

## Tailoring Fleet Tech,

Astro Empires is all about getting the most 'Bang for your Buck' for the smallest amount of damage to you. Your research is an integral part of this 'kill for minimal losses' equation. AE is also best played in partnership with a team understanding that each player within that team specialise his/her attack fleet. To oppose this relegates the player to research every tech ad nauseum and produce every ship type in the known world. To do this is akin to being apprenticed to everything, master of none. If you disagree with the above statement, please read no further and feel free to continue producing your 'rainbow fleets'. My guildmates and I will visit you with our specialised fleets at our earliest convenience.

Now that the rainbow spec people have diverted their attention to the impossible task of producing and researching everything, let me speak to the rest. Your fleet is the single most important determining factor that drives everything in your empire. Econ, research even expensive defences lower your chances of getting occupied thereby allowing you to punch out more fleet faster. Its all about fleet - and lots of it. I did mention econ and you can include structures and even the number of bases you have, but that is a whole topic in itself and I will not be discussing them here. Having said that, your tech is an integral part of your fleet. It is advisable to increase your fleet tech (Arm, Shld, Cyber, Pwr Tech {Las/Mis/Plas/Ion/Phot/Disr} and Speed tech) only when it is cheaper to do so following this formula:

Actual fleet units - 100%  
Pwr Tech - 100%  
Armor Tech - 150%  
Shielding Tech - 10 to 100% (depending on your fleet spec)  
Cyber Tech - 100%  
\*\* Fleet Speed (Warp/Stellar tech) - personal preference

An example using this formula would look like this. If your primary strike unit (lets use Heavy Cruisers HCs) can increase in number by 5% for 100k credits, but increasing its power tech (Plasma) by 5% costs 80k credits, then its time to increase the appropriate tech. Sure that 80k credits can be used on more HCs but choosing the tech gives you more 'bang for your buck' causing more damage to your enemies for a cheaper investment. Ideally though it is best to have enough credits on hand to do both. FTs might not be your fleet spearhead, but they sure are extremely useful and use the same formula when as above to increase your Laser tech in proportion with your FT numbers. Needless to say those who choose FT swarms as their spearhead need to have extremely high Laser tech to go with those large numbers. In some cases your FTs will exceed this guide simply because you can produce FTs faster than you can complete the accompanying research. This is a guide and as such it cannot fit everyone.

Armor is given 150% because a fleet is rarely comprised of just 1 combat unit (Levi/DS stacks and FT swarms are the exception) where your recyclers, carriers, scouts etc are necessary but not considered 'combat' units. Armor makes your fleet losses less (across multiple units) and creates more derbs. Because of this multi-purpose effect your armor should be set higher. The 150% formula looks like this - if 100k credits will increase your combat fleet by 5% but 135k credits will increase your armor by 5%, its time to increase your armor. If armor costs 175k credits to increase by 5% those credits are better served elsewhere.

Shielding has different effects for different fleet specs and for this reason I will use the Heavy Cruiser (HC) as a starting point. HCs will forever shield against FTs but increasing shielding may not have any impact on FT swarms (huge amounts of FTs in a single fleet) This is because the AE program allows 1% of all power to cross the shields (regardless of your shielding tech). 5 mill FTs

will have the same damage to HCs whether you have shielding 20 or shielding 30 so your shielding doesn't help in this case. However, the HC is not limited to just shield attacking FTs, they also get decent ratios against BSs and Capital Ships (DSs excluded). When attacking Cap ships your shielding will minimise your HC losses. HCs also do well against bases with Planetary Rings/Shields defending them and most of the time you will attack ringed bases with HCs +fodder ships (FTs, BOs, CVs & DEs) to lower your fleet losses. Cheap FT/CV fodder ships though have no shielding at all, so shielding is helpful but in a limited capacity only and it depends on your fleet spec. Furthermore, shielding only helps shielded units (IFs, BSs, LVs etc) and each of these units have different effects. For example the shielding tech on a Levi is arguably more important than someone choosing CRs because the purpose of producing Levis is to use the levi shielding against low power units. The CR spec guy however still uses FTs etc as fodder and consequently shielding tech will only assist the CRs but not the FTs. Accordingly, having your shielding tech too high will rob you of credits that could be better served in Plasma tech or more CR units in your fleet. Having shielding tech too low will result in more enemy pwr hitting your armor and greater fleet losses. Therefore Levi specs should have shielding tech as a higher priority (100%) than the CR spec guy. What about the person who likes Frigates as his spearhead - it has no shielding at all and so shielding tech to him is only useful for his base defenses with a low priority of say (10%). Its horses for courses and difficult to write a guide on.

Cyber affects production rates (your ability to churn out fleet - FAST!!!). Too low and your fleet numbers will languish and eventually be destroyed by the guy who has a bigger fleet simply because he can out produce you. Too high and you invest too many credits at the cost of your actual fleet. So if you can increase your production rate by 5% for 80k but it takes 100k to increase your fleet by 5%, its time to up your cyber. If you have to err, err on the side of too much cyber tech. Your fleet production and fleet size will soon catch up and this game is all about ... hmm, did I mention FLEET!!! I rarely see an announcement calling for Build more Bases or Build more Structures, but I have lost count how many times I've seen Build more ... you guessed it.

\*\* Lastly your fleet needs to travel and the speed at which it travels at is determined by three factors - JumpGates, Warp/Stellar research & the unit itself. JumpGates and research cost credits which could be better spent on a bigger fleet, but a slow fleet is more prone to getting recall trapped or arriving late to hit a target and missing the opportunity for profits. Again, your fleet choice plays an important role in this equation as well. A guy with a Levi spec can invest millions of credits into Warp tech for a miniscule speed advantage because Levi's are just not built for speed - period. But for a Cruiser or Frigate spec guy, a fast fleet is exactly what he needs. However, there is a balance to all this. All that speed may cost you in fleet size and you cannot defeat a guy with a bigger fleet drawing on your speed tech to hit him with, but who knows you may be able to out run him. Like all things AE - it is personal choice and impossible to cater for every scenario. As a guide, talk with your guild leaders - most leaders have the best interests of their members at heart.

Many thanks go to Beevee, PsychoPetrovich Rocko & Draco for their invaluable contributions to this discussion.

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