

## COLLECTIVE BATTLING

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Note this is just a guide and should only be considered a guide. As well as maybe considered a note for inspiration.

**Glossary** - (necessary for understanding strategies discussed later on for New Players)

**Stack** - a stack is a ship and how many of them, you may have as many as 6 stacks or 6 types of ships in your fleet

this would be considered a single stack or (Spam)

Strafez Queen Organic 2,595,205      622,849,200 2,325,303,680

This would be considered a 4 stack fleet. (the last stack is not considered part of the main fleet just a flanking prevention) (flanking deals a lot of extra damage that would not be incurred from a direct hit)

Name	Units	Upkeep	Power
Small Strafez Fodder	44,795,439	134,386,317	2,463,749,145
G.Lictor	46,633	2,039,354,356	2,450,657,416
A.Aragonite	486,443	2,393,299,560	2,449,240,505
Strafez Queen	2,595,205	622,849,200	2,325,303,680
Large Strafez Fodder	552,209	6,626,508	113,202,845

**Flanking** - when a ship has no other ship in its enemy stack to attack and chooses the next stack up to attack.

Ex.

Your stack	Enemy Stack
(stack 1) r. Monitor (range 7)	(stack 1) G. Lictor (range 5)
(stack 2) A. Aragonite (range 6)	(stack 2)

The r. Monitor will attack first, then the G. Lictor will retaliate, the A. Aragonites will then attack the G. Lictor and do 100% extra damage.

## Here we go :)

As already well known the collective ships are weak attackers and have mediocre hull at best. The best way to play this race is if you are a paid player but it can also work well as a free race. This guide will include both ends.

First thing to keep in mind is that numbers count. Being Collective means that you produce a lot less money than other races but your ships upkeep will cost so much less that you can offset the loss of profit in battling. With Collective versus Viral, Terran, and Aspha Miners, you will be able to go approximately 30% higher pr with proper stacking and maintain profitable fighting. Use the higher pr to your advantage and try to get as high as possible above your targets.

Stacking is incredibly important for any race. In the instance of collective you have very weak ships and low income, because of the weak ships stacking with 6 ships would be pretty much futile, a 2 to 3 stack spam would be highly preferable. Of course if you were to do a 6 stack setup a good one would look like this.

Small StrafeZ Fodder  
r. Monitor (r. Snow if unpaid)  
c. Aries  
StrafeZ Queen  
Large StrafeZ Runner  
Small StrafeZ Runner

This would give you a very high defensive top stack setup so that you can absorb most of the damage of the main stacks and stop all spammers relatively easily from doing any real damage. Remember that all these ships must be stacked extremely close together to get the most effective damage out of it from your bottom 3 stacks. The massive amount of damage you will do out of the bottom stacks will make up for the damage taken to your top 3 ships and if they have StrafeZ Fodder in the bottom stacks to prevent flanking chances are the large bottom stacks will wipe them out and flank the main stacks. When keeping your stacks this close you can always move the ships to where they will be most effective if you know what the targets fleet is.

You will have to dive into your neutral ship list to increase your ability to win. But also remember you will have to steer away from such ships as c.class and f.class due to their incredibly high cost and your low income. For instance using your r.Monitor instead of using a c.cancer. The r.monitor has a higher range, and attack with almost equal the hull as well as it will cost much less to maintain. A measly 30% upkeep to pr

versus a 95% upkeep to pr. Note these numbers are approximated but are close to the correct number. As well the pr gain you will get every 30 turns on v.fast is 400mil pr for the r.monitors and 210mil pr for the c. cancer.

(the percentages are the percentages of your total fleet pr)

A good example of a collective stack. (always pick your targets carefully no matter what race you are, but especially for collective)

h. Pinnacle 30%

r. Monitor 30% (R. snow if you do not have a paid account)

Strafez Queen 30%

Large Strafez Fodder 5%

Small Strafez Fodder 5%

The full reasoning behind this is to capture ships to replace the Strafez Fodder with reasonable ships, and you will not be flanked with this much Strafez Fodder playing in your pr range. The Strafez Queen are your big guns and should be moved around alot due to their low hull. In other words they are currently in stack 3 but then after attacking or being attacked move them to stack 1 or 2 to surprise your opponent when they setup to either Strafez Fodder your Strafez Queen or use something that the Strafez Queen are weak against to destroy them. If you find that you are fighting someone that has their top stack as Strafez Fodder then move your Strafez Queen to attack the Strafez Fodder. If you are attacking someone that is spamming move your r. Monitors in front of their single spam stack. Due to their higher hull and thier special ability not to take return damage upon attacking. They soak up damage well, as well as they generally have the first attack. Another way to increase your chances of surprising someone with random stacks is to attack people that you know have good op and attack their furthest outside system with an h.class in the first stack. For example you know there are several people with g.lictor as op then you can target that G. Lictor and grab a large stack of them and create a 4th stack with g.lictors. Be careful as most ships you will encounter like this will cost you alot of cash to continue to hold. With 4bil a turn income this stack is able to maintain a 12bil pr fleet. Also at 400 mil a turn you are able to hold a 1.2bil pr fleet without going negative on income.

Now if you managed to accumulated enough G. Lictors your stack could look like this.

h. Pinnacle 22.5%

r. Monitor 22.5% (R. snow if you do not have a paid account)

Strafez Queen 22.5%

G. Lictor 22.5%

Large Strafez Fodder 5%

Small Strafez Fodder 5%

This will inturn though drain your 12bil pr max to an 8bil pr max. You can also play around with the stacks and drop the pr on your h. Pinnacle r. Monitor and Strafez Queen or increase them to place those G. Lictors anywhere you want in the stacking.

Another good example but an extremely aggressive and risky way to play would look like this.

Strafez Queen 45%  
Large Strafez Runner 45%  
Large Strafez Fodder 2.5%  
c. Aries 2.5%  
c. Cancer 2.5%  
Small Strafez Fodder 2.5%

This is a high damage low hull fleet so if you are attacked with higher range or attack and get hit first you are counting on the extremely high damage the Strafez Queen and Large Strafez Runner do to offset the damage you take. The high hull lower stacks are only there to soak up damage and prevent any flanking ships from hitting your Strafez Queen and Large Strafez Runner which could easily wipe them out. This stack is great for attacking highly defensive fleets but is very poor for defending. This fleet will also get around the negative bonuses you will recieve for have over 50% pr in one stack. Small Strafez Runner will do a little more damage than the Strafez Queen and Large Strafez Runner, but have an even lower range. Using Small Strafez Runner would be better on Small or Large Strafez Fodder and nothing else.

Keep in mind what race you are attacking and what they are strong and weak against. For instance attacking a Guardian you probably wont win because most of your fleet will contain chemical weapons and most of the guardian ships are strong against chemical weapons. If you are attacking a Terran you have a good chance of running into a t.class ship which is weak against chemical and you will have a much higher probability of winning. These race traits are very important to keep in mind when choosing your targets.

Another very important thing to take into consideration is to have a high system defense as Collective. As Collective you get 8 systems before you can create no more. There are several ways to go about how to make your money as Collective, which will tie into this section. If you have a paid account and are planning on having your income strictly from population then this next system setup will be a great idea to explore.

First create 8 Dark systems all at level X(level 10). Then when you get your Urania and Orion use the system restructure you get from the

missions to put your Orion as the first system and Urania as the second system. if you get the Urania to level X (level 20) than you will have a 52% system defense without using the system defense projects. This will help considerably as Collective (yes i must reiterate this again) are weak.

in the end it will look like this from main to outtermost  
(use Dark systems to increase food or industry)  
Orion 52% (main system)  
Urania 48% (great food producer)  
Dark 42%  
Dark 36%  
Dark 30%  
Dark 24%  
Dark 18%  
Dark 12%  
Dark 6%  
Dark 0%

If you are a food producing to make your money there are 2 ways to do this... the first would be ideal for battling. (assuming paid still)  
(use Dark systems to produce food or industry)  
Urania 50% (main system great food producer)  
Orion 48% (will help increase your empire level)  
Dark 42%  
Dark 36%  
Dark 30%  
Dark 24%  
Dark 18%  
Dark 12%  
Dark 6%  
Dark 0%

The way for even higher food production but lower defense would be (You would be planning on using the agriculture carnival to make your money for a very large fleet)  
(use the Farm systems to obviously produce food)  
Urania 26% (main system)  
Orion 24% (help to increase defense minutely and to give a little empire level boost)  
Farm 21%  
Farm 18%  
Farm 15%  
Farm 12%  
Farm 9%  
Farm 6%  
Farm 3%

Farm 0%

Now if you are a free account keep your starting Titan then create 7 Dark systems and get the Orion from the missions (population based income) (use the Dark systems to produce food or industry)

Titan 44% (main system, Best population growth)

Dark 38%

Dark 32%

Dark 26%

Dark 20%

Dark 14%

Dark 8%

Dark 2%

Orion 0%

Or of course you can destroy the Titan and create a Farm then 7 Dark systems if you wish to be based on food production

Farm 44%

Dark 38%

Dark 32%

Dark 26%

Dark 20%

Dark 14%

Dark 8%

Dark 2%

Orion 0%

In the end remember ministers are extremely important. If you are a free account you are limited to 2 ministers and you will need a war minister and an economical minister to be successful. Having a minister with 4 war traits is preferable and best if you plan to be a successful battling collective. This is more difficult to handle early on as you will need to switch ministers to make sure you don't go negative on your income. Finding the war minister that works best for you is up to you to find. All ship stacks should have their own tailored minister to that fleet. There are generically good ministers for how you fight. There are 3 types of generic war ministers, Suicidal, Defensive, and middle of the road. This is all dependent on what works for you and your playing style how you want to make the minister.

A good example of a mid war minister would be

**Aggressive** Level 10

Causes your ships to do +2% more damage and -1% to hull per level

**Defensive** Level 10

Causes your ships to have +2% to hull but deal -1% less damage per level

**Foresight** Level 10

Causes reduces enemy ships hull by 1% per level

**Anticipation** Level 10

Causes enemy ships to deal 1% less damage per level

This minister would increase your hull and attack by 10% and reduce the enemies hull and attack by 10%. This is something that you have to play around with to fit how you play.

A good example of a suicidal minister is

**Aggressive** Level 10

Causes your ships to do +2% more damage and -1% to hull per level

**Suicidal** Level 10

Causes your ships to have +3% to damage but -2.5% less hull per level

**War Monger** Level 10

Likes war a lot, causes ships to do 1% more damage per level

**Defensive** Level 10

Causes your ships to have +2% to hull but deal -1% less damage per level

This minister would increase your attack 50% and decrease your hull 15%

And a good example of a defensive minister is

**Anticipation** Level 10

Causes enemy ships to deal 1% less damage per level

**Defensive** Level 10

Causes your ships to have +2% to hull but deal -1% less damage per level

**Fearful** Level 10

Causes your ships to have +3% to hull but -2.5% less damage per level

**Engineer** Level 10

Able to fix ships during battle, causes ships to be able to withstand 1% more damage per level

this will increase your defense by 60%, decrease your attack by 35% and decrease the enemies damage by 10%.

All of these ministers are just here as examples to give an idea of what kind of ministers and traits are going to do. Not one of these should be considered the "ultimate" minister or taken as such they are just examples to help get you thinking :)

Good luck, remember this is just a game and being creative is most of the fun :).