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==== Battlefleet Gothic: Armada II offers a diverse range of factions, each with their unique strengths and weaknesses, making it challenging to navigate in-game interactions. Here are some key strategies for success. EYES ON THE OBJECTIVE While destroying all enemy vessels may seem like the ultimate goal, it's not always feasible or advantageous. Instead, focus on completing specific objectives, such as capturing control points, which can be achieved by dividing your armada to cover multiple areas while also being prepared to counter potential threats. LOOK TO THE DISTANCE Utilize ships with special abilities that project power beyond conventional range. Firing a salvo at hostile radar hilps before they're fully detected can give you an edge in combat. Additionally, make use of afterburners or other maneuverability-enhancing abilities to improve your position and firepower. MANEUVER, MANEUVER, MANEUVER Effective use of abilities like afterburners can significantly enhance your movement and traversal capabilities. These can also be used to turn your ship and bring weapons to bear. However, be cautious not to engage in debris or friendly ships without clearing the surrounding space first. PRIORITIZE Before engaging with an enemy ship, prioritize which subsystems to target. By targeting critical areas like engines or reactors before taking out the hull, you can cripple an enemy faster and reduce their ability to inflict damage on your fleet. Don't forget to send out boarding parties, which can strike key systems and even take out entire crews. BATTLEFLEET GOTHIC: ARMADA II TIPS: THE FCTIONS & FLEETS # The Imperium of Man The Imperium is a well-balanced faction with strong fleets in medium-range engagements. They excel at using macro cannons to deal significant hull damage and have access to various special abilities. # Do Orks Ork ships are slow and ineffective at range but become formidable opponents when engaged up close due to their high volume of fire. The "Big Red Button" ability, which fires all rockets and engines, can be devastating in close combat. Fast vessels like Aeldari Eldar ships excel at hit-and-run tactics due to their speed and long-range weaponry but struggle when close combat ensues as they're essentially 'glass cannon' armies with fragile hulls. Playing against Orks, keeping a safe distance is crucial since even minor collisions can cripple your strongest ships. Each of the three Aeldari factions subtly alters the speed vs armor balance. On the other hand, Necron fleets, despite their slower and larger vessels, boast remarkable resilience thanks to their living metal hulls which can absorb significant damage and self-repair over time. Their ability to teleport short distances and recall escort ships makes them formidable ambushers; employing a divide-and-conquer strategy where faster ships secure objectives while the main force approaches the enemy's base or capital ship is particularly effective. In contrast, Tyranid fleets are massive but largely expendable swarms that overwhelm their foes with sheer numbers. Their 'tactics' revolve around closing range and engaging in close combat where they can devour enemies whole; however, their only weakness lies in their inability to withstand significant punishment. The Tau Empire boasts a high-end navy equipped with powerful long-range weaponry but lacks manoeuvrability and durability. Preferred tactics involve deploying probes or sacrificial ships to detect distant threats and then eliminating them before engaging in prolonged battles which would be detrimental to the Tau's fragile vessels. Lastly, Chaos fleets, being modified versions of Imperial forces, tend to operate similarly but with slightly increased speed and fragility. Their weapons have greater range and can fire in any direction, allowing for constant bombardment while keeping enemies at bay; breaking off when pursued is a common tactic employed by Chaos players. These are some tips for navigating the vast expanse of Battlefleet Gothic: Armada II's galaxy. Chaos fleets tend to falter when bogged down by an enemy that can absorb damage as well as they can, especially since their armor is slightly less than many other ships. Don't expect these tips to turn you into a master of Battlefleet Gothic: Armada II overnight - hours of experimentation and studying the strengths and weaknesses of each faction will do that. Hopefully, these suggestions will at least get you started on your journey and make you feel more confident when facing the galaxy's many dangers. ===== Using Convoy Escort for a couple of turns will reward you with 100 bonus resources per convoy ship saved, while Blockade will give each fleet involved in battle an additional movement point, allowing them to perform one more move. Siege will reduce the cost of evolving systems for a short period, and there are new abilities within the Chaos campaign that grant special favors against specific Chaos Gods. CHAOS CAMPAIGN FLEET CONTROL: In contrast to the single fleet system in the original game, you now have control over multiple fleets of ships within Campaigns. The leader of a fleet is referred to as the Commander, with their direct ship being called Flagship. A Fleet consists of all ships under a Commander's control, and when combined, they form your Armada. Within a single fleet, any Line ship can be promoted to Flagship at any time, replacing the previous one and maintaining its experience level. Each Fleet has a maximum Strength limit, but the total allowed strength for battle is higher, allowing you to queue up to three fleets for a single battle. The Hulk's capabilities have been drastically altered, rendering it unable to take any action. However, enemy forces can still target the active ships in its fleet, but tend to focus on them instead of the Hulk itself. Enemy ships are more likely to focus their attacks on the crew rather than attacking the Drifting Hulk directly. The crew is most vulnerable during enemy Assault actions, but they can also die from collateral damage caused by ship explosions. SLOW MAINTENANCE AND PERMADEATH: Your ships no longer recover from damage instantly between turns. Outside of Easy difficulty, repairing them costs extra resources, with limited hull strength and crew count restoration per turn. Destroyed ships are gone, making replacement costly. Commanders who lose their flagship in a mutiny can escape to the closest friendly system, but if it's destroyed, they're out of commission. RAIDS: Systems can be hit by random Raids, which have a countdown timer and strong attacking forces. Raid threats increase with faction power levels and certain planet effects. You can slow down or cancel raids using Battleplans. TIME LIMIT: Campaigns have time limits, divided into Objectives and Urgency. Objectives require conquering systems or completing missions, while the Urgency meter increases with each turn. Filling it triggers penalties, increasing enemy threat levels. Completing objectives resets the meter, but you must carefully plan your economy and tactics to avoid losing. OTHER MECHANICS: NPC-controlled systems have different defenses than yours. They can build space stations in some systems, use minefields more efficiently, and spend resources on their forces. Looking forward to repair our fleet compared to the other factions' specific planets: All of the faction you can play as in the campaign treat many planet types differently; for one example, an agri world held by the imperium reduces the resource cost of upgradin any of your planets by a small percentage, while the same type held by chaos reduces the bravery of emmy imperium ship crews. Always double check the effect of each planet under your control before you spend valuable resources on upgradin them, to avoid upgradin one that gives your specific faction a less important boost than othr. ===== If you're new player in Battlefleet Gothic: Armada 2, understanding the abilities and stances available to your ships can significantly improve your decision making and overall performance. This guide will break down each stance and ability, explaining when and why to use them for maximum effectivity. ===== Stanes: How to Use Them Effectively Most ship have four stanes though some may have three. Unfortunatly wen to us each one is key to aditing to different battle scenarios. 1. Brac for Impact Efekt: Reduces hull damage taken by 25% and inkras turret accurerie by 50%. Best Usd Wen: You expect heavy damage (e.g., enemy torpedoes, bombers, or large volleys). Engain in or takin part in ramming manoeuvres. You hav no weapons left, and your priority is survival. Key Note: Your defense turrets have a rang of 4500 unitz, the same as your detekcion radis, makin this stanes effektiv for interseptin emny fighterz, bombers, and torpedoes. ===== 2. Lock On Efekt: Inkra's weapn rang by 4500 unitz, boosts accurerie by 20%, and doubles kritikal hit chans. Best Usd Wen: Engain at long ranze, especially with lance weapns. Facing an emny with strong hull armor, wherekritikal hits are necessary. Keeping distans from bordring-heavy fleetz (e.g., Space Marinez). Key Note: Lancez always hit, so extra accurerie wont help them, but the kritikal chans bonus diz. ===== 3. Reload Efekt: Inkra's macro weapn fire rathe by 40% (does NOT afekt lancez). Reduces kombusion gauge kooldowne (boost regenerashun) by 20%. Best Usd Wen: Maximizin macro weapn firepower. Inkra's mobilitee (boost rekharshun allows for faster eskapes or re-engaimentz). Key Note: If your ship only hav lancez weapns, this stanes is not usful. ===== Command Abilitiez: When & Why to Us Them 1. Emergency Repair Efekt: Fixez yellow (ait) damage to subsystems but NOT red (kritikal) damage. Best Usd Wen: Enjinz or geniratorz are damaged, affecting mobilitee or shield regenerashun. You need to restor turrets (this abilitiez revives three). Key Note: Dont spam it immediatly—prioritize Ralliez or Call to Armez if needed first. ===== 2. Call to Armz Efekt: Replenishtz troo lost to bordring actions. Best Usd Wen: Facing bordring-heavy emny (e.g., Space Marinez, Orkz). You've taken repeated bordring actions and need to restor ship effectivity. Key Note: Use this as soon as it's available if your troo are bein depleted. ===== 3. Ralliez Efekt: Restorz morol in near beebz ship, preventing or stoppin mutiniee. Best Usd Wen: Your fleet havz low bravery unitz (e.g., Orkz, unupgradet Tau). You need to prevent mutiniee befor ships fle the battlefield. Key Note: Your Flagship havz Ralliez, while other shipz use Encouragin Speech with a smaller area of efekt. ===== Boarding & Assault Actioez 1. Lightening Strike Efekt: Targetz emny troo at 9000 unitz rang, dealin moderate troop damage. Best Usd Wen: Engain at long ranze. Targetin shipz with few troo left. Key Note: Requirz emny shieldz to be down befor us. ===== Looking forward to seeing everyone at the meeting tomorrow, we'll discuss strategies for taking down enemy ships with shields. Torpedoes are an effective way to deal direct hull damage, but timing is crucial. Standard torpedoes are best used in close-range combat to increase accuracy and broadside shots for maximum hits. However, some factions have homing torpedoes that can be devastating. Melta torpedoes, on the other hand, cause fires and deal damage over time, reducing morale. They're perfect for taking down low-bravery factions or ships that rely on repairs. Boarding torpedoes deliver troops instead of direct damage, making them ideal for crippling enemy crews without engaging in close combat. When targeting large, slow ships, boarding torpedoes can be a game-changer. Fighters are defensive aircraft that destroy enemy torpedoes, bombers deal direct hull damage, and assault boats weaken the enemy's effectiveness. Understanding which ship loadout to use is key to maximizing abilities. Final tips for new players include not spamming abilities, knowing your ship loadout, positioning yourself for optimal shots, prioritizing objectives over kills, watching cooldowns, and mastering these abilities will greatly improve performance. The Imperium Campaign: A Stress-Free Approach You can start preparing for the battles once all your good systems are upgraded to Level 3 and your fleets are organized as desired. With a surplus of resources, you might consider upgrading the Agri and Penal Worlds to Level 2, allowing them to progress towards Level 3 when more resources become available. However, doing so too early can be stressful, especially since it requires saving up significant resources for other upgrades. A better approach is to wait until your Urgency Meter rises, but not all the way to its final point. Keep an eye on Rise of Cadia before proceeding to the auto-lose point. Be sure you have a solid fleet and important systems upgraded by then. Your main goal will be securing each sector before taking on missions that reset the urgency meter and unlock new areas. Holding down on certain systems is crucial, especially those like Arilla Bay in Agripinaa and Jubal in Chin-chare. The campaign's progression heavily relies on your ability to manage these early challenges. The Tyranid Invasion is another key factor in the game that requires preparation. Be prepared to defend systems across multiple sectors once the invasion begins, using a combination of your fleets with effective ship compositions. Spire's fleet plays a significant role here, but it should also be able to break away to further the mission chain at critical points. Defending against four key system invasions will reward you with additional Imp, Admech, and SM fleets. However, this step is contingent on already having the maximum number of each faction's fleet. Spire's Fleet Soonest Than You Renown Level Allows If You Fail I Believe You Not Get Fleets Eventually Unlock Mission End Tyranid Threat Destroy Hivemind Ship Will Be In Southeast-Most System Belis Corona Sector Where Start Play Tyranids I Recommend Spire Having Vengeance GC Composition I Recommend For Him In Fleet Armada Composition Section Hive Ship Launches Psychic Wave Attack Within Radius Around It That You Not Want Your Ships Be In So You Want Ships Dish Out Lot Damage From Far Away Possible And While You Could Let Urgency Meter Rise Farm Tyranid Invasion I Do Not Recommend I Recommend Ending Tyranid Threat ASAP Because Tyranid Invasions Continue Unstoppable Undelayable Other Factions Going To Start Invading You Quickly Get Overwhelmed If Not Careful After Destroying Hive Ship Finishing Defend Against Leftover Incoming Tyranid Invasions Following My Advice Cadia Section And Then Same Strategy Captured Sectors Agripinaa Chin-Chare And So On Letting Urgency Meter Rise Collect Income Build Systems Collect Even More Income Completing Next Mission If Followed My Fleet Armada Composition Advice Created Ideal 2 Fleet Armadas Master Fighting Battles With Them Rest Of Campaign Easy Swimming In Income Battle Plans Have Enough Armadas Respond Time Any Random Invasion Then Spire Move Conquer Next Sectors Win Next Missions Same As Tyranids Different Missions Proceed Until Reach Finale Where Can End Faction Threats Cause Invasions Orks Aeldari Necron Threats Can Be Permanently Ceased Leaving Only Chaos Imperial Pirates Dark Eldar Spawn From Not Having Fleet In Their System When Get Chance Follow Inquisitor Darkhammer Always Choose Not I Battle Takes Place Same System Either Way Reward Effective Same And He Prick When Get Chance Help Or Interfere On Behalf Fallen Space Marine If Help Him Then Show Up Mission AI Reinforcement But If Do Not Interfere Will Get Free Space Marine Fleet Reward Make Sure Have Maximum Number Space Marine Fleets Already So Get This As Plus One Scarus Belial IV Caliban Scelus Sentinel Worlds Sectors Can Be Abandoned After Done Respective Missions I Believe If Get Tired Responding Random Invasions But Diminish Significantly Invasion Follow Missions Until Get To Eidolon Final Mission Beat It Win Campaign Fleet Armada Compositions Spire's Mission Armada Have Use Admiral Spire Complete Missions My End Game For His Armada 2 Fleets Composed Vengeance Grand Cruisers At Least 3 Vengeance GC Each Fleet Order Bring 6 Vengeance GC Once Reach Level 13 And Am Able Bring 1500 Points Into Battle Vengeance + Exorcist combo is a great way to get 1504 points for Spire, but the Exorcist needs to be in Lock-On Stance to support Vengeance effectively due to its limited range of 9000. It's recommended to bring only one Exorcist into battle for scouting and bomber support. A possible ideal armada for Spire is 2 Fleets of 3 Vengeance GC + 1 Exorcist GC, which totals 1504 points. Additionally, if you have the Macragge Space Marine Super Battleship, bringing Spire and Macragge requires careful planning due to their point values. A suitable fleet composition would be 3 Vengeance GC + 1 Strike Cruiser Mark III = 1650 points exactly. Another advantage of using Vengeance GC's for Spire is that they can help with varying missions. Running two Imp Fleets together could also be effective, but Avenger GC spam might be a good alternative due to its ability to camp in a Nebula and still shred enemy fleets. However, Avengers' short range was initially a concern, but testing showed they can still perform well when camping in a Nebula in Lock-On Stance. For an Imp fleet with an Admech fleet, consider 1 Admech Lunar + 1 Dominator = 398 points, allowing you to bring 5-8 cruisers at various point values. Replacing an Admech Lunar with an Admech Dictator for fighter support is also an option if the spare points allow it. When planning fleets, small point value differences can significantly impact what ships you can bring. At 1350 Leadership, bringing an Imp + Admech armada could include 3 Dominators, 3 Admech Lunars, and either 4 Admech Firestorm Escorts or 1 Imp Gothic, depending on the choices. A Space Marine fleet with an Admech fleet would be composed of Strike Cruiser Mark III's + Admech Lunars. This combination allows for a similar flexibility in choosing ships based on point values. ===== ## Cruiser Mark I: A Costly Investment for Fighter Scouting Support in SM Fleets? The Cruiser Mark I is a pricey option at 224 points, but it offers surprisingly substantial firepower when paired with its Heavy Lance. However, even with the ability to create multiple Strike Cruisers within one fleet, the cost of a single SC Mark I may not be justified. ## Admech Fleet Composition: A Mixed Bag I've abandoned this section after months of tweaking my own fleets, but the core idea remains: Create multiple 1:1 Armadas between SM and Admech fleets to maximize efficiency. This can involve using my Two Imp Fleet Armada for Spire as a starting point and then adjusting the remaining armadas according to available fleet points. ## The Importance of Effective Fleet Synergy If you're skilled in battle and don't lose any ships, you shouldn't need reinforcements from a third fleet. A two-fleet armada is usually sufficient, especially since it provides better renown compared to relying on three fleets. This approach allows for more adaptability during missions that require navigation or attacking the AI. ## Easy Wins in Cruiser Clash Battles To dominate regular cruiser clash battles and capture systems with ease, focus on a specific battle type - in this case, Cruiser Clash. By selecting this type exclusively before starting your campaign, you'll be able to curbstomp opponents. Utilize my recommended Armada Composition for Spire as an example, emphasizing the importance of positioning Vengeance Grand Cruisers in a Nebula and arranging ships accordingly to maximize broadside firepower. ## The Power of Positioning By employing these strategies, you can turn Cruiser Clash battles into easy wins. Remember to position your ships carefully within the Nebula, allowing them to overlap their circles before engaging the enemy. This positioning will give you the upper hand as the AI is forced to approach and take damage before firing. You see what happens when you wipe out your nearby ships that are tracking you - after a couple of minutes, they'll be obscured by the Nebula and that big nasty battleship will have to come into its range to find you. This means your other ships can pick it off from a distance. ===== When employing this strategy, keep in mind that having your flagships up front is key - they'll absorb the enemy's fire until their shields are low, then click the shield skill and watch them regenerate so your flagship can keep tanking while all your ships destroy the enemy one by one. Be wary of environmental effects such as lightning storms which will cause damage in Nebulae, making this approach less effective. ===== However, if you're using a SM + Admech Armada composition with Strike Cruisers MkIIs and Lunars, things get more straightforward - position them in a Nebula, make sure they don't move when issuing an attack command, have your shield skill ship up front to tank fire. Select the "Fire-Forward" option instead of broadside for maximum range, and choose the Lock-On Stance to blast enemies with their Heavy Lances. You can always switch to broadside or let them circle the enemy as needed.