

NEMEXIA 2.0: BATTLE SHIPS

NEMEXIA EVOLUTION

After learning how to use the Civilian types of ships in Nemexia, now it's time for some heavy artillery. Let's have a close look on the Battle types of ships so you can understand how they work before sending them to pillage and plunder the planets of the enemies.

SCOUT



This is a small scouting ship which is perfect for stealthily entering the atmosphere of hostile planets and stealing resources unnoticed. Because of its light weight, the jet engines are quite practical and give it a reasonable top speed. However, its weak weapons, the lack of good shields and the small structure make it unsuitable for bigger battles. The outdated armaments don't allow for a significant improvement of its battle abilities. Its main purpose is to protect the recently colonized Planets and to deal with small defense systems at an enemy's colony.

PURPOSE: BATTLESHIP, PIRATE SHIP

CRUISER

The galactic arms race led to the production of this battlefield predator. Using exceptionally innovative impulse engines, it is best known for being incredibly fast and capable of amazing maneuvers unlike any other ship so far. The Cruiser has an energy field surrounding it, which is the reason for the rather big structure. It's armed with the latest in gauss cannon design. Despite of its lack of explosive power it has strong piercing power which makes a bigger group of Cruisers deadly, even against ships of a higher class. All these qualities make the Cruiser one of the dominant ships on the battlefield.



Note that this type of ship directly attacks defense units (no random factor) and bypasses ships that possess the Shield skill (like Guardians) when doing so.

PURPOSE: BATTLESHIP, 50% BONUS TO DAMAGE AGAINST ALL DEFENSE UNITS



GUARDIAN

This kind of ship is very useful for protecting your other ships from attacks. It possesses the "Shield" skill. It draws fire away from your other ships. It has enough life to take a lot of damage, but it has a small attack capability. You can use it in different combinations with other ships so they will be more effective on the battlefield. Be careful, these ships can be a good target for your enemy if they aren't protected well.

PURPOSE: BATTLESHIP, SHIELD

BATTLECRUISER

In case you need a ship with a significant structure which will not fail you in combat, the Battlecruiser is the obvious choice. It is armed with the latest defense lasers, photon torpedoes and ion weapons. The main armament is a powerful plasma weapon, which can destroy smaller ships with one single blast. The ship is equipped with thick titanium armor and amazingly resistant shields which make it a real survivor on the battlefield and a difficult target for enemy ships. But despite all these advantages there is a serious drawback – ultra-weight. The impulse engines are not powerful enough for the Battlecruiser and that's why four ultra-speed engines are installed. With them the ship has good maneuverability and maximum velocity. This type of ship does double damage to ships that possess the "Shield" skill.



PURPOSE: BATTLESHIP, 100% BONUS TO DAMAGE AGAINST GUARDIAN TYPE OF SHIPS



DESTROYER

This is the highest class of battleship. The Destroyer is produced to dominate over any other ship on the battlefield. It's equipped with the latest war technologies of the empire – a large arsenal of proton torpedoes, lots of lasers and ion weapons and the heart of its fire power – a dual plasma gun. It guarantees the destruction of every ship from a lower class. The defense consists of multi-

layered titanium armor and two levels of plasma shields. Of course, there is the usual problem of ultra-weight. In testing only the ultra-speed engines delivered the required results. Six engines are necessary to make the ship move but even then it is quite slow and incapable of maneuvers.

PURPOSE: BATTLESHIP, REVIVAL

BOMBER

The development of more sophisticated defense systems on Planets has called for the production of special ships to destroy them. The Bomber is highly efficient against these defense systems, as it is equipped with powerful plasma torpedoes. But there's a problem – the bigger body makes it an easy target. That is why in the design process size has been carefully considered. As a consequence the armor isn't very thick and the ship's shields cover the surface only partially. Because of the lack of free space, a modified impulse engine is used, that unfortunately does not offer enough Speed for its large gas consumption.



Note that this type of ship directly attacks master units (like Death Stars) and bypasses ships that possess the Shield skill when doing so.

PURPOSE: BATTLESHIP, SPLASH DAMAGE, 100% BONUS TO DAMAGE AGAINST DEATH STAR TYPE OF SHIPS

DEATH STAR



The Death Star is an absolute best in the battle between armaments. Having the size of a small moon, it carries an exceptionally powerful graviton weapon, capable of even destroying whole Planets. The huge size critically brings down the velocity of this type of ship. It has an enormous structure and an unbelievable transport capacity.

PURPOSE: BATTLESHIP, DETONATION, DESTROYING PLANETS