

NEMEXIA EVOLUTION

Your personal leading unit - the Admiral

- He/she will gain experience with your help. For every gained battle point - he/she will increase his/her level.
- After level 4 you will get 1 skill point for every next level. These skill points you can distribute to 18 different Skills separated in 3 Skill Trees (Offence, Defence, Utility). More for each skill you can read in [here](#).
- After a certain Admiral level you will unlock a special commander ship which will provide you with its unique ability.



New type of ships - The Commanders

- Executor - Sometimes the name speak for itself. The Executor's purpose is to brutally transform the hostile units into scrap for a minimal amount of time.
- Juggernaut - Only the strongest will survive. While the Juggernaut is your lead Commander ship in battle you will receive additional life points to your ships.
- Corsair - The Jolly Roger will rise again, because the Corsair has the ability to flight on pirate mission and to increase the percentage of stolen resources on these flights.
- Hunter - Thanks to the most advanced technologies, the Hunter has the ability to detect hostile spy ships at the very moment they reach your planet's atmosphere, without leaving them a chance to get information.



New design

- fully improved game interface
- updated Galaxy view
- new zones look and reworked buildings
- all ships and science are being reworked
- updated battle reports and fully changed battle simulator

... and many other interesting things



NEMEXIA EVOLUTION – CLOSE UP



"In times of technological advancement and great innovations, the evolution of warfare and tactical development is breaking the limits. Soon your empire will become a part of a new stage in the space history. You will experience the beginning of the new Space Order. Soon you will witness the born of the new Leaders – The Admirals!"



"New characters will be involved! Terteth's technology wasn't so advanced? This deadly weapon will serve you as a loyal Admiral and show you the art of the spacewar. You will learn powers that you have never dream of- until now. These isa small part of your future arsenal"

"Did you ever feel that you belong to something great? Now you can perfect your own skills. Take a quick look at some of them below – I think that you will be gladly surprised."



Anti-Destroyer

After sleepless nights, your best scientists have found an expensive, but useful technology how to absorb the devastating damage of the Death Star class ships, preventing your planets from disappearing from the space map.



Scrap master

Ever wondered how to learn the secrets of fatally engaging your enemies, but without turning them into useless junk which cannot be recycled later? No need to worry about this anymore. Spending points on this skill will grant you additional scrap from battles. You need only to take care of your enemies first.



Bullseye skill

The more powerful you become, the more skills you will be able to learn. Thanks to this skill, your units will grant more chance for critical hits on the hostile ships and defence.

"New type of ships will be included to your Shipyard's masterpieces! They will command your entire fleet directly into the battle, increasing its capabilities. Loaded with High-Tech Technologies and experiences crew they will not lead your trust. Meet some of them and admire them because they will serve you as long as they are alive."



Sometimes the name speaks for itself. This heavy class battleship, known as the Executor, specializes in one simple thing - to brutally transform the hostile units into scrap for a minimal amount of time.

Your enemies definitely won't be happy to hear about it. But why should they.



Thanks to the most advanced technologies, the Hunter has the ability to detect hostile spy ships at the very moment they reach your planet's atmosphere, without leaving them a chance to get information.

INTERFACE IMPRESSIONS

