

# A GUIDE TO KNOWING HOW TO RUN A GOOD GUARDIAN EMPIRE

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## **Income**

The first thing we will go over is income; you cannot run a good empire without it. 😊

### ***Commercial***

Commercial is good for only low pr empires because it does not give you a higher empire level and with a low empire level you cannot use the projects you want to. The only up side is that you do not need to buy food.

### ***Taxes***

Taxes are by far the best way for Guardians to make money for several reasons: 1) your population will give you a higher empire level, which will allow you to use more projects. 2) One of the Guardians special abilities is that your population consumes 80%-85% less food so you do not need as many planets on agriculture. 😊 3) Even though you do not make as much income as other races; because Guardians have -60% to taxes you can still go high in pr because of your ships low upkeep and high pr they emit. 😊

### ***Food***

Another way to make money is with extra food. It is easier for Guardians to stockpile food because they consume less food. To do this, have a maxed out farming minister and a farm system. Dark systems also can be used to make extra food (go to the system management section to see why). Urania and Parthenon systems are also excellent for farming.

### ***Industry***

Industry would be the most profitable way of making money. You will get a Titan system from a mission, which is great for industry so keep it. To have a better profit with goods have a manufacturer minister, it would greatly increase your goods profit and income. 😊

## **Ships**

### ***Main ships***

The main ships for Guardians are the K.Hun-Li and L.Topaz . The K.Hun-Li lives longer than other ships and is the only Guardian ship that has both kinetic and chemical weapons. Its hull of 250,000 also makes it hard to kill. The L.Topaz is the best flanker ship Guardians can use; its total weapon of 30,000 can cause massive damage to the enemy's fleet. 😊

**Guardian ship list**

Ships	Power	Weapon	Hull	Range
G.Agate	8,929	700	25,000	2
G.Amethyst	14,545	1,050	40,000	3
G.Quartz	22,222	1,500	60,000	5
G.Corundum	32,075	1,820	85,000	7
G.Florite	46,154	2,570	120,000	6
G.Diamond	98,039	5,350	250,000	7
L.Tourmaline	15,500	2,500	30,000	4
L.Ruby	20,500	3,200	40,000	5
L.Garnet	25,500	2,500	50,000	7
L.Emerald	102,000	25,000	102,000	9
L.Topaz	120,000	30,000	120,000	8
K.Hun-Li	76,036	5,250	250,000	5
K.Hun-Xe	78,322	8,190	230,000	4

NOTE: L.Topaz and L. Emerald have the highest weapon/pr ratio. The L.Emerald dies faster. K class has the best Hull and no weaknesses. Also **ALL** Guardian ships (except K class) are weak against kinetic weapons, spams, and strafez queens.

**Stacking**

You might hear people say that it is hard for Guardians to stack at high pr; well they might be right. It is hard for Guardians because they do not make as much money as other races, so they cannot keep rebuilding their fleet (Guardian ships cost a lot). If someone has Strafez Fodders, Strafez Runners, or Strafez queens you will want to use F class, Strafez class ships weakness is kinetic; which F class ships use. F class ships also have a 50% shield against chemical weapons. Here are some stacks you might want to try:

L.Ruby	F.Sword
K.Hun-Xe	K.Hun-Xe
G.Florite	G.Florite
C.Aries	F.Spear
K.Hun-Li	K.Hun-Li
L.Topaz	L.Topaz

In the first stack, you can trade out the L.Ruby or another ship for F class. If anyone is using Strafez class ships, your stack then might look something like the second stack.

## Facts a Guardian Should Know

### ***Titans***

You will get a Titan system from a mission, **KEEP IT** because Titan systems are great for housing and industry. They give you a 410% bonus to housing and 2340% bonus to industry at level X, equal to 41 infrastructure levels to housing and 234 levels to a manufacturer minister, which means more population, goods, and income, ☺ so make sure it **IS NOT** destroyed. Note: 1 infrastructure level to housing gives you 1 extra population per planet, because 10% of 10 is 1. So, the 410% bonus a Titan system gives you is an extra 41 population per planet. Normally a planet gives you 10 population, so  $10+41=51$  population per planet which really adds up. ☺

### ***Missions***

You get three systems from Guardian missions a Sol, Eden, and Titan. Keep the Sol and explore with it to make other systems before you get rid of it. You can keep the Eden system if you want to but do not let the Titan system be destroyed. Most of the missions require you to have a certain amount of pr like 270milpr. Also, the missions will decrease your loyalty but when you finish all the missions you will end up with more loyalty then you had started with. Some of the missions also require you to have a certain amount of minerals; so stock up on minerals also. You will also get infrastructure levels to industry and housing.

### ***Ministers***

Ministers **ARE A MUST**. They will greatly increase your income for your empire. For a Guardian you will want a maxed out taxing minister, 5 farming ministers (go to system management to see why) and maybe, a manufacturer minister. With a maxed out taxing minister you can go from making 13.6mil per turn to 251.5mil per turn with just 23.8mil population. ☺

### ***Artifacts***

If you are going to dig for artifacts, it will help to have an excavator minister because it will greatly increase your chances of getting a better artifact. If you ever get a planetary core capsule or PCC then use it after you have completed X'ing all your systems, that way you will not waste the PCC's.

### ***Research***

As a Guardian, you want to put most or all infrastructure to housing. The more housing infrastructure the more population with fewer planets, which means you can go higher in pr and

not lose as much planets as you would without housing infrastructure. You want at least 50 levels of infrastructure on housing but the more the better. 😊

## System Management

### *How to set up your systems*

The best way to set up your systems is have 1 main system and 5 dark systems like the arrangement below. (You get a Sol from a mission you can use it to explore and make the dark systems; you can destroy it or keep it for extra defense you can do the same for the Eden system except to explore you get in later missions):

Dark  
 Dark  
 Dark  
 Dark  
 Dark  
 Eden, Orion, Titan, Parthenon

If you use this, then have all planets on your dark assigned to agriculture and have, 5 maxed out farming minister on each dark or Parthenon. For the system arrangements below you will need more ministers, you will need the Minister's L Office project to have more ministers. You can have a taxing and manufacturer trait on your minister. Put him on your Titan system for taxes and goods (a Parthenon system is good for only agriculture and housing not industry). Have at least 10k-30k planets on your dark system or Parthenon system so you can have a profit on food. If you have a Parthenon system, you should be able to get 10 systems total; that is what the lost system 2 project allows you to do, so it could look something like this:

Dark		Parthenon
Dark		Parthenon
Dark		Parthenon
Dark		Parthenon
Dark	or	Parthenon
Dark		Parthenon
Dark		Parthenon
Dark		Parthenon
Dark		Parthenon
Parthenon		Parthenon

9 dark systems and 1 Parthenon system would be easier to upgrade unlike the 10 Parthenon systems where you would have to upgrade them all to level 30. It would not be easy because it could take a week or more of exploring, make sure you have the many to support you

exploration. Assuming you have System Defense V and all 9 dark systems level X you will have a total of +59 defense on your main system. With the 10 Parthenon systems, you will have a total of +68 defense on your main. Therefore, it is really the matter of you thinking is it worth it in the end to get 10 Parthenon systems instead of 9 dark systems and 1 Parthenon. Another benefit from getting 10 Parthenon systems is that they give you a 4900% bonus to agriculture at level X, which is like having 490 levels on a farming minister, which is a lot of extra food income. Also make sure you have 5000 loyalty on all your systems it will increase the output of that system.

I hope my guide helped you to knowing how to have a better Guardian empire. 😊

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