

# SonneARK Member Guide

Foundation: Galactic Frontier - Server 1155

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A practical guide for members of [ASA]SonneARK. It focuses on useful habits, good event timing, resource efficiency and teamwork without turning the game into a list of obligations.

## 1. Welcome to SonneARK

SonneARK is a mainly German-speaking guild with members who use several languages. The purpose of this guide is to make important game information easier to find and understand.

- Use recommendations that fit your account, schedule and current progression.
- Save valuable items when using them later will produce more event points or better rewards.
- Ask questions in the appropriate Discord language room.
- Actual guild rules and live battle instructions always take priority over general guidance.

### Discord and translated rooms

Join the SonneARK Discord: [discord.gg/bDRVuHPWVR](https://discord.gg/bDRVuHPWVR)

Members are encouraged to write in their own language room. Rooms with the same name are connected for translation. SonneARK internal rooms are visible only to members who have the guild role. Shared general or alliance rooms may also be visible to allies.

Please keep internal plans, screenshots and officer instructions inside the correct internal rooms.

## 2. The core progression cycle

A strong account usually grows faster when resources are used at the right time:

1. Save speedups, fragments, components, beacons, commissions and other scoring items.
2. Use them on the matching event day.
3. Earn points, chests and milestone rewards.
4. Reinvest the rewards into research, fleets, champions, the mothership and flagship components.
5. Repeat with better efficiency during the next event cycle.

This does not mean delaying every upgrade. Urgent progression, combat readiness and personal enjoyment still matter. The aim is to avoid spending large amounts of valuable material immediately before the day on which it would also score.

## 3. Useful daily habits

- Collect Home Port and daily rewards.
- Check current events before spending major resources.
- Complete free or low-cost activities that fit your available time.
- Join useful guild rallies manually when the event requires it.
- Keep some Action Points available for high-value events.
- Review guild announcements before entering PvP areas.
- Return damaged fleets to Home Port when practical so Home Port Logistics can reduce Major Damage while fleets are not in combat.

## 4. Fleet energy counters and champion matching

Attacking energy	Strong against	Weak against
Beam	Kinetic	Ionic
Kinetic	Ionic	Beam
Ionic	Beam	Kinetic

Champion energy matching also matters:

- 2 champions with matching energy: +10% ATK, DEF and INT.
- 3 champions with matching energy: +20% ATK, DEF and INT.

A fleet with good synergy can perform better than a fleet built only from the individually strongest champions. Check the enemy energy type before difficult fights and adjust where possible.

## 5. Commerce Guild Duel and Top 100 Traders

Days 1-5 use the same main scoring activities in Commerce Guild Duel and Top 100 Traders. Day 6 is different:

Event	Day 6 activity
Commerce Guild Duel	Battlefield Showdown
Top 100 Traders	Disciple Hunting Grounds and server PvP activity

Commerce Guild Duel research bonuses apply to Commerce Guild Duel. They do not increase Top 100 Traders scoring.

## 6. Day 1 - Infrastructure Development

Recommended resources to save for Day 1 include building speedups, shipbuilding speedups and activities connected with trade shipping, Deliverer Arks, Ascendancy Minions and Tribute Vessels.

Scoring action	Base points
1 minute Build Speedup	48
1 minute Shipbuilding Speedup	48
Complete trade shipping 3 times	1,000
Rally and defeat Deliverer Ark	18,000
Ascendancy Minion Lv1-10	3,000
Ascendancy Minion Lv11-20	3,600
Ascendancy Minion Lv21-30	4,200
Ascendancy Minion Lv31-40	4,800
Ascendancy Minion Lv41-50	5,400
Ascendancy Minion Lv51-60	6,000
Obtain Tribute Vessel rewards	18,000
Sacred Tribute Vessel	6,000
1 Credit through qualifying packs	4

### Day 1 approach

- Use saved build and shipbuilding speedups when the upgrades are genuinely useful.

- Combine event scoring with planned progression rather than starting low-value upgrades only for points.
- Join Deliverer Ark rallies that your fleets can support.
- Keep enough resources for Day 5, when many Day 1 actions can score again.

## 7. Day 2 - Talent Nurturing

Day 2 rewards champion development, Trader Commissions and guild support actions.

Scoring action	Base points
Legendary Champion Fragment	6,000
Epic Champion Fragment	300
Increase Champion Power by 1	3
Legendary Training Manual	600
Venturous Memory	2,400
Common Commission	6,000
Uncommon Commission	7,500
Rare Commission	8,250
Epic Commission	9,000
Legendary Commission	9,750
Commerce Guild Assist	20
Guild donation	50
1 Credit through qualifying packs	4

### Day 2 approach

- Save champion fragments, training materials and completed high-quality commissions when practical.
- Prioritise champions that support your main fleets rather than spreading resources too thinly.
- Guild assists and donations are small individual actions, but many members doing them helps the guild total.
- Keep some suitable materials for the mixed scoring on Day 5.

## 8. Day 3 - Military Expansion

Day 3 is one of the most important progression days because it connects event scoring with research and Deep Space development.

Scoring action	Base points
1 minute Technology Speedup	48
Computational Component	400
Deep Space Beacon	800
Echo Module	80
Echoes of Deep Space	16,000
Legendary Ruin excavation	30,000
Successful Ruin plunder	50,000
Chrono Map search	360,000
1 Credit through qualifying packs	4

## Recommended Day 3 strategy

Computational Components are the core resource. Accumulate them before Day 3 and use them on valuable Commerce Guild Duel research or Combat Craft Modification research. Technology speedups used on these research timers produce event points while also improving long-term account efficiency.

Combat Craft Modification research becomes accessible after sufficient progress in Commerce Guild Duel research and also requires Computational Components. This makes careful component use more valuable than chasing one large but uncommon scoring action.

Do not build the whole strategy around Chrono Maps. They give many points but are difficult to obtain consistently.

Save Deep Space Beacons and use them for Echo Hub or Deep Space progression. Sources can include:

- Guild weekly shop
- Regular shop
- Discount shop
- Glory shop
- Valor shop
- Intel Exchange shop
- Other events and reward tracks
- Optional purchases

Ruin plundering is allowed in SonneARK. Check ruin quality and enemy level before attempting it to improve the chance of a successful plunder.

## 9. Operation Blackout - important on Days 3 and 4

Operation Blackout often overlaps Commerce Guild Duel Days 3 and 4. It is valuable even when its actions are not the main Duel scoring source because it supplies resources needed by almost every account.

### Ascendancy Tithe Collectors

- Small Tithe Collectors can be attacked directly.
- Example AP cost: 10 AP.
- Example rewards observed: approximately 84,900 Galactic Coins, 12,000 food and additional items.
- Searching for or defeating collectors can sometimes make a United Tithe Fleet appear.

### United Tithe Fleets

United Tithe Fleets vary in level and require a rally.

Important: members need to join these rallies manually. Auto-rally does not join them reliably.

Example Level 80 fleet observed:

Detail	Example value
Fleet rating	approximately 4,371,966
Recommended strength	48,600 x 8 fleets
Rally AP cost	30 AP
Galactic Coins	approximately 394,800
Food	approximately 44,000
Other rewards	module/component materials and additional items

## Why Operation Blackout is worth doing

- Galactic Coins become increasingly important for fleet, mothership and research upgrades.
- Food supports champion levelling.
- Module and component materials support flagship component progress.
- Rally participation allows members at different power levels to benefit together.

When time and AP allow, farming Tithe Collectors and manually joining United Tithe Fleet rallies throughout Days 3-4 is highly useful.

## 10. Day 4 - Flagship Development

Day 4 is the main day for flagship and component progression.

Scoring action	Base points
Increase Flagship or Component Power by 1	3
Flagship Blueprint	6,000
Prismatic Core	2,400
Common Commission	6,000
Uncommon Commission	7,500
Rare Commission	8,250
Epic Commission	9,000
Legendary Commission	9,750
1 Credit through qualifying packs	4

### Day 4 approach

- Save Flagship Blueprints, Prismatic Cores and component upgrades for this day when practical.
- Improve components that strengthen the fleets you use most.
- Continue Operation Blackout during the day when available; its module/component materials support the same progression path.
- Remember that several Day 4 actions can also score on Day 5.

## 11. Day 5 - All-Out Sprint

Day 5 combines many activities from Days 1-4. It is the flexible catch-up and push day.

Common scoring categories include:

- Build, technology and shipbuilding speedups
- Champion fragments and Champion Power
- Tribute Vessels
- Flagship Blueprints and Prismatic Cores
- Flagship and component power
- Legendary Training Manuals
- Computational Components
- Deep Space Beacons and Echo Modules
- Echoes of Deep Space
- Trade shipping
- Legendary Ruins and successful ruin plunder
- Trader Commissions

- Chrono Maps
- Qualifying pack Credits

## Day 5 approach

Use Day 5 for planned upgrades that were not needed earlier, milestone completion and a controlled final push. Avoid emptying every stockpile merely to gain a small ranking increase unless the next reward is worth the cost.

## 12. Commerce Guild Duel Day 6 - Battlefield Showdown

Battlefield Showdown is the Commerce Guild Duel Day 6 activity. Coordination, survival and objective timing are more important than random fighting.

Scoring action	Base points
1 minute Shipbuilding Speedup	48
1 Glory obtained from opposing guild	3
Every 100 damage to War Prism	10
Last hit on War Prism	1,000,000
Legendary Flagship Component Fragment from Ascendancy Shrine	60,000
Destroy enemy T1 Combat Craft	1,500
Destroy enemy T2 Combat Craft	9,000
Destroy enemy T3 Combat Craft	24,000
Destroy enemy T4 Combat Craft	45,000
Destroy enemy T5 Combat Craft	75,000
Destroy enemy T6 Combat Craft	120,000
Destroy enemy T7 Combat Craft	180,000
Station for 2 minutes in War Fortress	50,000

Observed activity windows shown in the event schedule:

- War Prism: 01:00-01:30
- War Fortress: 11:00-13:00
- War Prism: 14:00-14:30
- War Fortress: 23:00-01:00

Always verify the live in-game timer and current officer announcement because schedules can change.

### Battlefield habits

- Read the live plan before moving fleets.
- Use coordinated targets and rally calls.
- Avoid feeding unnecessary combat-craft losses.
- Withdraw or garrison fleets when instructed.
- Members who cannot stay for a whole window can still help by joining at the announced priority time.

## 13. Top 100 Day 6 - Disciple Hunting Grounds and PvP

Top 100 Day 6 does not use Battlefield Showdown scoring. On Server 1155 it is focused on Disciple Hunting Grounds and PvP-related activity.

## Server 1155 PvP rules

- Do not attack trade or cargo ships.
- Do not attack in system levels 1-3.
- Do not attack at shrines or ships actively engaged in PvE events.
- Xarnas is not safe except shrine areas.
- Attacks in Xarnas, including NOA, PE and NXT hub areas, are fair game under the current rules.

## For members not taking part in PvP

- Avoid being AFK in zones 4-9.
- Do not assume a guild hub is automatically safe.
- Use a quieter random location where appropriate.
- Set your port to a planet in a level 3 or lower system.
- Garrison ships when that is the safer option.

## Disciple Hunting Grounds access

To help lower-level members participate:

- Energy Core 25+ players are requested to focus on Cerno and Sphinx.
- Level 24 and below can then use Kruger and Kanvo more easily.

The Xarnas battle can provide valuable free loot, and players of different levels can reach the maximum event points through participation.

## 14. Commerce Guild Duel research priorities

Duel research improves scoring efficiency and unlocks better reward chests. Important completed or high-value bonuses observed include:

Research	Effect
Speed-Up Boost 10/10	+100% points from Speedup items in Commerce Guild Duel
Virtuous Trader 10/10	+100% points from Trader Commissions
Evil's Bane 10/10	+100% points from hunting
Glory Ascension I	Unlocks Tier 4-6 Duel chests
Elite Training 10/10	+100% points from Champion Fragments
Star Flagship 10/10	+100% points from Flagship Fragments and Prismatic Cores
Well Developed 10/10	+100% points from Champion Power increases
War Readiness 10/10	+100% points from Flagship and Component Power increases
Mobilization Expert 20/20	+100% points from all sources except purchase packs
Tremendous Honor 10/10	+100% points from Glory
Combat Craft Hunter 10/10	+100% points from destroyed Combat Craft
Glory Ascension II	Unlocks Tier 7-9 Duel chests

Current Duel Day combat research examples:

- Lock-On Missiles 6/10 to 7/10: enemy Major Damage point rate 12% to 14%.

- 5M Caliber 5/10 to 6/10: damage against enemy guild members 10% to 12%.
- Auto Interceptor 5/10 to 6/10: reduction of your Major Damage points 10% to 12%.

Research priorities should follow the guild's current progression plan. Spending Computational Components on Day 3 usually combines account improvement with event scoring.

## 15. SonneARK Home Port benefits

Current recorded Home Port information for Yeregania-III:

Benefit	Recorded level/value
Trade Shipping	Level 8
Building Speed	+7%
Daily Reward	Level 8
Resource Earnings	1,100 per hour
Home Port Logistics	Reduces Major Damage by 1.7% per minute while fleets are at Home Port and not in combat

Returning fleets to Home Port can therefore support recovery as well as protect them from unnecessary exposure.

## 16. Other important events

### Calamity Befalls

Attack the Calamity Ship during its emergence windows. Check the timer and guild rally instructions so AP and fleet travel time are not wasted.

### Paths to Dominance

A Trader Prince and server-control event. Follow current diplomacy and officer announcements because political objectives can change between cycles.

### Shadowfront

A squad-based objective event centred on occupying Drifting Vaults.

- Main Forces and Substitutes should follow the assigned squad plan.
- Repairs are not available inside the battlefield.
- Combat craft are not permanently destroyed there.
- Holding objectives and coordinated movement matter more than chasing isolated fights.

### Defend the Trade Route

Protect the cargo dreadnought and destroy enemy fleets threatening it. Positioning and target focus help more than spreading damage across many enemies.

### Arms Race

A guild event with Stage A and Stage B progression. Morale is important, and Tribute Vessels can increase Morale. Save suitable resources when an Arms Race push is planned.

### Battle Trial, Kaboom Robot and Crime-Hunt

Use these as regular sources of progression materials. Match fleet type, difficulty and AP use to the rewards you can reliably obtain rather than selecting a level that causes repeated failed attacks.

# 17. Recommended event checklist

## Before the event cycle

- Review the coming event schedule.
- Keep separate mental or written stockpiles for Days 1-5.
- Save Computational Components and Deep Space Beacons for Day 3.
- Save flagship materials for Day 4.
- Keep a flexible reserve for Day 5.
- Check whether Day 6 is Commerce Guild Duel or Top 100 Traders.

## During each day

- Confirm the scoring list before spending.
- Use resources on upgrades that genuinely improve the account.
- Stop after the planned chest or milestone unless a further push has good value.
- Join guild activities that fit your availability and fleet strength.

## Before PvP

- Read the current server rules and guild instructions.
- Move non-participating fleets to a safer location.
- Check hospital, repair and combat-craft capacity.
- Avoid carrying assumptions from a previous event cycle into the current one.

# 18. Final note

This guide is a living SonneARK resource. Event rotations, server agreements, scoring values and guild priorities can change. Use the website version number and update date to confirm that you are reading the latest edition, and check Discord for live instructions.