

by Bill Jahnel

### Hostile Takeovers and Slash and Burn

that when you  
buildings will still  
people. While  
that you can't  
to defend  
options when

excess  
opponent's  
territory adjacent  
credits a  
that has a  
TERRITORY is on  
can move people

One of the reasons to use the ATTACK UNITS ONLY command is clean out a colony of its more annoying inhabitants, the be there for you to populate with your more worthy race of this is a pleasant thought in theory, in practice you tend to find always afford the credits to move your people into place in time your new holdings. Therefore, you usually have one of two taking over an enemy site.

Option One: THE HOSTILE TAKEOVER. In option one, you grab colonists from all over and get their hienies into your territories. This is cheapest when done to an opponent's to one you own - otherwise they will charge you the full 50 colonist. One interesting note is that once you own a territory building in it, you can move colonists there EVEN IF THAT an island or across the sea. Therefore, once you invade, you there quickly to inhabit and set up defenses and an industrio-

military world away from recently acquired your worth holding choice, you can area, grab the This will give and switch to just got from the same turn. their to find you prosperous colony

opportunities. As making a museum already had such ECONOMIC

reaction by the settlement area territories that have housing complexes

complex to continue your attack against an opponent half a you.

Option Two: SLASH AND BURN. Sometimes, taking over a territory proves impractical, especially if money is running low, attack devastated so many buildings the territory almost isn't on to, or maybe you are tight on excess colonists. Given this go for a truly horrid play technique. Once you get into their demolish button and raze every single building in the place. you back credits and resources. Then go to the world map, resource views, and steal the resources with the money you razing the buildings. Then move your pieces out of there on Your opponent, planning a counterstrike against you to reclaim territory, may waste some missiles and come in full force only have vanished like the morning mist, and left their once an echo of Roanoake.

### Economic Growth and Midgame

With military conquest will come new territories and new you expand into each new territory, you should consider right off, assuming that it wasn't a conquered territory that a facility there. The reason is that THE ARTS ARE YOUR KEY TO VICTORY.

Here's some quick figures: In each colony square, negative people to taxation maxes out at -10 under oppressive taxation. Overpopulation will usually max out at -15 a square, for a of 5,000 colonists which contains four luxury housings. The that are likely to exceed this overpopulation negative are those many workers not employed; too many people staying at

unhappiness. So,  
at a -25  
will, by no  
about  
workers, BUT  
colonist, always  
museum, and  
ONE worker  
taxes.

more settlers  
pieces of art or  
After the museum  
get to work  
will be

cranking out  
by creating  
mantle drills,  
them. Upgrading  
space  
turns to get  
stagger your  
it is best to  
they start  
upgrade your  
as difficult

leads to crabby couch Maug and further overpopulation unless you are badly mismanaging things, you should max out influence on each territory. A museum with two workers in it coincidence, max out to give you +25 culture. What is curious museums is that they can produce up to 36 culture with three ALL CULTURE OVER 25 IS WASTED. If you ever need a spare remember you never need more than two colonists working a before you have overpopulation problems, a museum with just will generate +12 culture, which offsets the -10 overwhelming

When you settle a new territory, build a museum and drop 3 in to finish the museum by next turn. As a buffer, drop two drop your taxes in that square to reduced taxes for a turn. is active, you can pull all but one colonist off the museum and exploiting your new territory, safe in the knowledge that you exploiting the masses most efficiently.

By midgame, with a healthy economy chugging, you can start extra backbones to your industrio-military complex each turn level two buildings (automated factories, fusion reactors, and and level one farms) and setting your colonists to upgrade is sometimes a tricky beats, especially on mantle drills to sub-collectors. The problem is that collectors will take you three from a mantle drill, so you have to upgrade them slowly, and upgrades, so you don't run out of ore in mid-game. Sometimes drop a few new sub-space collectors in first, and then when hitting your production with tremendous amounts of ore, then existing mantle drill facilities.

Upgrading nuclear fusion reactors to antimatter plants is almost

game and  
change over a  
point. Either  
new  
fresh one,  
  
maximum  
facility once a  
extremely efficient  
or to get new  
overlooked but an  
  
factory, mine, and  
proliferating  
Never enough  
antimatter pods  
more and  
more  
portfolio. In  
farming is  
becomes much  
long time before  
explosive colonist  
you will find  
increasing  
will require  
research

a choice, as these conversions happen relatively early in the energy crunches can be fatal. It takes at least two turns to fusion plant, and you often will be pressed for energy at that have built up some heavy reserves before converting or build a antimatter plant first (which will take at least two turn to build a by the way) before the conversion.

Factories, on the other hand, are easy to upgrade. With the number of colonists in them, they will upgrade to a higher turn from automation to robotic to replicator. This is an way to get new money resources (and you will need the cash) factories to convert endurium to triridium, which is often extremely efficient way to maximize your mining operation. In mid to late game, you may find yourself building a new antimatter plant a turn. As your colonies expand and you start warheads, you will find yourself always tight on resources: money, ore, or antimatter pods, and your military will want while your complex of buildings will consistently be demanding more energy. Top this off with the occasional need to build universities and farms, and you have a constant growth general, you will not need as many farms as anything else, as relatively efficient compared to your other needs, and wood less of an issue in later parts of the game; you can survive a you get food replication, though once you do you will have growth due to the huge food surpluses. On the other hand, yourself needing more and more tech labs, not only to meet the research costs for technologies, but because so many things electronic components. You may find yourself dedicating a few facilities to doing nothing but cranking out those precious

components.

turn after  
aren't in a  
things even  
money.

territories than in

absolutely no  
mining.

and you also

something in

electronics

components should

cannons /

Wood, food, and

antimatter

balancing their

farm in a

is true of food

you also must

empire, and you

output by

approach can

immediately maximize

immense

note:

depending on the

only up to

Balancing building sliders can be tricky. Don't forget that every  
you are finished making something in a factory, that if you  
circular queue, your factory will still allocate labour to building  
if it has nothing to build, and you will waste an opportunity for

Some building sliders are more efficient to do in different

others. For example, in almost all cases, you want to mine

iron and switch entirely to endurium once you get endurium

Except on very rare squares, endurium will generate more ore,

don't pay as much for transporting it if you are using it to build

another territory. Choosing which research facilities to do

components is a no-brainer, since the ones producing the

also be the ones in the territories making missiles or disruptor

holocaust cannons / other higher technology military units.

energy balance are a little trickier. A hydroponic farm and an

plant both require some more thoughtful decisions as to

outputs, as they are more affected by territories. A hydroponic

woods can generate a ton more wood than food, as the reverse

on a farm in a plains. However, unless you have transporters,

balance some out for the cost of shipping throughout your

may find that while you can maximize your food and wood

specializing wood or food in some territories, a more balanced

save you money. Once you get transporters, though,

production by territory value, since you will end up with an

number of resources that way. Energy has a similar unusual

antimatter plants generate a variable amount of power

square in which they were built, but they will ALWAYS generate

Therefore, in an  
pods to  
on energy-  
find it costs a  
surpluses and  
colony's war

apply building  
than those who  
opponent early on  
much more  
race to  
utilize your  
cripple them  
wiles on  
of the  
Tarth, well,

40 antimatter pods, no matter where they are located.  
energy crunch, consider reallocating who is building antimatter  
those territories where the squares generate less energy, then  
rich area tapped by plants go all energy production. You may  
few more credits, but you will suddenly have a ton of energy  
the same number of antimatter pods being produced for your  
machine.

### Final Notes

Deadlock is a game most likely to be won by those who more  
technique game models (such as those learned in Civilization)  
try to play Warcraft-style. While trying to disable your  
is valuable, outstripping them in production and technology is  
likely to carry the day. While your strategy will vary some from  
race, make sure to capitalize on your race's strengths and  
opponent's weaknesses against them. Attack Maug museums to  
with unhappiness and riots, or have the Re'Lu scouts work their  
them. Invade Uva Mosk Territory so you can claim the benefits  
squares their scouts have shaman danced upon. And if you are  
KILL. KILL. KILL. Then kill some more. It's fun.