

Agriculture Collective Walkthrough

As collective the most viable source of income is food, the following walkthrough details how to play a successful game as a Collective majoring in food.

Early Play

The first thing to do is find a federation if you don't already have one, look for a federation that supports your interests, if you're a new player look for one that offers instruction, you may choose to join one that supports vassalization or one that has a lot of collective players, the choice is yours but it's a necessity to the survival and growth of your empire.

Welcome to Collective, the best way to start is to get a few levels of agriculture while being protected, anywhere from level 15 to level 25 is good at this point in the game (note: at this point it's not worth investing too much time in research, if you don't have many planets and you're killed you'll have to restart again anyway).

Once you've reached the level you feel comfortable with, post all the food you have made thus far, this will give you enough money to start attacking and getting more planets.

Early Attacking

At this early point in the game detailed strategies and stacks aren't necessary, you will need to buy minerals off the Market to build ships (the alternative is to mine them but at this point you won't have enough systems with the different minerals you will need) once you have stocked up on minerals you will have a choice:

- 1) Use a basic H.Pinnacle spam which requires no research
- 2) Research The Sloop/Galleon/Schooner and Barkentine ships

Note: A spam is a single strong stack of a particular ship

If you decide to use the pinnacle spam you will be able to start attacking straight away and won't have so much invested at this point, if you choose to research the other ships you will be stronger, richer and have a better chance of winning but this takes longer and you may be killed anyway which means you have more to lose.

Either way the next step is to attack, either after you've researched or with a pinnacle spam.

If you chose to research the remaining ships then it would be advisable to arrange your ships to look something like the following:

Top Stack: H.Galleon

Second Stack: H.Pinnacle

Third Stack: R.Sloop

The high range ships at the top should eliminate any enemy forces at such a low PR, if your ships to come under fire chances are it will be from a single stack, having 4 stacks greatly increases your chances of success.

With a single stack of H.Pinnacle you can expect to get about 5000 planets in the first 15mins/half an hour, at this point in the game you aren't trying to get too

many, just enough to secure your empire, once you have 10000 we can start thinking about a more permanent empire setup.

Setting Up Your Empire

At this point you should have a single system of approximately 10000 planets, all with agriculture infrastructure on them, now you can spend a little more time researching, research until level 35-40 agriculture is reached. (note: NEVER research anything else as collective, this strategy is purist, agriculture only) At this point you should research everything on your technology tree, any collective ships not already researched, capsule lab, everything, At this point you don't really need to think about the projects yet. After you've researched to the level you're comfortable with you need to think about capturing more planets, as collective the only way to do this is to take your attacking to a new level.

Middle Range

By now your empire is developing nicely, your research is up, your food is coming in steadily and you can build and maintain a small fleet, now you need to climb higher to take more planets, the higher you climb the more planets players will have. At this point you'll need a more efficient and deadly stack which will cost a little more but is well worth it.

First Stack: H.Pinnacle

Second Stack: H.Galleon

Third Stack: R.Snow

Fourth Stack: R.Schooner

Fifth Stack: H.Barkentine

Sixth Stack: F.Axe

A stack like this should see you through most battles, if you find yourself being repeatedly attacked and can't talk your way out of it you can choose to give up and wait for them to knock you into Damage Protection or you can keep building H.Pinnacle and C.Aries and try to defend against their attacks, if they're attacking from more than +100% it's probably best to take the damage protection unless they have a high planet count in which case a large part of their power rating may be taken up by planets.

Once you've reached 50,000 planets you should create a new system, in the new system invest 20,000 planets, make this new system a farm, this means you'll have less planets to be lost in one attack, you'll be given the protection of the top system, you can move your fleets around and split them up to defend, etc.

Now you can take a look at the projects, you'll need the upgrade system project before too long and you should be able to research that one now, if you can't, check you have 50,000 planets and that your empire is level 5, once you've researched upgrade system attack until you have 10,000 free planets on your main system, then upgrade it, repeat this process until your system is level 4 or 5.

At this point you can start looking for a minister, As a collective you'll be looking for a farmer, search until you find a minister with ONLY the Farming skill, no negative skills, then level it up to your hearts content, you'll need money to do so, so you may choose to only give it a few levels at this point in time, you may also like to find an attacking minister, one with aggressive traits, (such as +1% damage to enemy per level). Ministers are the only asset you can take with you when you restart

(you take 10% of your cash as well but that's not an asset haha) so they're quite important.

The Big Stuff

By now you're ready to be fighting high, for stacking in the high pr ranges I'd suggest a high range stack infused with fodder, so something like this:

First Stack: H.Galleon

Second Stack: R.Schoer

Third Stack: R.Snow

Fourth Stack: H.Barkentine

Fifth Stack: H.Pinnacle

Sixth Stack: captures or C.Aries

For multiple attacks on a player or players in a federation, you'll need to alter your stacks to take them out continually, chances are that the other player will pad their top stack with fodder as well to neutralise yours, just move your barkentine to the top stack, that bumps everything else down a stack changing your stack completely and often deflecting the attack.

By now you're a fully established Collective empire! It's now within your abilities to be consistently in the top 20, you should be able to pull food in faster than your expenditure in credits, just remember to keep a reserve so you don't go into debt. Remember to keep researching in DP, it's really important, also remember to upgrade your systems until they reach their top levels, that can take quite a while though.

Good luck.

If you need any extra help, drop me a PM.
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