Rate. Increases base Mining Rate.		305	5	1	35 35 50	5			
10 Scientist 10 Scientist	Blink of an Eye Pathfinder	15 Dock 1 Always On	Increases base Mining Rate. Increases base Warp Speed for all ships.		345 50	10	2	50 10	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	2 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		60 70			10	5			
10 Scientist	Pathfinder	3 Always On 4 Always On	Increases base Warp Speed for all ships.		85			10	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	5 Always On 6 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		95 110			25 25 25	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	7 Always On 8 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		130 145			25 25	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	9 Always On 10 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		170 190			25 25 35	5			
10 Scientist	Pathfinder	11 Always On	Increases base Warp Speed for all ships.		215	5	1	35	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	12 Always On 13 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		245 275	5	1	35 35	5			
10 Scientist 10 Scientist	Pathfinder Pathfinder	14 Always On 15 Always On	Increases base Warp Speed for all ships. Increases base Warp Speed for all ships.		305 345	5 10	1 2	35 50 20	5			
20 Scientist 20 Scientist	Relativity Relativity	1 Dock 2 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Cosmic Particles Cost Efficiency for Research.		110 130			20	9			
20 Scientist	Relativity	3 Dock	Increases base Cosmic Particles Cost Efficiency for Research.		155			20	9			
20 Scientist 20 Scientist	Relativity Relativity	4 Dock 5 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Cosmic Particles Cost Efficiency for Research.		185 210			20 30	9			
20 Scientist 20 Scientist	Relativity Relativity	6 Dock 7 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Cosmic Particles Cost Efficiency for Research.		245 280			30 30	9			
20 Scientist 20 Scientist	Relativity Relativity	8 Dock 9 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Cosmic Particles Cost Efficiency for Research.		320 365			30	9			
20 Scientist 20 Scientist 20 Scientist	Relativity Relativity	10 Dock 11 Dock	Increases base Cosmic Particles Cost Efficiency for Research.  Increases base Cosmic Particles Cost Efficiency for Research.  Increases base Cosmic Particles Cost Efficiency for Research.		415 470	5	1	40	9			
20 Scientist	Relativity	12 Dock	Increases base Cosmic Particles Cost Efficiency for Research.		530	10	2	40	9			
20 Scientist 20 Scientist	Relativity Relativity	13 Dock 14 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Cosmic Particles Cost Efficiency for Research.		595 670	15 15	3	40 40	9			
20 Scientist 40 Scientist	Relativity Mortal Coll	15 Dock 1 Dock	Increases base Cosmic Particles Cost Efficiency for Research. Increases base Hull Health.		750 110	20 5	4	55 40 1:	9			
40 Scientist	Mortal Coil	2 Dock	Increases base Hull Health. Increases base Hull Health.		135 160	10	1	40 1: 40 1:	3			
40 Scientist	Mortal Coll Mortal Coll	3 Dock 4 Dock	Increases base Hull Health.		185	20	3	40 1:	3			
40 Scientist 40 Scientist	Mortal Coil Mortal Coil	5 Dock 6 Dock	Increases base Hull Health. Increases base Hull Health.		215 250	25 30	4	45 1: 45 1:	3			
40 Scientist 40 Scientist	Mortal Coil Mortal Coil	7 Dock 8 Dock	Increases base Hull Health. Increases base Hull Health.		285 325	35 40	5	45 1: 45 1:	3			
40 Scientist	Mortal Coil	9 Dock	Increases base Hull Health.		375 425	45	6	45 1	3			
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40 Scientist 40 Scientist	Mortal Coll Mortal Coll	14 Dock 15 Dock	Increases base Hull Health. Increases base Hull Health.		680 765	90 115	13 16	50 1:	3			
40 Scientist	The Scientific Method	1 Dock	Increases base Repair Cost Efficiency.		110	5	1	60 1: 40 1:	3			
40 Scientist 40 Scientist	The Scientific Method The Scientific Method	2 Dock 3 Dock	Increases base Repair Cost Efficiency. Increases base Repair Cost Efficiency.		135 160	10 15	2	40 ft	3			
40 Scientist 40 Scientist	The Scientific Method The Scientific Method	4 Dock 5 Dock	Increases base Repair Cost Efficiency. Increases base Repair Cost Efficiency.		185 215	20 25	3	40 1: 45 1:	3			
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40 Scientist	The Scientific Method	8 Dock	Increases base Repair Cost Efficiency.		325	40	6	45 1:	3			
40 Scientist 40 Scientist	The Scientific Method The Scientific Method	9 Dock 10 Dock	Increases base Repair Cost Efficiency. Increases base Repair Cost Efficiency.		375 425	45 50	6 7	45 1: 50 1: 50 1:	3			
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Scientist   Scientist	Research Retropact Research Resea	9 Door, Generalise 1 Door, Gener	Increases bear record and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear larged. Efficacy for Table Increases bear larged. Efficacy for Table Increases bear Marginon Basin or O'T Table Increases Bear Marginon Bas	6% 7% 9% 11% 14% 16% 19% 21% 25% 28% 32% 35%	800   925	85 95 105 115 130 150 20 25 30 35 40 45 65 75 85 96 105 115 130	14 16 18 18 19 19 22 25 25 25 25 25 25 25 25 25 25 25 25	50 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				
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Scientist   Scientist	Research Retropact Research Resea	9 Door, Generalise 1 Door, Gener	Increases bear record and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear records and marked Cost Efficacy for Research.  Increases bear larged. Efficacy for Table Increases bear larged. Efficacy for Table Increases bear Marginon Basin or O'T Table Increases Bear Marginon Bas	6% 7% 9% 11% 14% 16% 19% 21% 25% 28% 32% 35%	800   925	85 95 105 115 130 150 20 25 30 35 40 45 65 75 85 96 105 115 130	14 16 18 18 19 19 22 25 25 25 25 25 25 25 25 25 25 25 25	50 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				1

	Tactical	Warhead	1 Dock	Increases base Armor Piercing, Shield Piercing and Accuracy in Q's Trials.	45			10	5			
20	Tactical	Battleship Deadlock	2 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	110			20 20	9			
20	Tactical	Battleship Deadlock	3 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	135			20	9			3
20	Tactical	Battleship Deadlock		Increases base Damage in O's Trials for Battleships.	155			20	0			
20	Tactical	Battleship Deadlock			180			30	9			
				Increases base Damage in Q's Trials for Battleships.					9			
20	Tactical	Battleship Deadlock	6 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	210			30	9			
20	Tactical	Battleship Deadlock	7 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	240			30	9			
20	Tactical	Battleship Deadlock	8 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	275			30	9			
20	Tactical	Battleship Deadlock	O Dock (Delectable)	Increases base Damage in Q's Trials for Battleships.	315			30				
									9			
20	Tactical	Battleship Deadlock		Increases base Damage in Q's Trials for Battleships.	355	5	1	40	9			
20	Tactical	Battleship Deadlock	11 Dock (Selectable)	Increases base Damage in O's Trials for Battleships.	405	10	2	40	9			
20	Tactical	Battleshin Deadlock	12 Dock (Selectable)	Increases base Damage in O's Trials for Battleships.	455	10	2	40	9			
20	Tactical	Battleship Deadlock		Increases base Damage in Q's Trials for Battleships.	510	15	2	40	0			
20	Tactical	Battleship Deadlock	44 Dook (Calestable)	Increases base Damage in Q's Trials for Battleships.	575	15	0	40				
							3		9			
20	Tactical	Battleship Deadlock		Increases base Damage in Q's Trials for Battleships.	345	20	4	60	9			
20	Tactical	Battleship Deadlock	1 Dock (Selectable)	Increases base Damage in Q's Trials for Battleships.	95			20	9			
20	Tactical	Evolorer Dearlings	2 Dock (Selectable)	Increases base Damage in O's Trials for Explorers.	110			20	9			
20	Tactical	Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	135			20				
20		Expiorer Designor.	3 DOOK (SERECIADRE)	Indeases asse barriage in Qs Thais for Explorers.	130				9			3
20		Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	155			20	9			
20	Tactical	Explorer Deadlock	5 Dock (Selectable)	Increases base Damage in Q's Trials for Explorers.	180			30	9			
20	Tactical	Explorer Deadlook	6 Dock (Selectable)	Increases base Damage in O's Trials for Explorers.	210			30	9			
20	Tartical	Evolorer Dearlings	7 Dook (Salastable)	Increases base Damage in Q's Trials for Explorers.	240			30	0			
20	Tactical	Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	275			30	1			
20	Lactical							30	9			
20		Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	315				9			
20	Tactical	Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	355	5	1	40	9			
20	Tactical	Explorer Deadlock	11 Dock (Selectable)	Increases base Damage in O's Trials for Explorers.	405	10	2	40	9			
20	Tactical	Explorer Deadlock	12 Dock (Selectable)	Increases base Damage in Q's Trials for Explorers.	455	10	2	40	9			
20	Tactical	Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	510	15	2	40	0			
20	Tactical	Explorer Deadlock  Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	575	15	3	40				
							3		2			
20	Tactical	Explorer Deadlock		Increases base Damage in Q's Trials for Explorers.	345	20	4	60	9			
20	Tactical	Explorer Deadlock	1 Dock (Selectable)	Increases base Damage in O's Trials for Explorers.	95			20	9			
20	Tactical	Interceptor Deadlock		Increases base Damage in Q's Trials for Interceptors.	110			20	9			
20		Interceptor Deadlock		Increases base Damage in Q's Trials for Interceptors.	135			20				
20	1 ACTOR	manceptor Deadlock						20				3
20		Interceptor Deadlock		Increases base Damage in Q's Trials for Interceptors.	155			20	9			
20	Tactical	Interceptor Deadlock	5 Dock (Selectable)	Increases base Damage in Q's Trials for Interceptors.	180			30	9			
20	Tactical	Interceptor Deadlock	6 Dock (Selectable)	Increases base Damage in O's Trials for Interceptors.	210			30	9			
20	Tactical	Interceptor Deadlock		Increases base Damage in O's Trials for Interceptors.	240			30	0			
20	Tactical				275			30	9			
20		Interceptor Deadlock		Increases base Damage in Q's Trials for Interceptors.				30	9			
20	Tactical	Interceptor Deadlock	9 Dock (Selectable)	Increases base Damage in Q's Trials for Interceptors.	315			30	9			
20	Tactical	Interceptor Deadlock	10 Dock (Selectable)	Increases base Damage in Q's Trials for Interceptors.	355	5	1	40	9			
20	Tactical	Interceptor Deadlock	11 Dook (Salastable)	Increases base Damage in Q's Trials for Interceptors.	405	10	2	40	0			
20	Tactical	Interceptor Deadlock	40 Dealt (Calestable)	Increases base Damage in Q's Trials for Interceptors.	455	10		40				
							2		9			
20	Tactical	Interceptor Deadlock		Increases base Damage in Q's Trials for Interceptors.	510	15	3	40	9			
20	Tactical	Interceptor Deadlock	14 Dock (Selectable)	Increases base Damage in Q's Trials for Interceptors.	575	15	3	40	9			
20	Tactical	Interceptor Deadlock	15 Dock (Selectable)	Increases base Damage in O's Trials for Interceptors.	345	20	4	60	9			
20	Tactical	Interceptor Deadlock	1 Dook (Salastable)	Increases base Damage in Q's Trials for Interceptors.	95			20	0			
40	Tactical	Life Line	2 Always On	Increases base Shield Health.	115	10		40 1	40			
					135				13			
40	Tactical	Life Line	3 Always On	Increases base Shield Health.								
40	Tactical					15	2	40 1				1
		Life Line	4 Always On	Increases base Shield Health.	160	15 20	3	40 1	13			,
40				Increases base Shield Health.	160	20	3 4	40 1	13			1
40	Tactical	Life Line	5 Always On	Increases base Shield Health.	160 185	20 25	3 4	40 1 45 1	13			1
40	Tactical Tactical	Life Line Life Line	5 Always On 6 Always On	Increases base Shield Health. Increases base Shield Health.	160 185 215	20 25 30	3 4 4	40 1 45 1 45 1	13 13 13			
40	Tactical Tactical Tactical	Life Line Life Line	5 Alwaya On 6 Alwaya On 7 Alwaya On	Increases base Shield Health. Increases base Shield Health. Increases base Shield Health.	160 185 215 245	20 25 30 35	2 3 4 4 5	40 1 45 1 45 1	13 13 13 13			1
40 40 40	Tactical Tactical Tactical	Life Line Life Line Life Line Life Line	5 Always On 6 Always On 7 Always On 8 Always On	Increases base Shield Health. Increases base Shield Health. Increases base Shield Health. Increases base Shield Health.	160 185 215 245 280	20 25 30 35 40	2 3 4 4 5 6	40 1 45 1 45 1 45 1 45 1	13 13 13 13 13			1
40	Tactical Tactical Tactical	Life Line Life Line	5 Always On 6 Always On 7 Always On 8 Always On	Increases base Shield Health. Increases base Shield Health. Increases base Shield Health.	160 185 215 245	20 25 30 35	2 3 4 4 5 6	40 1 45 1 45 1	13 13 13 13 13 13			1
40 40 40	Tactical Tactical Tactical	Life Line Life Line Life Line Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On	Increases base Shield Health. Increases base Shield Health. Increases base Shield Health. Increases base Shield Health.	160 185 215 245 280	20 25 30 35 40 45	2 3 4 4 5 6 6	40 1 45 1 45 1 45 1 45 1 45 1 1	13 13 13 13 13 13 13			1
40 40 40 40	Tactical Tactical Tactical Tactical Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On	Increase base Sheld Health.	160 185 215 245 280 320 360	20 25 30 35 40 45	2 3 4 4 5 6 6	40 1 45 1 45 1 45 1 45 1 50 1 1 50 1 1	13 13 13 13 13 13 13 13			
40 40 40 40 40	Tactical Tactical Tactical Tactical Tactical Tactical Tactical Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On	Increases base Sheld Health In	160 185 215 245 280 320 360 410	20 25 30 35 40 45 50	2 3 4 4 5 6 6 7	40 45 45 45 45 45 45 50	13 13 13 13 13 13 13 13			
40 40 40 40 40 40	Tactical Tactical Tactical Tactical Tactical Tactical Tactical Tactical Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On 12 Always On	Increases auc Bristel Health Increases have Bristel Health Increas	160 185 215 245 280 320 360 410 460	20 25 30 35 40 45 50 55	2 3 4 4 5 6 6 6 7 8	40 45 45 45 45 45 45 50 50	13 13 13 13 13 13 13 13 13 13			
40 40 40 40 40 40 40	Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On 12 Always On 13 Always On	Increases the Direct Hunth. In	160 185 215 245 280 320 360 410 460 520	20 25 30 35 40 45 50 56 66	3 4 4 5 6 6 7 8 9	40 45 1 45 1 45 45 1 50 1 50 1 50 50 1 50 50 1 50 1	13 13 13 13 13 13 13 13 13 13 13			,
40 40 40 40 40 40 40 40	Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On 12 Always On 13 Always On 14 Always On	Increases base Shade Hasten.	160 185 215 245 280 320 360 410 460 520 585	20 25 30 35 40 45 50 56 65 75	13	40 45 1 45 1 45 1 45 1 50 1 1 50 1 50 1	13 13 13 13 13 13 13 13 13 13 13 13			
40 40 40 40 40 40 40 40	Tactical	Life Line	5 Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On 12 Always On 13 Always On 14 Always On	Increases to State Frame.  Increases to the State Frame.  Increases to State Frame.	160 185 215 245 280 320 360 410 460 520	20 25 30 35 40 45 50 56 65 75	13	40 45 1 45 1 45 1 45 1 50 1 1 50 1 50 1	13 13 13 13 13 13 13 13 13 13 13 13			
40 40 40 40 40 40 40 40 40	Tactical	Life Line	S Always On 6 Always On 7 Always On 8 Always On 9 Always On 10 Always On 11 Always On 12 Always On 13 Always On 14 Always On 15 Always On 15 Always On	Increases Seed Shalet Hamilt.  Increases Shalet Shalet Hamilt.	160 185 215 245 280 320 360 410 460 520 585 655	20 25 30 35 40 45 50 55 65 75 90		40 45 1 45 1 45 1 45 1 45 1 50 1 50 1 50	13 13 13 13 13 13 13 13 13 13 13 13 13 1			
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40 40 40 40 40 40 40 40 40 40 40 40 40 4	Tacloal	Life Line Life L	5 Allways On 6 Allways Ch 7 Allways Ch 7 Allways Ch 9 Allways Ch 9 Allways Ch 10 Allways Ch 11 Allways Ch 11 Allways Ch 12 Allways Ch 13 Allways Ch 13 Allways Ch 13 Allways Ch 14 Allways Ch 15 Allways Ch 15 Allways Ch 15 Allways Ch 16 Allways Ch 16 Allways Ch 16 Allways Ch 16 Allways Ch 17 Dock 18 Dock 19 Dock 10 Dock 10 Dock 11 Dock 12 Dock 13 Dock 14 Dock 15 Dock 15 Dock 15 Dock 16 Dock 17 Dock 18 Dock 18 Dock 18 Dock 18 Dock 18 Dock 19 Dock 10 Dock 10 Dock 10 Dock 10 Dock 10 Dock 11 Dock 12 Dock 13 Dock 14 Dock 14 Dock 14 Dock 14 Dock 14 Dock 15 Dock 16 Dock 16 Dock 17 Dock 18 Doc	Increases the State Nation  (Consesses the Openion	180 185 215 245 246 280 320 410 480 320 320 320 320 350 360 312 35 35 35 35 35 35 35 35 35 35 35 35 35	20 25 30 30 30 40 40 45 50 55 50 30 30 30 30 30 30 30 30 30 30 30 30 30	13 16 1 1 1 2 3 3 4 4 5 6 6 7 8 9 9	40 45 45 45 46 46 46 46 40 40 40 40 40 40 40 40 40 40 40 40 40				,
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40 40 40 40 40 40 40 40 40 40 40 40 40 4	Tactoal	Unb Line Life Line Line Line Line Line Line Line Line	5 Allargo Co. 6 Allargo Co. 7 Allargo Co. 8 Allargo Co. 10 Allargo Co. 10 Allargo Co. 10 Allargo Co. 11 Allargo Co. 11 Allargo Co. 11 Allargo Co. 12 Allargo Co. 13 Allargo Co. 13 Allargo Co. 13 Allargo Co. 14 Allargo Co. 15 Allargo Co. 15 Allargo Co. 16 Allargo Co. 17 Allargo Co. 18 Cocco.	Increases the Death Harth.  Increases these Sheet Harth.  Increases the Great Harth.  Increases the Great Harth.  Increases the Opportunity has Change in Q's Trafal.  Checases th	160 160 160 160 160 160 160 160 160 160	20 20 20 20 20 20 20 20 20 20 20 20 20 2	13   16   1   1   1   1   1   1   1   1	40 45 46 46 46 46 46 46 46 46 46 46 46 46 46				
400 400 400 400 400 400 400 400 400 400	Tactical	Life Line Line Life Line Line Line Line Line Line Line Line	5 Alleage Co (Alleage Co (Alle	Increases the District Health.  Increases the Register Health.  Increases the Opportunit beat Change in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decreases the Magnetin in Qn Trials.  Decreases the opportunit beat Decre	160 160 160 160 160 160 160 160 160 160	20   20   20   20   20   20   20   20	13   15   16   17   17   18   18   18   18   18   18	40 44 45 45 45 45 45 45 45 45 45 45 45 45				
40 40 40 40 40 40 40 40 40 40 40 40 40 4	Tactoal	Life Line Line Life Line Line Line Line Line Line Line Line	5 Allergo Co  6 Allergo Co  7 Allergo Co  7 Allergo Co  7 Allergo Co  10 Allergo Co  10 Allergo Co  10 Allergo Co  11 Allergo Co  11 Allergo Co  13 Allergo Co  13 Allergo Co  13 Allergo Co  14 Allergo Co  15 Allergo Co  16 Allergo Co  17 Allergo Co  18 Cocco  18 Cocco  18 Cocco  18 Cocco  10 Coc	Increases these Direct Health.  Increases the Direct Health.  Increases the Opportunity these Direct in Qu' Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 1	160 160 160 160 160 160 160 160 160 160	20 25 25 25 25 25 25 25 25 25 25 25 25 25	13   15   16   17   17   17   17   17   17   17	40 44 45 45 46 46 46 46 46 46 46 46 46 46 46 46 46				
400 400 400 400 400 400 400 400 400 400	Tactical	Life Line Line Life Line Line Line Line Line Line Line Line	5 Allargo Con  6 Allargo Con  7 Allargo Con  7 Allargo Con  8 Allargo Con  10 Allargo Con  10 Allargo Con  10 Allargo Con  11 Allargo Con  13 Allargo Con  13 Allargo Con  13 Allargo Con  15 Conco  16 Conco  17 Conco  17 Conco  18 Conco  19	Increases the District Health.  Increases the Register Health.  Increases the Opportunit beat Change in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decrease the Magnetin in Qn Trials.  Decreases the opportunit beat Decreases the Magnetin in Qn Trials.  Decreases the opportunit beat Decre	160 160 160 160 160 160 160 160 160 160	20   20   20   20   20   20   20   20	13   15   16   17   17   18   18   18   18   18   18	40 45 45 45 45 45 45 45 45 45 45 45 45 45				
40 40 40 40 40 40 40 40 40 40 40 40 40 4	Tactoal	Life Line Line Life Line Line Line Line Line Line Line Line	5 Allargo Con  6 Allargo Con  7 Allargo Con  7 Allargo Con  8 Allargo Con  10 Allargo Con  10 Allargo Con  10 Allargo Con  11 Allargo Con  13 Allargo Con  13 Allargo Con  13 Allargo Con  15 Conco  16 Conco  17 Conco  17 Conco  18 Conco  19	Increases these Direct Health.  Increases the Direct Health.  Increases the Opportunity these Direct in Qu' Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 10's Tarlat.  Direct Health of the Opportunity these Direct Medical on 1	160 160 160 160 160 160 160 160 160 160	20 25 25 25 25 25 25 25 25 25 25 25 25 25	13   15   16   17   17   17   17   17   17   17	40 45 45 45 45 45 45 45 45 45 45 45 45 45				
400 400 400 400 400 400 400 400 400 400	Tactical	Life Line Line Line Line Line Line Line Line	5 Alleage Co. 6 Alleage Co. 7 Alleage Co. 9 Alleage Co. 10 Alleage Co. 10 Alleage Co. 10 Alleage Co. 10 Alleage Co. 11 Alleage Co. 11 Alleage Co. 11 Alleage Co. 11 Alleage Co. 12 Alleage Co. 13 Alleage Co. 14 Alleage Co. 15 Alleage Co. 15 Alleage Co. 16 Alleage Co. 16 Alleage Co. 17 Alleage Co. 18 Alleage Co. 18 Co.	Increases the District Health.  Increases have generate have Company in Q's Tofals.  Discreases he oppower have Discrease in Q's Tofals.  Discreases he oppower have Discrea	160 160 160 160 160 160 160 160 160 160	20 25 25 25 25 25 25 25 25 25 25 25 25 25	13   15   16   17   17   18   19   19   19   19   19   19   19	40 44 45 45 45 45 45 45 45 45 45 45 45 45				
40 40 40 40 40 40 40 40 40 40 40 40 40 4	Tacical	Life Line Repression Repres	5 Allargo Con  6 Allargo Con  7 Allargo Con  7 Allargo Con  8 Allargo Con  10 Allargo Con  10 Allargo Con  10 Allargo Con  11 Allargo Con  13 Allargo Con  13 Allargo Con  13 Allargo Con  15 Conco  16 Conco  17 Conco  17 Conco  18 Conco  19	Increases the Shart Huster.  Horsanes bear Shart Huster.  Horsanes the opporter bear Change in Q's Trafal.  Decreases the opporter bear Change in Q's Trafal.  Checases the opporter bear Change in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter bear Shart Might on in Q's Trafal.  Decreases the opporter	160 160 160 160 160 160 160 160 160 160	20 25 25 25 25 25 25 25 25 25 25 25 25 25	13   15   16   17   17   18   19   19   19   19   19   19   19	40 45 45 45 45 45 45 45 45 45 45 45 45 45				

	Welle 40	Credits 3925			Ex Borg	Total Eff 20%	SP 6,408	Credits 199.363		83								
AF	Welle 40 Welle 50 SP	3925 1400		i i	nkl Prime 7 of 9	20% 45% 51%	5,303 5,093	199,363 164,990 158,434		83 69 66								
45	OF.									66	1							
FC	Tree		FC SIG		7,690 Selected	Totals:	143,985 FC SP	0 Rare SP	CC level	FC Rank								
FC 1	Tactician	Piercing Intelligence	1 ls	Increases all base Piercing stats for all ships.		Bonus	25	Rare SP	CC level	FC Rank	CC Level Unc		Rare	COUNT	FC Rank	Unc	Rare	
1	Tactician Tactician	Piercing Intelligence Piercing Intelligence	3 In	Increases all base Piercing stats for all ships. Increases all base Piercing stats for all ships.			30 35		1	1	1 10	660 3,290	0	20 53		15,300	0	
1	Tactician Tactician	Piercing Intelligence Piercing Intelligence	4 lr	Increases all base Piercing stats for all ships.  Increases all base Piercing stats for all ships.			40 50		10	1	20 25	2,860 4,005	0	32	9		0	
1	Tactician Tactician	Piercing Intelligence	6 In	Increases all base Piercing stats for all ships.			55		10	1	30 35	10,165	0	65	18		d	
1	Tactician	Piercing Intelligence Piercing Intelligence	8 In	Increases all base Piercing stats for all ships. Increases all base Piercing stats for all ships.			65 75		10	1	40	23,850	0	59				
1	Tactician Tactician	Piercing Intelligence Piercing Intelligence		Increases all base Piercing stats for all ships. Increases all base Piercing stats for all ships.			85 95		10	1	45 50	9,415 24,095	0					
1	Tactician Tactician	Piercing Intelligence Piercing Intelligence		Increases all base Piercing stats for all ships.  Increases all base Piercing stats for all ships.			105 120		30 30	1	53 55	14,635 2.405	0	25				
1	Tactician	Piercing Intelligence	13 lr	Increases all base Piercing stats for all ships.			135		30	1	56 60	27,515 13.540	0					
1	Tactician Tactician	Piercing Intelligence Piercing Intelligence	15 lr	Increases all base Piercing stats for all ships. Increases all base Piercing stats for all ships.			155 170		30 45	1	60	13,540	U	12				
10 10	Tactician Tactician	Hidden Cache Hidden Cache	2 lr	Increases base Max Cargo for all ships. Increases base Max Cargo for all ships.			50 60		10 10	5								
10 10	Tactician Tactician	Hidden Cache Hidden Cache		Increases base Max Cargo for all ships. Increases base Max Cargo for all ships.			75 85		10 10	5								
10	Tactician Tactician	Hidden Cache Hidden Cache	5 In	Increases base Max Cargo for all ships. Increases base Max Cargo for all ships.			95 110		25 25	5								
10	Tactician	Hidden Cache	7 In	Increases base Max Cargo for all ships.			130		25	5								
10	Tactician Tactician	Hidden Cache Hidden Cache		Increases base Max Cargo for all ships. Increases base Max Cargo for all ships.			145 165		25 25	5								
10 10	Tactician Tactician	Hidden Cache Hidden Cache		Increases base Max Cargo for all ships. Increases base Max Cargo for all ships.			190 215		35 35	5								
10	Tactician	Hidden Cache	12 lr	Increases base Max Cargo for all ships.			240 270		35 35	5								
10	Tactician Tactician	Hidden Cache Hidden Cache	14 lr	Increases base Max Cargo for all ships.			305		35	5								
10	Tactician Tactician	Hidden Cache Isolytic Intel	1 lr	Increases base Max Cargo for all ships. Increases base Isolytic Damage for all ships.		0.5%	340 45		50 10	5								
10 10	Tactician Tactician	Isolytic Intel Isolytic Intel		ncreases base Isolytic Damage for all ships.  ncreases base Isolytic Damage for all ships.		1.0%	55 65		10 10	5								
10	Tactician	Isolytic Intel	4 In	Increases base Isolytic Damage for all ships.		2.0%	75		10									
	Tactician Tactician	Isolytic Intel Isolytic Intel	6 In	Increases base Isolytic Damage for all ships. Increases base Isolytic Damage for all ships.		2.5% 3.0%	90 105		25 25	5								
10 10	Tactician Tactician	Isolytic Intel	8 In	Increases base Isolytic Damage for all ships. Increases base Isolytic Damage for all ships.		3.5% 4.0%	120 135		25 25	5								
10	Tactician Tactician	Isolytic Intel Isolytic Intel	9 In	Increases base Isolytic Damage for all ships. Increases base Isolytic Damage for all ships.		4.5% 5.0%	155 175		25 35	5								
10	Tactician Tactician	Isolytic Intel Isolytic Intel	11 li	Increases base Isolytic Damage for all ships.  Increases base Isolytic Damage for all ships.		5.5%	200		35 35	5								
10	Tactician	Isolytic Intel	13 lr	Increases base Isolytic Damage for all ships.		7.0%	255		35	5								
10	Tactician Tactician	Isolytic Intel		Increases base Isolytic Damage for all ships. Increases base Isolytic Damage for all ships.		8.0% 10.0%	285 320		35 50	5								
20 20	Tactician Tactician	Hostile Stakeout Hostile Stakeout		Increases base Crit Chance against Non-Armada Hostiles. Increases base Crit Chance against Non-Armada Hostiles.			65 75		20 20	9								
20 20	Tactician Tactician	Hostile Stakeout Hostile Stakeout	3 In	Increases base Crit Chance against Non-Armada Hostiles.			90 110		20	9								
20	Tactician	Hostile Stakeout	5 li	Increases base Crit Chance against Non-Armada Hostiles.			125		30	9								
	Tactician Tactician	Hostile Stakeout Hostile Stakeout		Increases base Crit Chance against Non-Armada Hostiles. Increases base Crit Chance against Non-Armada Hostiles.			145 165		30 30	9								
20 20	Tactician Tactician	Hostile Stakeout Hostile Stakeout	8 In	Increases base Crit Chance against Non-Armada Hostiles. Increases base Crit Chance against Non-Armada Hostiles.			190 215		30 30	9								
20 20	Tactician Tactician	Hostile Stakeout	10 lr	Increases base Crit Chance against Non-Armada Hostiles.			245 275		40 40	9								
20	Tactician	Hostile Stakeout	12 lr	increases base Crit Chance against Non-Armada Hostiles.			315		40	9								
20	Tactician Tactician	Hostile Stakeout Hostile Stakeout		Increases base Crit Chance against Non-Armada Hostiles. Increases base Crit Chance against Non-Armada Hostiles.			350 395		40 40	9								
20 20	Tactician Tactician	Hostile Stakeout Armada Stakeout		Increases base Crit Chance against Non-Armada Hostiles. Increases base Crit Chance against Armadas.			445 65		55 20	9								
20	Tactician Tactician	Armada Stakeout Armada Stakeout	2 lr	Increases base Crit Chance against Armadas.			75 90		20	9								
20	Tactician	Armada Stakeout	4 In	Increases base Crit Chance against Armadas.			110		20	9								
20 20	Tactician Tactician	Armada Stakeout Armada Stakeout		Increases base Crit Chance against Armadas. Increases base Crit Chance against Armadas.			125 145		30 30	9								
	Tactician Tactician	Armada Stakeout Armada Stakeout		Increases base Crit Chance against Armadas.			165 190		30 30	9								
	Tactician Tactician	Armada Stakeout Armada Stakeout	9 In	Increases base Crit Chance against Armadas.			215 245		30	9								
20	Tactician	Armada Stakeout	11 li	Increases base Crit Chance against Armadas.			275		40	9								
20 20	Tactician Tactician	Armada Stakeout Armada Stakeout		Increases base Crit Chance against Armadas. Increases base Crit Chance against Armadas.			315 350		40 40	9								
20 20	Tactician Tactician	Armada Stakeout Armada Stakeout		Increases base Crit Chance against Armadas.			395 445		40 55	9								
20	Tactician Tactician	Agent Stakeout Agent Stakeout	1 la	Increases base Crit Chance against Group Armadas.			65 75		20	9								
20	Tactician	Agent Stakeout	3 lr	Increases base Crit Chance against Group Armadas.  Increases base Crit Chance against Group Armadas.			90		20	9								
20	Tactician Tactician	Agent Stakeout Agent Stakeout	5 In	Increases base Crit Chance against Group Armadas.  Increases base Crit Chance against Group Armadas.			110 125		20 30	9								
20 20	Tactician Tactician	Agent Stakeout Agent Stakeout		Increases base Crit Chance against Group Armadas. Increases base Crit Chance against Group Armadas.			145 165		30 30	9								
20	Tactician Tactician	Agent Stakeout Agent Stakeout	8 In	Increases base Crit Chance against Group Armadas.			190 215		30	9								
20	Tactician	Agent Stakeout	10 lr	Increases base Crit Chance against Group Armadas.	Ö		245		40	9								
20	Tactician Tactician	Agent Stakeout Agent Stakeout	12 lr	Increases base Crit Chance against Group Armadas.  Increases base Crit Chance against Group Armadas.			275 315		40 40									
	Tactician Tactician	Agent Stakeout Agent Stakeout		Increases base Crit Chance against Group Armadas. Increases base Crit Chance against Group Armadas.			350 395		40 40	9								
	Tactician Tactician	Agent Stakeout Quickdraw Raidng	15 lr	Increases base Crit Chance against Group Armadas. Reduces the number of rounds needed to charge weapons wh			445 1.065		55	9								
40	Tactician	Quickdraw Raidng	2 F	Reduces the number of rounds needed to charge weapons wh			2,130		40	13								,
	Tactician Tactician	Quickdraw Raidng No Stone Unturned	1 lr	Reduces the number of rounds needed to charge weapons wh increases Combat Scavenger ability.			3,900 140		40 40									
	Tactician Tactician	No Stone Unturned No Stone Unturned		Increases Combat Scavenger ability. Increases Combat Scavenger ability.			170 205		40 40	13 13								
40	Tactician Tactician	No Stone Unturned	4 In	Increases Combat Scavenger ability.			240 275		40									
40	Tactician	No Stone Unturned	6 In	Increases Combat Scavenger ability.			320		45	13								
	Tactician Tactician	No Stone Unturned No Stone Unturned	8 In	Increases Combat Scavenger ability. Increases Combat Scavenger ability.			365 420		45 45	13 13								
40 40	Tactician Tactician	No Stone Unturned No Stone Unturned		Increases Combat Scavenger ability. Increases Combat Scavenger ability.			480 540		45 50	13 13								
40	Tactician Tactician	No Stone Unturned No Stone Unturned	11 lr	Increases Combat Scavenger ability.			615 690		50	13								
40	Tactician	No Stone Unturned	13 lr	Increases Combat Scavenger ability.			780		50	13								
40 40	Tactician Tactician	No Stone Unturned No Stone Unturned		Increases Combat Scavenger ability. Increases Combat Scavenger ability.			875 980		50 60									
40	Tactician Tactician	Covert Acquisitions Covert Acquisitions		Increases base Hostile Loot for all ships. Increases base Hostile Loot for all ships.	<ul><li>✓</li></ul>	4% 6%	220 265		50 50	18 18								
40	Tactician	Covert Acquisitions	3 In	Increases base Hostile Loot for all ships.	V	7%	315		50	18								
40 40	Tactician Tactician	Covert Acquisitions Covert Acquisitions	5 In	Increases base Hostile Loot for all ships.  Increases base Hostile Loot for all ships.		9% 11%	370 430		50 53	18								
	Tactician Tactician	Covert Acquisitions Covert Acquisitions		Increases base Hostile Loot for all ships. Increases base Hostile Loot for all ships.		14% 16%	495 570		53 53	18 18								
	Tactician Tactician	Covert Acquisitions Covert Acquisitions	8 In	Increases base Hostile Loot for all ships.		19%	650 740		53	18								
	Tactician Tactician	Covert Acquisitions Covert Acquisitions		increases base Hostile Loot for all ships. Increases base Hostile Loot for all ships.		21% 25%	740 840		53 56	18								

	W 41	0 11 12	44		000/	050			
40 40	Tactician Tactician	Covert Acquisitions Covert Acquisitions	11 Increases base Hostile Loot for all ships. 12 Increases base Hostile Loot for all ships.		28% 32%	950 1,075	56 1 56 1	8	
40	Tactician	Covert Acquisitions	13 Increases base Hostile Loot for all ships.		35%	1,205	56 1	8	
40 40	Tactician Tactician	Covert Acquisitions Covert Acquisitions	14 Increases base Hostile Loot for all ships. 15 Increases base Hostile Loot for all ships.		40% 50%	1,355 1,520	56 60	8	
40	Tactician	Isolytic Counterintelligence	1 Increases base Isolytic Defense for all ships		5%	220	50	18	
40	Tactician Tactician	Isolytic Counterintelligence Isolytic Counterintelligence	2 Increases base Isolytic Defense for all ships 3 Increases base Isolytic Defense for all ships		7% 8%	265 315	50 1 50 1	8	
40	Tactician	Isolytic Counterintelligence	4 Increases base Isolytic Defense for all ships		10%	370	50 1	8	
40	Tactician	Isolytic Counterintelligence	5 Increases base Isolytic Defense for all ships		13% 16%	430	53 1 53 1	8	
40	Tactician Tactician	Isolytic Counterintelligence Isolytic Counterintelligence	6 Increases base Isolytic Defense for all ships 7 Increases base Isolytic Defense for all ships		16%	495 570	53 1 53 1	8	
40	Tactician	Isolytic Counterintelligence	8 Increases base Isolytic Defense for all ships		22%	650	53	8	
40 40	Tactician Tactician	Isolytic Counterintelligence Isolytic Counterintelligence	9 Increases base Isolytic Defense for all ships 10 Increases base Isolytic Defense for all ships		25% 29%	740 840	53 56	8	
40	Tactician	Isolytic Counterintelligence	10 Increases base isolytic Defense for all ships 11 Increases base Isolytic Defense for all ships		34%	950	56 1	8	
40	Tactician	Isolytic Counterintelligence	12 Increases base Isolytic Defense for all ships		38%	1,075	56	8	
40	Tactician Tactician	Isolytic Counterintelligence Isolytic Counterintelligence	13 Increases base Isolytic Defense for all ships 14 Increases base Isolytic Defense for all ships		42% 48%	1,205	56 1 56 1	8	
40	Tactician	Isolytic Counterintelligence	15 Increases base Isolytic Defense for all ships		60%	1,520	60 1	8	
1	Mechanic	Undercover	1 Increases all base Mitigation stats for all ships			25	1	1	
1	Mechanic Mechanic	Undercover Undercover	2 Increases all base Mitigation stats for all ships 3 Increases all base Mitigation stats for all ships			30 35	1	1	
1	Mechanic	Undercover	4 Increases all base Mitigation stats for all ships			40	1	1	
1	Mechanic	Undercover	5 Increases all base Mitigation stats for all ships			50	10	1	
1	Mechanic Mechanic	Undercover Undercover	6 Increases all base Mitigation stats for all ships 7 Increases all base Mitigation stats for all ships			55 65	10	1	
1	Mechanic	Undercover	8 Increases all base Mitigation stats for all ships			75	10	1	
1	Mechanic Mechanic	Undercover Undercover	9 Increases all base Mitigation stats for all ships			85	10	1	
1	Mechanic	Undercover	10 Increases all base Mitigation stats for all ships 11 Increases all base Mitigation stats for all ships			95 105	30	1	
1	Mechanic	Undercover	12 Increases all base Mitigation stats for all ships			120	30	1	
1	Mechanic Mechanic	Undercover Undercover	13 Increases all base Mitigation stats for all ships 14 Increases all base Mitigation stats for all ships			135 155	30 30	1	
1	Mechanic Mechanic	Undercover	14 Increases all base Mitigation stats for all ships 15 Increases all base Mitigation stats for all ships			155	30 45	1	
1	Mechanic	Protomatter Tradecraft	1 Increases base Forbidden Tech Cost Efficiency for Level up		0.5%	25	1	1	
1 1	Mechanic Mechanic	Protomatter Tradecraft Protomatter Tradecraft	2 Increases base Forbidden Tech Cost Efficiency for Level up 3 Increases base Forbidden Tech Cost Efficiency for Level up		1.0%	30 35	1	1	
1	Mechanic	Protomatter Tradecraft	4 Increases base Forbidden Tech Cost Efficiency for Level up		2.0%	40	1	1	
1	Mechanic	Protomatter Tradecraft	5 Increases base Forbidden Tech Cost Efficiency for Level up 6 Increases base Forbidden Tech Cost Efficiency for Level up		2.5%	50	10	1	
1	Mechanic Mechanic	Protomatter Tradecraft Protomatter Tradecraft	6 Increases base Forbidden Tech Cost Efficiency for Level up 7 Increases base Forbidden Tech Cost Efficiency for Level up		3.0%	55 65	10	1	
1	Mechanic	Protomatter Tradecraft	8 Increases base Forbidden Tech Cost Efficiency for Level up		4.0%	75	10	1	
1	Mechanic Mechanic	Protomatter Tradecraft Protomatter Tradecraft	9 Increases base Forbidden Tech Cost Efficiency for Level up		4.5% 5.0%	85 95	10	1	
1	Mechanic Mechanic	Protomatter Tradecraft Protomatter Tradecraft	10 Increases base Forbidden Tech Cost Efficiency for Level up 11 Increases base Forbidden Tech Cost Efficiency for Level up		5.0%	95 105	30	1	
1	Mechanic	Protomatter Tradecraft	12 Increases base Forbidden Tech Cost Efficiency for Level up		6.5%	120	30	1	
1	Mechanic Mechanic	Protomatter Tradecraft Protomatter Tradecraft	13 Increases base Forbidden Tech Cost Efficiency for Level up 14 Increases base Forbidden Tech Cost Efficiency for Level up		7.0% 8.0%	135 155	30 30	1	
1	Mechanic	Protomatter Tradecraft	15 Increases base Forbidden Tech Cost Efficiency for Level up		10.0%	170	45	1	
10	Mechanic	On the Run	1 Increases base Repair Speed			45	10	5	
10	Mechanic Mechanic	On the Run On the Run	2 Increases base Repair Speed 3 Increases base Repair Speed			55 65	10	5	
10	Mechanic	On the Run	4 Increases base Repair Speed			75	10	5	
10	Mechanic Mechanic	On the Run On the Run	5 Increases base Repair Speed 6 Increases base Repair Speed			90 105	25 25	5	
10	Mechanic	On the Run	7 Increases base Repair Speed			120	25	5	
10	Mechanic	On the Run	8 Increases base Repair Speed			135	25	5	
10	Mechanic Mechanic	On the Run On the Run	9 Increases base Repair Speed 10 Increases base Repair Speed			155 175	25 35	5	
10	Mechanic	On the Run	11 Increases base Repair Speed			200	35	5	
10	Mechanic Mechanic	On the Run On the Run	12 Increases base Repair Speed 13 Increases base Repair Speed			225 255	35 35	5	
10	Mechanic	On the Run	14 Increases base Repair Speed			285	35	5	
10	Mechanic	On the Run	15 Increases base Repair Speed 1 Increases base Forbidden Tech Cost Efficiency for Tier up			320 45	50 10	5	
10	Mechanic Mechanic	Catalyst Tradecraft Catalyst Tradecraft	2 Increases base Forbidden Tech Cost Efficiency for Tier up 2 Increases base Forbidden Tech Cost Efficiency for Tier up	-	1.5%	45 55	10	5	
10	Mechanic	Catalyst Tradecraft	3 Increases base Forbidden Tech Cost Efficiency for Tier up		3.0%	65	10	5	
10	Mechanic Mechanic	Catalyst Tradecraft Catalyst Tradecraft	Increases base Forbidden Tech Cost Efficiency for Tier up     Increases base Forbidden Tech Cost Efficiency for Tier up		3.5% 4.5%	75 90	10 25	5	
10	Mechanic	Catalyst Tradecraft	6 Increases base Forbidden Tech Cost Efficiency for Tier up		5.5%	105	25	5	
10	Mechanic Mechanic	Catalyst Tradecraft Catalyst Tradecraft	7 Increases base Forbidden Tech Cost Efficiency for Tier up 8 Increases base Forbidden Tech Cost Efficiency for Tier up		6.5% 7.5%	120 135	25 25	5	
10	Mechanic	Catalyst Tradecraft	9 Increases base Forbidden Tech Cost Efficiency for Tier up		8.5%	155	25	5	
10	Mechanic Mechanic	Catalyst Tradecraft Catalyst Tradecraft	10 Increases base Forbidden Tech Cost Efficiency for Tier up 11 Increases base Forbidden Tech Cost Efficiency for Tier up		10.0%	175 200	35 35	5	
10	Mechanic	Catalyst Tradecraft	12 Increases base Forbidden Tech Cost Efficiency for Tier up		12.5%	225	35	5	
10	Mechanic Mechanic	Catalyst Tradecraft Catalyst Tradecraft	13 Increases base Forbidden Tech Cost Efficiency for Tier up 14 Increases base Forbidden Tech Cost Efficiency for Tier up		14.0%	255 285	35 35	5	
10	Mechanic	Catalyst Tradecraft  Catalyst Tradecraft	15 Increases base Forbidden Tech Cost Efficiency for Tier up	<b>✓</b>	20.0%	320	50	5	
20	Mechanic	Repair Tradecraft	1 Increases base Repair Cost Efficiency			75	20	9	
20 20	Mechanic Mechanic	Repair Tradecraft Repair Tradecraft	2 Increases base Repair Cost Efficiency 3 Increases base Repair Cost Efficiency			90 105	20	9	
20	Mechanic	Repair Tradecraft	4 Increases base Repair Cost Efficiency			125	20	9	
20 20	Mechanic Mechanic	Repair Tradecraft Repair Tradecraft	5 Increases base Repair Cost Efficiency 6 Increases base Repair Cost Efficiency			145 170	30 30	9	
20	Mechanic	Repair Tradecraft	7 Increases base Repair Cost Efficiency	П		170	30	9	
20	Mechanic	Repair Tradecraft	8 Increases base Repair Cost Efficiency			220	30	9	
20	Mechanic Mechanic	Repair Tradecraft Repair Tradecraft	9 Increases base Repair Cost Efficiency 10 Increases base Repair Cost Efficiency			250 285	30 40	9	
20	Mechanic	Repair Tradecraft	11 Increases base Repair Cost Efficiency			325	40	9	
20 20	Mechanic Mechanic	Repair Tradecraft Repair Tradecraft	12 Increases base Repair Cost Efficiency 13 Increases base Repair Cost Efficiency			365 410	40 40	9	
20	Mechanic	Repair Tradecraft Repair Tradecraft	14 Increases base Repair Cost Efficiency			410	40	9	
20	Mechanic	Repair Tradecraft	15 Increases base Repair Cost Efficiency			515	55	9	
20 20	Mechanic Mechanic	Black-Ops Shield Black-Ops Shield	1 Increases base SHP for all ships 2 Increases base SHP for all ships			80 95	20	9	
20	Mechanic	Black-Ops Shield	3 Increases base SHP for all ships			115	20	9	
20 20	Mechanic Mechanic	Black-Ops Shield Black-Ops Shield	4 Increases base SHP for all ships 5 Increases base SHP for all ships			135 155	20	9	
20	Mechanic Mechanic	Black-Ops Shield Black-Ops Shield	6 Increases base SHP for all ships			155	30 30	9	
20	Mechanic	Black-Ops Shield	7 Increases base SHP for all ships			210	30	9	
20 20	Mechanic Mechanic	Black-Ops Shield Black-Ops Shield	8 Increases base SHP for all ships 9 Increases base SHP for all ships			235 270	30 30	9	
20	Mechanic	Black-Ops Shield	10 Increases base SHP for all ships			305	40	9	
20 20	Mechanic Mechanic	Black-Ops Shield Black-Ops Shield	11 Increases base SHP for all ships 12 Increases base SHP for all ships			345 390	40	9	
20	Mechanic	Black-Ops Shield	12 Increases base SHP for all ships 13 Increases base SHP for all ships			440	40	9	
20 20	Mechanic Mechanic	Black-Ops Shield	14 Increases base SHP for all ships			495	40 55	9	
40	Mechanic Mechanic	Black-Ops Shield Rodinium Particle Tradecraf	15 Increases base SHP for all ships 1 Increases base Cost Efficiency for Rodinium Particles			555 165	55 40 1	3	
40	Mechanic	Rodinium Particle Tradecrat	2 Increases base Cost Efficiency for Rodinium Particles			200	40	3	
40 40	Mechanic Mechanic	Rodinium Particle Tradecrat Rodinium Particle Tradecrat	3 Increases base Cost Efficiency for Rodinium Particles 4 Increases base Cost Efficiency for Rodinium Particles			235 280	40 1	3	
40	Mechanic	Rodinium Particle Tradecrat				325	45 1	3	
40 40	Mechanic		6 Increases base Cost Efficiency for Rodinium Particles			375 430	45 1 45 1	3	
40	Mechanic Mechanic		7 Increases base Cost Efficiency for Rodinium Particles 8 Increases base Cost Efficiency for Rodinium Particles			430 490		3	
40	Mechanic	Rodinium Particle Tradecral	9 Increases base Cost Efficiency for Rodinium Particles			560	45 1	3	
40 40	Mechanic Mechanic		10 Increases base Cost Efficiency for Rodinium Particles 11 Increases base Cost Efficiency for Rodinium Particles			635 715	50 1 50 1	3	
40	Mechanic	Rodinium Particle Tradecral	12 Increases base Cost Efficiency for Rodinium Particles			805	50 1	3	
40	Mechanic Mechanic		13 Increases base Cost Efficiency for Rodinium Particles 14 Increases base Cost Efficiency for Rodinium Particles			910 1,020	50 1 50 1	3	
40 40 40	Mechanic Mechanic	Rodinium Particle Tradecrat Dominion Acquisitions	15 Increases base Cost Efficiency for Rodinium Particles 1 Increases base Loot received from Dominion Solo Armadas			1,145 165	60 1 40 1	3	

ı									
40	Mechanic Mechanic	Dominion Acquisitions  Dominion Acquisitions	Increases base Loot received from Dominion Solo Armadas     Increases base Loot received from Dominion Solo Armadas			200 235	40 1 40 1	3	2
40	Mechanic	Dominion Acquisitions	4 Increases base Loot received from Dominion Solo Armadas			280	40 1	3	
40	Mechanic	Dominion Acquisitions	5 Increases base Loot received from Dominion Solo Armadas			325	45 1	3	
40	Mechanic Mechanic	Dominion Acquisitions  Dominion Acquisitions	6 Increases base Loot received from Dominion Solo Armadas 7 Increases base Loot received from Dominion Solo Armadas			375 430	45 1 45 1	3	
40	Mechanic	Dominion Acquisitions  Dominion Acquisitions	Increases base Loot received from Dominion Solo Armadas     Increases base Loot received from Dominion Solo Armadas			490	45 1	3	
40	Mechanic	Dominion Acquisitions	9 Increases base Loot received from Dominion Solo Armadas			560	45 1	13	
40	Mechanic	Dominion Acquisitions	10 Increases base Loot received from Dominion Solo Armadas			635	50 1	3	
40	Mechanic Mechanic	Dominion Acquisitions  Dominion Acquisitions	11 Increases base Loot received from Dominion Solo Armadas 12 Increases base Loot received from Dominion Solo Armadas			715 805	50 1 50 1	3	
40	Mechanic	Dominion Acquisitions  Dominion Acquisitions	13 Increases base Loot received from Dominion Solo Armadas	- 6		910	50 1	3	
40	Mechanic	Dominion Acquisitions	14 Increases base Loot received from Dominion Solo Armadas			1,020	50 1	3	
40	Mechanic	Dominion Acquisitions	15 Increases base Loot received from Dominion Solo Armadas			1,145	60 1	3	
50	Mechanic	Cosmic Particle Tradecraft	1 Increases base Cost Efficiency for Cosmic Particles			220	50 1 50 1	8	- 0
50 50	Mechanic Mechanic	Cosmic Particle Tradecraft Cosmic Particle Tradecraft	2 Increases base Cost Efficiency for Cosmic Particles 3 Increases base Cost Efficiency for Cosmic Particles			265 315	50 1 50 1	8	2
50	Mechanic	Cosmic Particle Tradecraft  Cosmic Particle Tradecraft	Increases base Cost Efficiency for Cosmic Particles     Increases base Cost Efficiency for Cosmic Particles	- 6		370	50 1	8	
50	Mechanic	Cosmic Particle Tradecraft	5 Increases base Cost Efficiency for Cosmic Particles			430	53 1	8	
50	Mechanic	Cosmic Particle Tradecraft	6 Increases base Cost Efficiency for Cosmic Particles			495	53 1	8	
50	Mechanic	Cosmic Particle Tradecraft	7 Increases base Cost Efficiency for Cosmic Particles			570	53 1	8	
50	Mechanic	Cosmic Particle Tradecraft	8 Increases base Cost Efficiency for Cosmic Particles			650	53 1	8	
50 50	Mechanic Mechanic	Cosmic Particle Tradecraft Cosmic Particle Tradecraft	9 Increases base Cost Efficiency for Cosmic Particles 10 Increases base Cost Efficiency for Cosmic Particles			740 840	53 1 56 1	8	
50	Mechanic	Cosmic Particle Tradecraft	11 Increases base Cost Efficiency for Cosmic Particles			950	56 1	8	
50	Mechanic	Cosmic Particle Tradecraft	12 Increases base Cost Efficiency for Cosmic Particles			1,075	56 1	8	
50	Mechanic	Cosmic Particle Tradecraft	13 Increases base Cost Efficiency for Cosmic Particles			1,205	56 1	8	
50 50	Mechanic Mechanic	Cosmic Particle Tradecraft Cosmic Particle Tradecraft	14 Increases base Cost Efficiency for Cosmic Particles 15 Increases base Cost Efficiency for Cosmic Particles			1,355 1,520	56 1 60 1	8	
50	Mechanic	Black-Ops Hull	1 Increases base HHP for all ships		50%	235	50 1	8	
50	Mechanic	Black-Ops Hull	2 Increases base HHP for all ships		65%	285	50 1	8	2
50	Mechanic	Black-Ops Hull	3 Increases base HHP for all ships		85%	335	50 1	18	
50	Mechanic	Black-Ops Hull	4 Increases base HHP for all ships		100%	395	50 1	8	
50 50	Mechanic Mechanic	Black-Ops Hull Black-Ops Hull	5 Increases base HHP for all ships 6 Increases base HHP for all ships			460 530	53 1 53 1	8	
50	Mechanic	Black-Ops Hull	7 Increases base HHP for all ships			610	53 1	8	
50	Mechanic	Black-Ops Hull	8 Increases base HHP for all ships			700	53 1	8	
50	Mechanic	Black-Ops Hull Black-Ops Hull	9 Increases base HHP for all ships			795	53 1	8	
50 50	Mechanic Mechanic	Black-Ops Hull Black-Ops Hull	10 Increases base HHP for all ships 11 Increases base HHP for all ships			900 1.020	56 1 56 1	18	
50	Mechanic	Black-Ops Hull	12 Increases base HHP for all ships			1,150	56 1	8	
50	Mechanic	Black-Ops Hull	13 Increases base HHP for all ships			1,295	56 1	18	
50	Mechanic	Black-Ops Hull	14 Increases base HHP for all ships			1,450	56 1	8	
50	Mechanic	Black-Ops Hull	15 Increases base HHP for all ships			1,630	60 1	8	
1	Escapist Escapist	Safe Cache Safe Cache	Increases base Protected Cargo for all ships     Increases base Protected Cargo for all ships			25 30	1	1	1
1	Escapist	Safe Cache	3 Increases base Protected Cargo for all ships			35	1	1	-1
1	Escapist	Safe Cache	4 Increases base Protected Cargo for all ships			40	1	1	
- 1	Escapist	Safe Cache	5 Increases base Protected Cargo for all ships			50	10	1	
1	Escapist	Safe Cache	6 Increases base Protected Cargo for all ships			55	10		
1	Escapist Escapist	Safe Cache Safe Cache	7 Increases base Protected Cargo for all ships 8 Increases base Protected Cargo for all ships			65 75	10	1	
1	Escapist	Safe Cache	9 Increases base Protected Cargo for all ships	ö		85	10	1	
- 1	Escapist	Safe Cache	10 Increases base Protected Cargo for all ships			95	30	1	
- 1	Escapist	Safe Cache	11 Increases base Protected Cargo for all ships			105	30	1	
1	Escapist Escapist	Safe Cache Safe Cache	12 Increases base Protected Cargo for all ships 13 Increases base Protected Cargo for all ships			120 135	30 30	1	
1	Escapist	Safe Cache	14 Increases base Protected Cargo for all ships			155	30	1	
1	Escapist	Safe Cache	15 Increases base Protected Cargo for all ships			170	45	1	
- 1	Escapist	Intragalactic Relations	1 Increases base FKR reputation received from Hostiles			25	1	1	
- 1	Escapist	Intragalactic Relations	2 Increases base FKR reputation received from Hostiles			30	1	1	
1	Escapist Escapist	Intragalactic Relations Intragalactic Relations	3 Increases base FKR reputation received from Hostiles 4 Increases base FKR reputation received from Hostiles			40 45	1		1
1	Escapist	Intragalactic Relations	5 Increases base FKR reputation received from Hostiles	- 6		50	10	1	
1	Escapist	Intragalactic Relations	6 Increases base FKR reputation received from Hostiles	ä		60	10	1	
- 1	Escapist	Intragalactic Relations	7 Increases base FKR reputation received from Hostiles			70	10	1	
1	Escapist	Intragalactic Relations	8 Increases base FKR reputation received from Hostiles			80	10	1	
1	Escapist Escapist	Intragalactic Relations Intragalactic Relations	Increases base FKR reputation received from Hostiles     Increases base FKR reputation received from Hostiles			90 100	10 30	1	
- 1	Escapist	Intragalactic Relations	11 Increases base FKR reputation received from Hostiles	ä		115	30	1	
1	Escapist	Intragalactic Relations	12 Increases base FKR reputation received from Hostiles			130	30	1	
- 1	Escapist	Intragalactic Relations	13 Increases base FKR reputation received from Hostiles			145	30	1	
1	Escapist Escapist	Intragalactic Relations Intragalactic Relations	14 Increases base FKR reputation received from Hostiles 15 Increases base FKR reputation received from Hostiles			165 185	30 45	1	
10	Escapist	Cloak Encryption	Increases the chance of hiding reports while Cloaked			40	10	5	
10	Escapist	Cloak Encryption	2 Increases the chance of hiding reports while Cloaked	ä		50	10	5	
10	Escapist	Cloak Encryption	3 Increases the chance of hiding reports while Cloaked			55	10	5	3
10	Escapist	Cloak Encryption	4 Increases the chance of hiding reports while Cloaked			65	10	5	
10	Escapist Escapist	Cloak Encryption Cloak Encryption	5 Increases the chance of hiding reports while Cloaked 6 Increases the chance of hiding reports while Cloaked			75 90	25 25	5	
10	Escapist	Cloak Encryption	7 Increases the chance of hiding reports while Cloaked	ä		100	25	5	
10	Escapist	Cloak Encryption	8 Increases the chance of hiding reports while Cloaked			115	25	5	
10	Escapist	Cloak Encryption	9 Increases the chance of hiding reports while Cloaked			135	25	5	
10	Escapist	Cloak Encryption	10 Increases the chance of hiding reports while Cloaked			150	35	5	
10	Escapist Escapist	Cloak Encryption Cloak Encryption	11 Increases the chance of hiding reports while Cloaked 12 Increases the chance of hiding reports while Cloaked			170 190	35 35	5	
10	Escapist	Cloak Encryption	13 Increases the chance of hiding reports while Cloaked	ä		215	35	5	
10	Escapist	Cloak Encryption	14 Increases the chance of hiding reports while Cloaked			245	35	5	
10	Escapist	Cloak Encryption	15 Increases the chance of hiding reports while Cloaked			275	50 10	5	
10	Escapist Escapist	Cloak Decryption Cloak Decryption	Increases the chance of seeing Cloaked enemies in reports     Increases the chance of seeing Cloaked enemies in reports			40 50	10	5	
10	Escapist	Cloak Decryption	3 Increases the chance of seeing Cloaked enemies in reports	ä		55	10	5	3
10	Escapist	Cloak Decryption	4 Increases the chance of seeing Cloaked enemies in reports			65	10	5	
10	Escapist	Cloak Decryption	5 Increases the chance of seeing Cloaked enemies in reports			75 90	25	5	
10	Escapist Escapist	Cloak Decryption Cloak Decryption	Increases the chance of seeing Cloaked enemies in reports     Increases the chance of seeing Cloaked enemies in reports			100	25 25	5	
10	Escapist	Cloak Decryption	8 Increases the chance of seeing Cloaked enemies in reports	ä		115	25	5	
10	Escapist	Cloak Decryption	9 Increases the chance of seeing Cloaked enemies in reports			135	25	5	
10	Escapist	Cloak Decryption	10 Increases the chance of seeing Cloaked enemies in reports			150	35	5	
10	Escapist Escapist	Cloak Decryption Cloak Decryption	Increases the chance of seeing Cloaked enemies in reports     Increases the chance of seeing Cloaked enemies in reports			170 190	35 35	5	
10	Escapist	Cloak Decryption  Cloak Decryption	12 Increases the chance of seeing Cloaked enemies in reports 13 Increases the chance of seeing Cloaked enemies in reports			215	35	5	
10	Escapist	Cloak Decryption	14 Increases the chance of seeing Cloaked enemies in reports			245	35	5	
10	Escapist	Cloak Decryption	15 Increases the chance of seeing Cloaked enemies in reports			275	50	5	
10	Escapist	Cloaked Countersurveilland	1 Reduces opponent's all base Mitigation stats while Cloaked			40	10	5	
10	Escapist Escapist	Cloaked Countersurveillanc Cloaked Countersurveillanc	Reduces opponent's all base Mitigation stats while Cloaked     Reduces opponent's all base Mitigation stats while Cloaked			50 55	10	5	2
10	Escapist		Reduces opponent's all base Mitigation stats while Cloaked     Reduces opponent's all base Mitigation stats while Cloaked			65	10	5	3
10	Escapist	Cloaked Countersurveillanc	5 Reduces opponent's all base Mitigation stats while Cloaked			75	25	5	
10	Escapist	Cloaked Countersurveillanc	6 Reduces opponent's all base Mitigation stats while Cloaked			90	25	5	
10	Escapist	Cloaked Countersurveillanc Cloaked Countersurveillanc				100 115	25	5	
10	Escapist Escapist		Reduces opponent's all base Mitigation stats while Cloaked     Reduces opponent's all base Mitigation stats while Cloaked			115	25 25	5	
10	Escapist		10 Reduces opponent's all base Mitigation stats while Cloaked			150	35	5	
10	Escapist	Cloaked Countersurveillanc	11 Reduces opponent's all base Mitigation stats while Cloaked			170	35	5	
10	Escapist	Cloaked Countersurveillanc	12 Reduces opponent's all base Mitigation stats while Cloaked			190	35	5	
10	Escapist Escapist		13 Reduces opponent's all base Mitigation stats while Cloaked 14 Reduces opponent's all base Mitigation stats while Cloaked			215 245	35 35	5	
10	Escapist Escapist		14 Reduces opponent's all base Mitigation stats while Cloaked 15 Reduces opponent's all base Mitigation stats while Cloaked			245 275	35 50	5	
20	Escapist	Deep Cover Explorer	1 Increases all base Mitigation stats for Explorers			65	20	9	
20	Escapist	Deep Cover Explorer	2 Increases all base Mitigation stats for Explorers			75	20	9	
20	Escapist Escapist	Deep Cover Explorer	3 Increases all base Mitigation stats for Explorers			90	20	9	3
20	Escapist Escapist	Deep Cover Explorer Deep Cover Explorer	4 Increases all base Mitigation stats for Explorers 5 Increases all base Mitigation stats for Explorers			110 125	20 30	9	
20	Escapist	Deep Cover Explorer	6 Increases all base Mitigation stats for Explorers			145	30	9	
20	Escapist	Deep Cover Explorer	7 Increases all base Mitigation stats for Explorers			165	30	9	

20 E 20 E 20 E 20 E 20 E 20 E	Escapist Escapist	Deep Cover Explorer Deep Cover Explorer Deep Cover Explorer	8 Increases all base Mitigation stats for Explorers 9 Increases all base Mitigation stats for Explorers		190 215	30	9		
20 E 20 E 20 E 20 E 20 E	Escapist				215	30	9		
20 E 20 E 20 E 20 E		Doop Cover Evplorer							
20 E 20 E 20 E	Escanist	Deep Cover Explorer	10 Increases all base Mitigation stats for Explorers		245	40	9		
20 E		Deep Cover Explorer	11 Increases all base Mitigation stats for Explorers		275	40	9		
20 E	Escapist	Deep Cover Explorer	12 Increases all base Mitigation stats for Explorers		315	40	9		
20 E		Deep Cover Explorer	13 Increases all base Mitigation stats for Explorers	Ö	350	40	9		
		Deep Cover Explorer	14 Increases all base Mitigation stats for Explorers	ä	395	40	0		
20 E			15 Increases all base Mitigation stats for Explorers	ä	445	60			
		Deep Cover Explorer					9		
		Deep Cover Battleship	1 Increases all base Mitigation stats for Battleships		65	20	9		
		Deep Cover Battleship	2 Increases all base Mitigation stats for Battleships		75	20	9		
20 E	Escapist	Deep Cover Battleship	3 Increases all base Mitigation stats for Battleships		90	20	9		
20 E	Escapist	Deep Cover Battleship	4 Increases all base Mitigation stats for Battleships		110	20	9		
20 E	Escapist	Deep Cover Battleship	5 Increases all base Mitigation stats for Battleships		125	30	9		
		Deep Cover Battleship	6 Increases all base Mitigation stats for Battleships	ō	145	30	9		
		Deep Cover Battleship	7 Increases all base Mitigation stats for Battleships	ä	165	30	0		
		Deep Cover Battleship	8 Increases all base Mitigation stats for Battleships	ñ	190	30	0		
				H			9		
		Deep Cover Battleship	9 Increases all base Mitigation stats for Battleships		215	30	9		
		Deep Cover Battleship	10 Increases all base Mitigation stats for Battleships		245	40	9		
		Deep Cover Battleship	11 Increases all base Mitigation stats for Battleships		275	40	9		
20 E	Escapist	Deep Cover Battleship	12 Increases all base Mitigation stats for Battleships		315	40	9		
20 E	Escapist	Deep Cover Battleship	13 Increases all base Mitigation stats for Battleships		350	40	9		
		Deep Cover Battleship	14 Increases all base Mitigation stats for Battleships	ä	395	40	9		
		Deep Cover Battleship	15 Increases all base Mitigation stats for Battleships	ä	445	60	9		
					445 65		9		
		Deep Cover Interceptor	1 Increases all base Mitigation stats for Interceptors			20	9		
		Deep Cover Interceptor	2 Increases all base Mitigation stats for Interceptors		75	20	9		
		Deep Cover Interceptor	3 Increases all base Mitigation stats for Interceptors		90	20	9		
		Deep Cover Interceptor	4 Increases all base Mitigation stats for Interceptors		110	20	9		
20 E	Escapist	Deep Cover Interceptor	5 Increases all base Mitigation stats for Interceptors		125	30	9		
20 E	Escapist	Deep Cover Interceptor	6 Increases all base Mitigation stats for Interceptors		145	30	9		
		Deep Cover Interceptor	7 Increases all base Mitigation stats for Interceptors	Ö	165	30	9		
		Deep Cover Interceptor	8 Increases all base Mitigation stats for Interceptors	ñ	190	30	9		
		Deep Cover Interceptor	9 Increases all base Mitigation stats for Interceptors	H	215	30	0		
							9		
		Deep Cover Interceptor	10 Increases all base Mitigation stats for Interceptors		245	40	9		
		Deep Cover Interceptor	11 Increases all base Mitigation stats for Interceptors		275	40	9		
20 E	Escapist	Deep Cover Interceptor	12 Increases all base Mitigation stats for Interceptors		315	40	9		
20 E	Escapist	Deep Cover Interceptor	13 Increases all base Mitigation stats for Interceptors		350	40	9		
20 E	Escapist	Deep Cover Interceptor	14 Increases all base Mitigation stats for Interceptors		395	40	9		
20 E	Escapist	Deep Cover Interceptor	15 Increases all base Mitigation stats for Interceptors		445	60	9		
		Weapon Intel	Increases base Weapon Damage for all ships	ä	175	40	13		
				ä	215	40	13		
		Weapon Intel	2 Increases base Weapon Damage for all ships						
		Weapon Intel	3 Increases base Weapon Damage for all ships		255	40	13		
		Weapon Intel	4 Increases base Weapon Damage for all ships		295	40	13		
40 E	Escapist	Weapon Intel	5 Increases base Weapon Damage for all ships		345	45	13		
40 E	Escapist	Weapon Intel	6 Increases base Weapon Damage for all ships		400	45	13		
40 E	Escapist	Weapon Intel	7 Increases base Weapon Damage for all ships	ō	460	45	13		
		Weapon Intel	8 Increases base Weapon Damage for all ships	ä	525	45	13		
		Weapon Intel	9 Increases base Weapon Damage for all ships	H	600	45	13		
		Weapon Intel	9 Increases base Weapon Damage for all ships 10 Increases base Weapon Damage for all ships	<b>V</b>	680	45 50	13		
		Weapon Intel	11 Increases base Weapon Damage for all ships	$\overline{\mathbf{v}}$	765	50	13		
		Weapon Intel	12 Increases base Weapon Damage for all ships		865	50	13		
40 E	Escapist	Weapon Intel	13 Increases base Weapon Damage for all ships	$\overline{\mathbf{v}}$	970	50	13		
40 E	Escapist	Weapon Intel	14 Increases base Weapon Damage for all ships	~	1,090	50	13		
	Escapist	Weapon Intel	15 Increases base Weapon Damage for all ships		1,225	60	13		
		Exfiltration	Increases base Weapon Damage to all ships     Increases base Warp Speed for all ships		220	50	18		
		Exfiltration		Ž		50	18		
			2 Increases base Warp Speed for all ships		265				
		Exfiltration	3 Increases base Warp Speed for all ships	$\overline{\mathbf{z}}$	315	50	18		
		Exfiltration	4 Increases base Warp Speed for all ships	$\checkmark$	370	50	18		
		Exfiltration	5 Increases base Warp Speed for all ships		430	53	18		
50 E	Escapist	Exfiltration	6 Increases base Warp Speed for all ships		495	53	18		
50 E	Escapist	Exfiltration	7 Increases base Warp Speed for all ships		570	53	18		
50 E	Escapist	Exfiltration	8 Increases base Warp Speed for all ships	ō	650	53	18		
		Exfiltration	9 Increases base Warp Speed for all ships	6	740	53	18		
		Exilitration	10 Increases base Warp Speed for all ships		840	56	18		
		Exfiltration	11 Increases base Warp Speed for all ships		950	56	18		
		Exfiltration	12 Increases base Warp Speed for all ships		1,075	56	18		
	Escapist	Exfiltration	13 Increases base Warp Speed for all ships		1,205	56	18		
50 E	Escapist	Exfiltration	14 Increases base Warp Speed for all ships		1,355	56	18		
50 E	Escapist	Exfiltration	15 Increases base Warp Speed for all ships		1,520	60	18		

FCs		Kirk			Spock			Locutus			7of9		,	Janeway	/		Sloan		Lorca		
F2P Access:	Yes,	instant or s	low	Yes,	instant or	slow	Yes,	slow, 2 sou	rces	Yes, v	ery slow, 1 s	ource		??		Y	es, moderat	e	Unkno	wn but prom	ised
Skills	Best Good Meh Best Good Meh		Best	Good	Meh	Best	Good	Meh	Best	Good	Meh	Best	Good	Meh	Best	Good	Meh				
CC <40 skills	5	7	5	4	4	5	2	6	7	2	9	6	3	4	10	4	6	10	19	7	4
CC 40-50	2	2	1	0	4	3	3	3	0	2	4	0	3	3	1	1	2	2	-	-	
CC 50+	2	3	3	7	0	0	2	4	3	4	0	2	3	0	3	4	0	1	-	-	
4	Impulse Speed		Research Effiency/Speed Damage			Increases	Quantum C	ommunica	Armada C	rit Damage		Forbidden	Tech Efficier	ncy	Active Abili	ty - Damage					
tey Skill features	Warp Range & Speed		Building Efficiency/Speed		Crit Damage		Skill Point	Efficiency		Cosmic Pa	Cosmic Particle efficiency		Isolytic Damage/Defense		ise	Isolytic Dar	mage/Defens	se			
Tillfo	Rep gain			Cargo cap	Cargo capacity			Interceptor added shots			RSS Efficiency for research			Ship repair costs			Hostile Loot			FT/Artifact Effiiciency	
Allife.	Shield/Hul	l .		Mining spe	eed		Shield/Hull			Armada damage			Shield/Hull			Rodinium/Cosmic Efficiency			Research/Station RSS/Mat Effici		Vat Efficie
-0'	specific loot rewards						Ship repai	r costs		Parts effic	eiency		Q's Trials support			Shield/Hul	I		Ship RSS/Mats/Parts/Repair		epair
		· • • • • • • • • • • • • • • • • • • •																	Shield/Hull		
																			Impulse		
																		Crit Chance	9		

FCs		Kirk			Spock			Locutus			7of9			Janeway	′		Sloan			Lorca	
F2P Access:	Yes,	, instant or s	slow	Yes	, instant or	slow	Yes	, slow, 2 sou	irces	Yes, ve	ery slow, 1 s	ource		??		,	Yes, moderat	te	Unknown but promi		nised
Skills	Best	Good	Meh	Best	Good	Meh	Meh Best		Meh	Best	Good	Meh	Best	Good	Meh	Best	Good	Meh	Best	Good	Meh
CC <40 skills	5	7	5	4	4	5	2	6	7	2	9	6	3	4	10	4	6	10	19	7	4
CC 40-50	2	2	1	0	4	3	3	3	0	2	4	0	3	3	1	1	2	2	-	-	-
CC 50+	2	3	3	7	0	0	2	4	3	4	0	2	3	0	3	4	0	1	-	-	-
_	Impulse Speed Re		Research	arch Effiency/Speed Damage			Increases Quantum Communical Armada Crit Damage					Forbidden	Tech Efficie	ncy	Active Abili	ty - Damage					
key Skill FERTIFES	Warp Range & Speed		Building Efficiency/Speed		Crit Damage		Skill Point	Efficiency		Cosmic Particle efficiency			Isolytic Damage/Defense		Isolytic Dar	mage/Defen	se				
TIII Fo.	Rep gain			Cargo capacity			Interceptor added shots			RSS Efficiency for research			Ship repair costs			Hostile Loot			FT/Artifact Effiiciency		
"Attire.	Shield/Hul	II		Mining sp	eed		Shield/Hull			Armada damage			Shield/Hull			Rodinium/Cosmic Efficiency			Research/Station RSS/Mat Effici		Mat Efficie
101	specific loot rewards						Ship repa	ir costs		Parts effic	Parts efficiency Q's Trials support				Shield/Hull			Ship RSS/Mats/Parts/Repair		epair	
	14																		Shield/Hull		
																			Impulse		
																			Crit Chance	•	

	FC Cheat Sheet												
On Duty Skill Features	Kirk	Spock	Locutus	7of9	Janeway	Sloan	Lorca						
			Upgrade 0	Costs									
Building Rss Eff		<b>V</b>			☑		✓						
Building Mats Eff	✓	✓					✓						
Research Rss Eff		abla			✓		☑						
Research Mats Eff													
Ship Rss Eff							$\overline{\checkmark}$						
Ship Mats Effs							$ lap{}$						
Ship Parts Eff	$\checkmark$			$\checkmark$			$\overline{}$						
PVP													
Ships	$\checkmark$		$\checkmark$			$\checkmark$	$\checkmark$						
Base Defense		<b>✓</b>		✓									
			PVE										
Q's Trials					✓								
Armadas			✓	✓	✓	$\checkmark$	<b>~</b>						
Base Iso Damage					ightharpoons	$\overline{\mathbf{v}}$	$\overline{\mathbf{v}}$						
Solomadas	$\checkmark$		✓	$\overline{\mathbf{Z}}$	$\checkmark$								
Loot Rewards	~	~		$\checkmark$	$\overline{\checkmark}$	~							
			Othe	r									
Impulse Speed	✓						✓						
FKR Impact	✓												
PVP			$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$						
Mining Rate	✓	$ lap{\square}$		$\checkmark$	$\checkmark$		~						
FT Efficiency						~	$\overline{}$						
Key:	On Duty	On Duty Selected	an exhaustiv	e list.Then	ount "always o e are addition as a <b>quick g</b> u	al nuaces wi	thin each						

		Command	Center		Exotic Outfitting	8 Yes, and I keep it	Reduces cost Increase	req. R&D 56	Station Tree FC 7of9 Skill	
					Entangled Wires	maxed.	daily claim		1 C 7017 Skill	
Creat	ed by: @Jul	esVern, @BlueMandalorian	0	D	Rough time estimate		129	T	T. ( . )	T
Creat	and the	STFC Community	Raw	Raw 285,040,800	Raw	W/ efficiency	Τορ	Τορ <b>56</b>	Total	Τορ 2
			283.90B	285,040,800	3,299	7,203 Quantum	42	Daily Claim Max	6,520 Uncommon Skill	2
inc?	Level	Building	Parsteel	Seconds	Days	Communicators	Daily Claim	Bonus (7/9)	Points Reward	FC Slots
	1	Command Center	800	35	0.0	18	18	18.0	40	1
	2	Command Center	1,000	150	0.0	20	18	18.0	40	1
	3	Command Center	1,200	330	0.0	22	18	18.0	40	1
	4	Command Center	1,500	480	0.0	24	18	18.0	40	1
	5	Command Center	1,800	780	0.0	27	18	18.0	40	1
	6	Command Center	2,200	1,380	0.0	30	18	18.0	40	1
	7	Command Center	3,000	2,640	0.0	33	18	18.0	40	1
	8	Command Center	4,000	3,600	0.0	37	18	18.0	40	1
	9	Command Center	5,500	5,400	0.1	41	18	18.0	40	1
	<u>10</u>	Command Center	7,000	6,600	0.1	48	20	20.0	<u>75</u>	1
	11	Command Center	6,800	7,500	0.1	53	20	20.0	75	1
	12	Command Center	9,350	13,800	0.2	58	20	20.0	75	1
	13	Command Center	13,600	19,500	0.2	64	20	20.0	75	1
	14	Command Center	18,700	25,920	0.3	70	20	20.0	75	1
	<u>15</u>	Command Center	25,500	34,560	0.4	77	20	20.0	<u>115</u>	1
	16	Command Center	34,000	41,760	0.5	85	20	20.0	115	1
	17	Command Center	47,600	43,200	0.5	95	20	20.0	115	1
	18	Command Center	68,000	64,800	0.8	105	20	20.0	115	1
	19	Command Center	102,000	93,600	1.1	115	20	20.0	115	1
	<u>20</u>	Command Center	145,000	134,640	1.6	140	22	<u>26.0</u>	<u>185</u>	1
	21	Command Center	243,000	117,360	1.4	150	22	26.0	185	1
	22	Command Center	378,000	177,840	2.1	160	22	26.0	185	1
	23	Command Center	623,000	216,000	2.5	170	22	<u>26.0</u>	<u>190</u>	1
	24	Command Center	981,000	364,960	4.2	190	22	26.0	190	1
	<u>25</u>	Command Center	1.59M	237,600	2.8	210	22	<u>26.0</u>	<u>270</u>	1
	26	Command Center	2.49M	334,080	3.9	230	22	26.0	270	1
	<u>27</u>	Command Center	3.79M	381,600	4.4	250	22	<u>26.0</u>	<u>275</u>	1
	28	Command Center	5.69M	427,680	5.0	270	22	26.0	275	1
	<u>29</u>	Command Center	9.06M	491,040	5.7	290	22	<u>26.0</u>	280	1
	<u>30</u>	Command Center	13.30M	531,360	6.2	350	26	35.0	<u>410</u>	1
	<u>31</u>	Command Center	21.00M	669,600	7.8	380	26	35.0	415	1
	32	Command Center	30.30M	685,440	7.9	410	26	35.0	415	1
	33	Command Center	46.80M	996,480	11.5	440	26	35.0	420	1
	34	Command Center	74.00M	1,260,000	14.6	480	26	35.0	420	1
	<u>35</u>	Command Center	114.00M	1,752,480	20.3	520	26	35.0	<u>560</u>	1
	36	Command Center	161.00M	2,239,200	25.9	560	26	35.0	560	1
-	<u>37</u>	Command Center	248.00M	2,193,120	25.4	600	26	<u>35.0</u>	<u>570</u>	1
-	38	Command Center	386.00M	3,801,600	44.0	650	26	35.0	570	1
⊢	<u>39</u>	Command Center	658.00M	5,045,760	58.4	700	26	<u>35.0</u>	<u>575</u>	1
ᆜ	40	Command Center Command Center	2.87B	8,377,920	97.0	880	34	48.0	<u>785</u>	2
ᆜ	41 42		2.92B 4.36B	7,850,880 12,068,640	90.9 139.7	950 1030	34 34	48.0 48.0	<u>790</u> 790	2
		Command Center								_
ᆜ	43	Command Center	6.22B 9.33B	15,945,120	184.6 240.9	1110	34	48.0 48.0	800 800	2 2
$\dashv$	44	Command Center Command Center	9.33B 13.30B	20,812,320 26,867,520	311.0	1300	34		800	2
	<u>45</u> 46	Command Center	18.20B	34,344,000	397.5	1400	34	48.0 48.0	<u>1170</u> 1170	2
<b>~</b>		Command Center	26.50B	43,506,720	503.6	1510	34		1200	2
<b>~</b>	47 48	Command Center	42.80B	54,660,960	632.7	1630	34	48.0 48.0	1200	2
<b>~</b>					788.8					
<b>~</b>	49	Command Center	71.40B	68,152,320 84,376,800		1760	34	48.0	1200	2
	<u>50</u>	Command Center Command Center	125.00B	89,439,840	976.6 1,035.2	2200	42	<u>56.0</u>	1750 1750	2
-	51		623.00B			2380	42	56.0	1750	2
	52	Command Center	1.13T	94,805,280	1,097.3	2570	42	56.0	1750	
-	<u>53</u>	Command Center	1.89T	100,494,720 106,524,000	1,163.1	2780	42	<u>56.0</u>	1800	2
+	54	Command Center	2.84T	112,914,720	1,232.9	3000	42	56.0 570	1800	2
$\dashv$	<u>55</u>	Command Center	4.83T		1,306.9	3240	42	<u>57.0</u>	2400	2
$\dashv$	56 57	Command Center	7.58T	119,689,920	1,385.3	3500 3780	42	57.0 57.0	2400	2
ᆜ	57	Command Center	11.90T	126,871,200	1,468.4	3780	42	57.0	2400	2
ᆜ	58	Command Center	17.20T	134,484,480	1,556.5	4080	42	57.0	2400	2
ᆜ	<u>59</u> 60	Command Center Command Center	25.70T	142,552,800	1,649.9 1,748.9	4410 4760	42	57.0	2450 2450	2 2
	00	Communo Center	40.20T	151,106,400	1,740.7	4/00			2400	

		Fleet C	Commander							
	222,220	57,000	18,200	Total	3,914,040	23,440				
Rank	Unc FCC	Rare FCC	Epic FCC	Level	Comm. XP	Unc Skill p	oints			
1				1				1	9100	75
1				2	1,800	15		2	17000	150
1				3	2,000	15		3	22700	195
1				4	2,500	20		4	28400	245
1				5	2,800	25		5	43500	310
2	220			6	3,200	30		6	58000	415
2				7	3,300	30		7	72500	520
2				8	3,400	30		8	84090	605
2				9	3,500	30		9	118500	730
2				10	3,600	30		10	134800	825
3	300			11	4,300	35		11	152800	945
3				12	4,400	40		12	170890	1050
3				13	4,500	40		13	218500	1285
3				14	4,700	40		14	242400	1420
3				15	4,800			15	268100	1580
4	400			16	5,400			16	299100	1755
4				17	5,500			17	329590	2025
4				18	5,700			18	416490	2395
4				19	5,800	50		19	569900	3210
4				20	6,000	50		20	657680	3705
5				21	8,300	60		20	037000	3700
5	900			22	8,500	60				
				23	8,700					
5				23						
5					8,900	65				
5				25	9,100					
6	1,300			26	11,000					
6				27	11,300					
6				28	11,600	85				
6				29	11,900					
6				30	12,200	85				
7	•			31	13,800	100				
7				32	14,100	100				
7				33	14,500					
7				34	14,900					
7				35	15,200					
8	2,200			36	16,000					
8				37	16,390					
8				38	16,800					
8				39	17,200					
8				40	17,700	125				
9	4,300			41	22,500	140				
9				42	23,100	140				
9				43	23,700	145				
9				44	24,300	150				
9				45	24,900	155				
10	5,500			46	25,600					
10				47	26,300					
10				48	27,000					
10				49	27,600					
10				50	28,300					
11				51	29,000					

1		Fleet C	ommander	Tracking					
	222,220	57,000	18,200		3,914,040	23,440			
Rank		Rare FCC	Epic FCC			Unc Skill po	ints		
11			1	52	29,800	185			
11				53	30,600	190			
11				54	31,300	195			
11				55	32,100	195			
12	8,500			56	32,500	200			
12	3,000			57	33,290	205			
12				58	34,200	210			
12				59	35,000	215			
12				60	35,900	220			
13	11,000	3,400		61	41,500	245			
13	11,000	0,400		62	42,600	250			
13				63	43,700	255			
13				64	44,800	265			
13				65	45,900	270			
14	14,000	4,100		66	46,000	270			
14	14,000	7,100		67	47,300	280			
14				68	48,500	285			
14				69	49,700	290			
14				70	50,900	295			
15	16,000	4,900		71	50,900	300			
15	10,000	4,500		72	52,300	310			
15				73	53,600	315			
15				74	55,000	325			
15				75	56,300	330			
16	20,000	5,800		76	57,700	335			
16	20,000	3,000		77	58,100	340			
16				78	59,600	350			
16				79	61,100	360			
16				80	62,600	370			
17	23,000	6,800		81	62,600	380			
17	23,000	0,000		82	64,300	390			
17				83	65,900	400			
17				84	67,590	410			
17				85	69,200	445			
18	30,000	9,000	5,200	86	79,090	460			
18	55,000	5,000	3,200	87	81,200	470			
18				88	83,300	480			
18				89	85,400	490			
18				90	87,500	495			
19	35,000	11000	6,000	91	108,300	610			
19	30,000	1.000	5,555	92	111,100	625			
19				93	114,000	640			
19				94	116,800	660			
19				95	119,700	675			
20	41,000	12000	7,000	96	125,000	705			
20	71,000	12000	7,000	97	128,190	703			
20				98	131,500	740			
20				99	134,800	760			
20				100	134,800	780			

- [1] Swarms
- [2] Probes
- [3] actian