Star Trek Alien Domain

PATCH 1.50

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Patch Notes

VERSION 1.50 WILL UPDATE ON JUNE 1ST (WEBSITE SERVER 1-3)

Greetings Captains,

We will update to version 1.50 on **June 1st, 00:30 (PDT)**. The update will be applied to Website Server 1-3 first, with a full release coming shortly after. Downtime is expected to last approximately 3 hours or more. Please log off beforehand to avoid any loss.

New Content

- 4-star officers can be promoted to 5-star officers now.

- Opened various new squadron functions.

- Players can reach level 85 at maximum now. Relevant equipment, systems and elite stages are available at the same time.

Optimization:

- Ship research skills can now be removed.

- Optimized cross-server system battle result calculation.

GENERAL NOTES

→ NOT IN PATCH NOTES: ALL EQUIPMENT HAS HAD ITS RAISE KIT AMOUNT ADJUSTED

Max level is now 85

Required Experience is as follows: This purely based on historical jumps. The exact number might be off.

81	1076250 XP	75000 Duet
82	1148000 XP	80000 Duet
83	1219750 XP	85000 Duet
84	1332000 XP	90000 Duet
85	1420250 XP	94100 Duet

Level 85 equipment has been added and it requires the same shards as level 80 gear except it requires 25 instead of 20 and 200 Alloy F. The Level 85 gear blueprint costs 250 blue print set debris

Level 85 gear skills are Pandora's Box and Multi-shot with a max dmg of >5003.

Current Bug: The level 85 CRESCENT item is correct in the picture but shows LEVEL 90 as the title. Be wary, the scout doesn't have this issue.
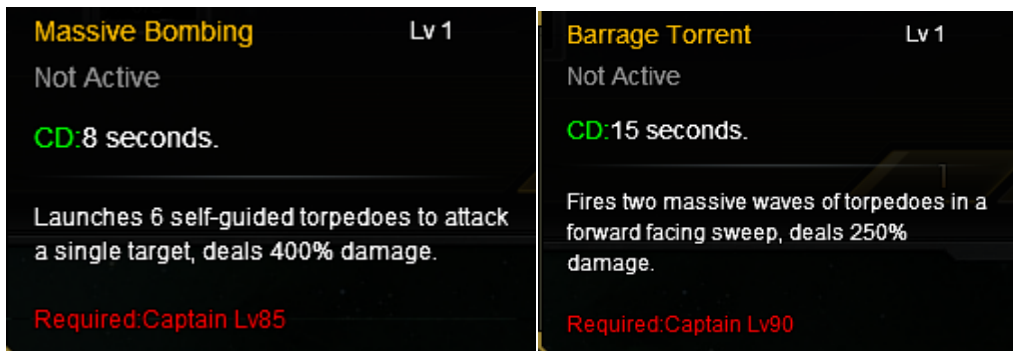
New Sector 22 is unlocked

Relevant Elites have been added for Sector 22

Sector 23 has been added (level 90 not reachable yet)

Optimization of the CSSB result calculation which appears to be a completely back end fix for performance near as I can tell.

Two new torpedo skills have been added

Massive Bombing	Lv 1
Not Active	
CD:8 seconds.	
Launches 6 self-guided torpedoes to attack a single target, deals 400% damage.	
Required:Captain Lv85	

Barrage Torrent	Lv 1
Not Active	
CD:15 seconds.	
Fires two massive waves of torpedoes in a forward facing sweep, deals 250% damage.	
Required:Captain Lv90	

Ship Lab Technology

Removal

Ship labs can now be removed for 50 credits. They will require the resources to put the new one in its place. This function is accessed by the red down arrow on your lab interface on the ships page.

4 STAR OFFICER PROMOTION TO 5 STARS

Upgrading officers to level 5

Requirements:

- Level 82 Officer

- Must be a 4 star officer

- 1 Star-Up license (100 credits)

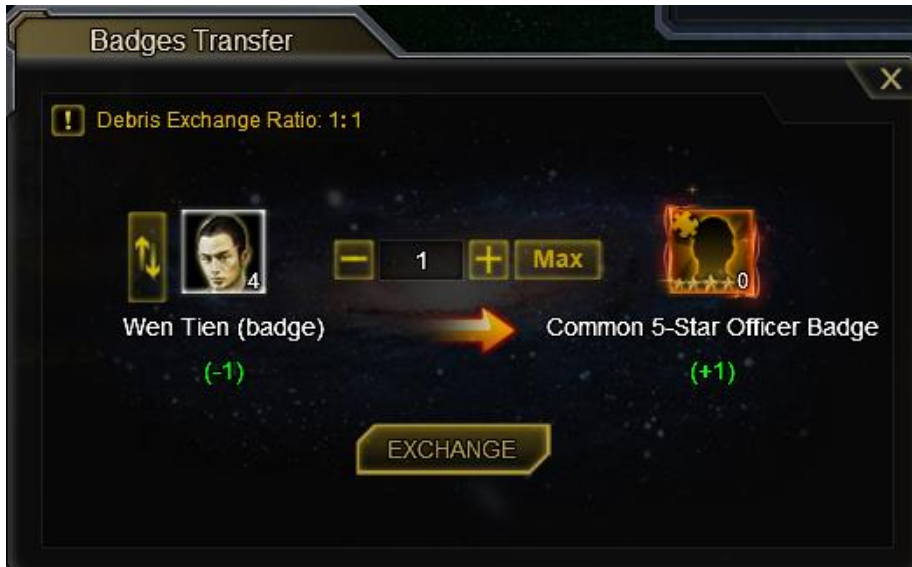- Common 5 star Officer Badges to upgrade

There is a new UI Button (Figure 1) in the officer section for common 5 star badge exchanges that is your entry point into this new functionality

Figure 1

When you open the exchange (figure 1) you will see a badge transfer screen (figure 2). This is where you begin to convert your existing overage of badges into Common 5 star officer badges.

Figure 2

Badge Transfers

Badge Transfers have a ratio of existing badges to new badges per the table below:

4 star officer badges	1:6 – 6 Common 5 Star for each
3 star officer badges	1:4 – 4 Common 5 Star for each
2 star officer badges	1:2 – 2 Common 5 Star for each
1 star officer badges	1:1 – 1 Common 5 Star for each

By tapping the icon with down and up arrows you can open the full array of badges you have available for conversion and begin making badges.

Notes:

- After an officer is ranked up to 5 star the following happens

  - They start over from level 1

  - They will have basic attributes and growth levels significantly increased

  - They will have 5 abilities with the original ability at the most advanced level

  - There is a preview 5 star option.. Use it to see what will happen FIRST. .

Figure 3 Location of Preview Button

Figure 4 Example 5 star conversion

Figure 5 UFP Officers 5 Stars

```
Calculating for Level: 82
+-----------------+-----------+-----------+----------+----------+-----------+
| Name            | Faction   | Damage    | Armor    | Hit      | Evasion   |
+-----------------+-----------+-----------+----------+----------+-----------+
| Solvur          |       Fed |      4250 |    398.9 |     68.8 |     76.16 |
| Liam Campbell   |       Fed |      4250 |    372.8 |    72.48 |     76.16 |
| Jude Grant      |       Fed |      4250 |    425.0 |    72.48 |      68.8 |
| Jaxon Hunter    |       Fed |      4250 |    425.0 |    72.48 |      68.8 |
| Gale Jeffers    |       Fed |      4250 |    389.2 |    72.48 |     76.16 |
| Colton Ward     |       Fed |      4250 |    398.9 |     68.8 |     76.16 |
| Claude Nye      |       Fed |      4250 |    425.0 |    72.48 |      68.8 |
| Bailey Murphy   |       Fed |      4250 |    425.0 |     68.8 |     72.48 |
| Alek Krupin     |       Fed |      4250 |    398.9 |    76.16 |      68.8 |
| Tammy Bolt      |       Fed |      3989 |    425.0 |    76.16 |      68.8 |
| Andy Hubel      |       Fed |      3989 |    425.0 |     68.8 |     76.16 |
| Amy Deeks       |       Fed |      3989 |    425.0 |     68.8 |     76.16 |
| Ali Kader       |       Fed |      3989 |    425.0 |    76.16 |      68.8 |
| Eliza Tony      |       Fed |      3728 |    425.0 |    76.16 |     72.48 |
+-----------------+-----------+-----------+----------+----------+-----------+
```

Figure 6 KDF Officers 5 Stars

```
Calculating for Level: 82
+-------------+-----------+-----------+----------+----------+-----------+
| Name        | Faction   | Damage    | Armor    | Hit      | Evasion   |
+-------------+-----------+-----------+----------+----------+-----------+
| Tomor       |       Kdf |      4250 |    389.2 |    72.48 |     76.16 |
| Rkala       |       Kdf |      4250 |    425.0 |     68.8 |     72.48 |
| Neruq       |       Kdf |      4250 |    398.9 |    76.16 |      68.8 |
| Linq        |       Kdf |      4250 |    425.0 |    72.48 |      68.8 |
| Koral       |       Kdf |      4250 |    425.0 |    72.48 |      68.8 |
| KerenZuud   |       Kdf |      4250 |    398.9 |     68.8 |     76.16 |
| Kekuts      |       Kdf |      4250 |    372.8 |    72.48 |     76.16 |
| Kagir       |       Kdf |      4250 |    425.0 |    72.48 |      68.8 |
| Jock        |       Kdf |      4250 |    398.9 |     68.8 |     76.16 |
| MqoKn       |       Kdf |      3989 |    425.0 |    76.16 |      68.8 |
| Milvi       |       Kdf |      3989 |    425.0 |    76.16 |      68.8 |
| Mektor      |       Kdf |      3989 |    425.0 |     68.8 |     76.16 |
| Kleela      |       Kdf |      3989 |    425.0 |     68.8 |     76.16 |
| Mlara       |       Kdf |      3728 |    425.0 |    76.16 |     72.48 |
+-------------+-----------+-----------+----------+----------+-----------+
```

5 Star Upgrade Path – Common Badge Costs to Reform 5 Star

5 star		
1-10	0	10 star upgrade
10-16	240	
16-22	400	
22-28	640	
28-34	880	
34-40	1200	
40-46	1600	
46-52	2160	ALL LV3 - 4 main
52-58	2800	
58-64	3600	
64-70	4560	FINAL SKILL 5th
70-76	4960	
76-82	5600	
Total	28640	

Badge Reform Chart

	Officer Star Level							
	1		2		3		4	
Reform To	Cost	Cumulative	Cost	Cumulative	Cost	Cumulative	Cost	Cumulative
Recruit to 10	20	20	50	50	100	100	150	150
16	10	30	15	65	20	120	25	175
22	15	45	20	85	25	145	30	205
28	20	65	25	110	30	175	50	255
34	25	90	30	140	50	225	80	335
40	30	120	50	190	80	305	110	445
46	50	170	80	270	110	415	150	595
52	80	250	110	380	150	565	200	795
58	110	360	150	530	200	765	270	1065
64	150	510	200	730	270	1035	350	1415
70	200	710	270	1000	350	1385	450	1865
76	270	980	350	1350	450	1835	570	2435
82	350	1330	450	1800	570	2405	620	3055
88	450	1780	570	2370	620	3025		3055
94	570	2350	620	2990		3025		3055
Totals	2350		2990		3025		3055	

NEW SQUADRON FUNCTIONALITY

Daily Sign IN

Basic Sign In:

The basic sign in grants you 10 Personal contribution, 10 public contribution and 10 squadron experience. The cost for this is free

Senior Sign In:

The Senior Sign in grants you 30 Personal contribution, 30 public contribution and 30 squadron experience. The cost for this is 30 credits
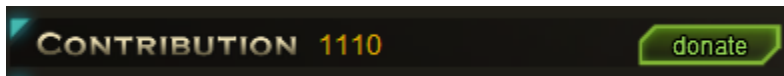
Daily Sign in Bonus

Depending on your sign in points you also get a variety of awards **Please note however it's based on the total sign in points for the previous day**. If you did not sign in yesterday then you can get no rewards even though the button lights up. You must wait until tomorrow.

Squadron Donations

Definitions

Personal Contribution Points: This is what your medals give you for donating as well. This is the currency for the squad shop which goes to squad level 9.

Public Contribution Points: Squad members can donate resources, check in and do other operations to receive public contribution for the squad. This can only be used to improve the squadron functions and is a public resource that only leaders and vice leaders can use.

The rules of donating are as follows

− Squadron members can donate supplies to receive Contribution, Public Contribution and Squadron Experience

− There is a limit for the daily supply donation and that limit will increase as you level up your squadrons

− The supplies when donated are going back to the system into the ether if you will.

Contribution Table

Resource	Personal Contrib	Public Contrib	Squad XP
Metal	200:1	1000:1	0
Crystal	200:1	1000:1	0
Synergen	20:1	100:1	0
Squad Medal	10:1	10:1	10:1
Credits	1:10	1:2	1:1

Squadron boss

There is a new feature called the squadron boss available under the boss tab in the squadron function.

Important notes related to boss

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- There are 3 bosses which can be summoned between the hours of 8:00 and 16:00 server time

- The bosses after being summoned stay for 2 hours so the squad better be ready

- Only one boss can be summoned at a time

- The 1st boss is available at SQUAD LEVEL 4, The 2nd boss at SQUAD LEVEL 8 and the 3rd boss at SQUAD LEVEL 12 (Not yet released near as can be seen)

- Each summon costs public contribution (see above definition) at a rate of 1000 Public contribution boss 1, 2000 boss 2, 4000 boss 3

- The squad boss battle rules are the same as other boss battles in the game (including passives)

- Each Boss gives different rewards based on the same rank/kill mechanic from the standard boss and includes rewards for all participants which can be used in the store and provides additional public contribution for the squadron.

Rewards for finishing	Rewards for finishing	Rewards for finishing
1000	1500	2000

Damage Ranking Reward

1st		**1st**	**1st**
1000 / 10		1500 / 15	2000 / 20
2 to 3 Place		**2 to 3 Place**	**2 to 3 Place**
600 / 8		900 / 12	1200 / 16
4 to 10 Place		**4 to 10 Place**	**4 to 10 Place**
400 / 6		600 / 9	800 / 12

Squadron Buffs

- In order to use a buff it must be upgraded once FIRST by a leader
- Leaders will upgrade the buffs and players will pay the personal cost for the hours they want to use them.
- You can buy them for 1 hour, 2 hour or 8 hour increments with personal contribution
- First upgrade costs 23256,29070 PUBLIC contribution by leader.
- It will cost 100 PERSONAL Contribution per hour times the slot
  - 8 hours of engine speed up = 800 contribution
  - 8 hours of harvest = 1600 contribution

Types

There are currently only two shown but 1 listed as coming soon

Level	Harvest	Speed	Harvest Cost	Speed Cost
1	5%	150	29070	23256
2	10%	300	151200	120960

WHAT IS NOT IN THIS PATCH

- New Interstellars (not 100% until we can get through 22 but not likely present at this time)

- New Trials (obvious as they expert tier is still out of reach for most players and i wouldn't want it, I'd rather have something new)

- New Standard Ships (I have to think on the levels but since upgrades usually come every 2 shipyard levels and that's every 4 levels I am not sure they will show until 86)

- New Level 8 Chips (again i think that's 86 but not positive)

- Level 82 cap is in place (since the upgrade would be level 88 I would expect that next patch as 88 is beyond the +2 normal for the cap) Meaning it should show during the 85-90 patch.

- New Shuttles

- 5th spot unlock for fleet

- New arena rewards

- New Tournament rewards

- Formation Level 7+ (tenative but I dont see form bonus for 7+ in the list)

- Level 81+ labs (tenative don't have 80 labs there but doesn't appear).