

Terran Strategy Guide

Hey, this is **Beastie (#64337)** here to tell you how to become a pro Terran fast.

Table of Contents

- 1) Income
 - 1.1) Taxing pros/cons
 - 1.2) For being a terran taxpayer
 - 1.3) Commercial pros/cons
 - 1.4) Most of the games terrans go...
 - 1.5) Another great form of income is...
- 2) Ships
 - 2.1) The main ship
 - 2.2) Terran ship list
 - 2.3) How to stack
 - 2.4) Spam
 - 2.5) How to kill spam
- 3) Facts Every Terran Should Know
 - 3.1) Orions
 - 3.2) Worst part about the missions...
 - 3.3) Ministers is a must!
 - 3.4) War minister
 - 3.5) Artifacts
 - 3.6) Planetary Core Capsules
 - 3.7) Mission 9, Act 2
 - 3.8) As a terran, you need...
 - 3.9) Control the market
 - 3.10) Research
- 4) System Management
 - 4.1) How to set up your systems
 - 4.2) Sol system
 - 4.3) DNA-ing
- 5) Investing Your Money
 - 5.1) Throughout the game...
 - 5.2) Ore
 - 5.3) Ministers
 - 5.4) Ships
 - 5.5) Food
 - 5.6) Vassals/federation members
 - 5.7) Everything

1) INCOME

Now, first thing I'll cover is income.

- 1.1) Ok, so you've heard people say, "Go tax! Go tax!" Well, they are right. Read on to find out why.

Taxer Pros: You get a higher empire level, which enables you to do more projects. More credits (\$) than commerce, loyalty has 2 jobs—(1) less sabotage, (2) more income (250% more), and if you become successful as a taxer, you will most likely get known in this game as a big food buyer, like Zappa and Myr Fantasy, some of the food-buying legends (empires).

Taxer Cons: Food might not be on the market, therefore reducing your income by 90%. You have to first go to population and raise the population manually, which may take a lot of turns.

- 1.2) For being a Terran taxer, you must use the Orion system. You get it in one of the missions. In fact, you end up getting 2 Orions out of missions. The best thing about Orion is you don't have to upgrade your system anymore & you will save lots of planets.

- 1.3) Don't like the idea of buying food? Go commercial then!

Commerce Pros: Don't need to buy food; income is generated as soon as you assign the planets. Commerce is especially good for the low pr people.

Commerce Cons: Doesn't give you a higher empire level, bad for higher pr people, where all the action is ☺.

- 1.4) Most of this game's terrans go tax. Join the club, I suggest you go tax. But I'm not forcing you; it's strictly your choice. I'm just saying its better because most people want to go to higher PRs and tax is great for high pr.
- 1.5) Another great form of income for terrans is mining terran metal(TM). It has lots of pros. One of them is that TM is your main mineral, no t class ship can be built without it, unless you found a bug ☺. Another pro is that terrans get a 6x bonus on mining it. That means you can mine TM 6x more efficiently than other races.

2) SHIPS

- 2.1) The main ship: *t.Nirvana*. No other ship can compare to this (except maybe *p.thor*). And as a terran, this ship is quite cheap (**\$26 billion**) for 4000 ships (75 mil pr I believe). Sad part is that it is getting updated a lot which is raising the price and other things to make it equal to other ships.
- 2.2) Look down and there is a ship list. Read it very carefully, this is very essential to a terran.

Power: Power rating of the ship. The more ships, the higher your power.

Weapon: How much strength the ship emits

Hull: How much weapon it can withstand from enemies

Range: The ship with the higher range attacks first (not a big factor unless you're using P class)

Ships	Power	Weapon	Hull	Range
t.Ryu-jin	8	1	20	1
t.Maru	51	4	145	3
t.Sentouki	184	11	500	7
t.Garuda	956	80	1,750	8
t.Kalieum	1,701	70	5,400	7
t.Empeur	5,881	1,700	8,500	7
t.Nirvana	18,030	6,000	26,500	6
t.Hercules	45,402	8,500	70,000	5
t.Chimaera	50,431	2,500	150,000	7
p.Apollo	66	35	66	5
p.Odin	201	85	200	9
p.Thor	1,624	650	1,620	11

As you see here, **p.class** ships and the **t.nirvana** are the best. High hull, ok range, and ok weapon. Use those ships in battle, but throw nirvanas on the top.

Remember, terran ship weaknesses are:

Collective can kill t.class

Guard, terran and miner kill p.class

When I say kill, I don't mean wipeout, don't worry. They just have a small advantage.

- 2.3) Stack like this:
stack1 = t.Nirvana
stack2 = p.Thor
stack3 = c.Aries
stack4 = p.Odin
stack5 = support (any)
stack6 = support (any)

or,

stack1 = Strafez Fodder
stack2 = t.Nirvana
stack3 = c.Aries
stack4 = p.Odin
stack5 = p.Thor
stack6 = Strafez Runner

Remember, you will get extra ships from fed members and lord/vassal, so the max number of stacks you can get is 12. And supports are just to get the extra boost on flanking.

- 2.4) Another way of stacking is also called "spam". Only 1 ship, like this:

stack1 = t.nirvana

Done. No stack, just pure, juicy spam.
Easy to kill, yet very complex to kill.

- 2.5) This one is very important. A lot of people spam (see 2.4), and there are a few ways to conquer it.

1. stack1 = Strafez Fodder
stack2-6 = anything
2. Spam back!

(1) is probably more efficient and stronger and great against a nirvana spam, but (2) is also ok, use a nirvana spam and a war minister (see 3.3).

3) FACTS EVERY TERRAN SHOULD KNOW

- 3.1) **Never throw away the Orions, always keep them.** They are alien systems and are high in value.
- 3.2) Worst part is that throughout the missions, you get planets. You think it sounds good, but read on. After you are done all the missions and if you haven't explored or destroyed or got invaded etc. you will have 15000 planets on your Sol. Best thing to do is make a 1-3 farms to support your food consumption.
- 3.3) **MINISTER IS A MUST!!!** Get a farmer, a tax collector, publicly loyal, maybe digger. But war minister is a #1.
- 3.4) Why should you get a war minister? Because war ministers (a minister with all war traits) help out a lot in attacks. They do lots of stuff. Reduce enemy's hull, increase your weapon, reduce enemy's weapon, etc. But without a war minister, you can barely ever win a fight, unless you nirvana spam or fodder stack.
- 3.5) Need artifacts? Orions are great for digging. Get a whole bunch of artifacts out of them and fuse them. Artifacts do lots of things, from destroy someone's loyalty, kill someone's population, and some artifacts can affect how many credits (\$) you have.
- 3.6) If you ever get any **Planetary Core Capsules**, use them when your Sol is gone/destroyed and when you have all your systems laid out perfectly. You get way more planets that way.
- 3.7) Mission 9 of Act 2 says to get 5,000,000 terran metal. Wrong, *wrong*, **WRONG!** Its only 500,000 terran metal. Don't waste your credits (\$) on all terran metal, read the next tip (3.8)
- 3.8) As a Terran, you need minerals. **Don't get all terran metal**, get little of them, and if you run low, just restock! You might run out of credits (\$) investing it all in 1 mineral, so be careful!

Take a look below.

30 turn(s) used **Credit +763,706,520** **Food -9,856,572** **Bonus + 38,185,326**

My income. 53 housing levels, **only 50,000 planets** on the Orion, no food support, no fleet and a level 350 tax minister. Try it and you'll get rich quick.

- 3.9) If you want to, you can control the market. First, get a rich system with terran metal in it. Then terraform it into a titan. Upgrade it to X, and go all out mining. This way you can control the market and make people happy.
- 3.10) You're going to end up finding out that researching terran hulls, Adv. Scout and all the other ships take a long time, so I'll tell you now. Researching ships takes a long time. But trust me, its worth it. A wide variety of ships for 985 turns. Trust me again, this is a little bit. Other races have at least around 1200, Guardian has around 20,000!

4) SYSTEM MANAGEMENT

4.1) There are 2 ways to set up your systems. I have different names for them.

1. Income cautious
2. Planet count cautious

Income cautious is like this:

If you have 1 million planets:

Dark = 10000
Dark = 10000
Dark = 10000
Dark = 10000
Dark = 10000
Dark = 10000
Orion/titan/eden (main) = 940000

Planet cautious is like this:

If you have 1 million planets:

Dark = 100000
Dark = 100000
Dark = 100000
Dark = 100000
Dark = 100000
Dark = 100000
Orion/eden/titan (main) = 400000

With planet cautious, you lose less planets when you get invaded on your main, but you also get less income.

With income cautious, you lose more planets when you get invaded on your main, but you also get more income.

I'm a planet cautious, but I think income cautious is good too because as soon as you get the income rolling in, you will be able to afford losing a few planets.

This is strictly your choice, though. I prefer planet cautious if you want a lot of planets and want to get into a big fed.

- 4.2) **Never have a Sol as your main.** No good mods except exploring. Get an alien system by donation or being a terran.
- 4.3) If you are rich (in real life) and are willing to spend it on ☺Stephen☺, you can get 100 Donation Points, buy a few DNAs, restart as terran a few times, and you'll have more Orions, which means you can spread out your planet count/hide your fleet even better.

5) INVESTING YOUR MONEY

- 5.1) Throughout the game, there are many, many, MANY things to spend your money on. Read on to see some of the various things you can buy with your credits (\$).
- 5.2) Ore. Ore is one useful and VERY pricey way to spend your money. Is it worth it? Well, you get the ore and invest it into temples, and if you have the 1st or 2nd highest temple, you can get cool stuff, such as ultra-strong K Class ships, free food, etc. But in RT, there is no chance of making it that high, unless you have connections with a rich guy☺.
- 5.3) Ministers. You can invest a whole bunch of money of ministers, which can help you with your income, which can help you invest even more into your ministers. Once you have 2 (8 for paid) ministers with max traits, you get the maximum benefit from your income which means you can invest into something else, read on.
- 5.4) Ships. Now, this is one for a very rich person. If you are really brave and have quite a few planets, you can NOT be part of one of those feds which have all the power at the top of the PR list, build up to 10 bil Pr, and attack all the people up there until you fall to 4 bil pr or something, then rebuild again, grab a few planets, and keep the cycle going. Get a lot of planets, popularity, etc. It's a nice way to live life.
- 5.5) Food. If you're a taxpayer, then you can spend most of your time buying food. If you buy food often enough, people will notice and go to you if someone needs food to be sold. Its also a nice way to live life. But you have to have food as a taxpayer, so it doesn't matter. But you can buy a LOT and get noticed.
- 5.6) Vassals/federation members. You can send it all to vassals/fed members and they'll get happy. Another nice way to get popularity and respect. That is, only if you're very, very, VERY generous. Its hard for most people to spend money on this, but it would be nice if someone did.
- 5.7) Everything. All the things listed above. This is probably the best. Popularity + income + free K class ships + respect. One of the best ways to live a terran life.

Well, that's all I have for the Terran guide; for further details, please contact me.

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