



NEMEXIA 2.0 – EVOLUTION IS OUT NOW!

In times of technological advancement and great innovations, the evolution of warfare and tactical development is breaking the limits. Soon your empire will become a part of a new stage in the space history. In brief, here is what to expect in the new version of Nemexia:

YOUR PERSONAL LEADING UNIT - THE ADMIRAL



- ❖ The Admiral will gain experience with your help. For every gained battle point – the admiral will increase his level.
- ❖ After level 4 you will get 1 skill point for every next level. These skill points you can distribute to 18 different Skills separated in 3 different categories - Offence, Defense and Utility.
- ❖ After a certain Admiral level, you will unlock a special Commander Ship with unique ability.

NEW TYPE OF SHIPS - THE COMMANDER SHIPS



EXECUTOR - Sometimes the name speak for itself. The Executor's purpose is to brutally transform the hostile units into scrap for a minimal amount of time.

JUGGERNAUT - Only the strongest will survive. While the Juggernaut is your lead Commander ship in battle you will receive additional life points to your ships.

CORSAIR - The Jolly Roger will rise again, because the Corsair has the ability to flight on pirate mission and to increase the percentage of stolen resources on these flights.

HUNTER - Thanks to the most advanced technologies, the Hunter has the ability to detect hostile spy ships at the very moment they reach your planet's atmosphere, without leaving them a chance to get information.

NEW DESIGN!

Fully improved game interface:

- ❖ Updated Galaxy view;
- ❖ New zones look and reworked buildings;
- ❖ All ships and science are being reworked;
- ❖ Updated battle reports and fully changed battle simulator.



FIND OUT MORE, JOIN THE SPACE BATTLE NOW!

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