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Help provides a lot of information about the launch and game Astro Empires. However, this and tutorial suggested don't provide much in the way of strategy. This guide is designed to increase the information provided in these sources, but not to replace it. The equations that Astro Empires uses to calculate everything from the trade value to the attack ratio can be found in Help, and will not be repeated here. For sections have been written off Ask the questions of your guild mates it is designed for you to do just that. These As-to-guides are designed to provide a prime starting point, but otherwise you'll want to rely on the knowledge of your guild mates for the more advanced aspects of the game. You should get comfortable asking questions and talking to other people in your guild. Section 1.1 Coordinates and Astros Tables section of Astro Empires describes the various Astros in the game. However, what you want is Astros with Metal 3 and preferably either solar 3 or 4 or gas 3, and fertility 5 or 6. If he doesn't have Metal 3, pass it on (with very few exceptions, talk to your training officer for information). As a quick reference, the best Metal 3 Astros are rocky moons, in second orbit - they have fertility 6 and Solar 3. Section 1.2 Basic Theory of Structures and Research 1.2.1 Building Structures should always focus on bases, as they accelerate the construction of everything else - and they expand the production capacity of the fleet. The steelworks expands the construction and production capacity to the level The Metal Astro has; That's why Metal 3 is the best, and Metal 2 is by far the second best. 20 MR based with Metal 3 will give you 60 construction and production capacity, while Metal 2 gives you only 40 (simple math, of course, but still an important consideration). Don't even bother with Metal 1 if at the request of the guild (for strategic base placement). 1.2.2 As far as research laboratories are concerned, the old rule of thumb is to have at least a third of the total number of bases in at least 20 research laboratories or better (at least one should have 24 or better). This will allow you to link the research bases once you have researched Tachyon Communications (on the research table) and greatly accelerate research at the main research center. Until then, always make sure you maintain at least a third of your bases with the Research Lab to keep your research going. 1.2.3 Energy structures are also very important - you want to spend your credits on the most efficient energy producers as possible... If you only have solar and gas 2 (or less) then it will take more everyone to get the same amount the better the energy rating will provide, which area and population that you may not be able to afford. 1.2.4 Basic Defense is detailed in the aptly named section 1.3 Basic Defense, below. 1.2.5 Shipyards and Orbiting Shipyards: Initially, you must build at least 12 shipyards at each base to allow you to build heavy heavy scouts and outpost ships (with proper research). Heavy cruisers serve as the main and cheap base guard ship, along with fighter jets. As you build cosmოდromes and put up trade routes (covered in a later section), you will need to guard the fleets over the bases to prevent players from piracing your trading paths, which they can do easily if you don't have a fleet above the base. More on this can be found in section 1.4 of the Basic Guards Fleet, below. Scouts allow you to quickly use the method of discovering new territories, as well as to monitor possible targets and dangers. Outpost ships that you need to build new bases and expand your empire. 1.2.6 Jump Gates (JG) allow stellar motion drive between galaxies, which is a necessity for guild operations. Warp Drive vessels can move between galaxies without JG, but very slowly. As noted in the tables, each level of JG moves the fleet at 100% of its base speed, cumulative. All bases must have at least 5 jump gates at each base to facilitate the guild's movement in and out of the galaxy (which will take some time to build, and a minimum of 2 good for players under level 30). If your base is busy at war and you don't have JG present, your guild colleagues will be less likely to want to come help you because then they may be stuck - or facing a very long drive home. 1.2.7 Each new level of structure will cost half as much as the last level completed and it can be a trap to try to lift your econ as fast as you can to afford the best things. If you focus on clean econ structures (cosmodromes, economic centers and mine crystals) without expanding to better defenses and shipyards, you will become a juicy target for someone to hit. Don't be a target - build defenses and shipyards (and guard fleets) and then put in econ structures. Section 1.3 Basic Defense Base Defense, combined with the Guards Fleets, is the most important aspect of protecting your empire. The main goal is to have the right defense to let the enemy think twice before hitting you - if your defense is poor, then the attack will not only lose you credits from looting and lost trades, but your total econ will take a hit until the base is liberated and the econ grows back. It's a lost hourly income that could be used to build a larger fleet and structure, and it could have been prevented. However, please remember that any base can be attacked, no matter how heavily protected ... it may not be a profitable attack, but it won't stop some idiots from trying. Stupidity may not be protected from, but it can be prepared for good defense. The non-comparable defense is weaker against fighter jets and corvettes, so Ion turrets must be primarily defense. If you've already suffered a lot, then put up something weaker (not barracks, - Rocket towers are usually the best option if you can't manage Ion Turrets initially). If other guild members around you get hit, as seen on the battle council, it's probably a good idea idea put the defense. You will need to have or build planetary rings on all your bases before you break level 30. Otherwise, higher-level players will start attacking you relentlessly. However, once you have shields (Deflection and Planetary Shields) you should always have something that can shoot back, so hold The Disruptor Turrets until you get planetary rings like this: Section 1.4 Of the Basic Guard Fleet Once you have Planetary Rings, the best fleet guard is one or two (no more) dreadnought at each base. They have the same basic weapons (Photon) as planetary rings, and force the intruder to engage in defense if they want to get to your trade routes. If you have dreadnought over bases, you don't need fighter jets and heavy cruisers like guard fleets... You have to spend them elsewhere. However, if you build dreadnought as guards before you have planetary rings up, they will just be great targets... so build them after the rings. When scouting, it is usually recommended to avoid landing on base, especially if you don't know whose base it is. If you land at the base, the owner may decide to shoot your scout if they see you - and scouts are usually considered fair game for anyone to hit. You can see if this base is your scout flying on the navy screen because it will have a name next to the coordinates (basic name). Empty Astros show as soon as coordinates. When you build a new base, first put a few metal refineries and robotic factories (if you've researched them), then a few shipyards and the level of Ion towers - up to any cosmოდromes, economic centers and crystal mines. Section 2 - Econ Fleets and Attack Bases simply mean that you have a large number of econ structures in addition to primary production capacity; They have a high econ for bidding, and therefore need to be well protected. Base Jump Gates have high level jump gates on them (usually 10 or more) and serve guild as entry or exit points for galaxies. They must also be well protected, as in the event of war they will be priority targets for the enemy. Fortresses have a large number of defenses, command centers, and often, jump gates. They serve to allow you to have a respite for your fleet, but don't stay too long, since the large fleets over any number of command centers are still ripe for plucking. Each level of the command center provides 5% of the total impact power of the fleet, if it is located above the base. The usual minimum number of command centers of the fortress is about 20 or more. Command centers take the area, population and energy, so it is better not to have each base to be a fortress. Most players combine a fortress created with a Jump Gate base, while others hold them separately, but in the same galaxy. The type of base is a high-propaganda target, especially the Jump Gate base, and separating them forces the enemy to hit two well-protected bases to limit your response. You can also do this with orbital bases, as long as your your Fertility remains below 10. 10.

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