

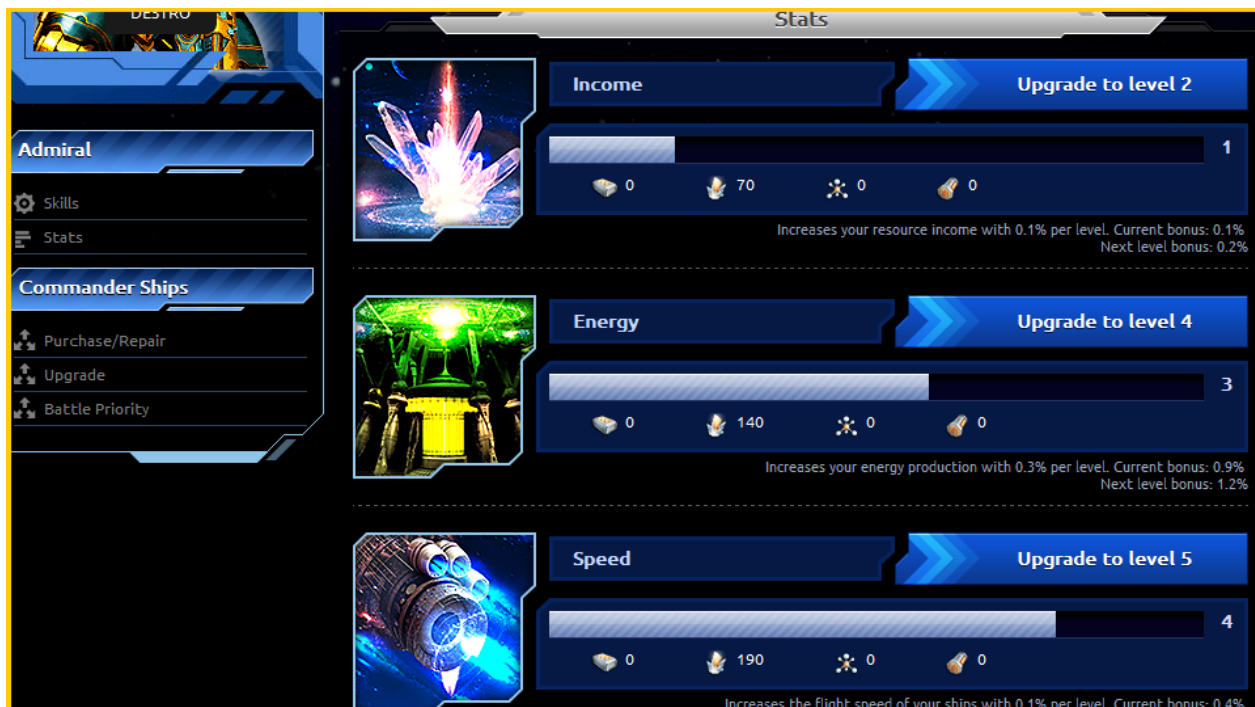


## Nemexia 2.0: Admirals

One of the most interesting new features which you can find in Nemexia Evolution, is the Admiral – your personal leader unit. Thanks to him, you will gain access to new abilities and therefore – you will have the possibility to improve your tactics or even better, to add new ones in the list.

### Stats

At first, you will be able to use Stats, the only requirement of which is to have enough resources, in order to upgrade them. In the beginning, you need to take care of your planet's infrastructure. So you can start with upgrading Stats which are providing planet bonuses, for example on the **Income** or the **Energy**. Later on, when your first ships come out of the Shipyards, the time will come, to use Stats which will make your fleet stronger and faster, will increase its **Attack**, **Life** or its flying **Speed**.

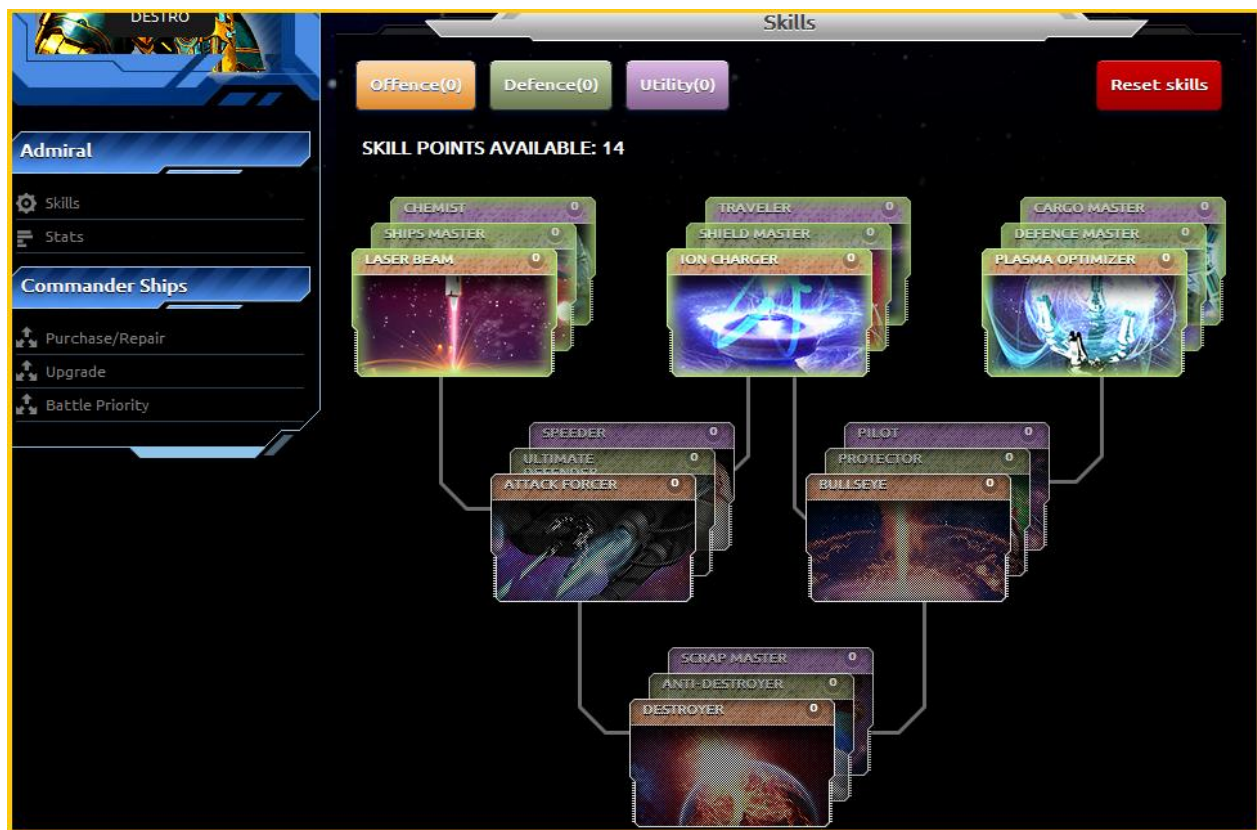


Speaking of fleets and flights, after your first victories against other players and after gaining some amount of Battle points, you will receive your first precious **skill points**.

## Skills

When you take part in battles against your enemies, you also win Battle points for every hostile unit destroyed. When you win Battle points, your Admiral becomes more powerful and increases their levels. As soon as they reach level 5, you will receive a skill point which you can use to activate some of the first Skills available. Every next level of your Admiral will provide you with a new skill point, so you can proceed further in learning the art of war.

As the new skills are separated in three different categories, every player can have a different and unique play-style according to his own desires. **Offensive** skills will make your fleets deadlier, increasing their attack damage, their chance for critical damage or even the chance of your highest class ships to destroy hostile planets. By spending points on the **Defensive** skills, you will have a really durable fleet, which lasts longer in battle and therefore you will be a hard obstacle for any of your enemies. Furthermore, you will save some resources for new buildings or upgrades, instead of paying them for new ships. The **Utility** tree represents a combination of useful skills which will make your game a lot easier, such as increasing your ships' cargo capacity, flight speed or reducing their fuel consumption. The last skill in this category will help you to gain more Scrap from the battles you win.



The tactical possibilities are limitless. Which of them is the best? That's entirely the player's own choice. Let the battles begin!

