

Strategy Guide: Making full use of reinforcements

Introduction

The goal is to get make full use of reinforcements, if you are able to do this, you and your team makes will definitely be able to reach the top 50 or even top 20 spot. The reward for getting on the top 20/50 spot is to gain the respect you deserve and not to mention having a ton of players kissing your behind and `extra-nice` to you. Yes being powerful is rewarding in its own way.

This guide is open to all races and all on game speed.

Also remember that Rome is not built in a single day and not by a single person. It takes time and most importantly with good allies to built Rome, and in this case to climb up to the top ranks. Also be patient as learning and gaining experience doesn't occur overnight.

As a reminder there is a number of strategies that you can use and each person has their own preference on which strategy or game play style, therefore this strategy guide is to serve as an example only to help you develop your own game strategy and playing style. I have personally managed to reach the top 20 (in terms of planets) using this strategy before, so all of this is from what I have personally learnt from the game.

Getting the right team mates

The first step is to find the right team mates, especially those players who can be serious about playing the game and not to mention have time to play. The worst team mate (not to put you down) is someone who don't have sufficient time to play the game and in the end you will wind up protecting him most of the time instead.

Once you have found the right team mates, everyone should read up on all the strategy guides there is to be found in the Manual > Strategy Guide as this will help you guys start off, as this strategy guide assumes you already know how to play the game plus knowing all the strategies involved.

With the team mates in place, setup a federation and get everyone to join. Once done invite each other to be vassals in a circle. For example:

Assuming there is 5 players, lets call them A, B, C, D, E

Player A = Player B's vassal

Player C = Player D's vassal

Player D = Player E's vassal

Player E = Player A's vassal

One of the key things about team mates is to find the right ones. Also having a smaller sized team is easier to managed compared to having a big and large team. 5-10 members is highly recommended.

Team planning

To grow, each and every one of the team members must be selfless, this means you must think for the greater good of the team as a whole rather than yourself. If you have a lot of planets (more planets = more resources) then you should help send tribute and everything to other members to help them economically and also to build reinforcements more often.

Team mates will work best if they are on or around the same Pr, therefore if 1-2 team mates have over grown the rest in teams of planets, then this 1-2 team mates have to help the other members grow as well. An example is, to check or guess who has retal hits on your team mates and to sabotage them, with their economy weaken the chances of them

doing retail on your team mates will be less. You can also try talking to them not to do retails or even bribing them with cash or something like that.

Improving communications

Although there is a federation forum or chat, this may prove to be insufficient if you wish to personally talk to your federation members, so it is strongly advice to use AIM (instant messengers) or to physically call the person up on the phone. For a good team to work closely together always remember that you will have to always keep a good communication channel open; this means talk to each other very often. Plan and coordinate each time when a member is to come out of DP to ensure no 2 members come out of DP at the same time.

Good reinforcement techniques

Each time a team mate goes into DP he/she should build up reinforcements. Remember that reinforcements works at 25% this means if the person you wish to defend has 100 mil Pr, this means the maximum he/she can receive is 25 mil Pr, so try to build about 20 mil Pr. This is assumed that if the person gets hit she/he will lose Pr therefore try to build slightly below 25% (around 23% is good). This will ensure the person you wish to defend will always get the reinforcements.

If you have 5 team mates 4 of them should build reinforcements while the 1 will come out to attack whenever there is targets. Remember not to hide in DP all the time, and to find targets. So long as you are able to find someone to attack and it is worth your while to come out of DP to attack, do so. The person who is coming out DP should disband all his/her reinforcements to attack, right after attacking is done disband his/her entire fleet (yes this is correct).

Ok lets assume this (see below)

Player A : 100 mil Pr : 0 stacks reinforcements , 0 defending fleet (note person our of DP has lower Pr)
Player B (DP) : 150 mil Pr : 2 stacks reinforcements, 23 mil each stack
Player C (DP) : 150 mil Pr : 2 stacks reinforcements, 23 mil each stack
Player D (DP) : 150 mil Pr : 2 stacks reinforcements, 23 mil each stack
Player E (DP) : 150 mil Pr : 2 stacks reinforcements, 23 mil each stack

Maximum the attack can attack from is +150% pr, most of the time he will do it from 140-149%, so lets assume 140% on average, this means the attack will attack from 240 mil Pr

So assume the defender (Player A) has 100 mil Pr, +4 stacks reinforcements = +92 mil Pr
Total Pr = 192 Mil Pr.

Assume the attacker has the same amount of planets as Player A, he will have 140 mil Pr worth of ships , as 100 mil Pr = planets. Plus assume the planet system defense modifier is 20%, this means the effective Pr worth of ships = 112 mil Pr.

Now after factoring all of this in place, the attacker only has a 20% advantage in terms of attacking instead of +140%, this great reduction will give the defender a bigger chance of winning the battle.

Further improving defense with reinforcements

A level X Dark system gives you +6 system defense.

A level 10 empire can use System Defense II & that will give you +2% system defense.

An empire should have around 7 systems, and if you play using single system strategy the most inner system should have a total of +38% system defense.

Now if you factor in the calculations above, the attacker will have effective 69 Mil Pr of ships while the defender will have 92 Mil Pr, therefore the attacker suffers -25% advantage, this will make it impossibly hard for the attacker to win any battles against the defender, so long as the team mates continues to reinforce each other.

As a team mate, you must always remember to constantly replenish your reinforcements whenever they drop below 23%. You wouldn't want to have just 1 single ship left to be sent as reinforcements as it really does waste a reinforcement stack. This is because you have a limit of 4 reinforcements stacks and wasting 1 stack means -25% on defense = very bad.

To spoil the stacking for the attacker, the defender can build 6 dummy stacks (note that this wastes 6 turns). Dummy stacks = 1 unit of low Pr ship. This dummy stack is just there to annoy the attacker and causes the attacker to lose attacks, the only downside is this works only for the 1st or 2nd attack only, or until the dummy stacks has been killed off.

For example”

<u>Your Stack</u>	<u>Attacker Stack</u>
Reinforcement 1	Attacker Stack 1
Reinforcement 2	Attacker Stack 2
Reinforcement 3	Attacker Stack 3
Reinforcement 4	Attacker Stack 4
Dummy Stack 1	Attacker Stack 5
Dummy Stack 2	Attacker Stack 6
Dummy Stack 3	
Dummy Stack 4	
Dummy Stack 5	
Dummy Stack 6	

When attacking the attacker stack 5 & 6 (if he/she has any) will attack the dummy stack, therefore the attacker's stack has wasted 1 attack for nothing. In battle each ship will do 2 attacks only. If the attacker has balanced his/her ships then by using this technique you will effectively reduce the attacker's effective attacking ships by -16.7% to -33.3% !

This is because once stack 5 & 6 kills off the dummy stack in the first attack, the 2nd attack will be random, therefore the chances of them picking a dummy stack again for the 2nd stack stands at 50%, therefore an average attacker effective ships will be reduced by -25%.

Sadly this technique only works if the attacker uses a full 6 stacks and only for the first 1-2 attacks. The benefit definitely outweighs the 6 turns you spend building the dummy stacks.

Things to be careful of

With a superb defense system in place, all team members have to watch out for possible sabotage as this could be the only way of getting through, therefore try to always keep your loyalty at 500-600 at any time to avoid being sabotaged.

Logically thinking a person should get hit 4-6 times (on average) before dropping into DP. Hence the reason for 4 empires that provides 8 reinforcement stacks ready at any given time. Assuming if the attacker is capable of wiping out 1 stack per attack, there should be at least 3 stacks left during the 6th and final attack.

Last words

Although this strategy will work perfectly fine for those in range of 10 Mil Pr to 300 Mil Pr, this strategy may need some minor adjustments when it comes to those fighting in the upper levels as it would be impossibly hard to build so much reinforcements. For example, it would take forever to build 3 billion Pr worth of reinforcements and to disband them each and every time, therefore you may have to adjust this strategy slightly, once you have reached such a high Pr level. Anyhow by the time you have reached such high Pr levels, you won't be needing this strategy guide anymore eh ?

o_0 This strategy guide is meant to get you to the top 20, and once you are capable of reaching there comes the hard part of being able to reach the top 5 spot.

Good luck on your quest to be the top 20 !

Notes

Pr = Power Rating

DP = Damage Protection

Last updated by Stephen 2005-11-03