

Weekly Star Wars MMO & Mobile Game Report

Brought to you by Talons Pryde

The Old Republic

Guild Level: 15

Last activity dates:

These are the compiled screenshots... First is the officers, deputies, and guild-master. The second is the latest activities for the guild overall. I have a compiled screenshot of our flagship as well that will be tacked on to the end of this report.

Name	Legacy	Level	Class	Location	Guild Rank	Last Played
Earnin Branst	Branst	36	Sith Marauder	Tatooine	Deputy	291 Days Ago
Garonin	Alvaak	75	Sith Assassin	Onderon	Deputy	3 Days Ago
Harkon	Blackheart	70	Sniper	Ossian	Deputy	1 Year Ago
Jawlin	Satal-Keto	60	Sniper	Imperial Fleet	Deputy	283 Days Ago
Kaf'morath	Blackheart	58	Sith Juggernaut	Imperial Fleet	Deputy	1 Year Ago
Narryl	Vacotta	70	Operative	Nar Shaddaa	Deputy	51 Days Ago
Räpjar	Satal-Keto	55	Sith Marauder	Imperial Fleet	Deputy	110 Days Ago
Spetum	Satal-Keto	65	PowerTech	Imperial Fleet	Deputy	263 Days Ago
Warava	Satal-Keto	55	Sith Sorcerer	Imperial Fleet	Deputy	263 Days Ago
Hävök	Fel	75	Mercenary	Manaan	Guildmaster	9 Hours Ago
Aumyrae	Valentia	58	PowerTech	Dromund Kaas	Officer	100 Days Ago
Burnought	Elaonfuat	58	Mercenary	Imperial Fleet	Officer	250 Days Ago
Ezria	Dai	60	Sith Marauder	Rishi	Officer	3 Days Ago
Ezria'a	Dai	58	Mercenary	Makeb	Officer	2 Days Ago
Ezria	Dai	60	Sith Sorcerer	Rishi	Officer	4 Days Ago
Ezriaia	Dai	59	Sniper	Imperial Fleet	Officer	6 Days Ago
Foyjroameye	Soezgiembe	50	Sith Sorcerer	Balmorra	Officer	239 Days Ago
Frednz	Bolozzathar	17	Sith Marauder	Dromund Kaas	Officer	274 Days Ago
Hälinz	Tushil	25	Sith Marauder	Fury	Officer	258 Days Ago
Horasis	Alvaak	4	Sith Sorcerer	Nar Shaddaa	Officer	1 Year Ago
Kammy Koopa	Lap'lamiz	50	Sith Assassin	Dromund Kaas	Officer	1 Year Ago
Kamilla_6380747	Lap'lamiz	55	Sniper	Dromund Kaas	Officer	5 Years Ago
Krem	Alvaak	70	Mercenary	Nar Shaddaa	Officer	102 Days Ago
Karngin	Lap'lamiz	59	Mercenary	Hoth	Officer	3 Years Ago
Käm_6405388	Lap'lamiz	55	Sith Juggernaut	Ium	Officer	4 Years Ago
Kämgin	Lap'lamiz	60	PowerTech	Dromund Kaas	Officer	98 Days Ago
Namenokassigned		33	Operative	Imperial Fleet	Officer	253 Days Ago
Nessima	Valentia	60	Sith Sorcerer	Dromund Kaas	Officer	2 Years Ago
Polokius	Bolozzathar	51	PowerTech	Nar Shaddaa	Officer	271 Days Ago
Shelynn	Valentia	57	Sniper	Imperial Fleet	Officer	2 Years Ago
Spimkar	Satal-Keto	65	Sith Sorcerer	Imperial Fleet	Officer	243 Days Ago
Vaela'yan	Valentia	65	Sith Assassin	Dromund Kaas	Officer	111 Days Ago
Ventres	Valentia	60	Sith Marauder	Imperial Fleet	Officer	4 Years Ago
Yappi Dapple	Tushil	72	PowerTech	Makeb	Officer	250 Days Ago

The circled dates of last activity are disturbing for officers. Of them, only Ronin is excused since he is the founder of our club. I am critically disappointed in this. I can understand time not being good to you, but a simple showing is all we have ever asked for. Considering there are 144 characters in the guild and only a handful (I think 9 or 10) that are regularly logged into by maybe 5 or 6 people, it is in my observational opinion that the guild get a massive overhaul.

Name	Legacy	Level	Class	Location	Last Played
Eeacheoneoneonetwo	Pryde	51	Operative	Nar Shaddaa	
Hävök	Fel	75	Mercenary	Manaan	9 Hours Ago
Ezria'a	Dai	58	Mercenary	Makeb	2 Days Ago
Ezria	Dai	60	Sith Marauder	Rishi	3 Days Ago
Garonin	Alvaak	75	Sith Assassin	Onderon	3 Days Ago
Ezriaia	Dai	60	Sith Sorcerer	Rishi	4 Days Ago
Ezriaia	Dai	59	Sniper	Imperial Fleet	6 Days Ago
Jenfooe	Suncrusher	75	Operative	Dromund Kaas	7 Days Ago
Xandoris	Adorno	75	Sith Marauder	Voss	11 Days Ago

Galaxy of Heroes (as of Thursday 13:15 UTC) We have 48 members in the guild...

Officer Corps:

- Pellaeon (leader) Last on an hour ago
- Joa Clark Last on 6 hours ago
- Coranel Last on currently on
- Elwood Last on see previous report
- Masta H'appyman Last on see previous report

A new mode is being released. Here are the details straight from the game.

The latest update to Galaxy of Heroes expands the Galactic War table with a new game mode, **Conquest!** You will face increasingly difficult foes as you advance from sector to sector, but special **Data Disks** and **consumables** will help power up your squads along the way. You'll need a variety of squads and your favorite combination of Data Disks to defeat some of your most difficult challenges yet! Complete feats and battles to improve your reward crate at the end of the event and for this Conquest, earn a very special ship, the **Razor Crest!** Conquest begins with the first exhibition event on March 1st with another to follow closely thereafter.

Unlock the Razor Crest via the new Conquest mode and put it through the types of battles it's become famous for enduring... not counting that whole thing on Iython. The famed transport has seen its fair share of adventure, from its start as a military patrol ship to being picked apart by Jawas and put back together by Din Djarin and Kuiil.

With Breach and Bounty Hunter synergy, the Razor Crest stands ready to raise the faction's competitiveness in ship battles. The new buff, **Reinforced Hull**, adds to the Razor Crest's survivability, while cooldown reduction, calling allies to assist, and inflicting enemies with Marked ensures it packs a punch.



Guild Raids: We are currently in Phase one of four in the Sith Triumvirate and no other guild events active.

Special Events Schedule: Training Droid Smuggling has 22 hours remaining, Endor Omega battles has 19 hours remaining, Ghosts of Dathomir starts in 3 days, 18 hours, Coruscant: Separatist Galactic Challenge starts in 18 hours, Home One shard event starts in 19 hours, General's Command (Finalizer blueprints) starts in 2 days, 18 hours, Admiral's Manoeuvrer (Raddus blueprints) starts in 4 days, 18 hours, Places of Power Assault battle starts in 1 day, 18 hours, and Imperial Fleet Omega battle starts in 2 days, 18 hours.

Past week:

Last activity dates:

meatyguac 5 days 9 hours

CyberDrax 3 days 1 hour

AL 2 days 7 hours

Mol Eliza 1 day 13 hours, 5 hours 3 minutes, and 1 hour 2 minutes

Tric Tredial 1 day 7 hours

Darth Hunter 20 hours 24 minutes

Chthonios 15 hours 14 minutes

Taylor 14 hours 9 minutes

Unbidden2 13 hours 49 minutes

JJJJNunez 13 hours 39 minutes

Difur 11 hours 43 minutes

Captain David 9 hours 27 minutes

FrekeShowe 9 hours 25 minutes

Kamenriderfire 8 hours 38 minutes

Joa Clark 6 hours 29 minutes

Golbez 6 hours 16 minutes

Schar 4 hours 44 minutes

SuperBiscuit 1 hour 27 minutes

Pellaeon 1 hour 17 minutes

Coranel 4 minutes

Talons Pryde 2 minutes

Activity:

FrekeShowe upgraded Wampa gear to XI then XII, Mother Talzin's gear to IX then to X and then to XI, top contributor to the guild event "The Pit: Heroic"

Mol upgraded Geonosian Spy's and Kanan's gear to XI, Sun Fac's gear to X, promoted HK-47 and Veers to 7 stars

Coranel upgraded Clone Sergeant's, Chirrut's, and Chiefs Nebit's and Chirpa's gear to IX, *Zeta'ed Sweeten the Deal* (Greef), promoted Nihilus to 7 stars

Kamenriderfire upgraded Vader's gear to XII

DarthHunter promoted Phasma and Greedo to 7 stars

Unbidden2 promoted Paploo and Nightsisters Zombie and Initiate to 7 stars

Chthonios promoted Tusken Raider and Chopper to 7 stars

Joa promoted IG-100 to 7 stars

Golbez upgraded Clone Wars Chewbacca's gear to X

Tric upgraded 1st Order Executioner's gear to IX

Schar promoted Sabine to 7 stars, upgraded Rex's gear to XII

AL promoted Zam, Kennic, Starck, Chief Nebit, and Biggs to 7 stars, upgraded Vader's gear to XII, Master Yoda's gear to XI, and Clone Wars Chewbacca's gear to IX

SuperBiscuit upgraded Poggle's and Dooku's gear to X, promoted Poggle to 7 stars

Captain David promoted IG-100 to 7 stars

Pellaeon promoted Jango to 7 stars

Summary:

A couple of quick GoH observations: first, the guild chat only posts gear upgrades above VIII and 7 star promotions. Individuals that have logged on in the prior week may have had other activities in their own right that are not broadcast to the guild. Second, we only have three active officers in the guild. If we apply the EH activity requirements to the mobile game, these officers and several members will have to be removed or at the very least contacted for their intentions. As noted by my DB battle team leader, 2 years is an embarrassment (he included...). Keeping people on an active roster just to maintain population, in the words of past leaders, is highly detrimental. Now, in the interest of identification of each of the members in the guild, I feel it would be to our benefit if the leadership kept a database on the EH members and their names in the GoH guild handy to rectify this situation. I would also implore the list and reference document be made available to all other members of the GoH guild so we may encourage each other and coordinate our efforts in finally doing a territory war.

On to the SWTOR guild ...

In the screenshot, I have detailed part of my issue and have expressed my dismay. The same issue with the GoH applies here as well. EH requirements need to be enforced or made clear. I am very much aware that I have a member in the Star Trek Online guild that has been mostly inactive. I have only a passing interest in that game so being a part of that guild is not consequential to my playing. I feel that if members of the SWTOR guild are no longer wishing to be active in playing, they should be either purged or quit of their own accord. As for myself, I will continue as I have been playing at least once a week (I am currently fighting to get a specific jumping puzzle datacron on

Nar Shadda that is giving me fits – I despise jumping puzzles and requirements) and reporting on the known activities, guild status, et cetera as I have initiated.

The SWTOR Guild Flagship:

15 ZEPHYR

Starboard Command Room
This room is locked. Travel to your Guild Flagship to unlock this room.

Bridge
Select a Perk to purchase.

Engine Room
This room is locked. Travel to your Guild Flagship to unlock this room.

Forward Command Room
This room is locked. Travel to your Guild Flagship to unlock this room.

Port Command Room
This room is locked. Travel to your Guild Flagship to unlock this room.

Docking Bay
Select a Perk to purchase.

Set Bonus:

- Icon 1
- Icon 2
- Icon 3
- Icon 4
- Icon 5

Docking Bay

Select a Perk to purchase from the list below.

Available

- Efficient Crafting I**
900,000
- Efficient Missions I**
900,000
- Efficient Repair I**
750,000 50
- Gathering Efficiency I**
900,000
- Quick Harvesting I**
750,000 50
- Quicker Travel II**
1,250,000 52

Locked

- Critical Missions III**
1,500,000 36 1
- Harvesting Yield II**
1,500,000 55
- Reputable III**
1,500,000 36 1

PURCHASE