

# Stellaris federation ships

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Description AI does not export ships for the Federation Fleet Game Version Verne 2.6.2 (e132) What version are you using? Steam What extension do you have installed? All of the above Do you have mods enabled? No Please explain that your problem is as detailed as possible. If you start a federation middle game, the AI empires don't build ships for the Federation fleet. This happens when I start creating a federation. I wasn't trying to get AI initiated by the feds. I've confirmed that AI is building feeding ships if I make one of the federation origins. Steps to reproduce the problem. Launch Federation Watch AI does not build ships Upload is autosave because my manual saves apparently do not appear in the folder? Upload an attachment in my game that builds ships when it's their turn to lead the federation. this can be a problem when it appears that federation law allows each member to build federation ships; but in reality it can only be the leader of the federation. I reported that the second mistake was already contributing more to my fleets of garbage-designed ships than I strictly wanted, in the Federation, which I did, and they were never a leader. That said, I played your save, and you seem to be correct, they won't seem to build ships, no matter how I entice them. I gave them boats full of alloys, made sure they had shipyards, created federation fleet templates, erased federation fleet templates, nothing worked. I wonder if it's because yours is hegemony, and the ones I've played have always been research collectives. Mine contributed more fleets of garbage-designed ships than I wanted in the Federation I created, and they were never a leader. That said, I played your save, and you seem to be correct, they won't seem to build ships, no matter how I entice them. I gave them boats full of alloys, made sure they had shipyards, created federation fleet templates, erased federation fleet templates, nothing worked. I wonder if it's because yours is hegemony, and the ones I've played have always been research collectives. I have research teams no. Maybe AI only controls its own fleet and doesn't want to build another one for any reason, even if the federation fleet is empty. Note: I have now seen this behavior in multiple games with different federation types. This is just my last resort. Also, I found a solution. It unfortunately takes a while in the game though. Set the Federation Fleet Construction Act to leader only and set it for everyone when the timer is back. I did it in the above save and my minions started making ships for the Fed fleet. Including those who are tributions (kdákat). Best guess why. AI is out of the question of the assumption that the law is merely a leader. in: Spacecraft, Galactic Federation, GFS Olympus, Organization Edit Share Galactic Federation 7th Fleet, viewed from Gunship. The Federation Fleet or Federation Navy

is the Galactic Federation's space navy, probably consisting of several fleets. The Federation Marine Corps is the source of these ships and aurora units are occasionally installed. The Seventh Fleet was seen in Metroid Prime 3: Corruption. This fleet (led by Admiral Castor Dan) was one of several fleets that make up the Federation's collective fleet. The fleet operates from a large number of bases throughout the Federation. Important bases include the base in Norion and the GF Naval Base Demeter. History[edit | edit source] Most of what is known about the fleet is seen in corruption. The 7th Fleet is stationed in Norion orbit, under admiral Dan's command. He's leading the defense of the Pirates' offense, which begins shortly after Samus' arrival. A month later, Dane's fleet sails from Norion to another unknown location. The fleet will reappear to successfully take over the pirate home world, with the help of Samus inside. Shortly thereafter, the fleet with Sam goes to Phaaza. The fleet fights the Phazon ships until Samus destroys Dark Samus, and in return, all Phaaze. The surviving fleet escapes, but with 37% of the losses from the battle with the Phazon ships. Metroid Prime: Federation Force introduces another Federation fleet led by General Alex Miles of G.F.S. Aegis. Most of his ships are destroyed by Doomsey in the final battle. Once the Federation Forces destroy master brain, the organism that powers the ship's defense shields, the fleet will destroy Doomsey. Ship classes[edit | edit source] A small part of the Seventh Fleet. Olympus-class battleship [edit source] The largest class, these are giant battleships and aircraft carriers. They're the only known ships that carry aurora units. Examples of this class include: Griffin-class frigate[edit | edit source] These are much larger than Anhur-class ships (see below), which have more than two compartments and are much larger in size. Examples of this class: G.F.S. Enkidu Commander: Unknown Status: 7th Fleet, Crew on Leave (as of Corruption) G.F.S. Theseus Commander: Unknown Status: Crashed, Inoperable Aries-class transport[edit | edit source] These are large ships that are used to drop Marines into hotspots. Several were spotted out the window of G.F.S. Olympus during the attack on the pirate home world. Anhur-class patrol ship [edit source] These are patrol boats that can hold up to forty people. He has an unknown form of weapons because he can join the fight. Notable Anhurs include G.F.S. Anhur and G.F.S. Tyr. G.F.S. Anhur Commander: Unknown Status: Unknown G.F.S. Tyr Commander: Captain A.C. Exeter Status: Crashed, Inoperable Stiletto-Class Fighter[edit | edit source] These are the basic air and space fighters used by the Galactic Federation in air combat. An individual fighter is generally ineffective in combat, usually work in squads. Unknown class[edit | edit source] These are ships within the Federation fleet with unknown classifications. Trivia[edit | edit source] Community content is available under CC-BY-SA, unless otherwise noted. This article lectures on federation mechanics. For information on downloadable content, see Federation (DLC). This article has been verified for the current version of the computer (2.7) game. Federation fleet of all kinds. Federations are groups of empires that unite for mutual benefit. The Federation is a deeper version of the defense pact with its own set of laws, rules, and benefits. Diplomatic relations within the federation are becoming more favorable: members do not create border friction among themselves, build trust with each other at the +100 border, and share 10% of their winning score among themselves. Players can set a name for their federation when creating or leave random; name can be changed at any time. By default, all federation members share the same color. The Federation can only be created by an empire that accepts the Tradition of the Federation from the tree of diplomacy, either through Unity or through origin. Empires with barbaric civic despoilers can only create martial alliance or hegemony federation. The invited empire must have a positive acceptance score with an existing federation member in order for that member to vote to add them. Hovering over diplomatic choice will show which empires agree and disagree. Federation members have reduced energy production by -15%. This tax does not apply to energy produced from trade. If a member leaves or is kicked out of the Federation, he or she gets a truce with the Federation. Leaving the Federation will give a temporary opinion -200 with all members of the Federation. Federation types[edit] The federation type determines what benefits the federation will provide at each level. The federation type can be changed during the game by clicking on the Federation type icon. However, changing the federation type resets the federation level to 1. The Galactic Union Federation type is available by default, but all other federation types require federation DLC. Federation Type Level 1 Perks Level 2 Perks Level 3 Perks Level 4 Perks Level 5 Perks Requirements Galactic Union -50% Loss of Cohesion from Ethical President Modifiers: +1 Available Envoy Member Modifiers: +5 25% Maritime Contribution Effect -50% Loss of Cohesion from New Members President Modifiers: +1 Federation Influence Gain Member Modifiers: +1 Unity on Federation Envoy +10% Ship Speed in Federation Space President Modifiers : +10% to diplomatic modifiers: -50% loss of coherence from failed votes +25% damage to crisis ship president modifiers: +10% monthly modifiers of unity members: +1 unity per federation envoy +25% damage to crisis ships of the Business League Trade League Trade League Trade League Trade Policy Modifiers: +1 available member modifier ambassadors: +5% trade value +10% ship speed in Federation Space President modifiers: +1 Federation Influence Gain Member Modifiers: +5% Business Value +5 Trade Protection President Modifiers: +10% Diplomatic Members Modifiers with Diplomatic Weight: +1 1 5% Trading Value +25% Maritime Contribution Effect President Modifiers: +10% Trading Value Member Modifiers: +5% Trading Value +25% Damage to Martial Alliance Crisis Ships +100 Experience with Baseline Ship Information +100 Experience with Initial Military Experience +25% Building Speed Modifiers Ships : -10% Entitlement effect cost per member modifiers: +25% Maritime Contribution Effect +10% Ship Speed in Federation Space President Modifiers: +1 Available Envoy Member Modifiers: +1 Admiral Level Cap +10% Ship Fire Rate President Modifiers: 10% Federation Modifiers fleet unity members'ators: +25% to the effect of the maritime contribution +25% to damage to crisis ships President of modifiers: +10% diplomatic weight of member modifiers: +25% to the effect of the maritime contribution +25% to damage crisis ships in research cooperation with a free research agreement with all members president modifiers : +1 to modifiers of members of research alternatives: +5% to research speed from agreements +5% to modifiers President for accelerating research: +20% to diplomatic weight of technology modifiers: +5% to research speed from x2 Rare Technological Discoveries Chance agreements, if other members know the President Modifiers: +1 Available envoys member modifiers: +5% Research speed from agreements +20% Research speed during the president's crisis Modifiers : +1 Megastructure Build Capacity Member Modifiers : +5% research speed from agreements +20% to research speed during crisis hegemony members cannot leave federation members, who can get secede Casus Belli reduced requirements for centralization President Modifiers: -100% Maritime Contribution Cost +100% Maritime Contribution 1 Available envoys Other Members Modifiers: +5% Resources from Posts Chairman Modifiers: Get Establish Hegemony Wargoaol Other Members Modifiers : +5% Resources from jobs -50% Loss of cohesion from new members President Modifiers : +1 Influence federation Get more members Modifiers: +5% Resources from jobs -100% Migration Pact Maintenance -1 00% Research Agreement Maintenance President Modifiers: 10% each member of diplomatic weight Other members Modifiers: +25% Damage to crisis ships 10% Federation Fleet Unity Federation projects [edit] Once 60 years have past, if the federation has reached at least level 2 and is at peace , its President may be offered the opportunity to launch a joint project with other Members of the Federation. The joint project lasts 10 years and requires each member to individually complete a special project. If not a single member completes, the joint project fails and the Federation gains -50 cohesion. The Galactic Union and the Federation of Research Cooperatives aim to study the cosmic aurora. Each member receives above their capital base a special project that requires a ship with a level 2 or higher scientist and requires 200 physical research. Completing special projects brings a selection, but its effects are purely visual. The project is completed after 3 years or after the completion of a special project by each member. If all members participated in the federation will gain +30 cohesion and each member will receive +10% physics and +5% Society Research Research for 10 years if not all members participated each member who participated will receive +10% Physics Research for 6 years Hegemony Federation aim to build a memorial. Members who agree to receive a temporary +30 Opinion with the President, while those who refuse to get -50 Opinion with the President. If more than half of the members disagree, the federation loses 100 cohesion and the president loses 50 influence. If at least half of the members agree with all members who have agreed, a special project will be issued over the president's capital, which requires a construction ship and takes a year to complete, while the president will be issued a special project to give members a +35% attraction to the ethics of the president, which requires a scientific ship and takes 6 months to complete. Each member who completes a special project will receive a temporary +50 opinion with the President. When all special member projects are completed, the project is completed. If all members participated in the federation will gain +100 cohesion and the President will receive the Federation Monument planetary function on the capital if not all members participated in the federation will receive +25 Cohesion Martial Alliance Federation are aiming for federation-wide fleet exercises. Members who agree to receive a temporary +50 Opinion with the President, while those who refuse to get -50 Opinion with the President. If more than half of the members disagree, the federation loses 100 cohesion and the president loses 50 influence. If at least half of the members agree that the President and all members who have agreed will be given a place in the situation log, where they must reach a fleet of at least 15 ships. As soon as each member reaches the site, an enemy fleet of 5-9 ships will appear, which must be defeated in 30 days. Once each fleet is defeated, the project is completed. If all members participated in the federation will gain +100 cohesion and each member will receive +15% Fire Rate for 25 years If not all members have participated in the federation will gain +50 cohesion and each member who participated will receive a +15% Fire Rate for 25 years trade league federations aim to create a transport standard. Within two years, each member must generate at least 50 Trade Value in the star system. Members who fail will receive -10% business value until the project is completed. Members who succeed will receive +5% on consumer goods and -10% on trading value, or only -5% if the star base of the offworld trading system has and a special project will be released at the starbase of the system, which requires a construction ship. Once each member has completed their special project, all modifiers will be removed and the project is completed. If all members have participated, each member will receive +5% of the consumer goods and +12% of the trade value If not all members participate, each member in which they participated will receive +2.5% of the consumer goods and +10% of the commercial value of the Cohesion Federation[edit] is a measure of how unified the federation is and ranges from +100 to -100. It has the following effects: Every 10 cohesion points above 0 adds +1 ZK per month to the Federation, up to +10 at +100 cohesion . Every 10 cohesion points below 0 adds -1 ZK per month to the federation, up to -10 at -100 Cohesion . Each of the 4 cohesion points above 0 adds +1 Adoption to change federation laws. Every 4 cohesion points below 0 adds -1 Adoption to change federation laws. Cohesion below 90 reduces adoption to increase the centralisation law by -50. The following cohesion changes: -100 whenever a member joins or leaves the Federation. -50 whenever the federation type -10 changes, whenever the Federation Centralisation Act -5 changes, whenever any other federation law -10 changes, whenever there is a failed vote The following changes in the area of coherence: +1 for each envoy allocated to the Federation -0.25 for each federation member -0.15 multiplied by the number of different ethical, minus 3 (medium and fanatical ethics of the same type will count as different ethics) -0.5 for each ambiguous ethics (not yet unclear what gives the exact number of opposed ethics) If the federation loses the experience needed for the level and does not raise it above the required limit within 90 days, the Federation level will decrease and remove all benefits from the previously held level. Each level requires the following amount of experience: Level 2 3 4 5 XP 1200 3600 8400 18000 Federation experience is limited to 18000, which means that at level 5 any negative cohesion will reduce the federation level. Federation federations, which have their fleet allowance law set to nothing but none, have a common fleet in addition to the forces of separate member empires, in addition to the forces of separate member empires, controlled by the current President of the Federation. Federation fleets cost no maintenance and use the capacity of the Federation fleet to which each member contributes under the Fleet Contributions Act, up to 600. Fleets can't cross this cap. Entente Coordination tradition doubles the maritime capacity contribution of members who adopt it without reducing their own further. Federation fleets have no command limit. The President proposes a fleet of federation ships through a special ship designer, which is available in the federation's offer, and can use any technology available to any member empire. Normal ship structures cannot be used build federation ships. The President's empire is responsible for commanding the federation's fleets. Federation law determines whether a member of the federation or the president's empire itself can build ships for the Federation Fleet. Any research into component unlocking technology that is in federation membership automatically updates the federation's default designs, but not any suggestions created by players, and instead adds their designs to the list. Since their designs are considered newer, if you update your federation fleet at the moment, your fleet will become their design, which can be undesirable. If the federation is dissolved, so is the federation fleet. The Federation Fleet has its own Titan limit, which does not affect the number of Titans that its members can build individually. The Federation may include one Colossal regardless of whether any member empire has one of their own. Federation laws [edit] Federal laws determine how a federation works and adapt certain aspects of the federation. Any member of the Federation may propose an amendment to the law. Hovering over any law will be a list of federation members who will oppose it. A failed vote will add -10 Cohesion. Federation centralization[edit] determines what federation laws are available and is limited by the current federation level. Increasing centralisation will have an increasing cost of coherence. Type Monthly cohesion Required level Description Minimum 0 1 Federation effect on its members is kept to a minimum. Low -1 2 The Federation's level of influence on Member States is kept very low. Medium -2 3 Federation has a great influence on its members, while allowing some independent governance. The Federation's influence on its Member States is almost absolute. Very high -4 5 The Federation has sovereign control over how Member States are managed. Fleet Contribution[edit] The Fleet Contributions Act determines how much naval capacity is transferred from federation members to federation fleets. The availability of laws is strongly influenced by the type of federation. Type Monthly Cohesion Converted Naval Capacity Max Fleet Size Required Centralization Desciption Galactic Union Hegemony Martial Alliance Research Cooperative Trade League None 0 0 0 Minimal Minimal Minimal Minimal This federation has no collaborative military effort. Low -0.25 10% 200 Low Minimum Medium Low This federation has less joint military effort. Medium -0.5 20% 400 Medium low low very high medium This federation has a slight joint military effort. High -0.75 30% 600 High High Medium Very High This federation has extensive joint military efforts. The Union Fleet Construction [edit] Federation Fleet Construction Act determines who can build ships for the Federation fleet. Required centralization of type effects All members can build ships for the Federation Fleet Minimum Only Leader Only the President of the Federation can build ships for the Federation Fleet Low Succession Type [edit] The Succession Type Act determines how the next Federation President will be elected once their term ends. Type Monthly Cohesion Effects Required centralization DLC Rotation -0.5 Leadership alternates between each member of the Federation Minimum strongest -1 Empire with the highest power sequence becomes the next president Minimum, if HegemonyHigh if the other random next president is selected randomly Minimum Challenge Empire that wins the challenge becomes the next President of low succession Power [edit] If the law type of succession is set to the strongest , then this law will determine what criteria are used to determine which empire is the strongest. The economy chooses a president based on the economic power diplomatic weight selects the president based on diplomatic weight Technology selects the president based on the technology at the fleet level selects the president based on the Fleet Power Challenge [edit] If a law on the type of succession is set to challenge then this law will define what the challenge for choosing the next president will be. Empires that don't meet the challenge requirements will be forced to withdraw from the competition. Challenge Description Empire will fall out if Arena Combat The rulers of all Federation members fight in battle in the arena and the winner becomes president, while all losers are killed. Each ruler has a chance to win based on various factors. Odds of winning over 60 and less than 500 count as 60, plus the odds reduction factor. Conditions Courses Empire Ethics Fanatic Pacifist: -10 Pacifist: -5 Militarist: +5 Fanatic Militarist: +10 Empire Civics Citizen Service: +6 Warrior Culture: +20 Ruler Features Substance Abuser: -5 Eager: +1 Stubborn: +1 Adaptive: +3 Resilient: +5 Cyborg: +15 Synthetic: +20 Psychic: +25 Chosen: +500 General Features (if General Was Ruler) Chair Commander: +3 Army Logistics: +3 Charismatic: +3 Restrained : +3 Face: +8 Butcher : +10 Mercenary Warrior: +15 Admiral features (if admiral was ruler) Lethargic: -3 Aggressive: +2 Con man: +3 Mercenary Warrior: +10 Features of the Governor (if the ruler was governor) Bureaucrat: -10 Intellectual: -2 10 Retired Fleet Officer: +2 Army Veteran: +3 Rulers Kind Features Weak: -10 Slow Pupils: -2 Talented: +2 Quick Learners: +2 Flexible: +6 Robust : +6 Strong: +10 Very Strong: +15 Survivor: +3 Lithoid : +5 Empire is a Gestalt Consciousness Psonic Battle Psechonic pops of all Federation members fighting in the arena. Before the fight, every empire will be offered to pay Zro to increase its chances of winning. The chances of each empire winning, limited to 400, are calculated as follows: +1 per pop with latent psionic property +3 per pop with psionic property +10 for telepath +40 work if empire 100 Zro +60 if the empire paid 500 Zro +80 if the empire paid 1000 Zro Empires without Pops with Psionic or Latent Psionic feature automatically falls out of the competition Golden Rule bid value is determined on the basis of the President of the Federation of Stored Energy Credits. President Energy Loans Offer 0-10000 2500 10000-100000 5000 100000 + 10000 Each member is offered the opportunity to pay and place an offer or drop out. If more than one member has submitted a tender, the tender shall be given again to those members. Bidding continues until all but one empire has fallen. This remaining empire will then become the new president and will also be given the opportunity to invest, distribute or appropriate offers made by all members. The investment will give all federation members +10% Business Value and +5% Energy Credits per Year Distribution will return each member energy credits based on the amount of bade all appropriating members will provide the President energy credits based on the amount of bade by all members and give +5% energy credits and -100 opinion with all federation members for 50 years Bade sum Redistribut ion value 0-10000 1000 7000 10000-100000 2500 15000 100000+ 5000 75000 Empire refuses to pay or cannot afford to place job offer Defense Every member of the empire assembles a team of up to five recruited scientists. Any scientist who leads a research area will always join if he is present. Each team has a chance to win based on the characteristics of each team member. Condition Courses Base weight 20 1+ Adaptive +10 1+ Eager +5 1+ Maniacal +10 1+ Meticulous +10 1+ Spark of Genius +20 1+ Substance Abuser +10 1+ Expertise: Statecraft +10 1+ Any Expertise Feature +5 1+ Custom Assistant AI +10 1+ Sapient AI +Assistant 10 1+ Towel Carrier +9 1+ Curator +10 1+ Psychic +10 1+ Chosen +30 1+ Cyborg +10 1+ Synthetic +5 1+ Erudite +15 1+ Paranoid -5 1+ Stubborn -5 2+ Carefree -10 2+ Maniacal -20 2+ Substance Abuser -20 No empire in the federation has a Technology Level Superior or Overwhelming +30 Empire has at least three scientists who are ousted by the term succession. [edit] The Succession Date Act determines the term of office of the president of the federation and how often the president changes. The type of effects of 10 years succession happens every 10 years 20 years Succession happens every 20 years 30 years Succession happens every 30 years 40 years Succession happens every 40 years when a member surpasses the President by 25% federation DLC [edit] Federation can be further adapted by the following laws if the Federation DLC is installed. Can entities join the type Monthly effects of cohesion Required centralization DLC No. 0 Subject of the Empire does not join the FederationExisting subjects of a federation member are thrown out of federationSumisible for hegemony federation Minimum Yes 0 Subject of empire joins or leaves the federation if doesExisting subjects of a Federation member join the Federation Minimal Vote Weight Type Monthly cohesion effects Required centralization DLC Equal 0 Each member has the same voting power Minimum diplomatic 0 The voting power of each member is determined by their diplomatic weight Medium War Declaration Type Monthly cohesion effects Required centralization DLC Unanimous vote 0 Each member must agree to a minimum majority of votes 0 Majority of members must agree Minimum if HegemonyLow, if not Hegemony President decides -0.5 Only the President of the Federation must agree to a high invite members Type Monthly Cohesion Effects Mandatory Centralization DLC Unanimous vote 0 Each member must agree by minimum majority Vote 0 Majority of members must agree Low President decides -0 0.25 Only federation president must agree minimum minimum majority votes 0 if HegemonyHigh if not Hegemony Kick Members Type Monthly Cohesion Effects Mandatory Centralization DLC Majority Vote 0 Majority members must agree Minimum President decides -0 .5 Only federation president must agree Minimum if HegemonyVery High, if not hegemony Immeasurable migration Type Monthly cohesion Effects Required centralization DLC Disabled 0 Pops can not migrate to other federation members without migration contract Minimum allowed 0 Pops can migrate to other federation members without the need for migration contract Medium separate contract Type Monthly cohesion Effects Required centralization DLC Allowed 0 Members can sign trade pacts , Migration treaties or research agreements with empires outside the Federation minimum prohibited -0.1 Members may not sign trade pacts, migration agreements or research agreements with empires outside the Federation Low References[edit] References[edit]

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