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▶ **Advanced Pardus techniques, read this after you have read the manual**

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**Dedzy (deleted)**

**Posted:** Jul 26 2006, 07:56 AM

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Alliance: -

Hi all,

I keep looking at new player questions that veterans keep answering over and over. Most of the time the information is available in the manual, but sometimes it isn't. And that is why I am starting this thread. This is not going to help people who don't want to read the manual. Rather, it will help people who have a basic understanding of Pardus, but want to know more about the advanced side of things.

For people who would like to contribute information, or correct information that is inaccurate I would love to hear them, and I will add it to the list. However, because these things get a spam rate of 90%, I'm going to keep it locked.

~dedzy

- 1) [Leech Nursery and Clod Generator at level 2](#)
- 2) [Drugs](#)
- 3) [Suggestions from Aiden Winree](#)
- 4) [Building upgrades](#)
- 5) [Timing](#)
- 6) [Managing Food Prices on Class M planets](#)
- 7) [Managing Food, Water, and Energy in a Class M sector](#)
- 8) [Starbase Combat](#)
- 9) [Buying ATPs](#)
- 10) [Optimum Drive Size for Traders](#)

This post has been edited by **Dedzy** on Jan 19 2007, 03:28 PM



**Dedzy (deleted)**

**Posted:** Jul 26 2006, 08:11 AM

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## Leech nursery and Clod generator at level 2:

I did a post on that several months ago, but it appears it dropped off

Alliance: -

the old list and is now gone. Here is what I know about the whole leech business:


You are best off if both buildings are exactly level 2. Why? Unlike most other buildings, the productivity of your entire process is going to be dependant upon how much biowaste you can collect. Having a high production clod generator or leech nursery is worthless because you will never be able to feed it enough biowaste to keep it running all the time. Therefore, instead of looking at how many leeches you can build each tick, you will want to look at how you can build a leech with the fewest amount of biowaste possible. And that is how you get to the level 2 buildings for each building.

At level 2, a clod generator will build 8 clods with 25 biowaste. And a level 2 Leech nursery will build 2 leeches with 56 clods. This works out to you needing about 88 biowaste per leech. While you technically get slightly more efficient with every even level of clod generator, the increases are very slight and IMO not worth the upgrade cost. And you can never get more efficient on the Nursery with 56 clods for 2 leeches.

This post has been edited by **Dedzy** on Jan 22 2007, 10:27 PM



**Dedzy (deleted)**

 **Posted:** Jul 27 2006, 12:25 AM

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## Drugs



Alliance: -

- > You can never get a faction bounty by either buying from, or selling to a Pilot owned building. This includes trading posts, but not starbases.
- > If you Purchase drugs or slaves from a planet or starbase, it Might shut down the black market, but you will never get a faction bounty for it. This includes player-owned starbases.
- > You will never get a faction bounty purchasing slaves from a class D planet, even if it is in faction controlled space.

Contraband items = drugs, slaves, and bio-waste. The rules for player owned starbases are the same as with AI starbases and planets with regards to selling contraband to the black market. And this is the important rule right here:

->If you sell to a starbase or planet that belongs to a faction (including a player owned starbase, where the player belongs to a faction), you might get caught if you sell contraband to the black market. The chances of this decrease as the size of the planet is larger, and increases with the amount of contraband you attempt to sell each transaction.

Example: dedzy is in the neutral zone and attempts to sell drugs to a starbase whose owner belongs to the Union. If dedzy gets caught, it will be a faction bounty placed by the Union.

->Illegal buildings are slave camps, dark-domes, and drug stations. If

you attack these buildings, you will not lose reputation from the faction that the pilot who owns these buildings belongs to.

->If you build an illegal building in faction space, you will lose 500 for each drug station or dark dome, and 250 for each slave camp for that faction. After that, you will lose 25 per day for a drug station or dark dome, and 15 per day for slave camps. Example: dedzy belongs to the Empire. If he builds a slave camp in Federation territory, he will lose 250 Fed reputation points when he builds it, then 15 Fed reputation points per day after that.

-> you won't get a faction bounty for buying from or selling to the dark corner. However, people interested in preserving planet populations might find you out and privately bounty you.

#### Drug Usage

If you take multiple tons of drugs, the amount of APs you receive decreases if taken over a short period of time. You recover from this 'drugged-up-ness' at approximately 1 ton per hour. These 'undrugging' ticks are difficult to track, but Arkridge of TST has generously shared this information: There is a window about 75 minutes after the building tick, where you can take 6t and be fully recovered by the same time 6 hours later.

Here is my general return on the amount of APs you get if you take 2t at a time. These numbers assume you do not have Trip Control. Your results will vary because the amount you get is randomized over approximately +/- 30 AP range:

drugs 1+2: 460

drugs 3+4: 430

drugs 5+6: 400

drugs 7+8: 370

drugs 9+10: 340

drugs 11+12: 310

drugs 13+14: 280

drugs 15+16: 250

drugs 17+18: 220

drugs 19+20: 190

drugs 21+22: 160

drugs 23+24: 110

drugs 25+26: 50

As always, if your numbers on this are different, please message me.

This post has been edited by **Dedzy** on Jan 22 2007, 10:27 PM



**Dedzy (deleted)**



**Posted:** Jul 27 2006, 12:30 AM

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Aiden Winree of GUA added these suggestions:



Alliance: -

The very first thing: Download the map. Here is the link:  
<http://www1.kielnet.net/home/j.probst/Pardus/>  
and warbird's pardus bible too. link: <http://kornecke.de/pardus/>

It is all about APs in pardus. Everything you do cost turns. So think twice about what you do.

#### Travelling:

Always try to travel through open space. In Nebula Clouds and Energy Fields pirates and monsters are hiding.

Travelling needs different amounts of Action Points in different space medium. Compared to open space:

+5 in Nebula Clouds

+9 in Energy Fields

+14 in Asteroid Fields

+25 in Exotic Matter

Always try to travel diagonal. That saves turns, one tile diagonal costs the same amount of AP as one tile horizontal or vertical.

Try to calculate long journeys before you head off. Remember: jumping through Wormholes costs extra turns.

Never park anywhere except on planets, starbases or wormholes. There you are safe from other players.

#### Trading:

Look around and compare prices and whats needed in the adjacent buildings before you buy or sell.

You'll have to invest some turns first, but that might save lots of credits and turns afterwards.

Try to stick to a fixed trade route between planet-starbase and do energy/water/food supply runs.

You can trade additional goods between buildings which are along that route.

Collecting commodities is good too, but look out for fields that are well stuffed.

Never harvest under 200 per field, so it can recover fast (the more depleted a field is, the slower the regeneration process goes).

#### Doing jobs:

Always be sure you have enough turns left to finish what you started. Drugs can help you out, but are very expensive.

Remember: similar jobs are finished at once. you dont need to kill 6

maggots if u have to do two 3-maggots-jobs.  
Killing 3 maggots finishes both jobs. Also a 2- and a 3-maggots-job are finished if u kill 3.  
And killing a maggot at specific coordinates means you have to kill one less for other maggots jobs too.  
Therefore always try to visit a few planets/starbases before go for the actual job and look for similar ones to stack.



Dedzy (deleted)

**Posted:** Jul 27 2006, 12:37 AM



Alliance: -

### Building Upgrades

I will add more to this later.

This is very basic and everyone should be able to figure that out by himself, but still I don't think its in the manual. Warbird's Pardus Bible has the amount needed for each upgrade.

Upgrading a building from commodities:

You can upgrade your building further, even when the need of commodities exceeds your ship's cargo capacity. Remember to use your magnetic scoop, and buying one for upgrades is often cheaper than paying for the extra metal and ore for additional capacity.

Store the material bit by bit in your commodities section in your building until you have everything together for another upgrade.

Note: Several buildings use building material as upkeep as well (smelter, robot factory, ....). You need to switch the material for building from upkeep (where it is automatically put when stored from you ship's cargo room) to commodities to be able to use it for upgrades."



Dedzy (deleted)

**Posted:** Aug 1 2006, 07:30 AM



Alliance: -

### Timing

Timing is everything.

Many things in Pardus are timed on a regular basis. Every 3 hours, all planets simultaneously consume resources and produce other resources. One hour later, all starbases consume water and food and produce energy and embryos as well as possibly something else.

Non-Player owned starbases consume other things as well, read the manual for more information on this.

As you supply a planet or AI starbase with supplies, you will notice that you get fewer credits per unit sold. Clearly then, you will get a maximum amount of money if you time your sales to the time immediately after the planet or starbase 'tick'. And that is where Spoilerhead's Pardus Clock comes in. It keeps track of when the next 'tick' will happen for various

update actions. You can download it here:  
<http://www.pardus.at/downloads/pardusclock.zip>

Here are some other things with ticks in Pardus:

AP ticks: You get 24AP every 6 minutes. Hour times are :00, :06, :12, :18, :24, :30, :36, :42, :48, and :54.

Shield ticks: If you have a shield, it will regenerate every 6 minutes at about the same time as AP ticks.

Monster attacks. If you sit on top of an aggressive opponent like a Young Space Dragon, it will attack you every 9 minutes, 7 times per hour until either you die, or it dies. Monsters that move, move at these same times. Mobile monsters don't move so long as a pilot is on their same tile. Hour times are :00, :09, :18, :27, :36, :45, and :54

Leeches: Like it says in the manual, it fixes your ship every 20 minutes every hour. Hour times are :00, :20, and :40.

Building ticks happen every 6 hours = 4 times per day. The Building Overview screen will show you how long before the next building tick will happen. Planet ticks are 1 hour after building ticks, and 3 hours after that for a total of 8 times per day.

For Trade Outposts upgrading to starbases, the upgrade tick happens at about 1:10AM GMT (20:10PM EST).

Not relating to ticks, but useful information nonetheless: If you are selling something illegal to a black market and it shuts down, it will reopen in ~30 minutes.

As always, if you have any questions or corrections, or if you would like to add something, feel free to PM me.  
~dedzy

This post has been edited by **Dedzy** on Jan 22 2007, 10:37 PM



**Dedzy (deleted)**

**Posted:** Aug 2 2006, 05:42 AM **Report** **Delete** **Edit** **Quote**



Alliance: -

## **Managing Food Prices on Class M Planets**

This excellent post was from Shini

### Lowering the food price on Class Ms

Many alliances and individuals claimed that food prices is the biggest headache they had. Even when they have a large planet, they often find that their food prices is always high. When this happens, we could try **semi-starving**.

#### What caused food prices to rise?

Low food stocks, and high max. This can happen to any Class M, whether small or large, depending on the number of mouths they have to feed.

#### How do we increase foodstocks?

By supplying it with energy. Take note that if energy needs are satisfied, the population will increase.

#### How do we lower food max?

By reducing the population. This can be done by not supplying it energy or by buying dark corner goods.

#### What is semi-starving?

Semi-starving is the act of supplying the Class M with just enough energy to keep it at maximum food production, but not enough to cause a population increase. For example, a Class M requires 1300t of energy to satisfy its demand, traders need only to supply it with 1290t of energy to keep it producing max food. Take note that there's a huge difference in food production between 1190t of energy supplied and 1290t of energy supplied.

#### Oh cute, but why can't we just leave it alone for a few ticks, let it starve and reduce the population?

It won't achieve the same effect. Assume two Class Ms are at the same population, one is semi-starved, and one is being left alone. Assume this went on for 3 ticks. We will see a very large difference in food stocks. The planet that is being semi-starved will have had around 1800t of extra foods, while the one left alone will not have any extra foods. When this happen, the food price on semi-starved planet will go much lower than the other one.

#### When should we apply this semi-starving?

Anytime, especially when food prices is at an intolerable level. 100 credits/t for example.

#### Any other advice on semi-starving?

Semi-starving only works at high population. There is no point in semi-starving a 75k pop Class M. Since anyone can just drop in, look at the price, say, "Ohh, goody, cheap foods!" and then buy a BBB load of the foods and ran off to another sector. In the end, you won't accomplish anything.

#### At what pop it is advisable to semi-starve a planet?

I would say between 180k-200k. It's large enough to produce over 600t of foods per tick and only consumed around 1300t of energy. The way I do it, 180k-190k is considered a *soft-starving* as it's ok to make

mistakes at this point(mistakes as in accidentally having someone pouring loads of energy into the planet), from 190k-200k is when starving is necessary and strictly enforced. Though this also depends on the amount of trader you have and how many mouths the planet is feeding.

Can this concept be applied to any other kind of planets?

Sure, but then the commodities that had their prices lowered will not be foods. Class G will have their nebula gas and chemicals lowered. Class R will have their Ores and Metals prices lowered. Though there is little point in doing it since these kind of planets will just be a burden at high pop.

Will this work on Starbases?

Yes.

I have a Class M, much larger than 200k pop, but my food prices is still higher than 100k, what should I do?

If you have enough freighters and energy to supply it, there's nothing you need to change. A semi-starving will be good once awhile, but the problem should correct itself over time. If it didn't, then that means food stealing has occured and you need to help grow the other Class Ms nearby to reduce dependence on your Plant.

Has this technique be useful anywhere?

Yes, we have tried it on Epsilon Indi several times, and it is successful everytime. We normally did this after a period of instability due to freighters switching to fighters, inactivity and so on. I remember once when we had an overflowing of food that we have no idea where to dump them to, and we're pretty lazy to go to Rashkan to sell our foods, so those foods go to waste. We had just finished a one-week revival of Epsilon Indi and managed to increase the population from 75k to 185k in one week, while reducing food prices from over 100 to lower than 50(60 when foodstealing occurs).

How did you manage to grow the planet so fast?

Luxuries, read the manual for the bonuses offered.

Can I supply the planet with luxuries when it's being semi-starved?

Sure, but it won't increase the food supply or the pop if you did so. The only reason why you might want to do this is because you had an overflow of luxuries that you need to get rid of

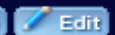
This post has been edited by **Dedzy** on Aug 2 2006, 05:43 AM



**Dedzy (deleted)**



**Posted:** Aug 3 2006, 10:26 PM







Alliance: -

## Managing Food, Water, and Energy in a Class M Sector

In addition to Shini's post, I thought I would add some detail to the necessary relationships between Food, Water, and Energy in sectors with Class M planets.

Warning: There are lots of numbers in this thread.

Traders like the idea of doing simple F/W/E runs between starbases and class M planets. But this is not all that is necessary for food and water and energy prices to be stable. Look at the production ratios for AI starbases and player starbases, and compare them to class M planets. You will discover that the ratios are not the same, and there is an effective energy shortage for the class M planet. In both cases there is a net gain of water:

Scenario #1: If you take a 100K class M planet and compare it to the consumption numbers for a 143K population Player starbase, there is a shortage of 79 food per planet tick, and a bonus of 114 water per planet tick. The energy in this equation is balanced out.

Scenario #2: If you take a 100K class M planet and compare it to the consumption numbers for a 116K population Player starbase, there is a shortage of 141 energy per tick, and a bonus of 168 water per tick. The food in this equation is balanced out.

Scenario #3: If you take a 100K class M planet and compare it to the consumption numbers for a 140K population AI starbase, there is a shortage of 225 energy per tick, and a bonus of 155 water per tick.

Any way you look at it, there is a shortage of either energy or food, with the situation worsened in the AI starbase situation.

Traders often don't understand that class M planets and starbases are effectively conversion machines for food and water into energy, and vice versa. When I said there is a shortage of energy, this is effectively the same as a shortage of food. And because there is a shortage in the equation, you lose more the bigger your planet or starbase is. However, this is often necessary in order to produce enough food for the sector buildings.

So the solution for 'fixing' a sector with a net shortage of food or energy (I am going to ignore water now, since there isn't a shortage of this in most cases) is to collect energy or make energy, or make food.

Here are the empirical numbers:

A level 6 Nebula plant provides enough energy to supply 8200 workers

on a Class M planet. That converts into 205 food and 238 water per day.

One level 6 space farm brings into parity enough food for a 20K player starbase, assuming you are also able to trade food between that starbase and a class M planet nearby. Subtracting the conversion expense of the energy to maintain the space farm, this is a net of 89 food per day.

And now I get to stripmining. The easiest way to 'fix' a sector's shortage is to collect energy. Let's say you are in a sector with 60 energy fields in it. I think energy fields regenerate at around 6% per day. If you have a trader collect exactly 30 energy per day from each field you would be able to collect 225 energy per planet tick, and that would solve a large portion of the energy problem. But what if traders collect more than 30 per energy field? That reduces the amount of energy that is regenerated. A more realistic number is to hope that traders don't collect energy below 250, and you will get an average regeneration rate of 22. That is still pretty good. But what if a newbie or inconsiderate player stripmines all your fields down to 100? That cuts your energy regeneration rates down to 6 per day per energy tile, and it will take over 2 weeks for them to regenerate to the 250 neighborhood. In the mean time your sector experiences a huge energy shortage, and food prices will likely rocket.

Aside from collecting energy, you will need to create buildings. Nebula plants are easily the most effective at this, but they are also usually the least profitable. You should envy class M sectors with nearby exotic matter sources, so that they can get cheap exotic matter thereby making Nebula Plants at least somewhat profitable. The other solution is to build Space Farms. Space farms are more profitable on an individual level, and they are often used when exotic matter can only be purchased in the black market. Recyclotrons are used for starbases and sectors that do not have access to lots of cheap water. Here are the numbers:

Let's say you are helping to manage a sector with a class M planet in it, and there is a starbase or two nearby that provide it with energy. The population of the planet often hits 150K, and you don't have problems with stripmining. How do you manage the food prices? Well, if you can get players to build nebula plants, if you build 7 of them at level 6, you will have a net gain of 1032 food and 1014 energy and 2632 water per day. This assumes you are in a sector with 60 energy tiles in it and they are responsibly mined, and the total starbase size is 125K. That net bonus is enough to support a lot of buildings.

Another example. What if exotic matter is expensive and your people don't want to build nebula plants? If you have a 150K planet, you will need to build 21 space farms to support your 231K starbase if you want a net bonus of over 1000 food and energy per day. If your total starbase

population is smaller, that will just leave you with less spare energy.

Sorry for this unwieldy post. I hope it helps. As usual, if you have some corrections or something you want to add please message me! 😊

~dedzy



**Dedzy (deleted)**

**Posted:** Jan 17 2007, 08:05 AM

## Starbase Combat



Alliance: -

When I get more tactical information on Starbase Combat, as well as Fighter vs. Bomber results, I am going to update information here. This information is now mature enough that pretty much anyone interested in this information can get it from friends. So I don't think I'm giving out any trade secrets here that is unavailable to people in general.

Generally speaking, it takes about 3 full 100 bomber squads to destroy a starbase that doesn't have any additional defences. For every HDA the starbase owner has built, you will need an additional full bomber squad. I don't have any good data for how this general rule of thumb works with starbases that have a large amount of HDA's installed.

From a defensive perspective, you will definitely want to get each artillery unit upgraded to an HDA. This is because their Hit Accuracy goes up a lot with each upgrade, and because of this 1 HDA does almost as much damage as 2 \* SDA.

When you hire a bomber or fighter squad, you are required to have the necessary handweapons in advance. As of the time of this posting, these handweapons are 'consumed' at about 3:10AM GMT, or 22:10 EST. If you want your bombers to have the maximum amount of APs, you will therefore want to hire them shortly after this time, so that they will work for you for almost 48 hours.

I realize this information is fairly vague, if anyone out there wants to contribute I would appreciate it 😊

This post has been edited by **Dedzy** on Jan 22 2007, 10:29 PM



**Dedzy (deleted)**

**Posted:** Jan 18 2007, 01:18 PM

## Buying Advanced Trade Points (ATPs)



Alliance: -

Much of this information was sent from Lintspeed

As you should already know, you get 1 ATP for every 4M credits of trades you do with AI starbases or planets, or in any black market. If you are

desperate for ATPs or you just have immense amounts of money, you can effectively buy ATPs at planets by buying and reselling goods.

Because of the way planet and starbase capacities are set up, and involving formulas that will bore 99% of the people here, you lose less money buying and reselling goods when you do it on AI planets/starbases that have a very small population. When I did this, I was on Nex 002 and it had the minimum population of 500, but there are other places out there with similarly small populations.

The best items to trade back and forth are expensive items like droids, battleweapons, handweapons, and robots. This reduces the number of trades you need to make before you get those ATPs.

Ideally you want to trade items that have a -0 consumption amount per planet/starbase tick, this reduces purchase costs to below 460K per ATP point.

To streamline this process (Lintspeed instructions here, I don't have Firefox): Using firefox, go to the planet screen, open in new tab the trade with planet option, sell your goods, go back to the planet tab and open a new trade with planet tab, go to that screen and buy your goods back now you are prepped. here's the system, goto the screen where you sold the goods, press ctrl r to refresh, then the space bar to confirm, now go to the tab where you had sold the goods and reload that page using the ctrl r and space bar (which happens to fit my hand well) alternating and refreshing screens as they come up, repeat this a couple thousand times and you will be all set.

In I.E. I just open up 2 windows in trade, and flip back and forth between them and use the Ctrl-Z command (I will update these abbreviated instructions after I write them down next time I try to dump a bunch of embryos from my starbase)

This post has been edited by **Dedzy** on Jan 22 2007, 10:30 PM



**Dedzy (deleted)**

**Posted:** Jan 19 2007, 03:25 PM

## Optimum Drive Size for Traders



Alliance: -

A frequently asked question is,'What is the best sized drive for my ship?'. The answer to that is more complicated than just finding the cargo size of your ship. I am only going to go into suggestions for traders, where I can give you directly computed numbers. For pilots who spend a significant amount of time doing anything else, the answer involves many other considerations.

For traders, you want to maximize the number of credits you earn for

every AP you spend. This is called the Cr/AP rate. The basic tradeoff is having a larger cargo hold with a small drive, or a smaller cargo hold with a large drive. If you are insane enough to calculate the exact number of moves and trades you make every day, you have no need for this post. For everyone else, there are a few factors you will need to think about to guide your choice.

First is the average AP per tile density you are likely to trade on. I have divided the choices into 4 groups: 12,14,16, and 18. A F/W/E trader doing very open space runs will be closest to 12, 14 is a fairly average mix, 16 is a 50%/50% mix of fuel and energy (fairly high), and 18 is for trading in drug nooks or the like with almost nothing but energy tiles.

Another factor to consider is, as you spend more time on non-travel AP costs, there is a benefit for smaller drives. Examples of this are APs spent collecting, trades, and WH jumps. If you spend 20% of your APs doing these things, you should effectively look at the next higher AP/tile density.

Finally, if you spend a lot of time with an incomplete cargo load, moving supplies around, you might want to look at a lower AP/Tile density. For example, if you sector trade in mostly fuel tiles, you might want to look at the next lower AP/tile density.

With that in mind, below are how the numbers crunch out. Adjusting for the above considerations, look up your hull capacity and AP/tile density you anticipate travelling on. In all instances where a Fed drive is a listed option, you will want to take the largest fed drive you have the necessary rank for.

**Average AP/tile density of 12:**

70-120 Fusion or E.Fusion  
125-180 Ion  
195 Ion, or E.Fusion or E.IP  
210+ IP or E.IP

**Average AP/tile density of 14:**

70-80 Nuclear or E.Fusion  
85-135 Fusion or E.Fusion  
150-195 Ion  
210-225 Ion or E.AM or E.IP  
235+ IP or E.IP

**Average AP/tile density of 16:**

70-85 Nuclear or E.Fusion  
95-155 Fusion or E. Fusion  
160-165 E.Fusion or Ion  
175-240 Ion

250-265 Ion or E.AM or E.IP  
270+ IP or E.IP

**Average AP/tile density of 18:**

70-75 nuclear  
80-95 nuclear or E. Fusion  
100-175 fusion or E. Fusion  
180-195 E. Fusion or Ion  
210-270 Ion  
310+ IP or E.IP

As always, if you have any corrections or additional suggestions please feel free to message me 😊

~dedzy

This post has been edited by **Dedzy** on Jan 22 2007, 10:39 PM



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