

Aspha Miner: Creating an Effective Fleet

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Part One: Introduction to A. Miner Ships

**information obtained from http://uc.gamtotal.com/manual/races/races_asphaminer.htm*

Name	Build Rate	Power Rating	Hull:PR	Hull Rating	Energy	Kinetic	Missile	Chemical	Weapons Rating	Weap:PR	Return Fire	Long Range
G.Livid®	6	15630	150%	23500	0	0	3500	0	3500	22%	Yes	Yes
M.Hal	4500	23	239%	55	2	0	0	0	2	9%	Yes	Yes
M.Alium	1800	57	192%	110	5	0	0	0	5	9%	Yes	Yes
M.Illite	500	182	195%	355	15	0	0	0	15	8%	Yes	No
M.Epidote	130	936	192%	1800	70	0	0	0	70	7%	Yes	No
M.Chlor	73	1656	193%	3200	125	0	0	0	125	8%	Yes	No
M.Flysch	16	7231	194%	14000	550	0	0	0	550	8%	Yes	No
A.Aragonite	24	5035	149%	7500	660	0	440	0	1100	22%	Yes	Yes
M.Lyth	3	33780	192%	65000	2800	0	0	0	2800	8%	Yes	No
G.Lictor	2	52552	168%	88515	0	0	10000	0	10000	19%	Yes	Yes
A.Hoko	18	4261	216%	9200	288	0	192	0	480	11%	Yes	Yes
A.Kyro	1	83281	360%	300000	750	0	500	0	1250	2%	Yes	Yes
M.Lakko	8	9769	328%	32000	200	0	0	0	200	2%	Yes	Yes
s.Ranger	60	200	1%	1	0	0	0	0	0	0	No	No
s.Seeker	1000	8	13%	1	0	0	0	0	0	0	No	No

A. Miner Ship List

To start things off, it is imperative for you to know about A. Miner ships. Knowing these statistics provided above, one can make the best selections of ships when deciding on what ship to use for a specific purpose. As can be seen, neutral ships have not been included. Since every race has them, this guide will assume that the reader has already used them and knows the benefits and downfalls of each neutral ship.

Understanding the Ship List

To ensure that everyone can understand the ship list, there should be a portion of this part of the guide devoted to it teaching people what everything means.

The names of each ship are located in the leftmost column. To the right of this column is the “Build Rate”. This is how much

of these ships that can be built in a single turn, while using normal build. To the right of the “Build Rate” column is the “Power Rating” column. This displays the power for a single ship. The “Hull:PR” column to the right shows the Hull to Power ratio, multiplied by 100. This creates a percentage. The higher the percentage, the greater the hull will be. To the right of that column is “Hull Rating”. This is the amount of hull for a single ship. Moving again to the right, you come across four columns. These columns are “Energy”, “Kinetic”, “Missile”, and “Chemical” respectively. These are weapon types. Moving along again you will see “Weapons Rating” which is the sum of a single ship’s weapons. To the right of that column is a column similar to “Hull:PR”. The “Weap:PR” column represents the Weapons to Power ratio multiplied by 100. This also gives a percentage. The higher the percentage, the greater the damage caused by that ship will be. The next two columns “Return Fire” and “Long Range” are two ship characteristics that may have some influence in determining a battle. Having Yes for “Return Fire” and/or “Long Range” is a good thing.

Which A. Miner Ships are “Good?”

This is a question that is heard often. Some people with lesser intelligence may disagree but the answer is yes, if you use them correctly. Many manage quite well with A. Miner ships. Before we can even begin formulating a brand new fleet let us pay some attention to A. miner ships and determine their strong and weak points.

Most of the A. Miner ships are M Class. M class is notorious for being horrible. However with the correct combinations of Neutral and A. Miner ships, located in the correct stack, any fleet can be effective.

Since shields are not included in this ship list this guide should mention it. M Class ships are best against Kinetic type weapons. This class of ships has a 50% shield bonus against Kinetic. M class is weak against Chemical type weapons, bearing only a 20% Chemical shield bonus. For Missile and Energy, M class has a 35% shield bonus. To summarize, M class is best when paired with Kinetic type weapons. Ships that have a lot of Kinetic type weaponry are E class and D class ships. D Class ships have both Kinetic and Missile type weapons. M Class is weak against R class and StrafeZ class ships because they have Chemical type weapons.

A. Miners possess three different Starbases. These ships are fine at very low powers to build a quick defense for yourself. As one begins to fight at very high powers it will become tiresome to replace an entire stack in your fleet when you are done attacking. I find it best to stray away from Starbases in general, since there are much better ships that can do the job of defending, and they can be in your fleet when you can attack.

Finally, the most powerful ships in the A. Miner's arsenal are A.Aragonites, G.Livids, and G.Lictors. G class uses all missile weapons. They have 50% shields versus Energy, and 20% shields versus Kinetic. Aragonites are A Class ships and have 50% shields versus Kinetic and 20% shields versus Energy. Aragonites have both Missile and Energy weapons. Aragonites have a range of 6 and are one of the best ships in the game. G.Lictors have a range of 5 and G.Livids have a range of 4. Unfortunately G.Lictors are only for accounts that have a paid status. Lictors can be a great addition to a Miner's fleet and have more hull but a little less weapons than G.Livids and A.Aragonites. G.Livid is the most powerful A. Miner ship. They have more hull and weapons than Aragonites, but they suffer in range since they only have a range of 4. If possible, every A. Miner fleet should consist of these three ships. If someone is not paid, this guide will go over what can replace G.Lictors.

Part Two: Fundamentals

In order to become a great spammer or stacker, it is very important to understand the basics, battles, and to fully grasp why ships in a fleet need to be where someone tells you. This guide will touch basics of battles and focus on what ships need to be in a specific location.

Basics of Battles!

This will be a very short description of battles since the topic of this guide is not how battles work. When attacking, your fleet may be put up against a total of 10 stacks from the defender and his allies. Even with a considerable power advantage this many stacks may be hard to beat. When you defend you are the one who has the advantage. You should always get four stacks of reinforcements from your fed mates and/or vassals and/or lord.

Each stack within a person's fleet is paired off with an opposing stack. When there are 6 versus 10 stacks, this is obviously not even. Stacks that do not have a single stack to pair with will flank and do 125% damage to an opposing stack. Knowing this is very beneficial because you can build your fleet around this concept.

Your goal during a battle should be to minimize the amount of damage you get and to maximize the amount of damage your opponent receives.

Why This Spot?

This portion of Part Two will demonstrate the importance of stacks being in the correct positions.

The Neutral ship, Small Strafe Runner, has unmatched weapons when there are enough of them. They have a giant downfall as well. Due to them having superior weapons, their hull suffers greater. Strafe Runners or Queens in the wrong spot of your fleet can cause you to lose many ships. For example, defending it is best for Runners/Queens to be in the bottom stack of your fleet to ensure that it will flank. Massive damage can be caused by a flanking Runner instead of an engaging one. Runners have very low range. This means if it is paired off with another stack, it will most likely attack second and do only 50% damage instead of 100% damage as it does normally, or 125% damage as it would do in a flank.

For another example, Strafe foddors have very high defense and absolutely no weapons. When using a stack (balanced fleet), foddors that are at the bottom are useless. When you get attacked foddors will attempt to flank and no damage will be caused. Certain ships have certain spots in a fleet. Having a stack of ships in the wrong location may cause you to lose battles and to have to rebuild a lot after you attack or defend.

Part Three: Stacking

At last, we can begin to devise a stack! Stack is a word given to a fleet that is balanced. It also pertains to one single location in a fleet. This means every stack (one of six spots in a fleet) is around the same power if you are using a stack, instead of a spam. With

this known, following the rest of the information in this part should be easy.

Stacking Basics

Stacking is often safer than a spam. The defender also has to rebuild less after being attacked, because the defender's reinforcements will arrive and be located on the top of the total 10 stacks the defender should end up with. Four stacks of reinforcements and the top two stacks in the defender's fleet will engage with enemy ships. The bottom four stacks of the defender's original fleet will flank.

By what is stated above, it should already be known to you that when using a stack, ships with very high weapons should be on the bottom of the fleet in the last four stacks, 3 – 6. Your top two stacks should be high hull or high range ships. High Hull works best.

Example: Defensive Stack

High Hull
High Hull
Offensive
Offensive
Offensive
Offensive

M class is not good on top of your fleet. It is true that some M class ships have high range and decent hull, but there are many offensive spams that can easily destroy M class ships. There are ships available to A. Miners that can better defend you versus your average spammer. Again remember the right combination of Neutral and A. Miner ships will find you success.

Part Four: Spamming

This section of the guide will describe spamming, how to spam, and how to stop a spam. Like everything else spamming has its ups and downs. Spamming can be very useful when going on that offense...that is, of course, if it is done correctly.

Spamming Basics

One stack spams are done by people who must not know the downfall of it. When a single stack in a fleet takes up more than 50% of the total power, the damage that it causes is reduced. This was done to make spamming less effective and cheap.

If you are going to spam make it a 2 or 3 stack spam. For A. Miners this goes well because they have 2 or 3 powerhouse ships, for unpaid and paid respectively. For a two stack spam, 40% for the first two stacks works well. For a three stack spam, 30% will be enough for the first three stacks. The rest of the fleet should be comprised up of “dummy stacks”. These stacks should be no more than 3% of your total power. 2.5% is often good enough, and for risk takers 1% may work as well. It all depends on your target. Make sure you have enough dummies in these stacks to withstand any engagement or flank that is thrown at them. Dummy stacks should be very high hull ships, C class and Fodders do very well

Spamming: Pros and Cons

Spams are very good when going on the offense. They can cause massive damage to a defender. If you are unsure if you spam

can be successful against someone's op do a suicide on your target's outer. Since you are spamming a lot of damage should be done. The higher the power you are, the longer it takes for fed mates and other allies to rebuild op.

Spams may also be good when going on the defense. Since you are spamming you should have mostly offensive ships in your op. Your spam alone, followed by High Hull ships will probably not be enough to cause large amounts of damage to your attacker. Your spam will take the brunt of the damage and op should be fairly untouched. A good war minister will never hurt.

Spams can be very bad for you if you encounter another spam from 250% above. Larger spam versus a smaller spam is pretty much straight forward. The larger spam will in most cases cause more damage. Your spam will most like drop a lot of power and be relocated somewhere else in your fleet.

If you are going to spam make sure good reinforcements are there to back you up. As stated in a previous section fodder's and other high hull ships are not as effective if they are not at the top of your fleet. When you spam (depending on how many stacks the spam is) your fleet will probably be above the op. High Hull in the middle or the bottom of your fleet is not where you want it.

Part Five:

Creating Your Own Fleet

With everything that is stated in this guide, you should be able to conceive basics and effective fleets. A fleet does not need to be fancy but it does need to work. Whether you are interested in spamming or stacking, you need to strategize and think of all

possible outcomes. Also take notice to what kind of race you are attacking and what kind of ships they may be using.

It should be clear to you that I have not yet included any specific stacks. I think it takes away from the fun of the game if people tell you what stack to use, and you use the same one over and over. Try new things, experiment, but keep the basics in mind.

****This guide was created by Furious #563550 @ Real Time****
Been Playing for 3 Months, Furious is my second account.