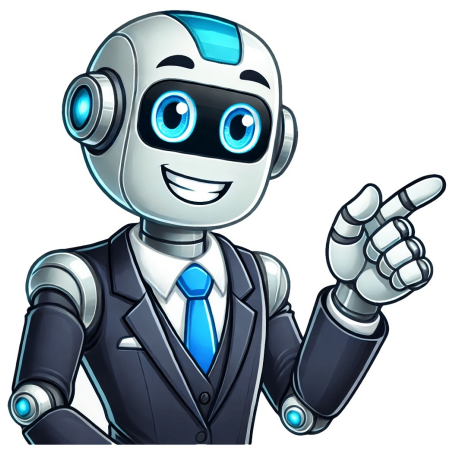


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## Stellaris best ship design 3.6

Given article text here Baby's First Stellaris Ships (3.11 Eridanus) By foxfax So, many guides focus on getting powerful ships like Titans and repeatables by certain points in the game. This isn't that guide. Instead, it's a beginner's look at ship builds, written for single-player mode. The guide has been updated to 3.14, for those looking for advanced strategies. For a better experience, Reddit uses cookies with its partners. By accepting all cookies, you agree to their use for site maintenance, service delivery, and advertising personalization. Even if you reject non-essential cookies, some will still be used to ensure platform functionality. For more information, see the Cookie Notice and Privacy Policy. This guide covers everything related to Stellaris ship designs, including various classes like Corvettes, Frigates, and Battleships, as well as Nanite ships and counters for endgame crises. The mid-game ship classes are no longer obsolete due to new developments in the combat system. However, this guide is updated for the newest patch, 3.12 "Andromeda," which introduced new ship designs, such as Riddle Escorts and Enigma Battlecruisers. Ship design has become more complex with the addition of DLCs and patches, offering many options to consider when building ships. Leader quirks, Ascension Perks, Traditions, and Origins further enhance gameplay depth. While finding the optimal build can be challenging, this guide aims to provide a general guideline for creating effective ships, explaining their functionality and why they're useful. Warden, here's the meta ship designs overview: the "game stage" and "good against" are guidelines, not set rules. The Absolute Power Scale helps with progressing in the game, but it's not rigid; you can use early ships late-game and adapt to counter opponents. Note that these designs aren't PvP-proof, as players can counter your strategies. Als are more forgiving. Let's dive into the Corvette ship designs: it's crucial to know early-game fleet options regardless of empire type. Corvettes have a precise countering strategy. The Missile-class counters Laser-class; Laser-class counters Picket-class; Picket-class counters Missile-class; and Disruptor-class counters everything. Missile Corvettes are good against ships without anti-missile defenses, Starbases, and all Corvettes except those with Phase Disruptors or Picket Ship modules. The Picket-class design is a direct counter to the Missile-class, utilizing additional Point Defense to neutralize incoming missiles. This build excels at countering enemy missile Corvettes but falters against Disruptor-class Corvettes. The Laser-class Corvettes complete this "triangle of counter designs." By using an offensive weapon instead of the Picket slot, you'll outclass enemy Picket-class ships but still struggle with missiles since you removed your missile counter. The Disruptor-class design is the absolute best against Corvettes, providing devastating tracking power to demolish enemy swarms. Going with Phase Disruptors against opponents lacking advanced ships gives you an edge in combat, but they're less effective against larger vessels. Frigates, equipped with Cloaking Tech and Torpedos, make ideal stealth units due to their small size, allowing them to sneak up on bigger targets like Titans and Battleships. However, Corvettes armed with Phase Disruptors will have an easy time taking them down. Destroyers are still in a transitional phase, but they're not obsolete – they excel at countering enemy Corvettes and can handle Starbases and Defense Platforms more efficiently. Building a lot of Destroyers or skipping them altogether is crucial, as the next ship class, Cruisers, significantly outperforms them. Cruisers offer a significant advantage over Destroyers and Corvettes in most aspects, making them a dominant force in the mid-game. The Whirlwind-class Cruiser is designed to utilize as many Whirlwind Missiles as possible, taking advantage of their powerful range, firepower, and versatility. This design excels in the mid-game but will be outclassed by late-stage Battleships. The Devastator Torpedo Cruiser boasts impressive damage output and can decimate enemy fleets with its short-range torpedo. However, its lack of evasion capabilities makes it vulnerable to enemy counterattacks. The Autocannon or Disruptor in the small weapon slots provides flexibility, while Afterburners enhance speed, and a Torpedo Computer ensures correct behavior. The Arty-class Cruiser is less desirable but still effective against hull ships in long-range engagements, particularly against big ships. However, its vulnerability to Devastator Torpedoes necessitates a well-composed fleet to mitigate this weakness. In contrast, the Overlord-class Battleship offers an excellent balance of offense and defense, with the Focused Arc Emmitter dealing significant damage against big ships. The Whirlwind Missiles provide further firepower and range, while Point Defense Systems address the blind spots associated with its large size. Strike Crafts equipped to handle small ships like Destroyers, Corvettes, and Frigates complete this well-rounded design. This design takes inspiration from pre-patch artillery, offering high damage output and long range capabilities. However, it's not as effective against smaller targets and requires support from other ships to counter close-range threats. Artillery designs excel at neutralizing big targets before they can retaliate, but be cautious when facing multiple enemies with point defenses or stealth capabilities. The Titan-class ship design is often overlooked but can provide significant benefits due to its raw power and special abilities like Shield Dampening. When using the Aura module, it's essential to choose long-range weapons and keep the ship out of trouble to maximize its effects. Auras like Quantum Destabilizer or Shield Dampener can be game-changers in large-scale battles or against specific enemy types. To obtain these ships, players must have the Cosmogogenesis Ascension Perk, which grants access to Riddle Escort and Enigma Battlecruiser variations. The Riddle Escort is particularly effective due to its loadout capabilities, low upkeep costs, and flexible fleet size requirements, making it a powerful addition to any armada. The effectiveness of a ship in Star Citizen's Cosmogogenesis fleet largely depends on its weapon loadout and composition. The Torpedo-class and Artillery Class ships offer excellent swarming capabilities due to their high damage output and versatile options, such as Devastator Torpedoes or Marauder Missiles. Combining Torpedo and Artillery ships can create a powerful composition that counters Shields effectively. In contrast, Enigma Battlecruisers excel in specific situations but have limited overall value compared to Riddle Escorts. These ships are considered the backbone of Cosmogogenesis fleets and are ideal for general-purpose warfare. The loadout for these ships often focuses on long-range damage output, with the Combat Computer setting to Artillery. Players can adjust their strategy based on their opponent's composition, using Focused Arc Emitters or Tachyon Lances as needed. The Nanite Swarmer ship, exclusive to the Nafotech Tradition tree, boasts no upkeep costs but has limited durability and requires a specific playstyle. To effectively design fleets in Stellaris, it is crucial to understand how different ships interact with various endgame crises and adapt your compositions accordingly. To gain an upper hand, design your ships strategically. For Synthetic Queen's flagship Titan-class, use Devastator Torpedoes to exploit its massive size. Regen and bursting the flagship down is key. Smaller fleets like Torpedo Frigates and Nanite Swarmers excel against Cetana due to reduced upkeep. Focus on shields for her other fleets and avoid excessive armor as she wields energy-based weapons. For The Unbidden, prioritize anti-shield weapons and shields for defense. Utilize Battleships with Focused Arc Emmitter and Whirlwind Missiles. Shield Dampener is crucial in Titan/Juggernaut ships to neutralize their shields. Don't underestimate Titan's aura, which amplifies your fleet's power. Prepare your ships early on by outfitting them at multiple star bases. For The Unbidden, getting a highly-upgraded Quantum Catapult can be beneficial for rapid deployment near the portal. Prethoryn Scourge lacks Shields and uses weapons that ignore shields; thus, Tachyon Lance and Whirlwind Missiles are top choices. Defenses should focus on Armor since their weapons are weak against it. Adjust your A Slots based on the situation, prioritizing Thrusters if you want to engage early. Execute ship designs promptly for all three factions to prevent their spread across the galaxy. Note: The given text language is English and I will maintain its original language without any translation or paraphrasing. To counter Contingency, use ships with weapons that bypass shields (like in The Unbidden). Building Battleships with Focused Arc Emmitter and Whirlwind Missiles are very effective, and adding some Disruptor Corvettes can be helpful if you have them. For defenses, stack up as many Shields as possible to counter their attacks. Additionally, replace all ships' Sapient Combat AI with Yellow Computers because the Contingency will weaken ships with this AI. If you want to be safe, use Advanced Computers instead, as the debuff is quite strong. Space Combat AI is a complex game mechanic that determines how ships behave in combat. Each ship operates independently and has characteristics like Attack-Move-Pattern, Passive-Move-Pattern, Formation Distance, and Preferred Range Attack. When a ship enters combat, it will move towards its target until reaching a certain range (long, medium, close). At this point, the ship will enter its Attack-Move-Pattern. Different Combat Computers significantly impact a ship's behavior, particularly in how it approaches enemies and engages in combat. The table below shows the specific behaviors influenced by each Combat Computer Program: | Combat Computer | Preferred Attack Range | Attack-Move-Pattern | Formation Distance | Passive-Move-Pattern | | --- | --- | --- | --- | --- | | Swarm | Minimal Range | Orbit | 10 | Charge | | Picket | Medium Range | Stay at Range | Medium Range | Orbit | | Line | Medium Range | Stay at Range | Medium Range | Charge | | Artillery | Maximal Range | Maintain Distance | Medium Range | Stay at Range | | Carrier | Maximal Range | Maintain Distance | Maximal Range | Stay at Range | A good rule of thumb is to understand how each ship's Combat Computer dictates its behavior, especially in terms of Attack-Move-Patterns and Passive-Move-Patterns. This understanding can help make informed decisions about which ships to use and how to counter the enemy's strategies. Swarm Computer ships aim to constantly confront opponents up close, often utilized by mass Corvette fleets. Torpedo Computer follows suit but maintains some distance between attacks. Line Computer seeks a balance between medium-range combat and sticking close to allied vessels. Artillery Computer chooses its optimal range and stays there as much as possible, ideal for ships with heavy artillery. Carrier Computer prioritizes hangar space and keeps a safe distance from opponents. A well-rounded strategy requires careful consideration of these mechanics, similar to medieval battles where footmen, pikemen, catapults, and archers each serve distinct roles. In combat, understanding the behavior of different ship types is crucial when combining unique weapons and ships. The targeting system also plays a significant role, prioritizing low-health, close targets with high tracking capabilities. However, large ships tend to overlook highly evasive targets, making fleet composition important in adapting to opponents' strengths and weaknesses. The "Absolute Power" rule from the guide advises against early-game ship types like Destroyers in later stages, as they cannot compete effectively. Battleships, particularly the Overlord design, offer a safe choice for those new to Stellaris ship designs or who prefer not to delve into specific patterns. Strategic chokepoints are also often overlooked but can greatly impact the battle's outcome by controlling key areas. Defending Your Empire in Stellaris: A Guide to Ship Design To safeguard your empire against AI threats, focus on powerful defensive strategies. Tachyon Lance and Focused Arc Emmmitter are game-changers in the late-game; choose one that complements your enemy fleet's defenses. Armor is a safer bet than shields, especially when facing AI opponents. Afterburners are potent, so consider them as a default option. When designing your own ships, prioritize weapons with synergy in range and role fulfillment (e.g., Range, Brawl, Burst, Anti-Shield, Anti-Armor). Additionally, explore various upgrade options through Civics, Edicts, Ascension Perks, Tech, Admiral Bonuses, and Traditions. Keep in mind the significance of bonuses, especially with the introduction of Astral Planes. Consider increased shields for certain ship designs to unlock Edict Astral Shielding, boosting Shields considerably. For beginners, stick to general ship designs, as randomly changing weapons can lead to anti-synergy effects. Auras from Juggernaut/Titan ships are incredibly powerful; create one and choose the right Aura for your scenario. The -10% Ship Fire Rate is a safe choice. The Stellaris combat system's meta continues to evolve, with Paradox's changes in Patch 3.6 providing a solid foundation. While there's still room for polishing, our guide offers some of the most powerful ship designs. Remember that every ship design has its counter, and the ever-evolving meta is what makes Stellaris engaging. Once you master these ship designs, focus on other aspects of the game, such as politics, relationships, economy, and diplomacy. Hidden within the galaxy's vast expanse lies a key component: the ship designer. This tool allows players to tailor their fleets with precision by selecting from an array of components, deciding how their ships should appear, perform in combat, and navigate through space. When it comes to shields, armor, and utility parts, players opt for the highest-tier options available. However, weapon choices are slightly more complex, as a balanced approach often yields better results than solely focusing on brute force. Utilizing the auto-designer can lead to subpar outcomes, so caution is advised. For those seeking a formidable fleet capable of triumphing over the most perilous foes, this ship design is an excellent starting point. The 10 Interceptor Corvette serves as a reliable and relatively affordable foundation for beginners. Its three slots ensure a manageable complexity level, even for new players. Pairing one Red Laser with two Mass Drivers equips this vessel with a well-rounded arsenal suitable for tackling minor threats early in the game. As energy weapons tend to cause more damage to armor and kinetic weapons excel at breaching shields, experimenting with different configurations can be beneficial for understanding the intricacies of ship design. Notably, Torpedo Corvettes often prove to be one of the most effective ship types, capable of even engaging battleships by sheer numerical superiority. A simple modification to the corvette hull - changing it to the Missile Boat variant - unlocks new possibilities. Equipping Devastator Torpedoes, which boast the highest base damage among explosive weapons and offer bonus damage against armor, can lead to devastating first strikes. When configuring the small slot on the corvette, Stormfire Autocannons demonstrate exceptional tracking capabilities, albeit with limited range. This issue is mitigated by including Afterburners in the auxiliary slot, allowing for enhanced evasion while rapidly closing the distance during combat. However, be prepared to sacrifice the autocannon if necessary due to power management concerns. Destroyers often find themselves struggling to find a purpose but can offer an unexpected advantage when first researched. The Artillery Bow allows players to equip their ships with large weapon slots early on, providing significant benefits. Filling this slot with Kinetic Artillery yields substantial damage output and the ability to outrange many opponents. In conjunction with Auxiliary Fire-control, this setup can prove particularly effective. When employing destroyers, consider utilizing them as picket ships designed to intercept enemy strike craft and missiles. Their specialized components - Picket Ship Bow and Stem - grant three-point-defense slots, unmatched by other ships in the game. It is worth noting that Flak Artillery surpasses its counterpart in this context. Cruisers play a crucial role in Stellaris as they bring significant firepower to the battlefield. When choosing modules for cruisers, it's essential to consider the balance between offense and defense. While Guardian modules deal slightly more damage, Flak Artillery excels at tracking and negating missile evasion, making them an excellent choice for point-defense. A few Flak Destroyers can provide additional protection for fleets. For a well-rounded cruiser design, players should prioritize the Artillery Bow and Core in the large weapon slots, filled with Kinetic Artillery. This setup allows cruisers to pack a significant punch while maintaining a balance of offense and defense. As players progress through the game, it's essential to consider the power disparity between cruisers and destroyers. Cruisers typically have triple the health and armor of destroyers, making them ideal for aggressively expanding empires. Battleships represent the true heavy-hitters of any fleet in Stellaris, providing unmatched firepower and becoming the backbone of a robust defense system. With the Artillery Bow, Core, and Stem, players can mount up to six large weapons on their ships, including Neutron Launchers alongside Kinetic Artillery for enhanced energy capabilities. In the late game, research techs significantly buff energy weapons, making them a preferred choice for battleships. Once an X weapon has been researched, players can equip battleships with the Spinal Mount, allowing them to utilize the most powerful arms available in the game. The Arc-Emitter is generally the most desirable X weapon due to its ability to benefit from research repeatables. For optimal performance, auxiliary Fire-control should be employed to maximize the ship's chances of hitting targets. Players should ensure that their battleships are retrofitted with X weapons as soon as they become available, enabling empires to take on end-game crises with confidence. An alternative battleship design, the Carrier Battleship, offers a reliable option for players seeking better fleet defense while maintaining impressive firepower capabilities. Swapping out the middle section for a Carrier Core adds two point-defense slots and two strike craft slots, making carriers especially effective against defensive stations and fortifications. Lastly, the Titan represents one of the game's most powerful ships, bringing unparalleled firepower to the battlefield. Its exclusive Perdition Beam can be equipped in an additional weapon slot, dealing massive damage and solidifying its position as a key component in any robust defense system. The Titan and Juggernaut are two behemoth ships that offer immense destructive power, but require careful consideration due to their hefty price tags. When using them, it's crucial to have a robust defense in place, such as three Shield Capacitors, to absorb damage. What truly sets these ships apart is their unique support capabilities, which can severely debilitate enemy fleets. The Titan excels at applying debilitating auras like the Subspace Snare and Shield Dampener, while the Juggernaut serves as a mobile shipyard that not only packs a punch but also repairs, upgrades, and rebuilds fleets on the go. Its support auras, including the Target Acquisition Array and Strike Command, further enhance its already formidable presence.

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