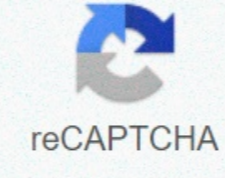




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Elite dangerous aising duval guide

This post is also available at: Français (French)Updated on 24/02/2020 Other guides: Explorer | Miner | Pirate | Merchant| Fighter | Coating | AX Combat Welcome to the Powerplay Guide! Powers, game mechanics, governments and everything you need to know to support your loyalty as best you can. See our Background Simulation Guide, BGS. Introduction summary to Powerplay The Powerplay feature was released in June 2015. This is a feature that allows players to pledge allegiance to one of the galaxy's powers, to support their political efforts. Lead campaigns, prepare systems, and then start expansion phases and control your systems to protect your power's interests. If you want to join, you will have to choose your loyalty to one of the eleven powers at stake. These powers control and exploit many systems to benefit from their workforce, goods, ships and other services they propose. These added values are called Order Capital or CC. Every Thursday, the Powerplay Tick takes place at 7am GMT and takes into account all player actions of the last week. A full week is called cycle. The more systems your power possesses, the more powerful it will be! But be careful, these systems have maintenance costs (Maintenance), and having high maintenance could put your power at risk if you don't have enough command capital to manage properly. The management of a power effectively requires the most advanced possible management of the community in order to: Prepare systems with low cc maintenance and high cc production values (Subversion); Implement extensions in new systems that have been prepared, in competition with other interested powers (Expansion). Control the systems you have to repel enemies and help with the general administration (Control); Overseeing the other powers to counter their plans and turn them to their advantage; Be strategic in diplomacy to create alliances with other actors, factions and powers. You have it: Powerplay is based on the management of Power's Commands Capital and its systems. The feature, though fairly complete and well thought out on paper, has a lot of gameplay and mechanical problems that require updates. Frontier had made plans to gather community feedback, but no new information has been released for the past two years. Return to summary powers Powers are established political and economic groups large enough to be noticed in the galaxy of 3305. In our time, different types of powers could be represented by Microsoft, the European Union or even Guinness, for example. The Great Powers are the four great factions of the game: The Federation, the Empire, the Independent Systems Alliance and more recently Colonia. The latter only sometimes it is represented in the game because it is only three years old with only 750 inhabitants in 3302 up to 450,000 now at 3305. Competences are represented by level 1-1 They are very important characters with whom we cannot interact directly. They belong to a large organization, for example Felicia Winters of the Federation, Denton Patreus of the Empire, Edmund Mahon of the Alliance or the Pranav Antal Independent. Independents do not belong to a major power, they follow their own goals. Minor powers are the minor factions of the game that are important enough to be represented in one or more systems. For example, Remlok Industries is an economic corporation and has its own minor faction. Federation - Zachary Hudson Name: Zachary Hudson Age: 87 Details: Zachary Hudson is currently the President of the Federation, from June 2, 3301, after the disappearance of former President Jasmina Halsey, Hudson, like the rest of his party, believes that the government has a responsibility not to impose too much burden on Federation members, as evidenced by its tax reduction policy. This policy is popular except among those who had the support of the government before being elected. Hudson is not afraid to explore military solutions to the problems. He is an advocate of personal freedom at all costs, demanding individual responsibility for oneself. It supports the CQC championship simulation for federal navy recruitment and training. It has always supported the armed forces and approved additional funds to modernize and expand the federal fleet to counter external threats to federation borders. Special module: Frag Cannons Pacifiers - Great frag cannons in a plane focused for better goal and efficiency. Governments: Patronage, Feodal Anarchy, Prison Colony, Communism, Confederation, Cooperative, Corporation, Democracy, Theocracy Dictate Powerplay Ranks: II - +20% to rewards in controlled and exploited systems III - Special Module V - +100% to rewards in controlled and exploited Ethos systems: We could not fire the first shot, but we could not shoot the first shot, but we would shoot the first shot, but we would shoot the first shot. Controlled operating bonus systems: banned imperial slaves, shipyards have vulture/eagle/dropship, 10% off weapons, 30% more security. Systems Empire / Alliance / Independents: 40% less security because it focused on federation systems federations: 10% discount on weapons, 20% more security. Preparation: Combat expansion: Combat Control: Combat Federation - Félicia Winters Name: Felicia Winters Age: 76 Details: Felicia Winters is a pacifist accustomed to the media. She advocates education and communication to provide her people with a better standard of living. Felicia had never planned to lead the Liberal Party, but that role had been entrusted to her due to the disappearance of Starship One and Jasmina Halsey. She is Zachary Hudson's main opponent. Special Module: Dust Disruptor - Laser Powder many dysfunctions in the target modules. Governments: Anarchy Corporation, Cologne, Confederacy, Dictation, Dictation, Cooperative Theocracy, Communism, Patronage, Feodal Powerplay Ranks: II - +10% influence on controlled and exploited systems III - Special Module V - +100% influence on controlled and exploited Ethos systems: We have to do what is right, not necessarily what is easy or popular. Controlled operating bonus systems: banned imperial slaves, food and drug production doubled the preparation: Social expansion: control of finance: financial empire - Arissa Lavigny-Duval Name: Arissa Lavigny-Duval Age: 62 Details: Arissa Lavigny-Duval is the daughter of Florence Lavigny. Yes, she is emperor and not empress because the title remains the same. Arissa Lavigny-Duval has been the current Emperor of the Empire since 18 October 3301. She has a reputation for dealing with difficult head-on problems. His policy is based on honor and focuses on the fight against corruption. She is the biological daughter of Emperor Hengist Duval, half-sister of Harold Duval and aunt of Princess Aisling Duval and Adrian Augustus Duval. Special Module: Imperial Hammer - A green ammunition railgun shot. Governments: Patronage, Feodal Anarchy, Penitentiary Colony, Communism, Confederation, Cooperative, Corporation, Democracy, Theocracy Dictate Powerplay Ranks: II - +20% to Rewards in Systems controlled and exploited III - Special Module V - +100% to rewards on controlled and exploited Ethos systems: Building a future through the rule of law » Controlled operating bonus systems: Rewards and duplicate fines. rewards rewards rewards increased by 20%, security improved, black markets closed. Federation of Systems / Empire / Alliance / Independents: The reward of rewards increased by 20%, the value of items sold in black markets increased by 5%. Preparation: Social expansion: Combat control: Combat Empire - Aisling Duval Name: Aisling Duval Age: 29 Details: Aisling Duval is the granddaughter of the former emperor Harold Duval. Aisling is very media-centred and does a lot of censorship to present her as a better person and present a young and powerful Empire in order to gain the trust of her people. Despite her youth, the People's Princess enjoys considerable support from the population. Unlike other representatives of the Empire, he opposes imperial slavery and founded a charity called Stop Slavery Stupid, which then merged with another anti-slavian organization and changed the actions of Zemina Torval. He also has a strong dislike for narcotics and believes that they should be made illegal in the Empire, at least in part because his mother, the artist Imogen Excentrica Excentrica he died of an aneurysm caused by a drug overdose shortly after Aisling was born. And it is pronounced Ash ling. » Special Module: Prismatic Shield Generator - The most powerful shields in the galaxy, and the slowest to regenerate governments: communism, Confederacy, Cooperative Anarchy, Cologne, Corporation, Democracy, Dictation, Sponsorship Feodal, Powerplay Ranks Theocracy: II - +10% influence on controlled and exploited systems III - Special Module V - +100% influence on controlled and exploited Ethos systems: As a people, we have to look to the future and not be held back by some of the practices of our past simply in the name of tradition Controlled operating bonus systems: banned imperial slaves, 10% bonus value of high value goods, improved security, higher production of high value goods. The activities of the imperial factions are 100% amplified while those of the Federation are attenuated. Federation of Systems / Empire / Alliance / Independents: Forbidden Imperial Slaves. Greater production of high value goods. Preparation: Social expansion: Control of finance: Social Empire - Denton Patreus Name: Denton Patreus Age: 52 Details: Denton Patreus is a Senator from the Empire. He is known to be manipulative and performs blows to the back. However, it is very rich and powerful thanks to its company Silver Universal PLC. He has a very large army at his service. He likes to control what he commits, not hesitate to give a large sum of money for it. She is allied with Senator Zemina Torval. Special module: Advanced plasma accelerator - A Plasma accelerator causing less damage and firing quickly. Governments: Sponsorship, Feodal Anarchy, Prison Colony, Communism, Confederation, Cooperative, Corporation, Democracy, Theocracy Dictate Powerplay Ranks: II - -10% price of weapon modules in controlled and exploited systems III - Special Module V - -90% on ammunition in controlled and exploited Ethos systems: «The imperial navy provides the which the federal government should take note of Operating bonus controlled systems: legalized imperial slaves, 10% discount on imperial ships at the shipyard. Systems Empire: 30% bonus value of high value goods, 5% bonus on buying high value goods. Federation of Systems / Alliance / Independents: 5% discount on high value goods to cover new taxes. Preparation: Financial expansion: Combat Control: Combat Empire - Zemina Torval Name: Zemina Torval Age: 128 Details: Zemina Torval is a Senator from the Empire. She is very good at commercial matters and has large companies on her territory, especially her mining corporation Mastopolos Mining. He is a traditionalist and insists on the importance of imperial slavery and the need to take care of his Imperial. Zemina has a large military fleet, but prefers diplomacy to force where possible. However, should not be underestimated because it is capable of attacking strongly in the shade with the help of specialized mercenaries. Special Module: Lance Mining - A Useful Mining Laser in Combat... not so much, in fact, but heh. Governments: Cooperative, Communism, Dictation, Feodal Anarchy, Cologne, Confederation, Corporation, Patronage, Theocracy Democracy Powerplay Ranks: II - +5% Commercial Benefits in Controlled and Exploited Systems III - Special Module V - +50% to Rare Commercial Benefits in Controlled and Exploited Ethos Systems: Those who treat their slaves badly should receive it. After all, how can they work properly if they are not cared for properly? » Controlled operating bonus systems: Imperial Slaves Legalized and reduced cost by 10%, imperial ships available in all shipyards, mining product production doubled, 10% discount for goods mining. Systems Empire: Imperial slave production doubled. Federation of Systems / Alliance / Independent: 5% discount for mining goods. Preparation: Financial expansion: Finance Control: Secret Alliance - Edmund Mahon Name: Edmund Mahon Age: 118 Details: Edmund Mahon is the current Prime Minister of the Alliance and the head of the Alliance government. Born in the Diso system, Mahon is a career-oriented politician with a solid academic background who is familiar with the political system of the Alliance. Although some of his counterparts lacked leadership or ability to lead the disparate elements of the Alliance, he is known to be able to work within the system to get things done. He is also an expert in ensuring that the concerns of individual systems are properly represented within the Alliance, which is considered highly attractive to new member systems. Mahon is considered by some to be the greatest leader the Alliance has known since its creation. Special Module: Laser Retribution - Fixed Class 1 only, do not treat a lot of damage and causing the goal to overheat... but it's bad and doesn't generate good heat because of the gun that's Class 1 only. And let's stop separating the low damage. Governments: Corporation Anarchy, Colony, Confederation, Dictature, Democracy, Theocracy Cooperative, Communism, Patronage, Feodal Powerplay Ranks: II - +5% commercial benefits in controlled and exploited systems III - Special Module V - +50% to rare commercial benefits in controlled and exploited Ethos systems: The Alliance stands as a unifying force for independent systems with the common ethos of the rights of an individual. And any independent system has the right to maintain its independence. » Controlled operating bonus systems: 20% discount on helmet reinforcement costs and load racks. Production of quadrupled agricultural goods and equipment, 5% discount on the price of goods and equipment The activities of the alliance's factions are increased by 100% while those of the federation are attenuated. Empire Systems / Federation: 50% less agricultural production, 5% higher agricultural prices Alliance Systems: Food is 10% more expensive, producing quadrupled agricultural goods, 10% discount on the price of agricultural equipment. Independent Systems: Food is 10% more expensive, producing quadrupled agricultural goods, 5% discount on the price of agricultural equipment. Preparation: Financial expansion: Financial control: Independent Finance - Li Yong-Rui Name: Li Yong-Rui Age: 107 Details: Li Yong-Rui is the CEO of Sirius Corporation and its government division Sirius Gov. He is a member of the Li dynasty that has been part of the Sirius Corporation since it was founded nearly 800 years ago. Yong-Rui holds a PhD in physics, politics and economics. It has almost infinite access to money and advanced technologies. Li is different from other powers because he prefers to buy new star systems rather than take them by force. Special Module: Pack-Hound Missiles - A Large Salvo Missile Governments: Corporation Anarchy, Colony, Confederation, Dictature, Democracy, Theocracy Cooperative, Communism, Patronage, Feodal Powerplay Ranks: II - -5% ships repurchase in controlled and exploited systems III - Special Module V - +200% benefits to exploration data on controlled and exploited Ethos systems: With enough data, we can predict almost any thing» Controlled operating bonus systems: The production of high-tech goods doubled, 10% discount on high-tech goods, All shipyards have Cobra, Asp and Python, 15% discount on ship equipment costs. Federation of Systems/Empire/Alliance/Independent: High-Tech Goods Production doubled, 10% off high-tech goods Preparation: Social Expansion: Finance Control: Independent Finance - Pranav Antal Name: Pranav Antal Age: 80 Details: Pranav Antal (known as Simguru Antal by his followers) is the leader of the mass utopia movement. He managed to maintain the original Utopian Commune after inheriting from his father Simguru Rishi Antal, master of transcendental technology and former leader. As heir to Rishi's legacy, Pranav has a lot of weight on his shoulders. He promises his people that they will live in a state of dream, peace and where happiness reigns supreme. He refuses to fight himself, but many supporters of his cult are happy to sacrifice for the glory of Utopia. Special module: Cannon enforcer - Powerful multicanons shooting higher caliber at a slower pace. Governments: Cooperative, Communism, Dictation, Feodal Anarchy, Cologne, Confederation, Corporation, Patronage, Theocracy Democracy Powerplay Ranks: II - +5% Influence on Controlled and Exploited Systems Ethos: Peace and Prosperity Through ethically aligned technology» Operating bonus Systems: Rewards and fines doubled the Systems Federation/Empire/Alliance/Independent: Rewards and fines increased by 50%, black markets pay an additional 10% on goods sold. Preparation: Social Control: Independent Secrecy - Archon Delaine Name: Archon Delaine Age: 56 Details: Archon Delaine is the king of the pirates of Kumo Crew, one of the most influential criminal syndicates in the galaxy. Archon came to power at the age of 15 brutally beating Kumo's pirate lord. During the first 20 years of his reign, Archon Delaine faced a steady stream of challenges from newcomers and other crews. Each challenger was shot down and with each victory, archon's legend got bigger and bigger. He has restructured the Kumo team to become one of the most influential criminal syndicated in the galaxy that obeys each of his orders. Archon Delaine is known for being a brutal and ruthless dictator. Special module: Cytoscrambler Burst laser - Pwerful laser blast against shields, do not treat any damage to the helmet. Ideal for piracy.

Governments: Communism, Confederation, Cooperative Anarchy, Cologne, Corporation, Democracy, Dictature, Feodal Sponsorship, Powerplay Ranks Theocracy: II – -20% to rewards and fines on controlled and exploited systems III – Special Module V – -100% to rewards and fines on controlled and exploited Ethos systems: A person only has the rights they can sustain Systems Controlled operating bonuses: All drugs, slaves, narcotics and medicines are legal, very sharp increase in the production of weapons and narcotics, their prices are reduced, security is reduced, a black market opens if it is not already there and pays a 10 % better. Federation of Systems / Empire / Alliance / Independents: Security is reduced, black markets pay 10% more for goods sold. Preparation: Combat expansion: Combat control: Social Independent - Yuri Grom Name: Yuri Grom Age: 49 Details: Yuri Grom is the self-proclaimed dictator of EG pilots, an independent faction based on euryale and formed from dissident elements of the Federation. Grom led the EG drivers, when they were only a minor faction, to the 3302 Dangerous Games victory. Grom began to make himself known as an admiral in the Federal Navy, but withdrew after being disillusioned by widespread federation corruption. His departure had consequences, as a number of federal pilots who were extremely loyal to him also resigned and helped him create the EG pilots. As a result, many Federation leaders continue to denigrate him as a traitor. Special Module: Containment Missiles - Missiles that stop and restart the target's SDF, effectively blocking all jumps for 15 to 20s (you can if you have the right engineer mod) Governments: Cooperative, Communism, Dictature, Feodal Anarchy, Cologne, Confederation, Corporation, Patronage, Theocracy Theocracy Powerplay Ranks: II – +2% on your trade, exploration data and rewards benefits in controlled and exploited systems III – Special Module V – +100% influence on controlled and exploited Ethos systems: Progress in the development of humanity is inevitable, but it is imperative that we prevent lust for innovation from jeopardising the achievements of our past Controlled operating bonus systems: All black markets are closed, gold prices increase by 5%, +20% to rewards, the activities of independent factions are increased by 100% while those of the Empire and Federation are attenuated. Security is strengthened. Federation of Systems / Empire / Alliance / Independents: The price of gold decreased by 5%, +20% in the Rewards Independent Systems: The price of gold decreased by 5%, +20% to rewards and security improvement Preparation: Combat Expansion: Combat Control: Social The Powers are more or less useful to counteract the governments in which they want to expand, thanks to their financial, social, combat and secret skills. They have strengths and weaknesses against the different types of governments found in the galaxy's systems. Finance: Industrial | Communism, Cooperative, Feodal, Social Patronage: Communism, Cooperative, Confederation | Feodal, Prison, Combat Theocracy: Feodal, Patronage | Secret Dictation: Feodal, Dictature, Communism, Cooperative | Democracy Exploited systems have a government in place, the main government is that of the minor faction, control of the system. It will be more or less easy to acquire a system if our strategy is weak against this system. ► Governments are important in exploited and specially controlled systems. If your power has affinities with local governments, then your system will be easier to Fortify and harder to undermine for your enemies. ► The values to be reached in the tables of your power will be modified and, therefore, the highest or least trigger to achieve, this helps or not in the system administration. Back to the summary mechanisms now that you understand the different powers, you surely want to learn how to play Powerplay! In the game, open the panel on the right Galactic Powers. Here, open the desired power page, and then pledge loyalty through the option at the bottom of the screen. Congratulations! You will be able to change the power later/Mind that depending on your range, the power ships you deserted will try to hunt you down. Part of the merits will join the new chosen power. From now on, we will use a lot of vocabulary and precise mechanics. Don't collapse! As I explained above, Powerplay's most important resources are Command Capital, or CCs, produced and consumed by Energy Systems. It is with these CCs that you and your allies will manage the and decide what actions to take. You have a week to carry out your actions and change the statistics before the next Cycle, each at 7am GMT (8am BST currently). Note that we play with controlled systems. These systems have a radius zone that extends in a bubble to 15LY around it, absorbing all the values of the exploited systems, to a given controlled system. Systems must be carefully chosen to produce a maximum of CC, and to consume a minimum. So, get a quote for each system. By adding them all together, you get the command capital of a power. The budget comes in three values, giving the final radius benefit: Radius Income Upkeep Overhead According to the three main Powerplay games, different values are used, but in the end all relate to each other in order to understand the production and consumption of DC from a system. Here's how it works. □ For preparations, leading to potential loss: Radius Revenue Maintenance Expansion cost □ For control: Maintenance of the default maintenance cost last cycle if fortified cost if you undermine base income Radius Revenue The sum of all your systems exploited' (within 15 light years) System revenue. It gets a little more complicated than that, as overlapping control spheres allow a system to be exploited by more than one system. However, since you can only donate your income to a control system, the newest loses in terms of income. If a system is exploited by competing powers, it becomes challenged and no one receives any income from it. Maintenance The maintenance of a system depends on one thing - distance from the headquarters. If a system is successfully fortified (not canceled), you do not pay for the maintenance of a system. If it undermines, it effectively loses its revenue for the cycle, but that's not how it shows. The game calculates it as if you get the revenue and then increases maintenance. This is effectively the same, so I said it only depends on one thing - distance from headquarters. - Example: Boreas. Maintenance = 21 CC. Coût Undermined = 96 CC. It would be a loss of 117 CC if Boreas is successfully undermined. General expenses are calculated with this formula: min((11.5 * control systems / 42) 3, 5.4 * 11.5 * control systems). For our current situation with Edmund Mahon (133 controlled systems) we only know that each single control system has a total cost of 62.1 CC. Potential value / benefit The potential value of systems: Radius Revenue - Maintenance - Overhead We will take Boreas as an example: Radius Income: 91 CC Maintenance: 2 CC 91 CC – 21 CC – 62.1 CC = 7.9 CC → Low profit or Crowfor: 162 CC – 31 CC – 62.1 CC + 31 CC (Fortified!) = 99.9 CC → High profit! Or even LHS 2936: 58 CC – 21 CC – 62.1 CC = -25.1 CC → Poor system that adds weight to its power. You'd better try to cut it by leaving a power to steal it or create a to remove the system with a revolt. Be careful, however, it will greatly increase maintenance and could be quite in its power. A system that opposes/undermines will be very expensive for your power, so remember to fortify them, and prioritize tasks. If you fortify a system at 100% or more, cancel maintenance costs in the next cycle. If you fortify a system at 100% or more and an enemy power, the %highest percentage will win. If a system is undermined at 100% or more, it will have additional costs in the next cycle. If neither Undermining nor Fortification have reached 100%, then no change operates in the next cycle. By losing command capital, a power can end up with a negative amount of CC in a cycle. When it happens, power will fall into turmoil. At this time, the controlled system with the highest maintenance cost falls into turmoil and its maintenance costs are no longer counted. If despite this turmoil, power still has a negative amount of DC, then another controlled system falls into turmoil and so on until it has a positive amount of DC. Power thus has a week to try to Fortify its systems and produce/save as much CC as possible for the next Cycle to manage its Controlled systems. Unfortunately, if the CCs are not high enough for the next cycle, one or more systems will enter Revolt and leave power. This until the power has a positive amount of CC. Return to summary The three powerplay gameplay & amp; Merits Using these mechanics, there are three main games to participate in Powerplay. Preparation, expansion, control of the systems of your power. You can also undermine/oppose the systems of your enemies. These gameplay powerplay generate a coin when you play their activities: the Merits. Note that for powerplay, you just have to interact with Powerplay ships and then hack/destroy to carry out your actions: (POWER) SECURITY, COURIER (Zachary Hudson) Federal Agent, Federal Logistics (Felicia Winters) Federal Aid, Federal Messenger (Aisling Duval) Aisling Guardian, Campaign Ship (A. Lavigny Duval) Shield of Justice, Imperial Supply (Denton Patreus) Patreus Sentinel, Imperial Support (Zemina Torval) Torval's Shield, Private Security (Edmund Mahon) Alliance Enforcer, Alliance Diplomat (Li Yong Rui) Sirius Security, Sirius Transportation (Pranav Antal) Utopian Supervisor, Reform Ships (Archon Delaine) Kumo Crew Watch, Kumo Crew Transport Back to Summary Preparation If you have pledged loyalty to a power, then you will be able to prepare To do this, all competencies have different ways of acting as said in the details of previous powers in this article. Some will bring legislative agreements, while others will destroy targets in the system. You will gain merit for performing these actions. They can only be systems if inhabited and no other Powers controls or exploits targeted systems. In addition, only 10 systems can be prepared and sent for expansion attempts. When you rank with your power, you will win votes to select the most interesting systems. Through the galactic powerplay map, four levels of systems will be represented, highlighting their CC contributions and efficiencies: Green represents a high-benefit system Orange represents a red media benefit system represents a low-profit Grey system represents a system with a negative benefit, uneasy because it generates a loss of DC. 15LY systems around our controlled systems cannot be prepared since it is already exploiting them. Edmund Mahon has finances as preparation activities, so his supporters must transport trade agreements from a controlled system to the designated system. Zachary - Collect Hudson games in their controlled systems and bring them to the target system. Felicia - Collect liberal propaganda in your controlled systems and bring them into the target system. Edmund - Collect trade agreements from the Alliance in its controlled systems and bring them into the target system. Arissa - Collects lavigny corruption reports in your controlled systems and take them to the target system. Aisling - Collect medical aising devices in your controlled systems and take them to the target system. Denton - Collect marked military weapons in your controlled systems and bring them to the target system. Zemina - Collect torval trade agreements in your controlled systems and bring them to the target system. Li - Collect Sirius franchise programs in your controlled systems and bring them to the target system. Pranav: Collect utopian ads on your controlled systems and take them to your targeting system. Archon - Collect kumo smuggling programs in your controlled systems and take them to the target system. Yuri - ? A power can deny preparations by voting massive consolidation for the next cycle. In this way, the Power will increase the threshold of undersecion/opposition. It will be harder to oppose you. Therefore, returning to summary expansion A successfully prepared system will be sent as an expansion attempt. New activities will have to be carried out, and they will be different depending on the Competences. You will gain merit for carrying out these activities. If you take a look at the image on the right, LP 275-83 might be interesting, even if it indicates a loss of -3 CC. Its maintenance costs will be reduced once controlled, which makes it a good system for producing CCs in the future. Note that multiple powers can make an attempt to expand to the same system at the same time. Powers with the highest subversion value will have the right to attempt expansion and the other powers will not have the right to do so. They will be able to try to counter the next cycle during their expansion attempt, so peeled eyes! Again, there will be two tresholds available and you'll need to reach 100% to succeed. This will be more or less difficult governance of the target system. If the value of the opposition also reaches 100% while reaching 100% too: expansion is a success. Supporters of Mahon must buy legislative agreements from one of our controlled systems and transport them to the target system in which we want to expand. Hudson's supporters, for example, will have to find military attacks to destroy the PP's ships on it. Speaking of Hudson, he's right now in a state of expansion, 1466% to NLTT 46403! He has opposed 187%. As expansion and opposition have peaked, the highest percentage will win: Expansion should be a success. Zachary – No information. Siéntént feels free to provide them if you are zachary! Felicia – No information. Siéntént feels free to provide them if you are from Felicial Edmund - Collect alliance contracts from your controlled systems and bring them into the target system. Anissa – No information. Siéntént feels free to provide them if you are from Anissal Aisling - Collect sealed aising contracts from your controlled systems and take them to the target system. Denton - Destroy the resistance of the system at the points of military attack. Zemina – Collect the acts of Torval from its controlled systems and take them to the target system. Li – Collect sirius industrial contracts from your controlled systems and take them to the target system. Pranav - Destroy the resistance of the system at the points of the Violence protests. Archon – Destroy the resistance of the system in the pockets of the resistance pockets. Yuri - ? If you want to oppose a power that is part of your primary power (e.g. Hudson vs. Winters), then you won't have to destroy the PP ships, but slow them down by hacking them and collecting your Powerplay merchandise. Then return these goods to one of your controlled systems to turn them into merit through the Contact Powerplay button. Returning to summary control Fortify Controlled Systems is a very important thing to do in order to save your command capital and develop your power. Again, each of the powers have different actions between transportation, missions to run or the destruction of targets, for example. Mahon's supporters, for example, must purchase legislative records from the target controlled system and transport them to the headquarters system to strengthen them. Yup, again Mahon is asking for transportation because it only has Finance, Finance and Finance as shares. This is not the case with all powers, so check what actions you need to perform to support your power. You can also undermine the systems of other powers by destroying Powerplay ships. Zachary - Collect military supplies from Nanomam (HQ) and bring them to the target system. Felicia – Without Siéntént feels free to provide them if you are from Felicial Edmund - Collect legislative records from the Target System Alliance and take them to Gateway (HQ). Anissa – Information. Siéntént feels free to provide them if you are from Anissal Aisling - Collect cubeo aising programs (HQ) and take them to the target system. Denton - Collect supplies from Denton Garrison from Eotlenses (HQ) and bring them to the target system. Zemina – Collect torval political prisoners in their controlled systems and take them to Synteini (HQ). Li – Collect sirius industrial equipment from Lembava (HQ) and bring them to the target system. Pranav - Collect utopian dissidents from their controlled systems and take them to Polevic (HQ). Archon - Collect labelled slaves from their controlled systems and take them to Hama (HQ). Yuri - ? Returning to summary rewards, modules and weapons all your Powerplay actions (Preparation, Expansion, Control/Fortification, Underscavar) will grant you merit. The more merits you will have, the higher your rank will be with your power. And the higher your Rank, the more rewards it will unlock you! Range I - Standard, 1 000 Credits et 10 PP Commodities / 30 Minutes, 1 Consolidation Vote Range V - 10 000 Merit s, 50 000 000 Credits, 15 PP Commodities / 30 Minutes, 1st Single Bonus PP, 1 Consolidation Vote Range III - 750 Merits, 500 000 Credits, 20 PP Merchandise / 30 Minutes, Special Module After 4 Weeks, loyalty 1 Consolidation vote Range IV - 1 500 Merits, 5 000 000 Credits, 25 PP Merchandise / 30 Minutes, 1 Consolidation Vote Range V - 10 000 Merit s, 50 000 000 Credits, 50 PP merchandise / 30 minutes, 2nd single bonus pp, 1 consolidation vote You can find what your rewards will be in the chapter of powers. Note that these merits are collected for a single cycle. You will then lose 50% of your merits for the next cycle. Cycle 1, Wednesday night = 10 000 Merits Cycle 2, Thursday morning = 5 000 Merits! ► Remember this when you farm your Powerplay modules and weapons, you also need 4 weeks of loyalty. Back to Summary Tips and Tricks 1. There is no need to have a huge ship to carry Powerplay commodities, a type 6 with 100 cargo units is perfectly adequate. You only have access to x Powerplay merchandise every 30 minutes, unlockable paying a substantial sum to recover x units of that merchandise again. This feature works for all powers requesting fast track. You can still use a cutter or type 9 and fill your suspension to the maximum by paying the fast track... but it will cost you a lot of credits! 2. When you start playing powerplay, you're Rank I and you have access to 10 units of powerplay commodities to be dragged every 30 minutes. It is easy to reach Range II with 100 Merits next Cycle, with 1 Merit per unit! For example, Zachary Hudson will ask you to recover PP commodities in the form of Intelligence systems that your power is preparing, and bring them from a controlled system to gain merit. Aisling Duval will ask you to take PP commodities as propaganda from controlled systems and deposit them in systems in which it is expanding, in order to sell them on Merit. Pranav Antal will ask you to recover the goods of the PP in the form of political dissidents from the control systems and transport them to their headquarters in order to fortify the system to gain merit. 3. Political battle zones have different names depending on the powers. Military attacks by Hudson or crime sweep by Arissa, for example. You will earn 10 merits per destroyed target, so with only 10 dead, here you are with a Rank III! It's easy to get even higher. Underizing the controlled system of an enemy power is more dangerous, but produces 30 merits per destroyed target. I would advise you to use a ship with energy weapons so you can stay in combat for longer. 5. Yes, it is possible to reach Range V only in combat, while undercaming 30 merits for targets. It will take you about 15 to 25 hours per week depending on your skill. I did this in a Python back in time with 2h per day (1 morning and 1h night) every day 7/7 for 50M Credits... but they now we can earn a lot more in much less ☺ 6. If you are active in Powerplay, you have no reason not to stabilize your driver in Range II. It is very easy to achieve it and you will also unlock 15 units of basic products of the PP: 1 consolidation vote and especially the 1st bonus of your Power, which you can not miss! Spend some time getting to Rank III and unlocking your computer at least once. 7. For the most dedicated players, you can spend x Credits to earn your V rank by transporting and fast tracking merchandise to earn 10 000 Merits. You will earn 50M Cr reward the week after and lose 50% of its merits... and you will need 50M Credits to win your lost 5,000 credits again! You will not lose any more Cr by supporting your Power.. But it is several hours of play each week ☹ Return to Main Sources summary My Powerplay knowledge after many experiences Player Groups: Alliance of Statistics (Boebby, Vectron, Trinity), Remlok Industries (Pittdoux, Pontier, Cytionshadows) ToCoSo and Mat Maddison for their creations. All the images here are not mine, if anything, they always bear the author's name. A small gift, the first map of Powerplay, in time! See how we've all grown ☺ ☺

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