

This is a guide on how to upgrade all your systems to level x with the least amount of cash and the least amount of losses. It is far from complete and may not be the best way but it has worked for me.

Before continuing please make sure of the you have done or at least understand the following:

You have read the manual

You are playing the Terran Race

You have researched Upgrade System (and invested in the project)

You have researched all the Terran Ships

You have researched all the alien lifeform and aliens ships.

You have decided how many systems you want

You have decided what order they should be in

If you don't understand any of the above, play through the missions and reread the manual before rereading this guide.

General System Info

You can explore 50 k planets without any trouble once you have researched the advanced scout so getting hold of planets isn't a problem. Keeping hold of them is. A system has a higher defence level if it is developed. To develop a system you need to upgrade the system. This is done by investing planets (10k per level) in to upgrade system. More importantly, a system is more productive with less planets if upgraded.

example. Sol systems (what you start with) are good at exploring. You need to research Upgrade System Project for this to work. Buy some advanced scouts – say about 80 more if your income is good. (You may have to allocate some planets to generate an income but don't allocate more than 10k). Build more scouts if you wish but it will cost you more per turn. Explore so you have 10k planets free (unallocated). Upgrade your system. Explore again to 20k and upgrade again. Keep repeating but remember it costs 10k planets per level that you are upgrading from. The Sol will gain a larger bonus to explore every upgrade. Once is it is at level X (10) you can use it create a level 4 system for next to nothing. Here's how.

Make sure only 10k planets are assigned in your Sol and the rest are free. Explore for more if you are short. Explore until you have 72k free planets in your Sol and create a new system (read the manual for more on what systems do) with all 72k (leaving 10k behind. You lose 2k planets in the creation so you now have a system with 70k planets. Then upgrade it.

Planets	Level	Cost	Remaining	New Level
70k	1	10k	60k	2
60k	2	20k	40k	3
40k	3	30k	10k	4

You can then repeat exploring from your Sol to another 72k although as you now have 2 systems with 10k planets in you will start to find it much harder to explore.

Exploring works on diminishing returns so the more planets you own, the more scouts you need to find the them. Once you have explored as much as you can afford. It's time to go taking planets.

Building your fleet.

Almost all ships have a mineral cost as well as a cost in credits. Before building your fleet you need to stock up on the minerals you need not only to build it, but also to maintain it.

BEFORE CONTINUING TAKE NOTE OF THE FOLLOWING>

It is vital that you understand the value of Power Rating (PR). Every planet you (or your enemy) own is worth 50 pr. This means at 40k planets you are at roughly 2Mill PR. At 70k planets you have 3.5 Mil PR. If you understand this then you can also see which systems to attack that are defenceless and that is how this system works.

Your Planet PR added to your ship PR gives you your total PR. You can only attack ships that are 150% below you. But you can attack ships upto 300% above you.

Example shown below:

If you build a 1.2 Million PR fleet made up of six types of ship (known as stacks) and let's say your planet count is 76k (3.8 Mill PR) and you have a combined PR of 5 Mill. This means you can attack an Empire as low as 2 Million (40k planets undefended Empires) or as high as 20 Mill PR (or 400k undefended planets).

What makes a good stack? Well when you have such a low PR, you are unlikely to find many aggressive targets. In fact, way down low, you find lots of inactives or people not using this guide. So you should build an aggressive stack. Why? The more damage you do, the more planets you win. If you have researched all the ships, look at the shipyard or refer to the manual-Terran-Ships. You will notice that they have all sorts of information. If waring is your game, study this page as its all that stands between you and planet loss. If its looks to complicated just look at the ratios between Pr and hull, weapon and shield. Also look at range. This is crucial. Consider these stacks for example:

Stack Position	Stack1(Defensive)	Stack2 (Balanced)	Stack3 (Aggressive)
1	High Defence	High Defence	High Defence
2	High Defence	High Defence	Balanced
3	High Defence	Balanced	High Attack
4	High Defence	Balanced	High Attack
5	Balanced	High Attack	High Attack
6	Balanced	High Attack	High Attack

High Defence - A ships hull being much greater then its PR

Balanced - Hull is a reasonable amount more then its PR and the Weapon does a reasonable percentage of damage

High Attack - A ships weapon being a high percentage of the PR in damage

Generally (it depends on what type of attack) doing more damage then you receive will win you the battle. So how would the above stacks perform. Well we have to factor in a few things.

Range of ships. A ship with a higher range will inflict casualties first before a retaliation.

Shields/ Weapons. There are four types of weapon damage and for corresponding shields for each weapon. Some weapons are more effective then others. Each weapon has a different effectiveness against certain shields.

Total PR. Remember that an Empire at +150% above your PR can attack you so it doesn't matter how big your fleet is, there is always a bigger one owned by a player looking for planets just like you.

Try not to build a fleet more then twice the size of your planet PR until you really have a feel for combat.

So if you look at the 1st stack, you would defend well but may not do enough damage to win the battle. Stack 2 would fair well against both stacks as would stack 3as long as enough of your ranges were right (so you get first hit) and enough attacks hit the vulnerable shields.

You can explore far more planets then you lose at this level so don't worry about getting it wrong. Build a fleet and go for it. Here's how...

- 1)Click on attack and (if it is not already selected) click on the system that contains the fleet.
- 2)Click browse then keep clicking next in the bottom right hand corner until you start to see Empires at -150% of your PR that are undefended (use the following calculation ***** $PR/50 = \text{planets}$ ***** i.e. 40k planets and 2 Million PR). You should find at least one. If there's a choice choose first one that isn't active or in a FED, then that has the highest number of planets in any system.
- 3)Once identified, click attack- confirm and scan the result. If you have taken losses go to step 4. If you haven't taken losses go to step 2 and repeat.
- 4)Make a mental note of any losses and replace the exact numbers in the same order immediately. This keeps your stack in the same order. Once built go to step 2 and repeat.
- 5)If you are finished then attacking then move your fleet to the system you wish to defend. You can wait to be attacked or you can ask people on higher PR's to skirmish you. If they do this they attack your fleet and not your planets.

Once attacked rebuild the fleet identically. Each attack against you gives you 2 DP tokens. You need 8 tokens then you come under damage protection. Rebuilding more then you lost costs DP tokens. Once in DP disband your fleet and carry on managing your Empire. Building Starbases, however many the number, does not affect your DP tokens.

When you get bored of that you can start taking on juicier targets that are way above your PR. As long as they are undefended you should be ok. Just rebuild the identical fleet if you need to and carry on.

Do's and don'ts

You will be attacked by Empires with much bigger fleet but they can only take around 750 to 1000 planets because of their PR size and your Empire size.. If you get attacked, just rebuild your fleet and continue where you left off. It won't be that often.

Remember that this is to develop your systems so you don't have to do it all in one go. Develop them all to say level 3 one night then all to 4 the next or spend 10 hours in front of it and get them all to 7. It's up to you but it needs to be done before you can grow properly.

Don't attack any player more than once just yet. They build up a retal on you and there's so many targets that you don't need to make enemies....yet.

Do not be tempted to build a bigger fleet until your systems are at least level 6 and you have a minister with at least one skill at level 10.

Don't let it get personal. If some idiot keeps attacking you then just rebuild and hit easy targets as you can attack 20 undefended Empires in the 5 minutes he has got to wait to attack you again.

If the idiot persists (like suiciding repeatedly the same system) move your fleet there and attack other undefended empires quickly OR build your Defensive fleet and go into DP. Once there explore and assign back to 10k. You can always disband the fleet and research a while until he goes offline or is knocked in to DP. Make a note of his name (or Empire ID) and check periodically if he is undefended and out of DP. If he is, hit him for all his worth and keep hitting him until it says one more attack means WAR. Technically he has already declared WAR but again there are so many targets that you do not want nor need revenge. Besides, it's better to get revenge when you can do serious damage. Be patient, your time will come

Dave Goddard

thehidden #125868 UC:RT