

Strategy Guide: Be the most powerful federation

Introduction

Federation is a space version of clan or guild, with a limit of 20 members at any given time. Members in a federation are capable of helping each other and working together. A federation that lacks communications and coordination between members may not fully reap the benefits of being in a federation.

Finding the right members

Although there is always the urge to get someone stronger to be in your federation it is better to find members that has about the same strength (in term of planets or Pr) as the other members do. This will ensure that all federation members can send and receive reinforcements from one another.

There is a Pr restriction to the reinforcements therefore if one of your federation member has a high Pr then reinforcements may not be sent to the rest of the federation members that has a much lower Pr compared to this guy.

When searching and picking members of the federation the leader must consider the following:

- How active this person is. You do not want an inactive member to just sit around and not do anything or doesn't play very often.
- Where is this person from? If this person is from another time zone it may prove to be difficult to communicate with one another. The ideal candidate is someone that is close to you or plays around the same time as you do.

Where to find members

To find members for your federation you can go to Manage Empire > Military > Rank and try to approach players that does not belong to any federation. Those found in the top 100 list are more likely to be good players. You can search for players according to their Pr, Planets or performance and experience such as the number of battles they have fought, how old is their empires and so on.

You can also go to Manage Empire > Military > Rank > Rank near me then enter `No Fed` into the filter. This filters out all the players that do not belong to any federation.

Communication

As everyone is well aware of, communications is one of the key things in a specific organization especially when it comes to war. A federation that coordinates and communicates well can bring a great deal of benefit from better organized defenses and offenses to other means of support.

A good suggestion is to force all federation members to provide their contact info (some means of contacting them) in the private notice board. With the mass availability and usage of IM (instant messenger, like MSN, Yahoo, AOL, ICQ) the leader of the federation can also request that all members should add each other into their IM contacts. Using IM also prove to be one of the best way to coordinate and communicate with other federation members

Teamwork

The more work and effort you put in to the federation teamwork the more reward you will receive. Although it is simpler to play by yourself however if communications channels are properly utilized then everyone in the federation can perform better. Clear evidence can be observed by taking a look at the top 50 players in any game speeds. You will observe that a majority of the top players comes from very active federation and that their members do contribute and help out a lot in many areas. Therefore it is evident that team work is one of the key values to have a powerful and successful federation.

Goals

It is easier to have your members work in team work together if they have a goal. This works both as a measure of what you have to accomplish and measure your federation's existing accomplishments. In this way every member of the federation can strive together to achieve this for the greater good of the federation.

A sample of goals that you can include for your federation is:

- Getting 20 members in your federation
- Getting 2 lieutenants
- Being the most popular federation
- Having a treaty with another federation (Non-Aggression Pact NAP or alliance)
- Maintaining x amount of planets in the federation list (federation with the most planets)
- Maintaining x amount of Pr in the federation list (most powerful federation)

Economic help

You can send tribute from one federation member to another. This is especially true because you can send credits from rich alien races to poor alien races. On an overall rich alien races have less powerful ships compared to poor alien races sending resources from one another will benefit the overall federation members.

Military help

Whenever you are defending against an attack your federation members can send reinforcements to assist you. For reinforcements to work members of the federation must build ships in their outpost. There are a couple of ways of doing this.

Method 1 : All out

All members in the federation only build ships in their outpost. Since an empire can have multiple systems it does get hard to defend all your systems against attack since you have to build fleet on each system. It would be easier to just build a massive amount of fleet in your outpost. The only drawback for this strategy is it only work best is everyone in the federation has more multiple large systems that they have to defend; and that your only defense is if your federation members build ships in their outpost. This needs to be coordinated well because if no one in your federation has ships in their outpost your empire will be left defenseless.

Method 2 : Partial

All members build a percentage (maybe 20-50%) of their ships in their respective outposts. The rest of the ships will be built in larger systems as they tend to be more attractive to invaders.

Since building ships in outpost does not bring you out of DP it is important to always ensure that there are always ships in the outpost for your federation at any given time. It is a major issue as the leader must encourage or force all its members to build ships as most players by themselves will not build ships in the outpost. This can be partially due to either them being lazy, self centered or lack the knowledge to do so. If the federation can maintain at least 30% of all its members having ships in the outpost at any given time, this will ensure that the federation will grow to greatness.

Notes

Pr = Power Rating

DP = Damage Protection

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