

BOTG Essential Guide

The unofficial Barons of the Galaxy beginners guide for newcomers, returning veterans, and people who are bored.

Version 0.1
October 2019

Produced by subsidiaries of Boldor Holdings Group

BotG Essential Guide

Version 0.1

Copyright © 2019

Published by Boldor Publications
4200 Peoples Galaxy Way
Moscow, Terran Federation

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopy, recording, or otherwise, without the prior permission of the publisher, except as provided by Terran copyright law.

Cover design: Boldor Design Studios

Cover image: taken from the galaxy

First printing 2019

First trade paperback edition 2019

Printed in the Terran Federation

All game terms and information are from the Barons of the Galaxy website. Copyright © 2015 by Serendipity. Used without permission of Ofir Maimon. All rights reserved.

Trade Paperback ISBN: 000-1-22222-3333-4

How to Use this Guide

This guide is not meant to replace the guide as published by the developer. Each player should study the guide from the developer thoroughly before seeking out more advanced topics.

It is not necessarily recommended to read through the guide from front to back. This guide is best used in a topical fashion. **Pressing “ctrl – F” on your keyboard will allow you to search this document for any term or phrase**, which can be extremely useful when searching out info on a specific topic.

Please give feedback and suggestions for revision. This guide has become a much bigger undertaking than I first thought, and it has been an accomplishment for me to even complete it. There is the chance that some information inside is just plain incorrect. Some sections will inevitably require revisions; others may need a total rebuild before they can be truly useful to the community. My initial goal is to publish a complete document. I am hoping for constructive feedback from Barons players to help make this guide truly the best it can be.

To offer feedback, message me in game or on Discord:

- **Barons of the Galaxy:** Boldor Industries
- **Discord:** Cptcommanche

0.0 -- Table of Contents

1.0 -- Introduction

2.0 -- FAQ's

3.0 -- Economy

- 3.1 Products and Resources
- 3.2 Understanding Cities
- 3.3 Market Analysis
- 3.4 Monopolies

4.0 -- Longterm Planning

- 4.1 Setting Goals
- 4.2 Playstyles and Strategies
 - 4.2.1 Trader
 - 4.2.2 Specialist
 - 4.2.3 Exclusive Services
 - 4.2.4 Single City
 - 4.2.5 Guild Cities
 - 4.2.6 Minor Strategies
- 4.3 Reducing Micromanagement
- 4.4 Addressing Burnout

5.0 -- Military and Combat

- 5.1 Combat Basics
- 5.2 Army Composition
- 5.3 Strategies and Tactics
- 5.4 Military Advice

6.0 -- Politics

- 6.1 Entering the Political Arena
- 6.2 Roleplay
- 6.3 Policy Creation
- 6.4 Negotiations

7.0 -- Artifacts

- Artifact listing in forums – include

8.0 -- Alt accounts

9.0 -- Charts and Tables

Appendix A -- Known issues in the guide

- When demand starts increasing in cities (civ services -3 mil)
- Guide says 30 different food products. Actually 10
- Average demand of over 200% will cause decline – actually 100%
- New cities are normally formed when a certain amount of industry is taking place at that location (3000 total output), - actually 1000 for first city

1.0 -- Introduction

Welcome to Barons of the Galaxy!

The BotG Essential Guide will not cover the gameplay basics. These can be found by reading the game guide found here: http://baronsofthegalaxy.com/home_guide.aspx . Every player should read the game guide thoroughly (and review it periodically) to learn the basics of the game. The BotG Essential Guide will discuss more advanced topics to help new players get up to speed faster and start discovering where the true fun can be found in Barons of the Galaxy.

Getting Started

The game is a giant sandbox with absolutely no instructions about what to do. Some find this exhilarating, others might be lost and confused about what they should be doing. One goal of this guide is to help players find their place in the game.

Initially the game is about building a corporation and making money, eventually climbing the rankings to be one of the top corporations in the galaxy. As you begin, there is plenty to do getting your corporation set up and making money. This is only part of the game, however. Politics, negotiations, wars, friendly competitions; all of these are part of the game as well and what I believe makes Barons of the Galaxy truly exciting. Some players choose to avoid these things and focus only on their day-to-day operations. Others embrace them fully. In short, the game will be what you make of it.

Barons of the Galaxy offers a huge number of possibilities for players to pursue, and gives opportunities to try a variety of unique and interesting strategies.

Rank	Corporation	Net Worth
1	 Safehold Corp † Ranching King of Gulyaev † Water King of Gulyaev † Mineral King of Gulyaev	349,183,419,022
2	 Renraku Systems † Mineral Prince of Sol † Mineral Duke of Earth ‡ Admiral of Houston	147,174,478,303
3	 UnitedCogsRepublics (No Titles)	92,375,033,707
4	 Sweet Fruit Supply ★ Ruler of Basin ‡ Imperator of Rigil † Electronics King of Rigil	60,594,718,084
5	 TerrorTech ★ Ruler of Questa ‡ Imperator of Gulyaev † Contraband King of Gulyaev	21,470,436,235

A Short History

Barons launched in May of 2017 after a successful Kickstarter campaign. The gameplay has changed quite dramatically from that point, with new features being steadily added over the months and years.

In the fall of 2018, the developer instituted some new changes that completely rebalanced the game. The changes completely disrupted the playstyle of all players, causing many to leave, and forcing everyone to change how they play. This had caused the game to go into remission with usually only 15-30 active players at any one time.

The developer has instituted a few more changes to help re-balance the gameplay and announced a reset of the galaxy to happen in Fall of 2019. This included bonuses for all players who had previously played the game. The developer instituted the reset on October 5th, 2019.

The top corporations shortly before reset. Only time will tell of corporations can grow this large again

Gameplay

Things move slowly in the Barons Galaxy. It is best to think in terms of months and not days or weeks. This game rewards long-term planning and organization. However, do not be intimidated: there are numerous ways to play this game, and it is up to you to find the playstyle that fits you best. Some players log on a couple times a week to do some maintenance on their corporation; others spend countless hours building large spreadsheets and calculating the operations of their corporation down to the most meticulous details. There is no 'wrong' way to play, and there can be some interesting and innovative strategies to pursue for those who are willing to seek them out.

Community

The game features a small but friendly community, including some of the original players who backed the Kickstarter. Do not be afraid to make friends with other players – many long-term friendships have been formed through this game. Toxic players don't seem to stick around, and the community generally works together to keep abusive behavior from happening. Don't be afraid to reach out and get involved.

Disclaimer: If you notice inflammatory language that seems quite extreme, there is a good chance that this is all Roll-Play. Some members specifically enjoy the RP that this game allows for and take full advantage of the possibilities. Don't confuse this banter as being the signs of a toxic community. Most everyone here gets along.

Not Sure Where to Begin?

If you are having trouble getting started or have specific questions that you can't seem to find the answer to, don't be afraid to ask your questions on the comms or in Discord. Players are often quick to help and ready to provide guidance and tips for newer players.

Never be afraid to make friends in the game, as experienced players can often share a great deal of insight into the game that may not be readily apparent to you. In addition, these friendships can often turn into alliances and trade partnerships that can be of great benefit later in the game.

Even if you don't have a question, go ahead and say something on the comms and let people know you are here!



2.0 – Frequently Asked Questions

- To be completed when people ask questions!

3.0 -- Economy

This section covers various facets of production, buying and selling, cities, and other factors that are involved in making money.

3.1 -- Products and Resources

As you have read in the guide, there are 4 types of products in the game: Raw Materials, Components, End Products, and Civilian Services. Each has its' own characteristics and peculiarities. Later in the guide we will discuss how to best choose and optimize your production. For now, we will simply look at each product and the unique factors that each has.

Raw Materials

The most basic category, raw materials are the building block upon which everything else is structured. Every corporation will need to acquire raw materials in some way or other to produce their higher end products. Because of this, the cost of acquiring your raw materials is extremely important. Every credit saved extracting resources adds up over time and can make a significant impact.

Raw materials in themselves are the least efficient way to make money. If you choose to concentrate only on raw materials, you will likely be selling large volumes in several cities for only marginal profit. This will end in a fair amount of micromanagement (although much can be automated and optimized) for very little gain. almost every corporation will branch into other product categories to maximize their profit and use raw materials only to supply their production and meet the demands of the city or cities in their local area.

There are several ways to acquire raw materials: resource structures, asteroid mining, player contracts, buying from cities, and raiding.

A. Resource Structures

Any player should be familiar with this method after completing the tutorial. These structures are the most basic method of collecting raw materials. Any type of raw material can be extracted using structures (provided you've built it on the correct resource location).

Larger extraction facilities operate more efficiently than smaller ones. On a 10-resource spot with no bonuses, a lv.1 facility produces at a rate of 100 credits/unit. A lv.10 facility at that same location can produce at 83.3 credits/unit. Building 1 large resource structure is more efficient than building several smaller structures.

Raw Materials Extraction

A corporation should aim to extract raw materials at a cost of **30-50 credits/unit**. This price will help you stay competitive with other corporations.

Theoretically, players can extract resources using this method at a rate of 16.3 credits/unit*, though realistically, a more accurate number to expect would be around 30-50 credits to produce 1 unit of material.

*Based on a lv.10 facility operating on a 20-value resource location, with a lv.10 spaceport in orbit, a lv.10 hypernet tower on the location, 12 points of research in that category, corporate HQ on location, and no overcrowding. This scenario is extremely unlikely, and thus a player should not be expecting anything like this sort of output.

B. Asteroid Mining

An emergency method of material extraction, asteroid mining involves the use of ships and potentially ground units to mine the resources from asteroids in space. Mining asteroids is less effective than using structures but comes with the flexibility to quickly change which resource is being mined. Some players may choose to have mining fleets on hand to fill any gaps in their production should they have any loss of production from their main facilities.

This method can extract all resources except food (crops/meats), and the availability of each resource type varies from system to system. Certain star systems might not have any of a certain product available, but that same system might have 5 resource nodes of a different product.

General mining fleets often feature a combination of a ship with cargo combined with a ground unit that can fight in space (I.E. Frigates and Battlesuits, Carriers and Fighters, etc.). These units are then used to extract resources from the asteroid.

Players seeking to use mining fleets will achieve the most efficiency by utilizing at least two ships: one for mining, the other for transport. The mining ship will stay at the location, mining until the cargo hold is full, dropping it into space, and repeating. A separate cargo ship then loads the materials that have been dropped off, and delivers it to the appropriate location. This allows for the most material extracted per turn as possible.

Cost of mining resources varies tremendously based on the types of units used, distance traveled, and resource value. Utilizing a single frigate/battlesuit mining fleet with a transport for material pick up (all units lv.10) will yield around 80-110 units/turn depending on the resource node, with an upkeep cost of 11,500/turn. This equals an extraction cost of 105-150 credits/unit. The use of artifact units in mining fleets can reduce this number somewhat.

Asteroid Mining

Much more inefficient than structures, but an easy way to get resources when they are unavailable through different methods. Expect to pay at least **105-150 credits/unit** when mining.

C. Player Contracts

Purchasing materials from other players can happen in 2 ways: The open market and through contracts. Both can be found by navigating to the corporate tab and selecting the Trade.

The market is the fastest and most simple way to gain resources of all available methods, as the goods are transferred into your possession instantly upon making the purchase. Most raw materials will be available on the market at any given time, but prices can vary depending on numerous factors. Materials can be available for extremely low prices at times, while prices in the 75-90 range are more common. Since the available quantity and price of products can fluctuate, this method of gaining resources can be unreliable.

Purchasing through contracts takes more work for both buyer and seller. These are also somewhat unreliable as a buyer, since they depend on the faithful execution of the contract from the seller. If the seller is out of town or forgets, your resources don't arrive.

Market Contracts

You can expect to pay a medium price for raw materials on the open market, with products often selling in the **75-90 credits/unit** range.

These contracts can be useful for corporations who know how much material they need each week and have a trusted corporation to buy from. Often a cheaper price can be negotiated for large, recurring contracts. Also, if the buyer is willing to pick up the material themselves as opposed to having it delivered, a cheaper price could perhaps be negotiated.

D. Buying from Cities

A more uncommon way of acquiring resources is by buying them directly from cities. This strategy involves several drawbacks.

Since buying costs 2x the demand level, the price can quickly rise if you are buying large quantities. Buying at 10% demand will cost 20/unit, but as you continue buying, the demand percentage increases, and thus the cost increases as well. You might find yourself buying at 75% demand and paying 150/unit.

Buying from Cities

Buy from cities when the price is low (**20 credits/unit**), and purchase until the price has risen to the **75-100 credits/unit** range. Depending on how much you buy each turn, this can happen within 30-40 turns or possibly even sooner.

Another drawback is that many city mayors will place restrictions on buying directly from the city, as this causes a direct, negative impact on the growth of the city. ALWAYS check the charter for the city before buying from cities. Failure to do so could result in some form of retaliation from the mayor of that city. City charters can be found at the top of the page while in the viewscreen.

E. Raiding

Historically the most uncommon way of collecting resources, it is also a great way to gain yourself some enemies. There is cost involved with raiding as well, though the calculations depend immensely on your attacking force, the size of any defending forces, and any political ramifications that come about from it. Most players don't bother raiding, as it usually costs more in retaliation than anything you would have gained.

Raiding

Raiding from other corporations is a risky pursuit and should only be done with careful consideration. Costs can be minimal, but political ramifications can be high.

Some exceptions occur, such as when a player has gone inactive and their account is nearing liquidation, players might choose to raid the resources rather than let them disappear and be wasted.

Raw Material Extraction Methods – Comparison Chart

	Cost/Unit	Pros	Cons
Resource Structures	30-50	Steady, low-cost supply of products	Takes time to build high-level facilities, vulnerable to raiders
Asteroid Mining	95-170	Quick way to gain resources, can free up building logistics	High extraction costs, limited availability of resources
Player Contracts	75-90	The fastest and easiest way to acquire resources	Supply may be limited for certain products
Buying from Cities	20-100	Extremely cheap resources when done in small quantities	Can quickly become expensive. May be banned in some cities
Raiding	----	Potentially the lowest cost resources available	High likelihood of retaliation from other players

Components

Often considered an “intermediate” product, components bridge the gap between raw materials and the other, more valuable products. All civilian services require components, as well as most end products.

“Components can be a viable way of making money, though they are generally not as profitable as end products or civilian services.”

Components can be a viable way of making money, though they are generally not as profitable as end products or civilian services. Demand for components begins rising once a city is over 2 million in population. This makes it quite easy to find locations with good demand for components.

Component production costs must be calculated by adding together three different factors: the cost of raw material inputs; the operating cost of the component facility; and the (often overlooked) storage costs of raw materials.

A. Raw material inputs

Simply the cost of the raw materials that are required to produce the component. A lv.1 component factory requires 10 raw materials to produce 10 components. Thus, reducing the cost of acquiring raw materials has a direct impact on the production cost of the component.

Don't forget to factor in the cost of any transports required to move the raw materials from the extraction site to the production location.

B. Operating costs

The cost to operate a component facility is affected by a few factors. First, the size of the facility also determines the efficiency of the output. This is the same as raw materials, with a lv.1 facility producing at 100 credits/unit and a lv.10 facility producing at 83.3 credits/unit. This number while likely be even less when considering any bonuses from your corp HQ or megastructures.

C. Storage costs

Sometimes neglected, there is always a cost involved in storing products. These stockpiles cost you money every turn. Theoretically you should aim to hold only small quantities of a product at any time, as these costs can quickly balloon if you are not careful. As a general rule, always locate extra product at your headquarters, where storage costs are 1/10 the normal cost.

Component Production

Specialist corporations should aim for component product costs of **100-120 credits/unit**, while general component production costs should be closer to **120-150 credits/unit**.

Overall component production costs can range quite dramatically depending on how your corporation is setup. On the high end, components could cost in the range of 200-225/unit. You should never be producing components at this price as it will not be profitable. Extremely specialized and efficient corporations could expect those production costs to be closer to the 100-120/unit range. A more realistic target for general corporations would be to produce components in the 120-150/unit range.

End Products

These are often one of the primary income generators for corporations. End products require mostly components, though several also have direct raw material requirements. They also can take some time to get producing effectively, as they require an established production chain of other materials before they can be produced.

Demand for end products does not begin rising until a city has reached 5 million population (the guide lists this as 3 million, which is incorrect). Therefore, end products are generally only sold to established markets, and could often require being transported some distance to sell at the best prices.

“End products have a peculiarity in that not all of them are produced at the same cost.”

End products have a peculiarity in that not all of them are produced at the same cost. They feature the same three factors as components: material input, operating costs, and storage costs. The main difference is in the types and quantities of materials required to produce each product.

As a rule, end products require either 10 components to produce 10 end products, or 20 raw materials to produce 10 end products. Some products mix these together. Basic Furniture, for example, requires 6 components and 8 raw materials. This can make a significant difference in the cost to produce end products. Let's compare two product categories.

A. Synthetics

These are the simplest end product to produce, each requiring 20 raw materials of 3 different types to make 10 end products. No components are necessary. If we take a basic lv.1 facility with no bonuses, add 20 raw materials at 50 cost each, you can produce synthetics at 200 credits/unit (Not factoring in storage costs or transport requirements).

B. Vehicles

The most complicated end product to produce, these require 10 components of 4 different types to produce 10 end products. Assuming a lv.1 facility with no bonuses, add 10 components at 150 cost each, you can produce vehicles at 250 credits/unit (once again, not including and storage or transport requirements).

End Products

You should aim to produce end products for the cost of **155-215 credits/unit**. The price level depends on the specific type of end product line that you are producing.

This also means different categories provide differing barriers to start producing. Synthetics do not require any component factories to produce. The lack of components allows these end products to be proceed quite readily. Thus, it could be reasoned that these will be the most supplied end product, thus driving down the prices. More complicated products, on the other hand, may be under-produced, providing higher sell prices. A market analysis may be necessary to determine which products you should begin producing (this will be covered later under “Market Analysis”).

End Products Comparison

	Synthetics	Contraband	Furnishings	Entertainment	Clothing	Industrial Goods	Gadgets	Vehicles
Raw Materials *	20	10	7.4	3.4	2	0.4	--	--
Components *	--	5	6.2	8.3	9	9.8	10	10
Accessibility **	Very Easy	Easy	Easy	Moderate	Moderate	Semi-Difficult	Difficult	Difficult
Avg Cost/Unit †	153-180	170-198	174-201	182-209	184-212	186-215	188-215	188-215

* Raw material and component quantities are based on the average amount required across all 10 product types of each category. **Accessibility describes the number of different component facilities required to produce the product. More component facilities make a product less accessible for production. † Average Cost/Unit is based on theoretical production numbers and does not include transport or storage costs.

Civilian Services

The most profitable product type of all, civilian services are unlike any other product. They are supplied directly to cities and cannot be moved to other locations. Civilian service structures built in Berlin can only supply that city. If you want to supply services to London as well, you will need to build a structure there as well.

Civilian Services

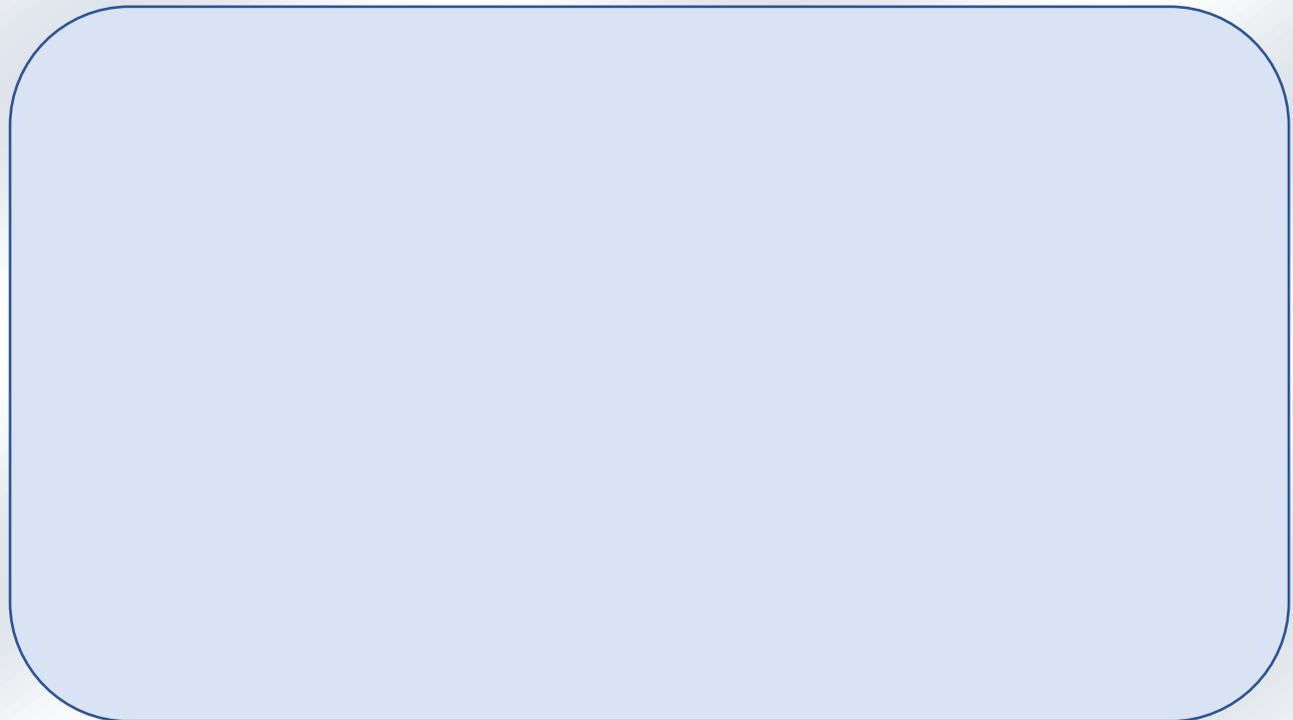
These products must be supplied directly to cities and are consumed as soon as they are produced. Always check city charters before attempting to supply services to a city.

These can become a cash generating machine if done correctly and can often represent a large portion of a corporation's income. Because of this, city mayors will often ban the sale of civilian services in cities, to form an exclusive market for themselves. Mayors can have full control over the demand level by doing this, raising or lowering the price to suit the city-growth/profit balance that they desire.

You must always check city charters (charters can be found at the top of the viewscreen) before trying to provide services to a city. Failure to do so could result in unfortunate consequences for you, although most mayors will likely give you a polite "remove your facilities immediately" before taking any forceful action. It never hurts to ask the mayor of a city if you can supply services, sometimes you might be able to negotiate an exclusive agreement to supply products for that city.

Civilian services begin increasing in demand at over 3 million population (the guide lists this number as 5 million, which is incorrect). This provides an easy opportunity for players to make strong profits, assuming they can get their foot in the door.

Civ services generally require components and water, with a few other raw materials sprinkled in at times. Like end products, each civ service has a different mix of component and raw material requirements. Usually a civ service will require about 5 components and 10 raw materials. This means a lv.1 facility can generally produce civ services for 225/unit. This is similar to the production cost of end products.



3.2 -- Understanding Cities

Cities can be a complicated topic. A commonly asked question is “how do I cause a city to grow?”

In basic terms, a city grows when it is properly supplied with all products that it demands. To put this in terms of the game mechanics: a city will grow when the average demand for ALL products is less than 100%. This does not mean all products have to be below 100%. Some can be at 50%, others at 200%, and the city could still be growing.

“The basic rule for city growth is to ensure that food and water are well supplied.”

There are some wrinkles to this formula that makes it quite complicated to calculate.

- All products effect city growth equally except food and water. Food has 5 times the effect compared to other products. Water has 10 times the effect compared to other products.
- Population segments are divided into 9 different categories, each of which can be growing or contracting depending on the supply of specific products that relate to that category. This will be covered in more detail further below.

For now, just know that it is complicated. The basic rule for city growth is to ensure that food and water are well supplied, and that the other demand levels are generally being supplied to at or near 100% demand level.

Product Demand Levels

At the time of writing, the point at which demand starts increasing for each product category is listed incorrectly in the guide. The actual minimum population values are:

- **Raw Materials** **No minimum**
- **Components** **2 million**
- **Civilian Services** **3 million**
- **End Products** **5 million**

Once population has exceeded each value, the demand % will begin increasing. If a city falls below that value, the demand percentage will decrease, eventually settling back at 100%.

Population Segments

Each city has 9 population segments, ranging from poor to wealthy. This will probably mean very little to you, except to understand that it determines the volume of each product in the city.

The natural progression of the game often tends towards cities that are unbalanced in their population. It is not uncommon to find a city that is missing the entire middle class, or one that has no wealthy inhabitants. Since each product is demanded only by specific population segments, it can be quite possible for a city to have 10,000 volume of basic metals, and only 10 volume of exotic metals. It is all driven by the population segments represented in the city.

The population segments shown on the colored bar graph correlates to the volume of all products in the city. Mexico City has high variance due to an unbalanced population.



Some players have attempted to balance or control the segments of the population to make them roughly equal and theoretically create a uniform demand for all products. This sounds easier than it is, and any benefit gained from doing so will not offset the trouble you put into it. You should focus your energies elsewhere.

Occasionally events will occur that will allow you to shift population segments from one to another. These can be useful at times to help rebalance or skew the population to meet whatever your goals are.

Average Demand %

The viewscreen shows the average demand percentage for products for each city. This is a weighted average based on price and population in each city. A 200% demand on a product shows that it will be worth twice as much as the normal price.

As stated in the game guide, demand increases by about 100% every week (actually, it increases by 100% every 1000 turns. A week is 1008 turns). Also note that the rate of increase slows down as the demand level increases. A product at 500% demand will have slowed to only a 50% increase per week.

Stable Demand

To keep demand stable in a city, corporations must sell 10% of the total volume of a product every turn. Doing this will cause the demand % to remain at the same level.

Knowing this means that you can easily determine how to keep demand for a city stable. You need to sell exactly 10% of the volume every turn. If volume is 100 for a product, selling it at 10% will keep it stable (unless the volume changes). This can be useful for corporations who are able to automate their production and selling.

Volume

This value shows how much of that particular product the city can accept in a single turn. If the maximum amount of a product is provided to that city in a single turn, the demand percentage will drop by 1%.

Volume is where calculating city growth gets really wonky. In the earlier example, this city with 10,000 volume of basic metals will have a large population of poor people (population will be several million), while the 10 exotic metals shows that there are almost no rich people (maybe only a few thousand). Since each population segment grows independently of each other, it is possible for a city to have an average demand of 90%, yet the city is shrinking. Why?

If we look at this metal example, a corporation could supply the exotic metals down to 10% demand. This will cause the high-end population to grow, adding a few hundred people to those population segments over the course of a week. However, if basic metals has demand at 180%, the poor population will be losing tens of thousands of people in that same time period. 180% + 10% demand averages to 90% overall demand, yet the population is losing hundreds of people each turn.

This example is very simplistic and also quite extreme, yet it shows the difficulty in accurately determining city growth.

As the population segment grows, so will the volume of all products that are related to that population segment.

Value

This is pretty straightforward: value is the actual price of each particular good being demanded from that city. This is a weighted average, so you can get a general idea of the prices of any given product on a planet, but it is recommended to look at specific cities to get a more complete picture of the value of any given product on a planet.

Starting and Growing Cities

Technically starting a city is easy if it is on a planet with no other cities. You just need to meet the minimum industry requirement, and within 100 turns a new city will appear. The difficult, or perhaps tedious part, is growing that new city. This is caused by two issues:

1. The city is very small and cannot accept more than a tiny volume of any product. This means someone has to supply small amounts of product for very little profit. No company will do this unless they have a specific interest in growing that particular city, as they can always find much better volumes and prices elsewhere.
2. It will take weeks for the city to grow to the size where it starts accepting component demand. All this time someone has to be supplying the small amounts of product needed to grow the city.

“Founding a city is not a quick-profit endeavor. There are benefits that can be gained, but it requires dedication and perhaps even losing money as you grow the city.”

As you can see, founding a new city is not a quick-profit endeavor. There are benefits that can be gained, but it requires dedication and perhaps even losing money as you grow the city. Some players decide to sink demand levels to 10% for products to accelerate the growth; obviously you will lose money doing this, but some players consider this to be worth the time they have saved waiting for the city to grow.

Joining a guild or other group of players can also help ease the burden of starting a new city, and helps bring about a sense of camaraderie. This of course depends on those guild mates having the same vision to build the city as you do.

3.3 – Market Analysis

Learning how to analyze the market can be a useful asset when choosing which products to produce. Choosing Contraband because you want to be the top drug lord in the galaxy might sound like a good idea to you, but if the market is oversupplied, it may not become a profitable venture for you.

Market Analysis is not necessary to be successful; some players may not find any use for it at all depending on their specific playstyle. In addition, it will rarely apply to civilian services due to charter restrictions and should not be used for those product types.

Analysis Tools

There are a few tools and strategies that can be helpful when conducting a market analysis. These tools can help you determine which products are undersupplied and provide the most lucrative opportunities for you. Depending on your playstyle a market analysis may be irrelevant, but for others it can be quite helpful.

A. Demand Levels

Navigating to the viewscreen and checking demand levels is a quick way to see which products have high prices. The usefulness of these numbers decreases the farther you zoom out. At the city level the numbers are perfectly accurate. Zooming out to the sector level can give you a rather inaccurate picture.

The demand levels are determined by a weighted average of all cities that you are viewing. This provides a fairly accurate picture of demand levels at the planet and star system level. So when viewing the entire planet of earth, checking demand for the whole planet gives a partial picture of demand levels there; checking demand in the largest individual cities gives a more complete picture.

B. Industrial Output

Checking the industry tab in the viewscreen gives a great indicator of the products being produced; and more importantly, gives in indicator of what is *not* being produced.

For this, zooming out to the sector level will show the total output for every type of industry (except raw materials, as the number shown does not include mining fleets). You can quickly see which components and end products are being undersupplied. Then doing a local analysis of your system and planet can give more insight into what is being produced locally.

Be aware that this method can also be inaccurate. Some players rotate their production and may turn off production facilities for a time if they have enough stock built up. The numbers shown give only a snapshot of that exact moment, and the numbers could be different tomorrow.



Category / Product	Relative %	Output	Cost
(return to top)			
Components			
Alloys	█	100	2
Ceramics	█	160	2
Construction	█	154	2
Electronics	█	390	4
Fabrics		50	1
Polymers		---	---
Power Cells	█	600	6

This example shows that no corporations are currently producing Polymers on Earth. Further research of demand levels and sales will inform you if there is an opportunity here to exploit.

C. Sales

By navigating to the demand tab in the viewscreen, you can check all products sold in a city by pressing "Click Here To Display Corporate Trades". This will show all products sold to that city in the past 500 turns, and who sold it. You will also see the demand trends and if it is rising or falling.

It can be useful to know who exactly is selling certain products. If an end product category is being imported from another system, you can likely step into the market and drive the prices down, effectively taking control of that market segment. The other corporation will likely start exporting their goods to somewhere else that has a better price.

On the other hand, if someone is producing those products locally, you will enter into direct competition with them, driving prices down even faster, and hurting profits for both of you.

Market Research

Check the demand levels, industrial output, and sales for a given product to get a more complete picture of the market. This can be especially useful for end products, which are often underproduced and sell for high prices.

D. Product Demand by City

Under the corporate >> reports tab, navigate to “Product Demand by City”. This allows you to search for the highest demand levels in each system. It can be sorted for entire categories of products, as well as showing demand for individual products in each city.

This information is mostly redundant with the information shown in the demand screen, but can be useful in seeing an overall picture of supply for specific products in a system. The demand min/max shows if a product is being supplied or not and can help you identify opportunities in the market.

Putting it Together

Looking at demand levels and industrial output can give you a rather accurate picture of the market and show which products are under-supplied. A product with high demand and low industrial output is a great product to consider producing. Checking this for both your local system as well as the entire sector can help you identify the local needs as well as the opportunity to export products to other systems.

Checking production chains can also be of benefit. Occasionally you can find high demand for raw materials, components, and end products that are all part of the same production chain. For example, vehicles require power cells, and power cells require radioactive metals. If demand for these are all quite high, it can be a great opportunity to step into.

Be sure to check charters for cities that have higher than average demand. Mayors may have selling restrictions in place that allow for much higher demand. Make sure to factor this in when looking at specific product types.

3.4 – Monopolies

It is possible to effectively gain a monopoly over a certain product in local cities and sometimes even planets. It can sometimes be difficult to achieve but is certainly possible. It is also theoretically possible to extend it even to other systems, though in practice, this happening is quite rare. There are a few ways a player can gain a monopoly:

A. Exclusive Supply Agreements

A player can negotiate with city mayors to gain exclusive rights to supply products to that city. The possibility of this happening depends entirely on the mayor of each city. Some mayors will simply not make any agreements of the sort.

B. Aggressive pricing

By dropping demand to relatively low levels, you will encourage the competition to look for better prices elsewhere, and by doing so you will become the sole provider of product for that city. You will need to keep prices low enough to discourage others from stepping into your market.

C. Military Action

You can force your way into dominance by simply destroying the competition. A pesky competitor can have their facilities erased by a well-placed orbital bombardment or commando raid. This will most likely result in some form of retaliatory action from that or other corporations and should only be done in rare circumstances.

Monopolies

Monopolies of products can be sometimes difficult to achieve, but are not impossible.

4.0 -- Planning

Finding specific playstyles, goals, and strategies that suite you is an essential part of Barons. Planning ahead and setting goals could be a key factor in your long-term enjoyment of this game, and could save you some headache in the short term as well.

Often players will encounter any number of issues within the first few months of play:

- A. They cannot generate money effectively, which limits their ability to grow, to build a military, and to research artifacts. Frustrated and without solutions, the player eventually leaves.
- B. The player discovers effective methods for generating income and can soon sustain a military and research artifacts. Upon building a nice corporation, they realize they have no long-term goals outside of building a large corporation, having a certain size military, etc. Having reached their goal, they now have no target to aim for. The player eventually gets tired and leaves.
- C. Those with a more adventurous edge may push boundaries and stir up trouble. They have success for a time, but soon discover the cost of conflict and mischief in the game, usually resulting in their own destruction. Instead of doing the work to rebuild their corporation, these players instead leave.

Each of these issues stems from a either a lack of strategy, an absence of long-term planning, or poor/non-existent goals.

Issues That New Players Encounter:

- A. Cannot generate an income
- B. They get bored
- C. They push the boundaries

4.1 – Setting Goals

Having played for over 2 years, the ability to set goals for myself has been a key factor in keeping me engaged and interested in the game. Barons hosts a number of unique possibilities for players to pursue, some which can be quite thrilling at times. The sidebar on the right shows a general overview of the goals I pursued in Barons over those 2 years.

Most players will not pursue such a wide variety of goals, which is perfectly fine. Every player should have a goal though. Without periodically revising your own goals in the game, you will eventually grow tired of the repetitive nature of setting production, fighting raiders, and the other basic game mechanics.

To me this is the beauty of Barons of the Galaxy and why I play. The game establishes no set target to aim for. Those who are creative and adventurous can find great loads of fun on this platform.

Goals that I have Undertaken in Barons:

2017

- | | |
|-----------|--|
| August | - Learn basic game mechanics |
| August | - Start a News Network |
| September | - Become a Synthetics Supplier |
| September | - Start an alt Terrorist Network (And blow stuff up) |
| October | - Start a new colony on Rigil |
| December | - Become a large-scale raw material supplier |

2018

- | | |
|-----------|---|
| February | - Push for a more aggressive game (failed) |
| March | - Provide retaliation for alleged alt abuse |
| March | - Help build the Mars Colony |
| April | - Join a religious Goat Cult (Don't ask) |
| April | - Become a huge Industrial Good supplier |
| May | - Form a Sports League |
| July | - Assert control over Luyten system |
| July | - Become Earth Emperor |
| August | - Re-institute the Moon Research Charter |
| September | - Focus on Interactive Guild Play |
| December | - Write Boldor Essays (failed) |
| December | - Take a short break |

2019

- | | |
|----------|--|
| February | - Test strategies for after Reset |
| March | - Become raw/component supplier to other corps |
| May | - Revise Economic Report Format |
| June | - Create a Player Guide |
| August | - Take revenge on my enemies before the reset |

Types of Goals

There are several different types of goals to pursue in the game. You may choose to pursue multiple of these at any one time. Some may never be of interest to you. Here is a sampling of goals that you might find yourself pursuing after:

- Top 5 richest corp
- Become Star Lord
- Create or join a guild
- Become a product specialist
- Pursue a unique strategy
- Create external player-aide content (guides, calculators, etc)
- Largest military
- Destroy another player
- Colonize a new planet
- Create a new/unique alt
- Wage economic war against a player
- Build a large city
- Form a pirate faction
- Destroy a megastructure
- Hunt NPC factions
- Begin a spy network

Several of these goals can have serious drawbacks or challenges to overcome. But do not let this discourage you. Even if your corporation is completely destroyed, you can view this simply as an opportunity to try something new. Remember that with Barons, it is best to think in the terms of months and not days. Keep pursuing a long-term vision.

Taking Breaks

A short rest from Barons can be a helpful in reestablishing your priorities and goals. There are probably psychological reasons for this, however I am not a psychologist so I can't explain this to you. I do know that taking a week or two off periodically can help keep the game fresh, and can spur creativity if you are having trouble deciding what to do next.

Need Ideas?

If you are lacking direction or ideas on what to do next, feel free to reach out to me or others. I always have a few ideas floating around waiting to be used.

Discord: @cptcommanche

4.2 – Playstyles and Strategies

There are numerous ways to play Barons of the Galaxy and each has its own perks and drawbacks. Certain playstyles require upkeep a few times a day to keep steady income, while others aim for total automation that only require basic maintenance every week. Different styles will work for each player and are not "one size fits all".

One major factor to consider when choosing a playstyle is the amount of time that is required to play in that way. No one likes micromanagement, and some playstyles might require more time investment than you are willing to spend. Be sure to consider carefully how much time you have before pursuing a certain way of playing.

Strategies and Innovation

The approaches given in this section represent the most common strategies pursued by players. There are likely numerous other highly effective strategies that have yet to be discovered.

"One major factor to consider when choosing a playstyle is the amount of time that is required to play in that way."

Each major playstyle involves how you go about producing products and your method for selling them. The end of this section will also include other alternate strategies that you might choose to pursue.

4.2.1 – Trader

A common early game strategy, the trader does not focus on producing goods but instead.... you guessed it: trading.

This style involves the use of transports to buy low demand products directly from cities, then transporting and selling them to cities with high demand. No production facilities are required as you are essentially flipping materials from one city to another for profit. It is key to remember that buying from cities costs 2x the sell price, so raw materials at 50% demand will cost 100 credits to purchase.

Buy Low: Sell High

The trading strategy follows this simple approach to making money. The main downside is the amount of time that must be spent adjusting orders.

Trading requires frequent updates to your unit orders and paying close attention to the market to ensure your transports are busy and that you are selling at a profit. It is critical to be sure that you are selling the products at a profit. You might purchase raw materials at 50% demand (costs 100/unit), then sell them to a city with 150% demand (sells for 150/unit). However, within 50 turns the demand level could have dropped to 100% (sells for 100/unit), after which any sells you make to that city will actually be losing you money.

Trading will generally require frequent updates to your unit orders as well daily work searching out where to buy from and sell to. Often this will become tedious, and most players will eventually move into one of the other styles of play.

Utilizing this strategy has the potential for relatively high earnings, especially for newer corporations who have not had time to sufficiently upgrade their HQ to pursue other strategies. The major downside of this approach is the time that must be invested every day to find low prices and set unit orders.

Earth - Chicago		Earth - Berlin	
Category / Product	Demand	Category / Product	Demand
Basic Minerals	10.0	Basic Minerals	426.6
Exotic Minerals	27.8	Exotic Minerals	27.8
Precious Minerals	10.0	Precious Minerals	181.7

These Basic Minerals present the perfect opportunity for a trader. Products are purchased in Chicago with low demand and high volume, then sold to Berlin for a handsome profit.

Trader Variants:

1. Instead of purchasing from cities, you instead purchase low-priced materials from the market. Occasionally bigger corporations will sell large amounts of product at very low prices to reduce their upkeep costs. Finding raw materials for sale at 25/unit is not uncommon, and can often bring in better profits than purchasing from cities can.

Should I Be a Trader?

Trading can be a fairly lucrative strategy (especially) early on, but requires frequent upkeep to continue making profits.

You should consider trading if:

- You want to earn large sums of cash before you have built up infrastructure to pursue other strategies
- You have enough time to make the frequent adjustments to orders for trading to be successful.

Don't consider trading if:

- You have developed enough infrastructure to use other strategies
- You have limited time to devote to the game

4.2.2 – Specialist

Perhaps the most traditional strategy, the specialist will focus their research and production in a specific product or set of products, allowing them to produce products for cheaper than other corporations are able to produce them. Generally, a corporation pursuing this strategy will

“A corporation pursuing a specialist strategy should seek to produce the largest volume of their products as possible.”

determine 1 or more end product categories to produce (such as all 10 furnishing products), then produce or purchase the components and raw materials required for the production of those products.

The main theory behind this strategy comes from the cheaper production prices as you build higher level facilities. This allows you to produce large

volumes of products for a competitive price. A corporation pursuing a specialist strategy should seek to produce the largest volume of their products as possible. Producing certain end products for 150/unit or less is possible when producing with this strategy.

Default Production Costs Per Unit

Lv.1	Lv.2	Lv.3	Lv.4	Lv.5	Lv.6	Lv.7	Lv.8	Lv.9	Lv.10
100	100	100	90.9	90.9	90.9	87.0	86.2	86.2	83.3

This chart shows production costs for components and end products for each level of facility.

The table below shows some sample production lines based on each end product. Each end product is associated with a logical component and raw material production. Other required components and raw materials can either be purchased from the market or produced by the player themselves. Numerous other variations to this exist, and often a player can combine these to produce more than 1 end product line.

A corporation pursuing this strategy will often produce only as many raw materials and components as necessary for the production of their end products. The end products are then exported to other cities that have high demand levels. Any raw materials and components that are produced in excess are then sold to your local city or put up for offer on the market.

End Products	Components	Raw Materials
Clothing	Fabrics	Chemicals
Contraband	Alloys	Metals/Woods
Entertainment	Polymers	Chemicals
Furnishings	Fabrics	Woods
Gadgets	Electronics	Metals
Industrial Goods	Ceramics	Minerals
Synthetics	--	Chemicals/Minerals
Vehicles	Alloys	Metals

Here is a checklist for corporations pursuing this strategy to minimize your production costs and maximize your profits:

1. **Utilize high value resource locations:** Whether using extraction facilities or mining, be sure to utilize the higher value resource locations when possible. 20-value resource locations provide material for half the cost of a 10-value location.
2. **Use high level extraction/production facilities:** Higher level production facilities can reduce production costs for all products. Utilizing a lv.10 facility vs a lv.1 facility can reduce your production cost by 17%.
3. **Maximize your research bonuses:** Utilize your research where it will be most effective. This will almost always be in the primary raw material that is required for your product line.

Depending on your production and setup, this can either be for a single material (exotic metals), or spent on an entire category (metals).

4. **Place component and end product facilities at your HQ location:** Your HQ will provide two bonuses: a reduction in production costs for all facilities at the same location, and 1/10th the storage cost for all materials that you produce and are required for production. This is essential as material storage costs can become expensive very quickly.
5. **Produce only as many raw materials and components as necessary:** Only producing what you need will reduce your storage costs to the minimal amount required, thus saving you credits every turn. This requires careful calculation and planning, as any miscalculation in your supply can completely halt your material production.
6. **Reduce transport upkeep costs:** Planning the location of your HQ in relation to your material extraction can help reduce costs. Mining from a nearby 18-value resource might be more effective than a distant 20-value resource once factoring in the cost to transport the goods from each location.
7. **Avoid Log Pen:** Logistic penalties can quickly become expensive. Avoiding these will help keep your production costs low.
8. **Utilize Spaceports:** The existence of a spaceport can allow a specialist corporation to potentially sell huge amounts of product at very little effort. The use of a spaceport to move large volumes, combined with local sales to the highest value cities can be a very profitable strategy.

Specialist Checklist:

1. Utilize high value resource locations
2. Use High level facilities
3. Maximize your research bonuses
4. Place Components/End Products at HQ
5. Produce only as much as necessary
6. Reduce transport costs
7. Avoid logistics penalties
8. Utilize Spaceports

Specialist Variants:

- A. Instead of producing the raw materials, a corporation can purchase them through recurring contracts (usually at a special negotiated price) or on the market. This could allow you to produce huge volumes of product without exceeding the log pen but depends on supply from other players, which can often be unreliable.
- B. Corporations can hyper-specialize in a single raw material or raw material category, producing them for cheaper than anyone else. This corporation would likely sell their products to numerous cities, on the market, through spaceports, and through large volume recurring contracts. This method will likely not give a good return for the amount of time invested.

Should I Be a Specialist?

Specializing is a great way to make good profits in the long term and can be done in a way that greatly reduces micromanagement, though other strategies can potentially be more profitable.

You should consider specializing if:

- You want a strategy that can make consistent income with minimal to moderate micro-management in the long run
- You are unable to obtain a market for civilian services

Don't consider specializing if:

- You have more time available to pursue potentially more lucrative strategies
- You can gain exclusive access to civilian services markets

4.2.3 – Exclusive Services

Though not always necessary, this strategy generally requires a player to have a paid account, allowing them to become mayor over a city. This allow that player to claim legitimate authority concerning the market for that city. By doing this, the player can place a ban on other corporations providing civilian services to that city, giving themselves an exclusive monopoly.

The most profitable approach is to grow the city as large as possible while simultaneously maximizing the demand level of the services. This is accomplished by keeping the demand at low levels for raw materials and components (generally aiming for 10% demand across all categories) while artificially inflating the demand for civilian services (up to 300-400% range).

“It is very important to maintain exclusive control of the services for yourself to allow you to maintain demand percentages at a very high level.”

The theory is that a corporation will lose money by selling the first 3 product types, but by selling civilian services at high demand, will make huge amounts of profit that will offset any losses they will have incurred. A corporation can theoretically make a money generating machine in this way.

It is very important to maintain exclusive control of the services for yourself to allow you to maintain demand percentages at a very high level. If access is granted to other players, the price will inevitably fall to a point where it will be unprofitable for you to continue the strategy.

A potential downside of this approach is the difficulty in maintaining a high population while still keeping civilian service demand at a high level. Without help from outside corporations to keep end product prices from getting too high, the city may start losing population, which in turn will reduce the volume of civ services that you can supply. In extreme cases, the population could fall below the 3 million mark, causing demand to end for civilian services. And effectively ending your profit making ability.



Should I Provide Exclusive Services?

Exclusive services can provide excellent, consistent income with low amounts of effort. A player needs to gain exclusive control of the services to utilize this strategy effectively.

You should consider Exclusive Services if: Don't consider Exclusive Services if:

- You are able to obtain exclusive control over Services in a city.
- You have the infrastructure and ability to reduce raw materials and components to extremely low demand levels.
- You cannot gain control over services for a city.
- You are unable to effectively reduce the demand for raw materials and components.

4.2.4 – Single City

(Major mechanics changes by the developer may have rendered this strategy impossible. Reductions to asteroid mining output greatly reduces the viability of this approach, though potentially still possible. This section has been shortened because of this).

Historically the most profitable strategy in the game (prior to mechanics changes by the developer), it also takes a good amount of work to get setup and functioning correctly. A corporation with minimal capital to work with will likely be unable to take this approach.

The single city approach takes the concept of the exclusive services above, and takes it one step further: The corporation attempts to supply all products for a single city, hoping for large profits by keeping civilian services and end product demand high, and reducing component and raw material demand as low as possible. If done correctly, this will allow for a sustainably large city that takes little maintenance to run after the initial setup is complete.

The corporation who seeks to use this strategy will need to be well organized and have a good plan in place if it is to be successful.

Corporations who choose to follow this approach should follow these of the following guidelines for success:

1. **Purchase Low-Cost Raw Materials:** Building Logistics will be a main restricting factor when using the single city approach. A player should try to purchase all raw materials from other players at very low prices instead of producing them, thus saving valuable logistics points for components, end products, and civilian services.
2. **Keep Raw Material and Component Demands Low:** Demand percentage for these 2 product types should always be kept at 10%. This will allow end products and civilian services to be kept at higher demand.
3. **Use Building Logistics Wisely:** Utilizing a single-city strategy will almost surely push you over your building logistics limit, raising your production costs throughout your entire corporation. If not managed correctly, the logistics costs will make the entire strategy unprofitable for you. It is likely to encounter 200-300% logistics penalty with this approach. Ensure that structures are not too large for the amount of product you need to be producing, and utilize contracts with other players if you are able to find a consistent supplier with well-priced products.
4. **Restrict Civilian Services:** It is very important to keep civilian services exclusive for yourself, similar to the previous strategy. You can extend this end products as well if you are able to meet the demand without outside help.
5. **Utilize distribution hubs to reduce micromanagement:** Placing a low-level distribution hub for each type of end product can help reduce daily micromanagement. Setting the distribution hub to sell all 10 end products of each category means when you switch production, you will not have to also adjust your sells. This does add to your logistics penalty, but many players consider it a worthwhile tradeoff in time saved.

Should I try for a Single-City?

The single city approach might be impossible, but is certainly an option that corporations could consider. Some serious considerations must be taken before taking this strategy.

You should consider Single City if:

- You have developed an excellent plan for Using this strategy effectively.
- You have the proper corporation level and Infrastructure to support this strategy.

Don't consider Single City if:

- You are not very well organized.
- You do not have much working capital or Infrastructure.

4.2.5 – Guild Cities

The concept of guild cities is to provide a single city or group of cities that are managed by several guild members working together. Often with this approach, each guild member will be given control over a group of products and is tasked with supplying those products. Often guild cities aim for the highest populations possible, allowing for guild members to produce and sell huge quantities of products in that city.

Though it is not necessary, guild cities have the option of forcing buy and sell restrictions on the city, allowing the guild members to have complete control over the price levels of the city. The main disadvantage is if one member is offline for an extended period and their production line falters, the city will be closed off from outside corporations stepping in to address the rising demand.

“Often guild cities will aim for the highest populations possible, allowing for guild members to produce and sell huge quantities of products in that city.”

Another typical strategy for guild cities is the use of contracts between members to provide each other with the necessary raw materials and components needed for production of their respective product lines. These contracted products are often sold at a discount to guild members.

Guild cities can make great use of the Hypernet Tower megastructure, giving a production boost to all corporations in that city. When pursuing this approach, it is best to have all guild members focusing their production in that city to gain the largest boost possible. Guild cities should also strongly consider utilizing the mobile fortress and arcology to boost their defense and growth of the city.

The scope of guild cities can be varied depending on the specific approach of the guildmasters. Some guilds will only assert loose control over their members, while others will aim for very specific targets, such as 90% demand across all product types. When joining a guild that is following this strategy, be sure to understand what their approach is and if you are willing to play in that way.

Cooperation

Pursuing Guild Cities requires close cooperation with a group of other corporations but can be highly successful if you have dedicated members.

Guild Cities Variants:

1. Some guilds may try to combine the single city and guild cities approach. Generally, each guild member will control their own city, and be primarily responsible for its' growth. Any over-production is then sold at the other guild cities where the demand is highest.

Should I try for Guild Cities?

Guild cities can be a very effective strategy if you have a group of other players to join with. Controlling an entire city or group of cities with a guild can be extremely profitable.

You should consider Guild Cities if:

- You have a group of like-minded players who are all interested in the same concept.
- You enjoy cooperation with other players.

Don't consider Guild Cities if:

- You cannot get along with other players very well, or like to play independent of others.
- You play casually only and don't have time to commit to a specific guild concept.

4.2.6 – Minor Strategies

There are several smaller strategies for making money that a player can pursue, and most if not all of these can be done while still maintaining one of the major strategies.

“Most if not all of these can be done while still maintaining one of the major strategies.”

- Artifact Sales:** The production and sale of artifact units can be a very lucrative business, as long as you have a clear plan. This approach focuses on research of mysterious artifacts (specifically A5 and AX types) to produce some of the most sought after units in the game (Space Trains, Warp Freighters, Warp Carriers, Warp Frigates, Ace Fighters, Heavy Bombers, Modified Variteks). After a unit is acquired, it is placed into an open auction on the comms channel. Often players will pay large sums to gain one of these valuable units. The downside of this approach is the large upfront investment that must be spent to produce the artifacts, and the uncertainty that you will actually produce one of these units from any given artifact.
- NPC Hunting:** Those with a sufficiently large military can take on the exciting task of hunting NPC factions for their bounty. Players who follow this approach will target either raiders or The Machines. Dark Star bases have often been considered too costly for the amount of bounty you receive in bounties. If the galaxy is large enough, some players may be able to afford the upkeep and repair of the army simply from the bounties they receive from the NPCs.
- Opportunistic Raiding:** Players who keep a close eye on the other corporations in the game may periodically find a large corporation who, for whatever reason, is nearing liquidation. Instead of letting the products liquidate along with the corporation, players may have the opportunity to acquire large quantities of products at relatively low cost to themselves. Those who seek to raid should first seek out proper permissions and authorizations to do so; some mayors may allow it to happen with an agreement that you help rebuild or pay reparations for any damage caused from the raiding. Failure to acquire the proper permissions could result in serious political consequences.
- Missions/Anomalies:** There are often some decent money-making opportunities available through the missions/anomalies. This option is good for players who have time and are looking for additional sources of income. Likely these will provide a small boost at best, though corporations with the right fleet configurations could make a handy bit of income pursuing these events.
- Nefarious Activities:** This can cover a whole gamut of possibilities and will require some immense creativity to find profit through more “questionable” methods. Generally, any activities that harm other players will be responded to with strong force, making the opportunity for long-term gain a difficult prospect. Those who seek to explore these methods should take great pains to avoid any alt abuse and prepare themselves for possible backlash as a result.

Minor Strategies

There are countless minor strategies that can be explored, and this list includes only a few of the major ones. Players can use their creativity to find new and interesting ways to earn money that others have not thought of before.

4.2 – Addressing Burnout

Every player will encounter this at some point, that you get burnt out on the game for a variety of reasons. For some this could come in the beginning months; others might play for a year or more before finally feeling like giving up.

The reason for this burnout is complicated and will vary for each player. Much of it stems from your goals and expectations for the game. Some of these are things you may or may not be aware of, but are the root cause for boredom, disappointment, and a countless number of other reasons players get burnt out from the game.

Unfortunately, much of this section depends on you as the player. There is certainly no formula to be applied to this, since each person is in themselves a complicated mix of thoughts, motivations, and feelings. A bit of self-searching here could reveal a lot about ourselves, if we spend the time to do it.

“The reason for burnout is complicated and will vary for each player. Much of it stems from your goals and expectations for the game.”

It can be helpful then to ask yourself some questions to begin identifying what motivates us and why we are playing this game in the first place.

1. **What do you find fun about Barons of the Galaxy?** What is it that brought you here in the first place? What part have you enjoyed the most? What ultimately are you hoping to accomplish in the game? Asking these questions can help give clues to what you are actually here for.
2. **When did it stop becoming fun?** This is likely closely linked to the first question. What changed? Have you encountered disappointment, or just gotten bored? Likely answering these 2 questions will help identify what has caused you to lose interest in the game.
3. **What other things motivate you?** What types of things do you enjoy? You can look at the list of goals given earlier in this guide and find some inspiration. Likely there is more than 1 approach for you in this game. You need to identify the things that motivate you, and use these to help guide your strategy in the game.

Working through these questions can provide some insight, but do not necessarily solve the actual problem. A couple different approaches can be taken to help you overcome burnout:

Adjust Expectations

There is a possibility that you have unrealistic expectations about a portion of the game that has led to disappointment. Perhaps combat is not what you hoped it would be. Maybe the economy is more volatile than you would like, making your chosen strategy too difficult to implement. These issues all come from the player having an incorrect understanding of the game and what it is. It can be very helpful to gain insight into what type of game Barons is and adjust your expectations of what is possible. You might find that as your expectations are changed, other fun and interesting ideas will surface for you.

Life First

Sometimes players will simply discover that the game takes more time than they have available, or life circumstances change. Of course RL is always more important. There's no shame in leaving the game to take care of real life.

Change Your Approach

You might be 100% sold-out on some strategy or way of playing the game, but this can cause us some issues. Either your concept is not good, causing you constant frustration and headaches, or you have implemented it well and just gotten bored. Players will benefit from a change: try a new strategy, start up a new and edgy alt (within the terms of use, of course), or go off on some wild expedition to the frontier. The real answer depends on you and what motivates you.

Take a Break!

Walking away for a period can be incredibly refreshing when experiencing burnout. This could be for a few weeks, or even months for some players. Coming back with new energy and new ideas can breathe life back into your corporation. Just be aware that free accounts will auto-liquidate after 14 days, so be sure to log in periodically if you are a free corp.

Encountering Burnout?

If you do feel like the game has become too much, using some of the above strategies could help. Also feel free to post on the comms or on discord about your issues or frustrations. Other players are often willing to help and might have ideas that you haven't thought of yet.

As always, feel free to reach out to me in game (Boldor Industries) or on Discord (@cptcommanche) if you need more advice or different ideas.

5.0 – Military and Combat

Who doesn't want a huge badass army? Building a massive death fleet to exterminate your enemies is a beautiful thing. This section discusses military units, their uses, and how to field them correctly.

5.1 – Combat Basics

Much can be learned with a thorough look through the combat section of the guide. What the guide does not tell you, though, is how these basic mechanics are best implemented and used in the game.

Combat in Barons of the Galaxy

As stated earlier, Barons of the Galaxy is not a combat-focused game. In over 2 years, full-scale war between players has only broken out a handful of times, and smaller skirmishes are almost equally uncommon.

In line with the description from the developer, the game is far more than fighting against each other, and players who do try to go the combat route encounter many roadblocks: the high upkeep costs of military units, the monetary cost of actual combat, the lack of direct benefits from combat, and potential political backlash from aggressive actions. These factors combine to make PvP combat more of an exception vs the norm. It is, however, another tool in a corporation's toolbox that can be used quite effectively for those who know how to use it.

Purposes of a Military

Military units are useful for 3 primary purposes: 1. Repelling NPC forces, 2. Defense against troublesome corporations, and 3. Enforcing political agendas.

1. **Repelling NPC Forces:** NPC's are a troublesome nuisance, with raiders and pirates cropping up periodically to disturb the otherwise efficient operations of your corporation. This is often most players' first encounter with military combat, since raiders are consistently cropping up all around the galaxy.
2. **Defense Against Troublesome Corporations:** Aggressive corporations, terrorists, players who get bored - any of these are a possibility in the game, and though sometimes infrequent, they can have big consequences for those who are unprepared. Having a sufficiently big stick can discourage other corporations from messing with you.
3. **Enforcing Political Agendas:** Mayors and Emperors may have policies in place, but they also need a military to properly enforce those policies. Other political agendas will often benefit as well when the player has a strong military to back them.

Though a potential fourth use may be included as a strategic strike force, in common practice this use will fall under the heading of the 3 other categories. Rarely if ever do players attack simply to "gain territory", annihilate other corporations, or take resources. Often there are enough rich resources in the galaxy that it is not to players benefit to attack other players, especially if it is unjustified. You will likely be considered a threat by other corporations if you attack without good reason, and you may soon find a coalition of corporations forming against you.

Costs of a Military

Before automatically building military units, it is important to note the costs involved in creating and maintaining a military. You must factor in 3 different costs: production cost, maintenance cost, and operations cost.

1. Production Cost

These represent the costs to maintain production facilities and actual cost of building and upgrading military units. This represents both onetime costs (construction cost for units, plus upgrade costs of military base, shipyard, and units) and ongoing costs (upkeep required to maintain military bases and shipyards).

To produce a Lv.10 infantry, you will pay 5,000,000 in costs for the unit itself, plus the required upgrades and maintenance for your military base. To create a lv.10 monolith will cost 1,000,000,000 (yes, 1 billion) to build, in addition to the shipyard costs.

Production costs also can represent the value of any artifacts placed onto the ships. The going rate for artifacts can vary quite significantly depending on the current state of the galaxy, but these can easily exceed over 1 billion for 3 AX artifacts. These costs all factor together to represent the production cost of a unit.

2. Maintenance Cost

After a unit is produced, it requires upkeep every turn. This is where the true costs of military are found. A Lv.10 infantry costs only 4,000 per turn in upkeep, but this number gives the impression that this unit is not expensive. When totaling upkeep for 1 week (1008 turns), the upkeep of a lv.10 infantry is 4,032,000. This is nearly as much as it cost to produce the unit. A lv.10 fighter costs 125,000/turn, or 126,000,000/week.

3. Operations Cost

A relatively small portion of the cost of military, operations cost are the actual costs spent when attacking, plus the repair costs of any units that are damaged and the lost value when a unit is destroyed. This number largely depends on how active your military is, and for some players, their military may never see combat.

Adding this together, you can see that building a moderately sized military can end up costing multiple billion credits in production and monthly upkeep when factoring all this together. It is important to know how much investment a military will take before building your units, or you may soon find yourself in a financially difficult position where upkeep for your military has stagnated the growth of your corporation.

The main advice is to hold off on building your military until you have a solid economy to support it. Once your corporation is making handsome profits, then you can consider building up your military. In fact, the main military advice from top players is consistent: wait to build military until you have a strong economy to support it.

Battles and Wars

Should you ever find yourself in a situation where it appears conflict is the only option, you should generally have an understanding of what battles and wars typically look like. Barons has only a small sample size when it comes to combat and especially full-scale wars, but when these things do happen, they often share several characteristics.

First, actual combat is generally quite fast, with major battles only lasting a handful of turns. Minor skirmishes might only last 1-2 turns. A lot can happen very quickly, meaning it is smart to leave your assets protected when you are not online, especially when you are at odds with another player. If another player does choose to attack you while you are not online, the damage will be done before you even know it happened.

Should a war ever breakout between corporations of factions, it can often become akin to a chess match, since both sides have perfect information about the other. Assuming both sides are relatively equal in strength, the winner will often be the one who can outmaneuver and outthink their opponent. The ability to move forces quickly becomes extremely important in these situations.

Except in extreme cases, conflict between players will usually not lead to total extermination of a corporation. Instead, the victor will often make some demands from their opponent. The severity of these demands depends on the reasons for, and nature of, the conflict. This could be as simple the removal of a mining facility from a particular location, paying reparations for damage you have caused, or even the total destruction of your primary production facilities.

Often the demands should be fitting for the situation. If you feel another player is making unreasonable demands of you, bring it up to the community. Some players love to talk and debate exactly this type of thing, and you might find some sympathetic ears willing to listen to your plight.

Fighting NPCs

You will eventually have an encounter with raiders appearing on your planet, or the stray Kaiju emerging from who knows where, so it is best to be prepared.

Raiders spawn randomly, with their strength determined by the population of the planet. Raiders will generally target the weakest locations (usually isolated extraction buildings), meaning you can avoid trouble from them by placing defensive units or fortifications in these locations. If raiders do choose to attack your buildings, you will have these defenses in place to counter the damage from them and avoid major loss of your buildings and products.

Kaijus follow similar rules when spawning and will automatically attack everything on a tile every turn. This is important to note: You don't have to set attack orders to fight a Kaiju. It will fight you. If you set attack orders, it will cause 2 battles to happen simultaneously. This should not be done unless you are sure that your units are strong enough to survive both battles.

5.2 – Army Composition

There are numerous ways to build an army, and players need to identify the purpose of their army before constructing units, or you may find yourself with money invested into units that are effectively useless to you.

Deciding which units to build your army with can depend on a variety of factors. The purpose of the army, the amount of money you can invest in upkeep, and the tactical flexibility you would like to have all factor into which units you build your army with.

Strength of Units

When looking at units to build, it can be easy to assume that the biggest units are obviously the best. This, however, is not necessarily the case. In the Charts/Tables portion of the guide, there is a chart showing the amount of damage dealt by units divided by the amount of upkeep they cost. The numbers shown on this chart indicate that the smaller units actually provide more damage against other units for the amount of upkeep spent, and offer more hitpoints per upkeep. With this information we can compare 2 different ground units as an example:

- 1 Lv.10 Varitek costs 180,000 credits/turn in upkeep. This unit has an attack value of 4,000 against infantry and 4,000 against corvettes.

- 1 Lv.10 Infantry costs 4,000 credits/turn in upkeep. This unit has an attack value of 2,500 against infantry and 300 against corvettes.
- If you create a number of infantry equal to the upkeep of a varitek, the attack numbers of the infantry produce surprising results. This would yield 45 Lv.10 infantry, which would do 112,500 damage against infantry and 13,500 against corvettes.

The above example shows that, all other things ignored, infantry are a far better value than varitek when it comes to the amount of upkeep required for that unit.

By viewing the chart, we can make a few observations. Smaller units (infantry, commandos, mechanized) are generally stronger than their larger counterparts. Bombers are a great value when fighting capital ships, fighters are excellent at countering bombers. We can also look at the defense numbers of this chart and see that smaller units provide more hitpoints per cost in upkeep. And of course, defensive structures provide great value for the amount that they cost.

Balancing the Army

Seeing the above example, we could conclude that the most cost-efficient army is using your max military logistics on the units that are most effective (Infantry, Commandos, Mechanizes, Structures). In practical use however, this will likely not be the case. We must consider a few other variables.

- Cost vs. Strength

If money were not an issue, it would make the most sense to use the highest-powered units, as these provide the highest hitpoint damage per logistics cost (Varitek, Dreadnoughts, Monoliths). 50 varitek vs 50 infantry would not be a close fight, but one costs exponentially more than the other. Fielding the strongest army possible becomes a balancing act: you want to maximize the strength of your army while utilizing your upkeep budget in the most effective way possible.

So the theoretically ideal army composition would be composed of the strongest units you can afford while still maxing out your military logistics. This will ensure you have the strongest army possible while still utilizing your upkeep budget in the most frugal manner possible.

- Mobility

The issue of mobility and flexibility on the battlefield is a major one.

Having an army with 50 Lv.10 infantry is an extremely cost effective one, but will require hangar capacity of 5,000 to move these units offworld. A smaller, more compact group of bombers, fighters and varitek loaded on carriers may be far more expensive, but has the benefit of extreme flexibility on the battlefield. The infantry could never catch the carrier fleet because infantry cannot move as fast (unless the infantry had its own transport fleet.... not the most cost-effective option).

This allows the carrier fleet to choose the terms of the battlefield: it has the option to engage or disengage at will, and can often strike at a location before the infantry have time to respond to the threat. The infantry does not have these options and will be at a severe tactical disadvantage as a result.

- Artifacts

If you are producing artifacts to place on units, it makes the most sense to place these artifacts on the most expensive units, which will give a larger boost from the artifact.

Placing AX meta artifacts on a monolith will yield much better results than placing them on a scout or corvette.

Choosing Army Composition

Having discussed these factors, it is now time to apply it. What should your ideal army look like? This of course depends on the purpose of your army.

Domestic Defense

This force is interested primarily in defense against raiders and aggressive players. This force relies less on mobility and more on sheer strength to deter opposing forces. It is possible to build an extremely powerful army this way, but it will be effectively stuck on whatever planet it is built on unless you have devised some clever transport strategies.

A Domestic Defense force should utilize these principles:

1. Maximize your military logistics while building the most powerful army you can afford.
2. Use defensive structures at key locations to protect valuable assets.
3. Consider placement of your resources structures as close to your HQ as possible to allow your defensive forces to adequately protect all your assets.
4. Use the sheer strength of your force to deter any outside attackers.

Strike Force

The strike force seeks to create the most powerful force that can rapidly attack anywhere in multiple solar systems. This force relies on mobility and strength to gain an edge over opponents, and often will take advantage of the highest level units combined with artifacts.

A Strike Force should utilize these principles:

1. Players should employ capital ships with hangar capacity loaded with powerful units.
2. Prioritize mobility to gain the tactical advantage over opponents.
3. Use speed to strike enemies in undefended locations before your opponent can reinforce or strike back.
4. Use the advantage of your combined strength and mobility to deter players from messing with you.

NPC Hunting

Focused less on PvP combat, the NPC hunter focuses specifically on destroying NPC factions that other players may not want to bother with, or be too weak to fight. This player will often seek to make money from the bounties gained by defeating them. The makeup of this force depends on which NPCs you are targeting. Often an NPC hunting force can be combined with a Strike Force, those this is not necessarily always the case.

An NPC Hunting force should utilize these principles:

1. A force specifically tuned for the type of NPC you are hunting (more on this later).
2. General mobility to reach NPCs in less settled areas.
3. Use the money gained from bounties to strengthen your force, acting as a deterrent to other players.

5.3 – Strategies and Tactics

Understanding how to get the best out of your limited resources will maximize the effectiveness of your forces and give you an additional edge in battle. There are a few key strategies you can implement depending on how powerful your military is.

Rely on your Allies

Allies can be used in a number of ways to support your conflict. Either as additional forces to bolster yours, an auxiliary strike force, or a defensive force for your own base. Having an ally silently lie in wait can allow an extra tactical wrinkle that you can throw at your opponent that could give you a decisive edge in combat.

Concentrate Your Forces

This may seem to be a no-brainer to some: be sure you keep your main forces together. Failing to do so will allow your opponent to pick off and destroy individual units, weakening your overall military strength. Any damage that is suffered by your opponents' units will begin healing as soon as they are out of combat.

Utilize Structures

Often when facing a superior force, the odds can be balanced by utilizing the extra hit points provided by your HQ, bases, production facilities, and anything else located at your main HQ. This is somewhat risky as it may cause the loss of some of your production facilities as well as city population, but could also save some of your highest value units from being destroyed.

Squat in Cities

Another way to defend against a superior force is to move your outnumbered army to a city with a large population. Preferably this city would be under control of someone who is not allied or friendly towards your opponent, and who also has a sufficiently powerful army. If your enemy chooses to attack the city, they could face serious political consequences from the city owner for the population loss caused by the battle there.

Check the Angles

Clever movement and placement of your forces can cause serious issues for your opponent. Movement mechanics cause your units to move much like a queen does in chess. This allows you to place multiple locations under threat simultaneously by using the straight and diagonal movement of your units. Utilizing this well could cause your opponent some tough decisions about where to send his forces next turn, allowing you an opportunity to strike at his undefended locations.

Deceptive Orders

Since all information is perfectly visible to all players, it can be difficult to deceive your opponent concerning your intentions. An extremely useful technique is to change unit orders as close to the turn flip as possible. Doing this takes away the opportunity for your opponent to react as they themselves will not have time to adjust their own orders.

Short Movements

Another useful technique to evade or throw off a pursuing opponent is to move less than your max movement each turn. Even if your opponent knows the direction of your forces, they can only guess exactly how far your units will actually move that turn.

5.4 – Military Advice

This section contains topical military advice from some of the most experienced players in the game.

New Players

“First, don't even think about combat until you have a steady income and a decent cushion of credits... over stretching military is a fast route to liquidation.”

“For new players, military won't be needed until they start expanding out of cities and to other bodies around sol... defensive units/structures will be the next step.”

“New players should avoid combat, while in city on earth there is little reason to build a military force... the TF and other larger corps will protect you, if a player is strong enough to get through the city defense then anything you have built would be useless anyway and you might as well save your credits.”

“Offensive combat is a very different game altogether and costs credits on top of the usual upkeep, I don't advise this until your corp is stable and you have more experience/allies.”

Defending Outposts

“The main threat will come from raiders who only attack for a limited time so outlasting and soaking up damage are a priority, even just having a unit there can deter raiders from attacking all together as they look for easy targets.”

“If you are worried about players attacking outposts then commandos are the most likely as they do huge damage to structures... infantry is the best counter along with mechanized.”

“Outposts need protection from raiders so build high HP/Size units to soak up damage and outlast them or give you time to get other forces there.”

Combat Advice

“Have the ability to chase down any retreating forces. And when needing to retreat, make a few different orders to keep the enemy from following you.”

“Remember that for fleets nothing is faster than the slowest ship.”

“Study and estimate what attack and defense combo you send against your enemy, meaning check what military he has on location and analyze its strength and weaknesses (basic battle evaluation).”

“Have some heavy meat shield.”

Fleet and Army Composition

“The best bang for your buck is the overlooked and humble fortification... very cheap and effective (surprisingly they cause damage to attackers) but need a military base or HQ to build and they are static.”

“Next imo would be armour, high HP and size plus they return fire with the bonus of being mobile.”

“If you can afford it, use a monolith to crush ground units and structures, because these ships are practically invincible against ground troops, and very resilient against attacks from other ships.”

“Armored units are very resistant, Variteks are top of the range but expensive in upkeep, infantry in high numbers can be very successful if there are structures around (combine these with commandos if attacking structures, with mechanized and artillery for a blitz attack on the ground). If you can afford it, before attacking on ground or to finish of an enemy on the ground, send a group of fighters and bombers.”

“For air/space battles, always make sure you involve bombers when attacking and protect these with fighters for locations over planets and moons, defend with corvettes and destroyers in space, and if you can afford it then with the much larger ships. Frigates are sometimes useful in combat in my opinion since these maybe used to carry bombers for a battle in space, yet here carriers are better for the tasks, still in both cases other ships need to be assisting to not lose the carrying ships and the bombers in the hangars simultaneously.”

General Advice

“Make friends, guilds are a good idea... there is strength in numbers, a strong guild is a powerful deterrent to other players looking to raid you.”

“As soon as you can... replace units with their artifact elite counterparts, while I was in Gulyaev, all my outposts were defended by one Neo Tank and one Gunsuit... I was very rarely attacked by raiders and if they did very little damage was done.”

“When raiding, do not send freighters in until the enemy force is destroyed.”

“The Terran Federation will be much more powerful after the reset and patrols have been added... also TF fleets will react and move to combat around earth.”

6.0 – Politics

This section will likely be of great use to some players, while others may find very little practical use in it at all. This largely depends on how much you choose to engage in the political jungle in Barons.

Yet even if you do not actively engage in discussions of policy and negotiations, the politics of the game will affect every player in some way, and it would be wise for players to have at least some understanding of it.

Much of politics falls outside of the actual game mechanics, and depends more on a player's social skills, public persona, and skill in.... you guessed it: politics.

6.1 – Entering the Political Arena

Stepping into the political ring will require a few things from players to be successful: 1. A solid understanding of the game mechanics, 2. A decent in-game reputation, and 3. Power.

1. Understanding Game Mechanics

It is very important for any player wanting to engage in debate and galactic leadership to thoroughly understand the game mechanics. If a player does not understand the topics being discussed, they will not be able to rationalize through the debate properly, and showing a lack of knowledge will discredit your reputation when discussing important matters. Every player will still learn new things from time to time, but you shouldn't have to ask how warp gates or artifact research works.

2. Decent Reputation

Having a reputation is very important when it comes to political discussions (sometimes even a bad reputation). A new player will not carry anywhere near the authority in high-level discussions compared to a multi-year veteran. Especially if no one has heard of you before. Building up a reputation, even if it is as simple as starting up discussions in the comms and discord, can be helpful. The more you talk, the more likely people are going to recognize you, and perhaps take an interest in what you have to say.

3. Power

Having some weight behind your words is an extremely helpful thing. This can come in a number of forms and does not necessarily represent military might. Building a strong, healthy corporation; leading a faction of other players; speaking with eloquence: any of these can be a form of power that can be cultivated and used to advance your means. Even becoming a notorious villain can be a great way to gain influence if used correctly.