

Zaetheus' Anti-Xeno Powerplay Journey to Riches



Since the update of Thargoid bonds in December 2020, xeno hunting has become significantly more profitable. Bond values for a Cyclops, Basilisk, Medusa and Hydra were 2, 6, 10, and 15 mil respectively, but have now been increased to 8, 24, 40, and 60 mil. A great way to take advantage of this is by aligning yourself with Arissa Lavigny-Duval (or Hudson, but he's a dirty fed) and maintaining rating 5. The idea is not new, but it's now far more worthwhile with the new bond values.

Getting to rating 5 and maintaining it can be quite an effort, but provided you have some decent cash upfront it's not nearly as difficult as you might think. The quickest (and most expensive) way is to fast track PP cargo and ship it to the necessary stations. Doing only this it took me 3-3.5hrs to get 10,000 merits.

Requirements:

- Pledge to Arissa Lavigny-Duval.
- Procure a cargo ship with as much cargo capacity as possible and preferably a bit of shield and speed in case of interdictions - here's my cutter build http://s.orbis.zone/bc_i. It would be a good idea to keep a class 4 and 5 Guardian FSD booster local as well for longer range deliveries. And if you feel like taking a risk this shieldless build can work well too: <https://s.orbis.zone/b-0s>.
- Have a wodge of cash on hand. At least 90 mil initially to hit rating 5, but make sure you have a lot more in case of mishaps.
- Ideally a macro to buy fast-tracked PP cargo, otherwise you will go insane.

I started by filling up my hold with **Lavigny Garrison Supplies** at **Shajn Market** orbital in **Kamadhenu** and shipping it over to **Messier Port** in **Guathiti**, then repeating the trip. ***Be careful which systems you choose to fortify, see the "important note" below ***

Also be careful, there are two supply types: **Lavigny Garrison Supplies** for fortifying a controlled system and **Lavigny Corruption Reports** for preparing a system. Choose the one you need for the destination system by consulting the Powerplay panel.


In my 720T cutter that means 14 trips. Each trip is about 15mins = 3.5hrs. I wouldn't advise doing it all at once. If you start on Thursday it gives you 7 days to do those 14 trips which is far more manageable. Here's a demo of one loop <https://youtu.be/ire-VMV1UIs>.


To maintain rating 5 you'll need to do 7-8 runs a week. I'd highly recommend doing some PP combat (undermining) to mix it up though, especially if we have a wing or two of people maintaining. See Off-Beacon dropping method in References below.

***Important note:* if you intend on doing this your PP contribution is going to be pretty high and you should therefore consider joining the Arissa Lavigny-Duval discord server so that you can align your shipping destinations with the priorities where possible.. Boosting the wrong system may have negative impacts on the group. To find the discord server just search Google for "arissa lavigny-duval discord" or use <https://discord.gg/h28SG5H>. The server image is a slightly unnerving smiling Arissa. Cycle priorities can also be found in the Google sheets link in the References below.





Once you are rating 5 after the Thursday tick you just need to hang on to your Pilots' Federation bonds while hunting and turn them in at an ALD controlled/exploited system for the bonus payout (+100%).

**913,118 CR BOUNTY BY THE HIVE**


**942,440,000 CR BOND BY PILOTS' FEDERATION**

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**A. LAVIGNY-DUVAL** PLEDGED




PLEDGE RATING

RATING 1
Ratings are rewarded at the end of the cycle.
To maintain your rating you must earn enough Merits to unlock it again next week.


MERITS EARNED
CARRIED OVER FROM LAST WEEK 0 MERITS
EARNED THIS WEEK 10,040 MERITS
TOTAL 10,040 MERITS

RATING 2
UNLOCKED AT 100 MERITS


- Weekly Bonus: 50,000 Cr
- 1 Consolidation Vote
- 15 Power commodity allocation every half hour.
- Bounties handed in at a controlled/exploited system are increased by 20%, increasing to 30/40/50 percent at galactic power standing levels 3/2/1 respectively.

RATING 5
UNLOCKED AT 10,000 MERITS


- Weekly Bonus: 50,000,000 Cr
- 1 Consolidation Vote
- 50 Power commodity allocation every half hour.
- 100% increase on bounty payouts in controlled/exploited systems.



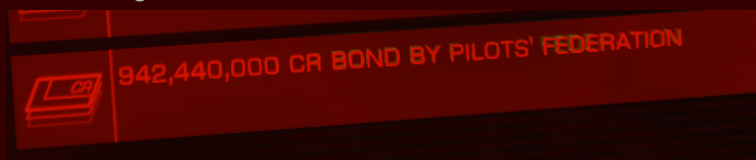
Results

I flew to the nearest ALD controlled system, Kamito at the time, and cashed in my 942mil Cr worth of Thargoid bonds for a 100% uplift! To summarise the effects on my balance and the AX leaderboard:

	Bond values [CR]	
Transaction Panel	942,440,000	
Station Combat Bond Contact screen	1,884,880,000	
Uplift	100%	

	CMDR Credits [CR]	AX Leaderboard Contribution
Before redemption	55,352,669,938	29,945,372,098
After redemption	57,162,154,738	31,754,856,898
Difference (less 4% for hired pilot!)	1,809,484,800	1,809,484,800

Total Thargoid Bonds collected: 942,440,000 Cr



Bond value when viewed in the station's Combat Bond Contact screen: 1,884,880,000 Cr



Yep, 100% increase in bond value.

Before redemption:



After redemption:



Yes, my hired pilot took 75,395,200 Cr...!

Before redemption:

XENO DEFENCE		
HAND IN PILOTS' FEDERATION COMBAT BONDS.		
CURRENT POSITION		
6	EAST INDIA COMPANY	29945372098

After redemption:

XENO DEFENCE		
HAND IN PILOTS' FEDERATION COMBAT BONDS.		
CURRENT POSITION		
6	EAST INDIA COMPANY	31754856898

Conclusion

Rating 5 doubles your Pilots' Federation bond value as well as doubling your contribution to the in-game AX leaderboard. I was hoping the rating 2 bonuses might apply as well, but I believe they are only added to vouchers that are generated within ALD systems.

If you can spend a couple of hours a week maintaining rating 5 it's well worth it.

References

Powerplay Guide - <http://remlok-industries.fr/the-complete-powerplay-guide/?lang=en>
ED Wiki - <https://elite-dangerous.fandom.com/wiki/Powerplay>
r/EliteLavigny - <https://www.reddit.com/r/EliteLavigny/wiki/welcome>
Off Beacon Dropping method - <https://sway.office.com/jE77zdzj5BRsYqqqa?ref=Link>
CMDR Apis_Levitans

Please consider:

Arisa Lavigny-Duval's Powerplay Cycle Priorities (Google sheets) - <https://bit.ly/36gJouR>



Ouzounisg 20/12/2019

Hey i was looking at the googledocs of the cycle priorities and i want to ask: Why are there systems we should never fortify? Wouldnt fortifying all systems benefit us more?



Incurable Rash 20/12/2019

The system that are listed as never fort are loser systems. A lot of them get fortified by random commanders because they are close to Kamdhenu. These system don't help and are a waste of effort. The systems list as fortable are the ones that bring in the CC we need to allow us to function. The only reason we still have the loser systems it that FD has made it almost impossible to get rid of them. (edited)

