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## **Qellas Guide to Guardians**

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### **Outline:**

- To be able to define a clear path of income**
  - To be able to get a good system set-up**
  - To be able to understand the basic fundamentals of the Guardian income**
  - The importance of Ministers**
  - To be able to understand and learn a few Guardian Stacks and eventually develop their own.**
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### **The basic fundamentals of Guardian income:**

Guardian are good in Tax and Industry. So research your infrastructure in the intended area you intend to earn cash in. Research it and lvl the area to at least lvl 30. This will indeed take some time. Eventually once you get your systems maxed and ministers maxed you can continue lvl'ing the areas to a higher level.

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### **Systems to use:**

- Commerce: Capital**
  - Agriculture: Farm**
  - Industry: Heavy**
  - Mining: Rich**
  - Defence: Dark**
  - Exploration: Solar**
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## **Planet Stacking Basics:**

Now for planet stacking ... In the beginning the s class scout ships have some high exploring rating (see their scanner rating). Build some s.opal/s.lapiz and explore for planets. If you want to earn cash in example tax, get a Eden system and explore planets there. Eventually you'll get a Solar and a Titan from the missions, you can get rid of the Solar if you want or you can get a terraform project to make it into a dark. You can keep the titan and use it for tax/mining/industry. You can also later make it your main system.

Then research the mega projects and upgrade system. Then invest in the upgrade system project in your project list and once its done, lvl up your farm to a higher lvl. When you start it is Lvl 1, to be Lvl 2 you need 10,000 free planets and Lvl 3 you will need 20,000 free planets and so on until Lvl 9 and then Lvl X. With each lvl the system's bonus (ex Eden's housing bonus) will increase, thus you can earn more cash/food per turn.

Once you have fully lvlled your Eden, you can now start lvlving your Titan, starting off with lvl 1 until Lvl 19, then lvl X. Assign planets in your Eden to Housing and increase your population.

Next start making darks and leveling them to lvl X as it will provide the ships defending your farm/titan a greater hull(armor).

So it would be:

- Dark (Level X)
  - Dark (Level X)
  - Dark (Level X)
  - Dark (Level X)
  - Farm (Level X) (if you want to get food production to support your population)
  - Eden (Lvl X)
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OR

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- Dark (Level X)
  - Dark (Level X)
  - Dark (Level X)
  - Dark (Level X)
  - Dark (Level X)
  - Eden (Level X)
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### **Ministers and their importance:**

Then also invest in your ministers (after researching Mega Projects, Ministers Office, Ministers Training Facility and invest in the Minister's Office and Minister's Training projects). Then get them traits in the areas you intend to earn cash/food in. And each of your ministers should also have 3 Lvl 10(Maximum for war trait) positive war traits and a economist/farmer/tax/miner etc trait which you should continue to Lvl up to earn more cash, and the highest for farming/economist/miner/tax etc is Lvl 999.

The higher your minister's economic (farming, economist, miner etc) trait, the more food/cash/minerals you'll earn with every turn you spend in their respective areas. The 3 other war traits should be chosen to suit your style. They can either be defensive or offensive. Or it can be a mix, thus you do not need to change ministers before going to war, also enabling you to have the same income 😊 It costs about 8 to 10 trillion credits to max your minister. Talk to your lord about funding your minister maximizing.

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### **Guardian ship stacking:**

The Guardian race's fleet is made out of many heavy hulled and low upkeep ships. A balanced Guardian fleet would be:

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- K.Hun.Xe
- K.Hun.Li
- L.Topaz
- L.Emerald
- g.Fluorite
- g.Corundum

Explanation: The top 2 stacks are ships with extremely high hulls. They will absorb a lot of damage but will lose few (in comparison to their original number). The middle 2 L Class Stacks are middle range combat ships. The last 2 stacks are medium-long range combat ships and can be used to flank/absorb flank attacks.

OR

- Large Strafe Fodder
- c.cancer
- K.Hun Xe/Hun.Li
- L.Topaz
- c.Aires
- Small Strafe Fodders

Explanation:

The top stack absorbs the brunt of enemy fire while the cancer stack with medium range will engage the enemy. The K Class stack will lose few in battle too due to their large hulls. The L stack can exploit any enemy ships which have an energy weakness. The last 2 stacks are dummy or light attack stacks. This stack has a variety of firing types.

OR

- K.Hun Xe
- K.Hun Li
- L.Topaz

- L.Emerald
- Large Strafez Fodder
- Small Strafez Fodder

Explanation:

You are concentrating your main firepower on the first 4 stacks. The last 2 stacks are basically totally dummy stacks to absorb enemy flanking attacks.

-----A defensive stack-----

- Large Strafez Fodder
  - Small Strafez Fodder
  - K.Hun Xe
  - K.Hun Li
  - L.Topaz
  - G.Fluorite
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**Ending Comments:**

Well that about wraps up my guide to the Guardians. In general, Guardians are hard to find above 1 Billion PR, they usually fight at lower PRs as fighting at too high a PR will be at their disadvantage. If you have anymore questions that you wish to ask or clarify do feel free to send me a PM and I'd be glad to answer it. Enjoy ☺

====☺The End☺=====