

Guide to Building a Guardian Empire

Empire Name: Knightex

Empire ID#: 278288

Game Speed: Real Time

<http://uc.gamestotal.com/?in=278288>

This guide is for players that have finished the tutorial and is somewhat familiar with how the game works. Though some parts of it comply with other races and in general, it is mostly meant for those who have recently restarted to Guardian and have finished or skipped Act 1. In order to restart to Guardian, a paid account is required. This guide works best when you re-distribute all your infrastructure levels to housing.

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If you have minister(s) with level 50 or higher tax collecting, I suggest you to research Minister Office followed by Minister Training. Even if you do not have ministers, I would still advise you to and get one so you can invest credits into them to help prepare your empire for when you leave newbie protection. Minister will be discussed further in the section: Ministers. After that, research Upgrade System and Destroy System and finish investing in them as you will need them if you plan on following this guide.

Once done researching your ship class until the only two left are the two K class ships: Hun-Li and Hun-Xe (you will not see Hun-Xe under your tech. tree menu until Hun-Li is fully researched), you must decide if you want to spend a total of 34 ours of non-stop research for the 38 k turns required (more hours if you are not paid) or leave newbie protection. Personally, I find it boring to spend all that time researching so I left newbie protection but did not go past 5 mil Pr. If you do the same, you usually won't get attacked unless someone experienced has also recently restarted. Try to get them as soon as possible before your subscription expires (if you bought a one month subscription). When both ships have been successfully researched, research the first 2 Space Programs and the first System Defense. Since Guardians are not good miners, I wouldn't get any of the temples unless your's is already 100,000 meters or higher.

Researching Infrastructure Levels

As you advance in Pr, you will have less and less time to do infrastructure research due to that you will have to explore back losses, build and rebuild your fleet, and manage your systems more often. It is suggested you research infrastructure until you have 50 or more levels before going past 15 mil Pr. Try to keep the total number of planets in your empire below 25 k until you have finished. Here are 4 rules to help guide infrastructure research:

1. Research only housing.
2. Research only in DP.
3. Research outside of DP only when you are finished attacking or waiting for DP.
4. 90% of the turns earned in DP should be for infrastructure research and the rest on managing planets and exploring back losses.

Though your population will add on to your Pr, it's inconvenient to level up housing systems, loyalty takes a while to get to 5 k, and food can sometimes be a problem, taxing is still the best source of income. Guardian has no income advantage over other races, but its tax from population is almost as good as other races. Not concentrating on only one type infrastructure research, will not give you your possible maximum possible output.

Systems Management

While still researching infrastructure, all planets of your Sol should be assigned to housing and loyalty should be at 5k. Whenever you log on, buy about 75 mil food and it should last the whole day, depending on how long you play a day and your total planets. Whenever you go below 10 mil food, buy more food before you forget. Once you research to your desired infrastructure level, build 680 s.lapiz (a paid ship, which is why the faster you finish researching K class ships, the more time you'll be able to explore with them) and explore on Sol until you have 40k planets while you are in DP with at least 3 hours of it left and assign the planets to agriculture. Make sure you have at least 3 bil before doing this. One disadvantage to being Guardian is that you will only be able to create 6 systems without having to buy Lost System projects.

Once done, decrease your population on Sol to 0 (don't worry about loyalty), free all but 100 planets, and create an Eden. Assign all the planets on Eden to anything but housing and then move your scouts from Sol to Eden and destroy Sol. Now, this step requires more than 10 bil credits so I advise you to get a lord at least 75 days old, more than 100k planets (for tribute purposes) and promises to send you tribute(s) everyday. Keep on exploring and upgrading Eden until it is level 6 and you have at least 60 k planets. Build another 6.8 k s.lapiz. and upgrade Eden again and keep exploring and upgrading until Eden is level X.

Note: Most of the above paragraphs may not be necessary if the Guardian missions have come out and an Orion is obtainable from doing them.

After Eden, the next 5 systems should be Darks. Explore on and upgrade 1 Dark at a time whenever you have at least 3 hours of DP left and 10 bil. Whenever you finish leveling up a Dark to level

X, create another system from it with all but 100 of the planets so your total planets will be less and you will explore faster. The top 4 Darks should have more than 8 k planets each and no more than 10 k planets. The bottom-most Dark should have a few thousand more planets than other Darks to act as a decoy for your Eden.

When done, your Eden should have 30% system defense or 31% if you used the first System Defense. From now on, only explore on your top 4 Darks when they are below 8 k planets. For every 15 k planets you have on your Eden, 1 k planet should be added to your bottom most Dark. The top 3 Darks should have their planets assigned to Industry, and the bottom 2 assigned to Farming. If food is insufficient, assign all the planets to all 5 Darks to agriculture. You may, however, want to assign them to commerce and buy your own food. This may prove useful when the market is selling food below 14 and in large quantities.

Sometimes, you can still win several invasions on your Dark with extra planets when OP is adequate. To help, you might want to post Strafe runners or foddors whenever you are logging off with 6 or more DP tokens and at least 2 stacks of OP each equaling at least 35% of your Pr is provided.

Stacking

In general, the more stacks you have in your fleet, the better. If your total stacks outnumber your enemy's total stacks, your stacks without another stack to fight will flank and gave you an upper hand in combat. Of course, the way you order them can make a huge impact on if you win or lose and how high the casualties are. I know of two good combinations that I see sometimes. One balanced for defense but can make a good offensive fleet for those below 125 mil Pr is:

k.Hun-Xe
L.Topaz
g.Corundum/g.Fluorite
L. Emerald
k.Hun-Li

This one is from someone-who-wishes-not-to-be-named. Since it only has 5 stacks, you may want to add another stack between Hun-Li and Topaz, preferably g.Fluorite for extra firepower, or l.Quartz for extra defense. You don't really need to add more to help defend your systems as long as you have a good number of Hun-Li (in other words, enough so they won't be wiped out in two battles) and you don't meet anyone that spams the bottom 3 stacks and/or has Strafez Queens as their top stack.

The second one I know is:

L.Ruby
k.Hun-Xe
L. Emerald
g.Corundum
k.Hun-Li
L.Topaz

It's for players above 125 mil Pr. So far, I haven't found anything it does extremely bad to.

When designing your own stacking combination for a single purpose such as for defense or for attacking a race, use the UC Ship Lists and compare the ships you are using and the ships your target may be using. For offensive fleets, the bottom two stacks should be with high damage/Pr ratio and defensive vise-versa. To avoid being flanked against, have at least 6 stacks and have ships with high hull/Pr ratio at the bottom stack when fighting against Collectives for attacking and when you are suspicious of an attack form them.

Ministers

Obviously, the first minister you want would be one with Tax Collecting. Ask your lord (if you don't have one, get one that you know is experienced and can send you at least 10 bil a day) for a few bil and if possible, while in DP. Sack every minister that doesn't have Tax Collecting, Farmer, or Manufacturer (depends on what you assign planets to on your Darks). If you decide to keep any minister that doesn't have Tax Collecting, just leave him in HQ and keep looking. For me, it takes around 40 tries to get what you want. Do not worry if the other 3 traits are bad.

Once you get one, invest all your credits on him and remove his bad trait(s). Every mil invested gives you 60 xp, and every turn invested gives you 48 xp. Before working on his Tax Collecting trait, "teach" him another income trait or war traits. Remove all the traits you know you will not need even if they are not bad. Only give him another income trait if you have a system good for multiple uses (systems that can go past level 10, such as Titan and Parthenon). Depending on if you wish to attack often and ignore losses for a while, or just sit and wait for DP, you should try to focus the traits on one category. It's also good to be balanced, and just take whichever war trait you get. If you wish to be one of those who stay below 25 mil Pr with only one system and high infrastructure (such as OdinsSpear), you may want to have 3 offensive traits. Always work on the war traits first, and then the income traits, as it only takes 30 levels to max out a war trait, and 999 levels for an income trait.

Taking advantage of the hull of Guardian ships, it's best to have a second/third minister with the following traits: Engineer, Defensive, Anticipation, and Defensive. Move this minister to Eden when you are logging out and you are not yet in DP. When doing this, make sure at least 4 of the ship stacks you are have a high hull to Pr ratio (check the ship lists). If you wish to make this your permanent minister on your Eden, get all 3 of them except

Defensive.

Overall, Guardian is one of the worst races to play as if you are trying to raise vassals that they demand high tributes. However, what it lacks in its income, it's for sure made back with its ship's high hull/Pr and low upkeep/Pr, which makes it one of the best races when it comes to defense. Additionally, with Guardian populations consuming less food than other races, its income from taxing is generally higher than average, as food has to be bought/grown decreasing the actual total income of all taxing empires, making the Guardian race without excellent advantages.