

by Bill Jahnel

IV to settle,
ahead! There-
some of
deadly of all,
TCP/IP connection.

Welcome, Maug Chief! Our glorious colony is headed to Gallius but we hear the TARTH forces have already sent a scout ship fore, we have prepared this mission briefing for you to deal with your most deadly enemies: The Re'Lu, the Uva Mosk, and most the humans. . . especially the humans at the other end of a

Setting Goals: Strategic Settings

should start
player start
settings will do
can kill you.

these on,
get hung up on an
them all on.

When facing an opponent in an online game of Deadlock, you planning your strategy from the moment you and the other discussing settings for the game. a favorable choice of world wonders to aid you; a bad match between settings and strategy The following are considerations to make for each parameter: Fast Build, standard race abilities, random events: Leave all always, especially the fast build. Deadlock can occasionally alien AI turn and be deadly slow, and you would do well to leave

among these
city building,
can be
may be able to
win before
alien AIs
and if you
divided. . .

Humans,
ChCht have weak
territories early
overwhelmed or
play TARTH
to rush in
profound. . . .

in military
defense pretty fast,
keep out
overwhelmingly, in such a

in
a swamp and
only are you
money, you
in and cut out all
make sure

Number of Cities: One of the key strategy points is in choosing options. Many players prefer all-out conquering rather than and so prefer city settings to be at 7 or 10. Lower city settings are pretty hairy, particularly on large maps; on a large map you can isolate yourself out of harm's way and quickly build your way to a point where your opponent can reach you to stop you. However, be aware (especially the Cyth and the Re'Lu) often like winning this way, and if you have AIs in the game as well you could find your attention

Size of the world: Small map worlds are more advantageous to ChCht, and TARTH. All three can so rush (even though the military units their ability to take over a huge number of and generate a LOT of units can lead to an opponent being boxed in). The classic and most child-like strategy is to try and rush on a small world. I have found a lot of ex-Warcraft players like this, but the dangers of rushing in Deadlock can be

On small world, aim for technologies that will give you strength units and iron. You may need to divert your attention to and energy deflectors are a good early-mid game investment to trouble. If you plan to rush, make sure to do so in a way that you cut out important supply lines.

One mistake on small worlds is to specialize resource extraction territories. For example, say you have 3 territories and one is where you are drawing 90% of your energy from that swamp. Not paying more for the transfer of energy, therefore tying up your resources are also in tremendous danger of having a sudden raid swoop of one type of resource. This sort of strike could cripple you, so you have diversity of resource gathering in at least 2 territories.

the ChCht and
of territories;
climbing the
worlds, the Re'Lu
they can monitor
means they can
accuracy long before
to go for the
technology early,
make life

racers available
experience under my
the same. I
tech tree fast
my opponents,
tempting to want
building
opponent, or if
their playing
thousands of them.
move in
ChCht excel at a
territories in a

Large worlds are better suited for strategies of city building and technological superiority games. On large worlds, races like Uva Mosk and Humans should spend their time setting up tons Maug and ReLu need to isolate themselves and work on technology tree so fast they make your head spin. On huge ability to see everything becomes a profound advantage, as most accurately the way the world is moving along. This also aim scatterpack missiles and other missiles with deadly they get orbital surveillance. Cyth do very well on huge worlds city win. On large worlds, make sure to get the hoverway since expanding will be a key to victory and the hoverway will happier.

Choosing your Race

Two Issues Ago I gave an extensive rundown on the different to play in Deadlock. Even with a few more months of belt, I must admit my general assessments of the races remain personally go for Maug first, since their ability to run up the is very appealing to me. Depending on the world choices and Re'Lu or Humans are my second choice. Re'Lu can be very to play because of their ability to monitor turn by turn your choices and worker assignments. When facing an unknown someone grabs the Maug from me, I'll grab the Re'Lu to learn style.

Though the ChCht have a weaker military unit there are Their fast reproductive cycle can work to your advantage if you close to someone. Though other races can do this as well, the surround and starve strategy - if you colonize a LOT of

to expand.
huge militia
in the early
a Re'Lu or
of their

absolute best choice
swamp tile. Do
sometimes these
build. In a
a good deal by
near you and
easily
choose a
water. If
the land bridge
minimal forces.
next to you, if
away from you
enough.

a few basic
element of risk, and
lead in the

semicircle or circle around your opponent, they will be unable
The ChCht's fast growth of colonists means there will always be
numbers on hand, making those territories pretty well defended
game as long as you provide the housing necessary. Boxing in
Maug opponent can cut them off at the knees and cancel most
advantages.

Choosing your Landing Site

Since you never know what you are going to land on, the
of landing is a plains surrounded by a forest, mountain, and
not choose a plot of land near the water if you can help it;
territories are half flooded and you will end up with less room to
huge world, if your opponent has already chosen, you often get
choosing a plot on the far side with multiple resource lands
open areas to grow. On smaller lands, choose a territory that is
defended. One of the quickest ways to thwart an advance is to
territory that is just near a narrow stretch of a land bridge over
you can get such a placement, you can hold military units at
and force your opponent to have to build boats or attack with
Also, since no opponent can land in a square directly touching
you choose first, you may be able to force your opponent far
or into a less favorable landing space, if the territory is small

Your first Few Turns

The first moves in Deadlock are pretty important, and there are
approaches. The approach I prefer is one that holds an
requires pretty solid timing to get right, but can get you a sharp
early game.

two
all the
my colonizer
but sometimes

to a swamp or
energy;
what's not
territory to take
However, once you
productive

these things:
best or second-
start building;
adjust the sliders

basic supply
have always
turn 4.
turn for the first

turn or two but
making a
and lots of it.
territory,
Although in

One of my first rules in Deadlock has been to try and build level technology buildings right off the bat. In my first move I scout territories around me and look for a tech shrine; if I have one, goes there first to settle. not only do you get the tech edge, you also get a free technology for digging up an artifact there. If there are no tech shrines, my next step is usually to expand a forest. Your early resource crunches get in tight at wood and forests and swamps usually mean I can get both there from available from my landing point. A mountain is a good third over some turns later, as mining is always rich there. switch over to endurium mining, you may find the forests more for ore anyway.

At my landing, my first four guys immediately go out and build two tackle a university; one puts up a nuclear reactor on the best energy spot; at least two luxury housings drop down to and my fourth guy usually stays at the city center where I to go all trade.

Most players may be horrified to hear this, since I am lacking a here: No farms. However, I have it as a goal by turn three to learned synthetic fertilizer, and then get a hydroponic farm on Doing so allows me to concentrate on getting a technology a turns, and building level two facilities.

Your second landing site probably won't do much for the first just sit there. However, by turn four, they should be either normal farm or a hydroponic farm. You'll need food and wood, After that, even though colonists will come slow to your second look to add adjunct wood, mining, and energy resources there. my early strategies I used to expand to three territories

immediately, unless
since your
colonies by
for you to
Ch'Cht can
basic
labour.

a mine,
one. The
one facility,
resource while the

running. My
as a Maug
some of the

hydroponic farms)
tight on ore fast)

university)
Automation

technology
on resources
cannons or SAM

you are Uva Mosk, Ch'Cht. or Tarth, I no longer recommend this, growth rate will be lower and you will have to power the other expensive transportation costs to ship energy, making it harder build the basics in your home territories. The reason that the especially get away with this is that they can afford to build all buildings and upgrade them, since they rarely get tight on

In general, as you build, try and make a second item (especially energy collector, or factory) the turn after you build the first reason is that after a while, you will want to upgrade at least and you will need a second facility online to provide that first upgrades.

Technologies

By mid-game you should have at least 3 research facilities general pattern of technology grabs are the following (though sometimes I get higher ones first since they can circumvent prerequisites):

Synthetic Fertilizer

Nuclear Fusion (you'll need energy fast after you get the

Molecular Bonding (mantle drills are a necessity as you get

Electronics (to get scouts and chaos computers)

Chaos Computers (and once I get it I start upgrading one

Metallurgy (entirely because its the prerequisite for automation

Though perhaps surprising, I rarely find choosing a military early is all that helpful, because you will quickly grow so tight and money that you can't afford to build too many fusion troopers anyway. . .

After those basics, I usually diverge depending on my

opponent: Hoverway,
the order may
me I'll grab
hold off most
rocket builders.

move pieces into a
that there is
number of
knowing how to

sure to send a
spy on them. If
ChCht
It almost
but getting
hard to

knowing to
your economy up
your opponent
military units.
the opponent

them. You
ocean
transport along with

Endurium, and Antimatter are usually my next three, though vary depending on what I am tight on. If someone is rushing energy defense at this point, since 1 or 2 energy defenses will early game attacks and considerably shield you from early

Wars, hot and cold

One of the misnomers about Deadlock is that since you just square and then the computer takes over the fighting resolution not much tactically involved in attacks. In truth, there are a ways you can profoundly affect the outcomes of battles, and do so is crucial to your survival.

Before attacking an enemy, good information is crucial. Make scout or trooper and just park them close to an enemy city to you have a scout with a special ability, don't be afraid to use it; stealing supplies or Maug destroying buildings can be terrifying. never hurts to try and steal technology; scouts are replaceable, tech from your opponent gives you something that is extremely regain in Deadlock: A time advantage.

Missile Support is crucial in an attack, and getting rocketry and bombard your enemy can be very powerful. Once you have and running, circular queues of 2-4 missiles a turn will keep very unhappy and busy rebuilding rather than cranking out You may also nail an important facility like a museum and cause to slip into unhappiness.

Now, missile attacks have a number of interesting things about can target empty squares with missile attacks. This includes bombardment; a carefully planned attack may take out a

where it WAS
bombard them as
information can also
attack by a
happens, the new
the missile

can only hold 2
opponent occupies
one turn to
give you an
attack, DEADLOCK
INFANTRY UNITS, so
sacrificing them in

Their accuracy
troop races
deadliest
since they can
Re'Lu's side.

attacking are the
of these have
appropriately can lead

your ground
their
who cares about

its crew, but make sure to target where the boat will BE, not last turn. The same is true for approaching troops: you can they take a long march to attack you. However, this backfire: A most interesting side effect is that if you survive an missile, a ground troop can become a veteran. If that veteran troop should consider advancing towards the source of attack and neutralizing it with its newfound accuracy.

Deadlock also has weird rules about attacking. Most squares of your artillery pieces and 4 infantry. However, if your a square, you can pile on as many pieces as can travel there in attack. Therefore, surrounding a territory before attacking can overwhelming advantage. Do note though: At the end of the WILL FORCE YOU DOWN TO TWO ARTILLERY AND FOUR even if the other units "survived" the battle you will be the attack.

If you can build them in time, always use command corps. increase gives an important edge in battle, especially for weak like the Re'Lu. In fact, the Re'Lu command corps is the single weapon against other attacks, especially holocaust cannons, mind control them out from under an opponent and onto the

Two settings rarely used by any but veteran players when BATTLE ORDERS (attack x) and retreat when commands. Both some very specific utility in the game, and when used to increased victories.

Most important is to learn the ATTACK UNITS ONLY command on forces. Let your missiles do most of the dirty work to get rid of defensive structures. If you have colonists shooting at you,

out colonists
vitals
single building.
the gun towers
option for a

attack is the best
line. For
the enemy's
away. You could
building this
support
their
make their
your tanks to
come in, make
wounded. In
territory
time through
attack.

any damage
automatically
were

their museum if victory can be in your grasp? Also, knocking means it is harder for them to keep the colony supplied with the (energy, happiness, etc) almost as much as attacking any. Sometimes, setting one or two units to ATTACK FORTS to nail while everyone else mops up militia / colonists is the best heavily-defended encampment of the enemy.

As for the Retreat damage command, sometimes a guerilla route of all to soften up the enemy while maintaining a supply example, say that you have two fusion cannons on the edge of encampment, and your disruptor cannons are two squares wait until next turn to attack, but harming the defense they are turn might be beneficial. Sometimes aiming for a single crucial building, such as knocking out their power supply to help make defenses run at less than peak efficiency or their museum to colonists rebel can be just as deadly or effective. By setting retreat when they receive 50-75% of their damage, they can a light attack skirmish, and disappear before they are too addition, since they return to the place where they started, that next to the opponent's area is still "yours", which means travel it is still decreased for those disruptors closing in for next turn's

Make sure to let units repair after an attack. No unit can repair if it makes any moves after an attack, though all units will turn themselves on to repair mode after an attack in which they damaged.

Continues next chapter...

