

Strategy guide: **Marauder Race from restart to the Top 100 Ranks page.**

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Have been playing for 103 days on hour!

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Disclaimer

If you have high demands, don't read this guide, since I don't know how it will fit into your view of the game.

Introduction

Since there aren't many of the Marauder players, I had nobody to ask on how to start up and organize my empire. The ones I did ask gave some vague answers to my questions. I decided to make a guide for all those who might want to try out this race but don't know what to do.

Step 1. Before restart

First of all, I'll comment out the income of Marauder. If you look at the official manual, you see that there are these modifiers: commercial taxes are at -10%, and population taxes are at -70%. This speaks highly in favor of commercial way for a Marauder. But if you look at some other modifiers, like agriculture, it is +45%, thus helping you be a self-sufficient population taxer. So, basically, you can go both ways. I will assume you're restarting from Terran. That means that you most likely have an Economist minister. So, let's go to decide we will go capital.

Now, a capital system will be your source of income that will support your fleet. But D class is expensive to build. In order to make a fleet every now and then, you need another, larger income. Industry efficiency is +70%. Also, Mineral Generation is -40%. Your beginning system will be a Titan. It has both industry and mining bonus. At least on higher levels, but we will come to that later. So, before restarting you have to decide, will you be sustaining your fleet with commercial or population tax. Either way you choose, it is good to have a minister of the kind. I will assume that you went commercial. And to build your fleet in the first place, you'd need to mine or sell CG's. I never was in CG business, so I won't talk about it. I will talk about going for a miner. That means you also need a mining minister.

So, the requirement (before restart) are to have at least level 30 miner minister and level 30 economist minister. That needs to be done before restart, since it is easier to build them up there with a developed Terran empire than from just started marauder one.

Also, I hope you have at least 30 levels of infrastructure. The higher, the better it is. What I suggest before *any* restart, not just to Marauder, is to use your I-tech lab II project. That would give you 2 additional infrastructure levels before restarting at a cheaper cost (since every level costs 750 turns after a while, even if you restarted).

The last thing required is to have a lord, vassal or a friendly empire that will be willing to tribute you around 1bill of credits (\$) upon restart. You can even beg on chat if you want it. I've seen people do it. Hell, you can even beg through PM's all the people on the top 100 list to give you 10 million\$. But you shouldn't have much trouble with it. 1 bill may seem much to some, but players that have been on UC for a while know that for any decent empire it's no biggie.

Required before restart:

- *level 30 miner minister*
- *level 30 commercial (economist) minister*
- *level 30 infrastructure*
- *a buddy/lord/vassal that will donate you*

Step 2. Restarting

So, you prepared the ministers and infrastructure. Now it is time to restart. Go to the Options menu and choose restart. If this isn't your first restart, you know what to do. Put half of the infrastructure in commercial and half in mining. If you have more than 30, I'd say 20 mining is enough, put the rest to commerce.

If this is your first restart, I'll just translate this to easier form: on restart you get to keep your infrastructure. And you get to distribute it any way you want! So, as I've said already, you would want to put at least 15 to mining, possibly even 20. The rest can go to commercial. Don't worry, you can change this later with I-tech I project.

Restarting:

- *have 15(20) mining infrastructure*
- *have the rest of infrastructure into commercial*
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Now confirm your restart with your password and you're a Marauder. You'll have to re-login and you can go to:

Step 3. The beginning*A word on missions*

I personally recommend skipping missions. You will learn the basics about being a Marauder there, and most of it is written in this guide (hopefully). But if you want, you can do the missions and get delayed on your way to the top.

I will speak from the view of skip-missions-restartee.

You're now level 1 empire, no missions done, no research or anything. What you need in the beginning is to research your Upgrade system project, your Ministers office, and have that buddy of yours tribute you that billion we spoke of. When you receive it, you can start. First, assign your mining minister to your system. Now, buy some minerals from the market, you won't need much, I'd say around 50k each should do for the first week. Now that you have it, build some ships. Build d class. It is expensive, but you have no income, so you'll just have to cover your fleet's upkeep from the billion you got. You don't need much. Marauder ships have high build rate. You just build 1 turn worth of ships, say 2 or 3 stacks of d class. Now you explore. Explore to at least 50k planets. You can explore more, but it's not worth the turns. You'd get more from attacking. It is important to have at least 50k planets, since you need 50k for empire level 5. And Upgrade system project is, yeah, you got it, level 5. Now, assign all planets to mining and use what's left of your turns to mine. Put all the ore on the market. Now, log out and wait for turns to accumulate to maximum (or less, if you want to hurry, but it's easier this way).

Required:

- *have 50000 planets on Titan*
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Step 4. Upgrading your Titan

By the time you get back, your empire level will be updated and you'll be able to use your Upgrade system project. Now, upgrade your titan all you can (probably to level 3). Explore to 50k again. Upgrade again. Repeat the explore-upgrade cycle till your system is level 5. Now, to improve it further, you'll need to explore to 50k, but after 50k it is more effective to attack for land. You have plenty of targets on those low levels of Pr. Attack for just enough land to upgrade. Then, when you've upgraded to level 6, you can explore again (since you have maybe 1 or 2k of land again). Again, explore until you have around 50k, then go attack again. You get the drill? The new cycle, explore-attack-upgrade cycle is a bit slower, but it still works.

Now, in this upgrading business, you will eventually run out of turns. When you see it is approaching, don't explore or attack any more. You will know that there won't be enough turns for the next upgrade if you just upgraded and have less than, say, 120-140 turns left. This might be a little more or less; it was a while since my restart, so I don't know the exact number of turns needed for 1 level upgrade. You will see that in your progress and you'll know how much it is. When this happens, do the following. Explore to 50k, but don't attack any further. Assign all planets to mining and use what's left of your turns to mine.

It is important not to log out with less than 50k planets, because you won't have empire level required to use system upgrade project. I know that paid acc gets an extra level, but it doesn't work, from my experience. Now, you have few days of upgrading. When you reach level 10, you go to the next step. Should you in any moment lose a substantial part of your fleet, just rebuild a stack, or make one more d class stack.

Required:

- have level 10 Titan
- keep a permanent (no disbanding) fleet of d.class

Step 5: Upgrading Capitals

When you got this far, you know the explore-attack-upgrade drill. Now, as I've said, you'll be having commerce for income, so you need Capital systems. First, explore your Titan to 50k again. Now, go to the system, and Make new system! Make your first Capital system. You should use all planets but 5000. You should always have at least 5000 planets on your systems, lest they be destroyed (through retaliation attacks, they can hurt you badly). Now, go see your Fleet, and Move it to your newly born Capital.

Go to projects and upgrade your capital all you can. You know the drill from here. Explore-upgrade, and later explore-attack-upgrade. This should be repeated until you reach level X on the capital.

When you reach the X, explore to max again. Go to the Capital, Make new system. I suggest it to be another capital. Remember to leave around 5k to your present system.

Repeat the drill with the new capital. Make another.

If you followed this guide till now, you should have a Titan level 10 and 3 Capitals level X now. My proposal is to make some system defense now. The rest of your systems should be Darks. Make them also level X systems. This should provide you with decent income and fair system defense level at your Titan. Should you in any moment notice that one of your systems is below 5000 planets, increase it as soon as possible. Even if it would cost you a lost battle or 10k on the system currently been upgraded. Trust me, it's not worth to lose a level X system.

Required:

- have level 10 Titan
- have 3 level X Capitals

- *have 3 level X Darks*

Step 6. Finishing your Titan

So, now you have it all. You can mine, you have a steady income. Now it is time to finish your Titan. You need to get it to level X. This is a long-term goal. You can now increase planet count on your capitals. But don't make it more than 20-30k, or you'd spent too much time fixing them, instead of upgrading titan.

You would now use regular tactics to upgrade system. Since it takes many planets to upgrade now (100k+ per upgrade), it won't happen so often. So, I have a suggestion. While on the way up, you can mine and research. If you are in DP, of course. You do research when your titan has less than 40k-50k planets. When it is more, I'd say you should make at least one click on 'Mine' per day (that's 99 turns with paid account). In your attacks you will use various tactics. One suggestion, though, is never to disband d class ships from your fleet. If you use other ships, maybe it's cheaper to disband them, but d class is permanent fleet. Their upkeep is almost non-important, but it costs a fortune to build some. Another tip would be to find a good fed/lord/vassal. Op can really help you getting your systems upgraded. So, go for it and upgrade your Titan to X. I am sure it will take a longer time.

Required:

- *have level X titan*

Step 7. Arranging your empire

Now you have it. It took a while, but your empire is fully built. Even if you haven't upgraded your titan or your darks to X, you have your capitals. They can sustain d class fleets in more than one system. If you make your capitals around 50k planets, you can have a smaller fleet on each to protect it, although I don't suggest it, at least not while you fight on low levels. You can have 50k or so planets on your titan too. You use it for mining. Income should be spread among building fleets and building ministers. First, you'd want your mining minister to work better. So, have him at least level 100. Now you can start building up economic ministers and war minister. As for the darks, you should keep them around 10k planets. You can use space programs to fill in when they weaken.

Required:

- *be fearsome empire*

Closure

If you followed instructions, you are now most likely in the top 100. In fact, I believe that you are in top 50 players on the server. I have to say, this is only a guide, you can use it as you wish, and you can follow just few steps from it. It hope it to be usable by readers. With minor changes, it can be used to tax Marauder.

Appendix A: Advantages and disadvantages

Main advantages of this tactic:

- *Fast buildup. As soon as you have your titan to level 10, you can start selling ore and having big fleet.*

- *Quickly make big levels*
- *No worrying on loyalty of population and for food*

Main disadvantages:

- *Income may be slightly less then it would be if you were a population taxer. But this is not much and it is replaced with free turns to mine/research*
- *Unused bonus on CG production*