

Star Trek Fleet Command Hacks

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Abrams' films, Discovery, and more, including Kirk, Spock, Michael Burnham, Data, and Geordi. Build powerful ships, including the USS Enterprise , the Romulan Warbird and Klingon Bird of Prey . Join millions of players — forge alliances, defeat your enemies and conquer territories, choose your faction, and explore new worlds on intergalactic missions. Choose your own path and discover mysteries only you can solve as you boldly go where no one has gone before! ENJOY STAR TREK FLEET COMMAND.

Our newly PC optimized game offers an enhanced way to experience Star Trek Fleet Command. Use ScopelyID to sync your accounts, get native application performance, and connect with other players. Our synchronized game progression on PC and Mobile allows you to join all of your fellow commanders in the Multiverse! BUILD YOUR FLEET. Collect, build & upgrade a variety of iconic starships, like the U.S.S. Enterprise , U.S.S. Discovery & Klingon D4 Class to dominate the galaxy. NEWS & UPDATES.

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Stay up-to-date with the latest patch notes and in-game announcements! A Web Store has warped into the galaxy! Roadmap Update – October 2021. Game information | News. Star Trek Fleet Command on a bigger screen! Update 44 – Patch Notes. Introducing Infinite Incursions. Update 43.1 Hotfix Release Notes. GAME GUIDES. Ship Cloaking. Territory Capture. Away Teams. Exocomp Consumables. RED ALERT! STAY INFORMED. Subscribe for exclusive updates on our PC launch & more. JOIN OUR COMMUNITY.

@everyone Update: EU Servers are returning to normal and latency should be recovered in the next half an hour. Again, we understand the frustration this has caused (especially during the busy weekend) and

are working with our 3rd party server providers to prevent this issue from resurfacing again. We will also send out early on Monday a comp gift to all the EU servers/players who were affected by this issue twice this week. @everyone We are aware of the lag with the game right now, especially in EU servers again (10am PST July 9th). Our engineers are working on it.

Apologies for the inconvenience. @everyone Commanders, All servers are now live! Kindly make sure to update your game through the store. @everyone Commanders, All servers are in maintenance as planned, we'll be back soon! In the meantime, you can read the release notes for Patch 44 here: <https://www.startrekfleetcommand.com/2022/07/05/update-44-patch-notes/> @everyone Commanders, Kindly note that scheduled maintenance will take place on the 5th of July.

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All servers will go down at approximately 08:00 UTC - Downtime Roughly 3 hours. LLAP @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. US - 085: 9.00am UTC US - 086 : 9.45am UTC US - 087 : 10.30am UTC US - 008 : 11.15am UTC US - 009 : 13.00pm UTC. @everyone We are aware of the severe lag with the game right now (7pm PST 6/29) across all servers.

Our engineers are looking into it. Apologies for the inconvenience. @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. EU - 156 / US - 039 : 9.00am UTC EU - 151 / US - 080 : 10.00am UTC US - 081 : 11.00am UTC US - 082 : 13.00pm UTC US - 083 : 14.00pm UTC US - 084 : 15.00pm UTC US - 012 : 16.00pm UTC.

@everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. EU - 121 / US - 017 : 9.00am UTC EU - 145 / US - 056 : 10.00am UTC EU - 142 / US - 024 : 11.00am UTC EU - 132 / US - 027 : 13.00pm UTC EU - 180 / US - 015 : 14.00pm UTC EU - 163 / US - 011 : 15.00pm UTC.

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@everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. EU - 152 / US - 063 : 9.00am UTC EU - 153 / US - 051 : 10.00am UTC EU - 155 / US - 066 : 11.00am UTC EU - 157 / US - 058 : 13.00pm UTC EU - 158 / US - 065 : 14.00pm UTC US - 064 : 15.00pm UTC. @everyone Commanders, A new threat rises in the final frontier. Prepare for war. Incursions arrive next month.

@everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. US - 053: 9.00am UTC US - 049: 10.00am UTC US - 038: 11.00am UTC US - 068: 13.00pm UTC US - 047: 14.00pm UTC US - 067: 15.00pm UTC. @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours.

EU - 138 / US - 074 : 8.00am UTC EU - 183 / US - 070 : 9.00am UTC EU - 115 / US - 042 : 10.00am

UTC EU - 126 / US - 061 : 11.00pm UTC EU - 114 / US - 060 : 13.00pm UTC EU - 113 / US - 052 : 14.00pm UTC EU - 112 / US - 069 : 15.00pm UTC. @everyone Commanders, M43.1 has just been released. It contains improvements for Officer and Ship management and bug fixes! Kindly make sure to update your game through the store. For more information, please take a look at this blog post: <https://www.startrekfleetcommand.com/2022/06/21/update-43-1-release-notes/> @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes.

Maintenance is expected to be between 30 minutes to 2 hours. EU - 181 / US - 076 : 8.00am UTC EU - 139 / US - 026 : 9.00am UTC EU - 137 / US - 029 : 10.00am UTC EU - 135 / US - 020 : 11.00pm UTC EU - 131 / US - 057 : 13.00pm UTC EU - 140 / US - 010 : 14.00pm UTC EU - 120 / US - 013 : 15.00pm UTC. @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours.

EU - 186 / US - 072 : 9.00am UTC EU - 122 / US - 073 : 10.00am UTC EU - 124 / US - 055 : 11.00am UTC EU - 125 / US - 054 : 13.00pm UTC EU - 123 / US - 071 : 14.00pm UTC EU - 128 / US - 043 : 15.00pm UTC. @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. EU - 162 / US - 079 : 9.00am UTC EU - 175 / US - 041 : 10.00am UTC EU - 117 / US - 030 : 11.00am UTC EU - 184 / US - 022 : 13.00pm UTC EU - 136 / US - 028 : 14.00pm UTC EU - 143 / US - 012 : 15.00pm UTC.

@everyone Commanders, Sorry for the double ping, but I converted the times incorrectly the first time. The correct times should be reflected above now for anyone that looked previously. LLAP @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours.

EU 172 / US 045 9 am UTC EU 176 / US 037 10 am UTC EU 167 / US 035 11 am UTC EU 159 / US 033 1 pm UTC EU 168 / US 040 2 pm UTC EU 116 / US 078 3 pm UTC LLAP @everyone Commanders, The following servers will be undergoing maintenance today as planned, no player-facing changes. Maintenance is expected to be between 30 minutes to 2 hours. EU 118 / US 031: 11:00 am UTC EU 130 / US 077: 13:00 pm UTC EU 119 / US 034: 14:00 pm UTC EU 133 / US 075: 15:00 pm UTC. @everyone Commanders, The following servers will be undergoing maintenance on Monday, 6/13 and there will be no player facing changes.

Maintenance is expected to be between 30 minutes to 2 hours. EU 134 / US 032: 9am UTC/2am PT EU 146 / US 014: 10am UTC/3am PT EU 164 / US 016: 11am UTC/ 4am PT EU 179 / US 021: 1pm UTC/ 6am PT EU 170 / US 044: 2pm UTC/ 7am PT EU 178 / US 036: 3pm UTC 8am PT LLAP - Eco. @everyone Commanders, APAC 188 is in maintenance as planned, we'll be back soon! No player-facing changes will be introduced. For more information, please review this FAQ: <https://scopely.helpshift.com/hc/en/19-star-trek-fleet-command/faq/6667-june-maintenance-schedule/> @everyone Commanders, We've made some modifications to the New Galaxy Tree Extension and Faction Allegiance Daily Goal.

Thank you for all your feedback For more information, please take a look at this blog post: <https://www.startrekfleetcommand.com/2022/06/10/galaxy-tree-extension-update/> @everyone Commanders, It's a bit late for spring cleaning, but we have some big server updates coming in June. Over the coming weeks, we'll be taking down all servers for back end maintenance. This maintenance will not affect any of the current systems in-game, but is in preparation for features currently being developed. We'll be releasing a calendar and an FAQ soon that lists what servers will be adjusted on which days, and the times they will be going down at.

Server transfers will be disabled once maintenance has been conducted on your server and will be available again in August LLAP -Eco. @everyone Commanders, All servers are now live! Kindly make sure to update your game through the store. You can also read the release notes for Patch 43 here: <https://www.startrekfleetcommand.com/2022/06/07/update-43-release-notes/> @everyone Sorry for the double ping but I wanted to make sure we're all on the same page. Maintenance will start around **08:00 UTC** I changed it in the description above, but didn't want to edit without everyone knowing.

LLAP -Eco. @everyone Commanders, Kindly note that scheduled maintenance will take place on the 7th of June. All servers will go down at approximately 08:00 UTC - Downtime Roughly 3 hours. For exact maintenance times in your time zone please check here: ****NEW LINK**** <https://bit.ly/3mjtklB> LLAP - Eco. @everyone Commanders, I want to thank everyone for the feedback and the tags over the last weekend about the events so that I could get more information on them for everyone.

As always, I want us to be on the same page to not only celebrate victories together, but to have open and honest conversations when things don't go as planned. For the events over the weekend, I think everyone knows there was a level of quality control and communication that did not meet the standards we're aiming for. We understand how important it is that our events not only be engaging but well executed upon.

This is a top priority for us and will be working towards improving this for future events. Many of you have also noticed the Apex event started a day early and also is running a day less than it normally would. We are going to be frontloading the events to tomorrow, ensuring the same amount of events are able to be completed in the shorter time frame. We will also be releasing another shorter Apex event later this week. Lastly, we have a Burnham/Harrison auction event scheduled for this week and I wanted to hear everyone's thoughts on whether we should run this, or change it out for something else.

Please tag me in the #event-feedback channel so I can hear your thoughts on whether this is something you'd like to have. LLAP - Eco. @everyone In reference to the Emoji Contest, as discussed this morning, there was an issue related to inconsistent rendering of images. As a result, the emoji contest has been restarted so that all submissions are visible and given fair consideration. If you previously posted an emoji for voting, please repost.

We will not be using the bot this time, so simply post your emoji on the channel for consideration. Rules and conditions are available in Eco's earlier announcement. We apologize for the inconvenience!

****How to Enter**** Commanders are asked to create emojis that are related to Star Trek Fleet Command and the overall Star Trek Universe These creations can be a maximum size of 128x128 and will be reduced down to 32x32 While these creations can use Star Trek likeness, we ask that they be original works of art that you own the rights to completely Once created, head on over to the channel to official submit your emoji ****Judging and Prizing**** Commander emojis will be voted on using Carl Bot similar to how feedback is now voted on Commanders may submit more than one emoji, but once selected a winner, all other submissions will be disqualified Commanders may also vote for multiple emojis, but only can use one account to vote Anyone found to be using multiple accounts to inflate votes will be disqualified and barred from all future contests The top five (5) emojis that receive the most votes will be crowned the winners The prize for winning this event will be having your creation immortalized and added to the official Star Trek Fleet Command Discord server For legal rules please see <https://scopely.com/rules/> I can't wait to see all of the amazing creations that you come up with, and to take part in the voting myself.

Good luck Commanders, and as always, live long and prosper. @everyone Commanders, It's come to my attention in the short amount of time I've been here that is lacking. A piece of the community that has

been overlooked for far too long. A tool of expression, a piece of our very being. I am of course speaking about the emojis currently available in the Star Trek Fleet Command Discord server.

It is time that we update these emojis, and there is no better way to do that than for a Discord emoji contest. We're asking you Commanders, to create your masterpieces of self expression, and to submit emojis you think best represent this amazing community. Check out the full event details below to see how you can get involved.