

## 1-2-3 TERRAN RACE STRATEGY GUIDE

### Introduction

This guide is specially made for the Terran race. The author acknowledges that there are many strategies and that this may or may not be the best strategy used in all situations and circumstances. The purpose of this guide is to provide a brief strategic outline for new players.

### Before you start

Before we start off, here is the basic stuff you should know.

#### 1. Colony

1 colony can be equal to 1 planet

1 colony can contain more than 1 planet (if using clustered colony)

#### 2. Protection

You will be under protection if your power rating is below 5,000

#### 3. Power rating

A measurement of how powerful your economy and military is

#### 4. Border colony

These planets will have the risk of being taken over if you failed to defend yourself against a hostile empire invading you.

### Starting

Basically each planet will have individual land size, mainly depending on the type of planet. This land size or *available land* will determine how many buildings (infrastructure) you can build on that planet.

Also understand that each planet will generate a certain type of mineral. Mineral is different from ore as mineral is used for building ships; ore is used for building infrastructure. Ore is limited but minerals are unlimited. You'll get a certain amount of minerals and ore at the end of each turn.

First of all, all players start off with 1 colony. First thing is to get more credits. The more credit you have, the more powerful ships you can buy and maintain. So try to build up your infrastructure.

How to get there? Command > Manage Colony > Select Colony to Manage

I would suggest having 5 mining initially. You may demolish your mining infrastructure if there is no ore left which you can reuse the land which is freed up once you demolish the infrastructure. You can also demolish any other infrastructure to free up land but be advised to be careful when demolishing housing. If you accidentally demolish all your housing, then your colony will not be able to support any life at all, therefore it will be a useless and lifeless colony.

Also try to balance your agriculture and housing, depending on your need.

Say if your available land is 500, and 1 housing provide room for 10 population, then the best number you should build is 50 housing ( $500 / 10 = 50$ ). Always try to build 1-2 extra, just in case. As for food, 1 food feeds 10 populations. But in this case always have a positive number with your food generation. At the end of each turn you will notice a summary of your income as such:-

+50 Credit   +10 Food   +5 Good

Always ensure your food income is positive. If you run out of food, your population starves and dies off. Population takes time to grow, and they themselves generate taxes, and man infrastructure. If you're population dies off then you can't build any more infrastructure and have to wait for the population to grow, thus wasting time and turns.

In case of emergencies, you can buy food from the market. Or you can buy them to stock up your reserves.

Remember to build as many commercial infrastructures as possible because those are the easiest to use when it comes to increasing your income of credits. Although there are other ways of getting credits, commercial is the simplest method used. Other ways of generating credits are industry mainly used by the Marauder race and the intergalactic market mainly used by the Aspha Miner race.

## **Exploration**

Since ore is limited on your planet, you will soon have to explore for new planets to get more ore. It's either that of you can purchase them from the market.

Of course once you finished building up your first colony you will be forced to explore for other colonies to continue to expand your empire. First, build up some scouts and send them to explore. Check and ensure you do not go in to debt by having a negative income due to building too many ships.

It would be advisable to explore 3-4 new planets at a single time and then disband all your scouts. This will ensure you save credits, as there is no point having scouts lying around and not doing anything. Also remember that you may want to keep your power rating below 5,000. Players with power rating below 5,000 are under protection and therefore no other empires can attack you. This will give you a safe haven for you to build up on your research and other areas until you are confident enough to venture out of protection. Lastly remember to disband your scouts as they may increase your overhead due to their upkeep as well as power rating (scouts have power rating as well).

After you have explored all the planets, it is time to build up those colonies. Also remember to build as many commercial infrastructures as possible on all colonies. Some planets have bonuses to agriculture, so try to build agriculture on those planets and demolish agriculture on other planets.

## **Research**

Now, since you have a couple of colonies up and running you can now conduct research. The reason to build up some colonies first is, so you can generate more credits while waiting for the research stuff to finish.

Initially would advise to research in commercial infrastructure. The beginning level of the infrastructure research is relatively cheap. It is also advisable to concentrate solely on commercial. A level 10 commercial technology will double your credit income. So having 3-4 colonies would be equal to having 6-8 colonies! Because of this, try to research until the required turn reaches 20-25.

After you are done with this, it is time to begin research on other areas. The best path to research would be:-

Mineral – Terran Metal  
Small Terran Hull  
Medium Terran Hull  
Large Terran Hull  
Terran Destroyer

Terran Cruiser

When you can build destroyers and cruisers it is time to go on the offensive. By the time you can start building them, you would have a large reserve of credits to use for your offensive campaign. Remember not to go in to debt as you will be charged interest per turn for any debt incurred. You may go bankrupt if you can't recover from your debt. The only way a Terran empire could die is from going bankrupt.

### **The offensive**

There are basically two ways of moving forward from here. It is either you build up an army and send them to invade and take over other empire's colonies or build scouts to explore to find planets for yourself. If you have less than 10 colonies then it would be better for you to find colonies yourself because it is very easy to explore for new planets in the early stages when your planet count is still low.

Build up scout as before, and explore for at least 2-3 planets at a single time. Build up your infrastructure in your new colonies as previously advised. The difference now is you must remember to build up a defensive fleet to protect your colonies at the end of each turn before you go offline or log off. Go to ranking and click "ranking near me". Try to get your power rating to planet ratio up comparing with those around your rank. That means, try to have a higher power rating than planet ratio. Other empires generally tend to attack empires with a lower power rating per planet ratio.

Player 1 – Power=10,000 Planets=4  
Player 2 – Power=9,800 Planets=8  
Player 3 – Power=9,500 Planets=7

As the example above, Player 1 does not seem to be such an attractive target due to a higher power rating per planet ratio. Player 2 would seem to be the ideal target for attacks. Planets also provide an estimated 1000 to 1200 power rating per planet. Therefore you can estimate Player 1 has a fleet with the power rating of 5000, compared to Player 2 with a fleet power rating of 1800. Obviously player 2 has fewer defenses compared to player 1. You can use this strategy to choose your targets as well if you choose to attack another empire.

### **Fleet management**

Once you have explored 10-15 planets, exploring for new planets would be more and more difficult now. The only other alternative would be to attack other empires and to capture their colonies and planets.

Now you must learn how to better manage your fleet. To save credits you can disband your entire fleet at the beginning of your turn, and then perform research, build stuff on your colonies, and others. Remember that while you disband your fleet, other empires may take the opportunity to attack you at this particular time. So you have to perform your task faster or leave a small amount of ships just in case someone attacks you.

Don't use up all your turns and leave 10-20 turns. Once you finished performing all your tasks, build up your fleet, and try to go in to negative income. If you are earning 5,000 per turn, would suggest you to go in to negative 10,000 per turn. Be careful here, and watch your deficit. Since you are on negative income, you depend solely on your credit reserves; therefore it is very useful to have a large credit reserve. You can also calculate base on the turns you wish to spend to build ships and attack while in deficit. For example, if you are running at a deficit of 10k per turn, and wish to spend 20 turns to build ships and to attack then you can calculate that out to  $10,000 \times 20 = 200,000$ . Therefore you must have more than 200,000 credits in reserves (not including the cost of building ships).

Now at the end of your turn, try to attack some other empires with a low power rating per planet ratio. It would recommend that you invade at least a minimum of 4 colonies each day. Do note, each attack will cost 3-5 turns depending on the location of the target empire.

Also remember that you can only lose 3 to 4 colonies per day (while you are offline). So if you invade at least 4 colonies a day, then you will always gain colonies instead of losing them.

Try not to build on those border colonies until the next day. This is in case another empire does successfully invade them from you, then you wouldn't have wasted turns building up infrastructure for some other empire.

Also another tip would be, try to keep 5 turns as extras, just in case. Sometimes you may lose your entire fleet attacking other empires. So you may require those turns to build up a defensive fleet before logging off.

Of course, on the next day, at the start of your turn you can still attack other empires depending on the size of your fleet. If your fleet size is still big and you did not take that much damage from your previous attacks then you can opt to continue to attack others instead of disbanding your fleet.

### **Attacking strategy**

Always remember the following:-

Attacker does 5% less damage

If attacker and defender have the same range, the defender fires first

Range determines who fires first in a battle

Now, let's say you want to attack another empire, first you must calculate if you can win the battle or not. Assuming you have a Terran battleship, which can cause 2000 damage

and would take 8000 damage to destroy. Therefore if you want to attack another empire which you assume has battleship technology, then you must build at least 5 battleships to win.

$$8000 / (2000 * 0.95\%) = 5$$

Hull / (Weapon \* Efficiency)

You can use the same method to calculate other ship types.

### Stacking strategy

More powerful ships will go in to the first line and so on. These lines are also called stacks. For example:-

Ship 1 – 1000 total power rating  
Ship 2 – 500 total power rating

Many battles can be won with a clear understanding of stacking strategy. Generally to get the ships to the 1<sup>st</sup> stack you must build more ships of that type until its' power rating is the highest. This can be done by a simple calculation prior to building up and organizing your fleet. For example:

Ship 1 = 10 power rating per unit  
Ship 2 = 5 power rating per unit

If you wish to have a stacking strategy of:-

Ship 2  
Ship 1

Then you are required to build more than 2x the amount of units for Ship 2 compared to Ship 1 to obtain this stacking. For example:

Ship 2 – 101 units – 505 total power rating  
Ship 1 – 50 units – 500 total power rating

There are basically three types of ships.

- |           Balanced  
|           This is a balanced ship, has medium attack and defensive capability
- |           Heavy Attack  
|           This has good attack capability but low armour therefore dies very easily
- |           Heavy Defense  
|           This has strong armour but low attack, making it ideal as a cannon fodder

Stacking strategy basically depends on what stacking your opponent is using. For example the 1<sup>st</sup> fleet will have an advantage of the 2<sup>nd</sup> fleet:

If opponent is using	Would suggest using
Heavy Attack	Heavy Defense Heavy Attack

Heavy Defense	Balanced Heavy Attack
Balanced	Heavy Attack

The idea is to ensure your opponent is busy attacking a “Cannon fodder” stack while your main attacking force will attack your opponent’s fleet. For Terrans, Starbases and Cyril ship type has heavy armor, while Photon ships have heavy damage but very light armor. The Terran battleship is balanced. If the scenario as above happens, then you are more likely to win the battle as you would have wiped out the entire enemy’s fleet.

Usually it is recommended to use a Heavy Defense as the first stack and a Heavy Attack as the 2<sup>nd</sup> stack for attacking, while the opposite for defending. This is because of the range difference in attacking and defending. Defenders always fire first if the range of both the stacks is the same, therefore the defender will have an advantage if both parties uses the same stacking strategy, especially by putting the heavy attack ships in the first stack. Because of this bonus, defenders have an advantage to use Heavy attack as their 1<sup>st</sup> stage compared to the attackers.

A lot of tweaking (adjustment) is required for you to perfect your stacking strategy, and always remember that a good stacking strategy will increase the chances of you winning a battle. I have seen empires having good stacking strategy being able to defeat another empire with double its’ power rating. However there is nothing absolutely 100%, so you may even lose from time to time even with a very good stacking strategy.

For new players would suggest using a more balanced ship first before venturing in to other stacking strategies. All Terran native ships are balanced type of ships. Among them are:-

Ryu-jin	Fighter
Maru	Cor- vette
Sentouki	Frigate
Garuda	Destro yer
Ra-Kalieum	Cruiser
Empereur	Battles hip

## Other races

The stacking strategy for Terran is not that noticeable because there are still many balanced ships available to the Terrans. The number of balanced ships drops when it comes to other races, as well as the attributes of the ships becomes more extreme. For example, ships with defensive capability will be more extreme towards defensive and vice versa for offensive capability. Therefore stacking strategy is more apparent and is a major required here.

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