

# Tarakian Fleet Guide



As the most enigmatic of all the races humanity has encountered, very little is understood about the Tarakian physiology, technology, or motivation. They are mostly known by their actions, defending lone merchant vessels from predation before they surprised everybody and formally joined the Kurak Alliance. But beyond their ships being welcome to join any Kurak war fleet, their actions basically have not changed. All formal request for their assistance are ignored, but they often arrive at staging areas suddenly and unexpectedly, appearing suddenly with no Fold Space signature.

This guide is written to help you maximize their Squadrons.

## Overview

**Battleship: 8/10**

**Cruisers: 9/10**

**Frigates: 3/10**

When people think about Tarakians, they think about Gravity Weapons. Gravity Weapons are amazing, due to:

- Ignore AD Degradation
- Ignore all LOS restrictions from terrain
- Ignore Shields
- Ignore Cloaks
- Push/pull enemy Models off the Board Edge and into Planetoids, causing immediate destruction
- Push/pull enemy Models out of coherency, causing Disorder, which makes Tokens land and prevents PD Linking
- Push/pull their own Models into better position

That said, Gravity Weapons also fairly short-ranged with somewhat low AD pools. That's why it's important to understand the real Tarakian offensive power comes from multi-arc Torpedoes at long range. A savvy

opponent can mitigate gravity shenanigans with smart placement, and generally has much more firepower at short range than Tarakians. But even 6 Interceptors can't stop 4x 7AD Torpedoes fired from +30", and hardly anyone can match that firepower at that range. But before I discuss their Cruisers, lets cover the big boy.

## Tier 1 – Battleship



This is one of the toughest ships in the game, thanks to 3 Shields, Self-repair, 10 HP, and 4-6 Wings. There's no reason to not throw this down the middle and just dominate table position. In RPG/MMO terms, this is called "tanking".

When it comes to firepower, it has ok weapons, but nothing exciting. The primary tactic is to split the closest squadron between front and side arcs, so you can fire:

9-14 AD Primaries (which has a good chance to Crit a Cruiser and decrease PD)  
2x 8AD Torps (one should target the same Cruiser)

If you can also lineup that forward-fixed Gravity weapon, or the opposite Primary weapon, even better, but generally don't sacrifice the above reliable damage to do so.

### Options:

**Wings:** After much testing, 6 bombers seems like the best option. This gives the Battleship plenty of PD, and more importantly, a very strong punch for the inevitable furball centered on it. No one likes being bombed, which makes this Tank hard to ignore.

**Self-repair or 13 CR:** This is more of a tossup, and will come down to preference. I can't tell you how many times a 13 CR prevented a Crit, while Self repair had no effect. Taking both, and fielding 4 interceptors isn't bad in Grand Fleets, as it turns your Admiral into a super tank, with added capacity for guarding a nearby squadron.

**High Energy:** While you should be plinking 1HP torpedo damage every turn, Hazard markers generally have no effect on the game, particularly when you're terrible at boarding. If you can get a lot of early damage, and have a boarding buddy (Terquai Assault Cruisers), then maybe.

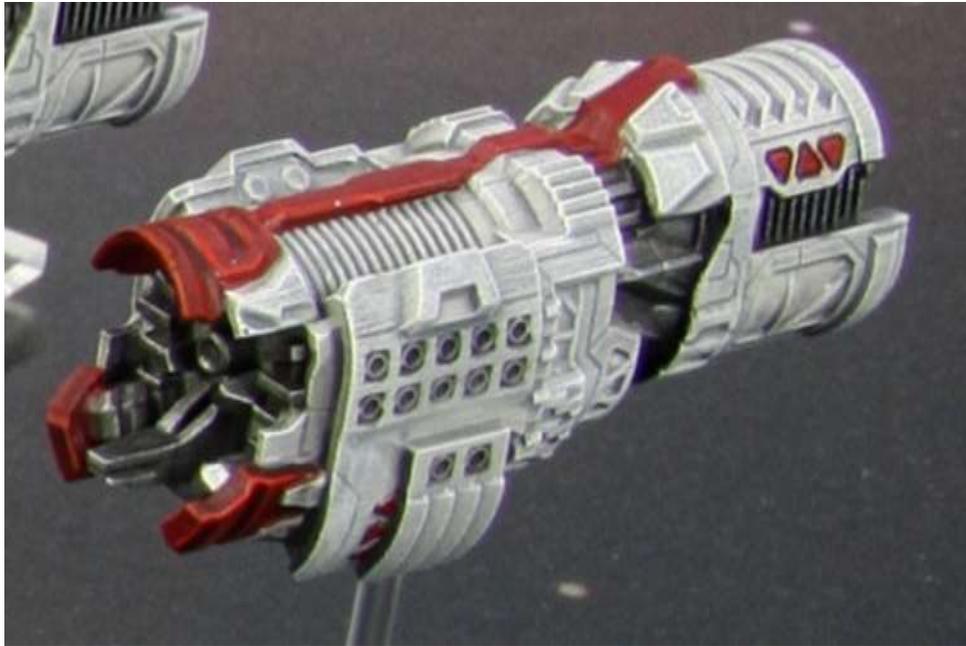
**Escorts:** lots of options, but only two matter:

**Aquans:** hard to kill, lots of PD, 4 AD Mines, Minefields

**Xelocians:** Add 3-4AD to your Primary weapons, or try to kill an annoying Small with 6AD. Expensive at 60 points, because they're slightly tougher than your Frigates. Maybe the max 18AD is worth it though. Remember Gravity Weapons are Indirect, so you can't like the Xelocian Beams with Gravity... sorry.

Sadly, you cannot bring Trader Escorts for mega push/pull shenanigans.

## Tier 2 – Cruisers



Cruisers are the damage dealers in this fleet. Always take Squadrons of 4, and bring as many squadrons as points allows. Here's why they're so good:

**Multi-arc Torpedoes:** Everyone sees 12-15 AD Gravity Weapons, but the real strength are those 5AD Torpedoes Fore/Port/Starboard with 48" range. (You do see all those torpedo tubes in the photo, right?) With a little positioning, you should be able to target two models from the same squadron in different firing arcs. This allows you to hit each model with either:

1x 12AD Torpedoes  
2x 7AD Torpedoes  
4x 5AD Torpedoes

That's 24 to 40 dice you're rolling. Depending on what you're shooting at, one of those will do the job. Multiple Torpedo Attacks on one Model is powerful, due to this rule:

"As such, should a model come under multiple Torpedo attacks from a Squadron, it may divide its Point Defense pool between them as it sees fit, but cannot use the entire pool against each attack."

So here's what happens. The Cruisers fire 4 volleys at a Squadron of 3 Cruisers. One is Allocated 2x 7AD Torps, another is allocated 2x 7AD Torps. Each cruiser must defend itself, so the remaining Cruiser is allowed

to defend 1 friendly Model. Most Cruisers have 3PD.

Thus, the un-aided Model has to defend against two attacks using 2PD and 1PD. The aided model has 4PD, and can choose 3 & 1, or 2 & 2.

7 AD vs 2PD isn't great, but each shot has a good chance of landing 5+ successes. 2PD will block 1-2 successes, so each volley has roughly a 50% chance to hit. Against a CR 6, there is a decent chance to land a Crit... about 30%. So, depending on the target, you have a good chance to inflict 3-4 HP of damage Turn 1. That's a lot, as most Squadrons struggle to do ANY damage turn 1. The odds go up the more damage you cause too. After two squadrons of Tarakian Cruisers activate Turn 1, they could destroy 2 enemy Cruisers. Rinse and repeat.

When the enemy closes, you may consider using your Gravity Weapon. Generally reserve this for killing solitary Models, like enemy Tier 1s. 15AD Gravity, followed by 12AD Torps, will put a sizable dent in their HP.

Of course, all this assumes you have four ships, which you probably will if you are defensive in your set-up. Terrain doesn't impact your firepower, but it messes up your opponent's, so stay behind some for as long as possible. When you do take fire, that 4/6 with one shield is pretty fragile, but fortunately, you have 5 HP. You can take two Crits and still toss maximum dice. A smart opponent will do everything they can to eliminate one Cruiser ASAP, so try to take advantage while you can.

Once you lose two ships, it's time to FSE... Or, if possible, Reform one squadron with whatever is left from two squadrons. With big squadron sizes for Tier 2 & Tier 3, there's no reason to NOT take this TAC every time.

## Options

**High Energy:** This Upgrade makes a lot of sense with the multi-Torpedo tactic, but Hazard Markers take a long time to do anything. If you have some spare points, try it out.

**Protected Systems:** If anyone used Targeted Strikes, it would be on the Battleship, which already has this. You're opponents want to land a Crit on your CR 6 for 2HP damage. Pass.

## Tier 3 – Frigates



With a Tank and a Damage Dealer, what Tarakians need is something to kill other Small ships, or hold Objectives. Instead, they get the Tarl, one of the most over-costed and underwhelming ships in the game. Why is it underwhelming?

First, it has a relatively weak stat line of 3/5 and 1 Shield. Other Frigates either add 1 to DR or 1 to CR, forcing opponents to either plink or smash for efficiency. The Tarakians want both by instead getting a Shield, and

essentially failing to influence target priority.

More importantly is their Firing Arcs and AD pools:

**Forward Fixed Gravity 8":** 9/12/9/6

**Port/Starboard Torps 12":** 12/9/6/5

Getting 12 AD with three weapons looks great, but it's basically impossible to pull off. But first, 5-6 AD Torps won't scare anyone, except maybe a lone Frigate or a lone Cruiser on its last legs, so they're effectively 12/9/-/- Second, it's very hard to position for a Forward Fixed shot AND line up a Broadside, particularly when the real range on both is 24", so you generally pick one or the other... Which means Gravity, as no defenses allowed, and you don't have to be point blank, where you're very vulnerable to Boarding Assaults.

You're also paying 150 points for this privilege. That's a lot when you look at what else is out there. For example, Dindrenzi Frigates cost 90 for three, have 12 AD at 24", and 8 AD Torps all the way out to 48". That's essentially the same or better firepower at 40% off.

A better comparison is the Xelocian Frigate. It has the same defenses (3/5 + Shield), and one extra CP. You still get 5 in a Squadron. It also has the same firing arcs, with the following AD:

**Forward Fixed Beams:** 9/12/6/-

**Port/Starboard Beams:** 6/9/6/-

Beam Coherency is like adding an extra AD, so maybe saying 10AD and 7AD at RB1 is a better comparison. Regardless, the firepower, firing arcs, and defenses are very comparable, almost identical. Yet the Xelocians cost 20 each, or 100 for the Squadron.

So it's almost like the Tarakian Frigates are paying 50 points for Gravity Weapons on Xelocian Frigates. How's that sound to you?

If you said bad, etc., I agree. But, if you play Tarakians as your Core Fleet, you're going to have them, so how to use them? The answer is Reserves and Fold Space Entry, like it is for almost everything. This gets you point blank where your weapons can actually do something. You essentially have two targets:

**Tier 1s:** 12AD Gravity from the Vulnerable Arc will do damage... Watch out for Mines! If you're lucky, your opponent won't have any way to counter this Tactic, and you can stay in the Vulnerable Arc for multiple turns. You may even get a random point of damage with Torpedoes too.

**Tier 3s:** Drive right into the middle of an enemy Tier 3 Squadron, and try to get two or three weapons lined up with each Frigate. If executed correctly, you will decimate a Tier 3 Squadron in one Activation... And you better, because you cost 30%-50% more than they do. Don't forget to Board with 5AD while you can, because this squad probably won't last a Turn.

That's right, because after you arrive and execute either of the above, these Frigates will probably start dropping, and will need to start their FSE plan. Three Frigates have the following dice pools:

**Forward Fixed Gravity:** 6/8/6/4

**Port/Starboard Torps:** 8/6/4/3

While you can probably pull off an 8AD Gravity shot, the next Turn you will likely be down another Frigate or two, and a single Tarakian Frigate is just 2 Battlelog looking to be claimed. Better to simply leave the table and deny the points. Unless you have another busted Frigate Squadron nearby and can Reform them into something useful. Probably not though.

Another option at 800+ points is to take two small squadrons of two and Reform them immediately. Basically, you're saving 180 points for something actually useful by doing this, and paying 1 Battlelog to boot... That's

three Tarakian Cruisers right there, so that sounds like a good trade to me. Tarakian Cruisers can toss tons of 5AD Torps at Small ships if they don't have bigger targets. 8x 5AD Torps will likely wipe out any Small squadron in the game, or at least make them useless.

Maybe you can push your Battleship for a Turn or two before shunting out your Frigates.

## TACs:

I've mentioned **Reform** several times already. Others worth mentioning:

**Drives to Max:** get the Battleship to a better position

**Intel Gathered:** Try to go first, which can be important

**Perfect Timing:** Control when your Frigates arrive (aim for Turn 3, not Turn 2)

**Power to Shields:** Use this on your Cruisers, not the Battleship. Keep your damage dealers alive.

## Conclusion

Tarakians are a very interesting fleet to play and face, and make for interesting games. Except for their lackluster Frigates, they have very solid units which complement each other, and other fleets. A lot of people grab Tarakian Cruisers as Allies, particularly at 1000+ points. Their Battleship can tank just as well as a Dreadnought, and for less points. Just don't expect to make many friends when you pull some Gravity Shenanigans and kill a Battleship in one Activation.

If you use Tarakians as your Core fleet, consider some other Alliance Tier 3 options... Any of them! Each is focused to a role and comparatively cheap, so feel free to do some proxying to determine which Ally works best for you.

Good luck and good hunting, Admiral!