

Nemexia 2.0: Commander ships



The **Commander ships** in Nemexia Evolution represent a new breed of special units which can easily become a favorite part of each player's arsenal. Their function is to command the entire fleet in battle, improving its capabilities by providing a certain bonus to the attack damage, life points, critical strike chance, repair of damaged units, detection of hostile spy ships and many other interesting abilities.

It's good to know that every **Commander ship** requires the **Admiral** to have reached a certain level. Once the required level is achieved, the ship is being unlocked and all that the player needs to do then is to simply purchase his new favorite unit and make it an essential part of his enemies' worst nightmares. The higher the level this ship is, the more bonus it will provide, so upgrades are strongly recommended. Now let's take a closer look at some of these amazing machines.



Executor

The name speaks for itself. The Executor's only purpose is to brutally transform hostile units into scrap in the shortest time possible, providing a bonus on attack and damage to your fleet.

Some say that only the strongest will survive. When the Juggernaut is your leading Commander ship, in battle, all of your units will receive a bonus on life points for each higher level it has.

Juggernaut





Corsair

The Jolly Roger will rise again, because the Corsair has the ability to flight on pirate mission and to increase the percentage of resources stolen (on these flights) with every next upgrade.

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 giving them a chance to get any information. The chances for detection are increased by every next level of the ship.



Viper

The Viper specializes in one simple thing - to find the weak spot of the enemy and to hit it as hard as it can. Each level of this ship increases your fleet's chance to do critical damage.

Keep in mind that your Commander ships can be repaired if they get destroyed in battle which means you won't lose your progress during the game round!

Choosing the lead Commander ship

It's a shame, of course, to use only one of these technological masterpieces when you have access to many of them at once. Purchasing more different types of Commander ships will improve your tactical advantage. However, your fleet cannot take commands from several ships at the same time. Therefore, if you enter a battle with more than one Commander ship on your side, you have to select which one's bonus to use by changing its priority. This can be done thanks to a simple drag and drop function located in your Admiral main menu.

Battle Priority	
As Defender	As Attacker
1 Juggernaut	1 Executor
2 Corsair	2 Corsair
3 Hunter	3 Juggernaut
4 Executor	4 Hunter
5 Viper	5 Viper

Once you have unlocked, purchased and upgraded your Commander ship, your fleet is ready, more than ever, to be launched against the next target!