

# Marauder Strategy Guide

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Marauders can easily be the best race if utilized to their full potential. Before you change to marauder, you must know, however, that it takes a lot of patience and skill to play this race well. Marauders have excellent hulls on their ships, especially D. Class, and have very low upkeep. In fact, many players felt that their ships are actually better than those of Kalzul, if one stacks well.

Start off by acquiring 300bil food from various transports/ transactions.

To be successful in your experience with Marauders, you should spend about a month in Newbie protection to get a good grip on the race. Skip all the Act 1 Missions. However, spend this time researching housing to the max level. (255). Next, research all the projects, and find hire a minister who has these 2 economic traits :

- Public Loyalty
- Tax Collector

Then level this minister up as high as you can, at least to level 200, and put 100 skill points on each trait. Level up the loyalty on your Titan to max (5000). You should be making a pretty decent income now, if all your infrastructure is on housing.

Finally, research all ships.

Now it is time for exploration. Explore 20000 planets, and level up your titan to level 1. Always have 10000 planets to spare so that you don't get wiped. Repeat this process until your Titan is level X. By now you should have 10000 planets on your level X Titan, all on housing, and you should make a couple billion cash every 45 turns, a decent income.

Attacking time! The most fun part of being a marauder is the amazing hull that comes with their ships. Start off with newbie hunting so that you can get to grips

with the ships. Once you are comfortable with them, it is time to learn how to stack. A pretty good Maru stack that works at up to about 200 million pr is this.

E.Eel (26 %)

Strafez Queen (24 %)

D. Pike (13%)

D. Fallen (13%)

D. Dominions (12%)

D. Angel (12 %)

Although you may feel that this stack is pointless because the weakest ship is on top, it actually works very well, because the eel is the best fodder ship in the game. Also, most people expect Fallens and Dominions when hitting marauders, so the Eel and Queen act as a very unwelcome surprise.

During damage protection, I would recommend researching system defense 1, 2, 3, and so on. This will come in handy for protecting your planets. In the meantime, also work on your minister, so that you can get the two economy skills to 999. This will seriously boost your income.

Next, I would recommend buying a lost system project 1, so you can get an orion, and then putting 8 dark systems in front of the orion. Level up all your darks to X, and then activate all the system defenses on your planets. Now, your ready to play with the big boys.

Next, Get a minister that is a good excavator, and assign him/ her to your Orion. Level up the excavator skill to 999. This will help you to accumulate numerous artifacts, which are very useful. Activate your Capsule lab, once you have stored up a good amount of artifacts and start fusing. You can find fusion formulas on this site: [www.artifacts.tk](http://www.artifacts.tk).

Your empire has developed into a very powerful one, and your stacking abilities are a force to be reckoned with. There is one problem however, your titan and orion have very few planets!

I would recommend obtaining about 1 million planets on your titan and orion systems so that they do not die easily.

By now you should be able to cope on your own, so good luck, and good job warrior, I hope to see you soon as a strong force in UCRT.