

Strategy Guide For Marauder Ships

The Marauder race has only two types of ships which can return fire; the Piranha (frigate class) and the Shark (cruiser class). The other ship classes cannot return fire. However, the Marauder ships are very much cheaper than the Terran ships. All the Marauder ships do not require additional minerals to build (with the exception of the Pyth).

There are various strategies employed by various players who have their own style of gameplay. Personally, I have different strategies for different stages of the game.

Attacking Strategy

During the initial stages of the game, I prefer to use solely the Eel. About 200 Eels can take out a Garuda destroyer easily. Furthermore, unlike Terran fighters, Eels have good long range attack. I have even used only Eels and Rays to out the Empereur. The Piranha used in conjunction with the Eel and Ray can act as both a good defensive and offensive fleet.

During the later stages of the game, a combination of Barracuda, Shark and Pyth can wreak havoc to enemies who have Dreadnought and Starbases. Make sure your fleet has 70% more Sharks than Pyth. You need the Sharks and Barracudas to clear the way for the Pyth to deliver the killing punch. Pyth has only a range of 1. So, it has to get really close and personal. But, if the enemy's long range ships are around, they will make minced meat out of the Pyth. That is why you need the Sharks and Barracudas.

Defense Strategy

During the initial stages, the best defensive strategy is to have a combination of Piranha with Eel and/or Ray ships. In this case, the Piranha is the main defensive ship. The Eel or Ray will act as long range defense. The Eel and Ray cannot return fire. So, you will need the Piranha to handle that part of the defense.

When you can afford it, defend with the Shark and supported by the Ray as your long range defense. Note: I didn't mention the Barracuda. This is because the Barracuda has only a range of 4. Although the Barracuda has 25 times the fire power and 2.5 times the hull of the Ray, it's shorter range would mean the enemy fleet would take it out before it

can even fire a shot.

Danny Ong
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