

# Soldiers Inc. – Mobile Warfare Farm Guide

Soldiers Inc. – Mobile Warfare is a war game. This guide will focus on farming and include tips and recommendations. To learn how to play the game smart you should read the Soldiers Inc. - Game Guide. This guide is written by OCP alliance.



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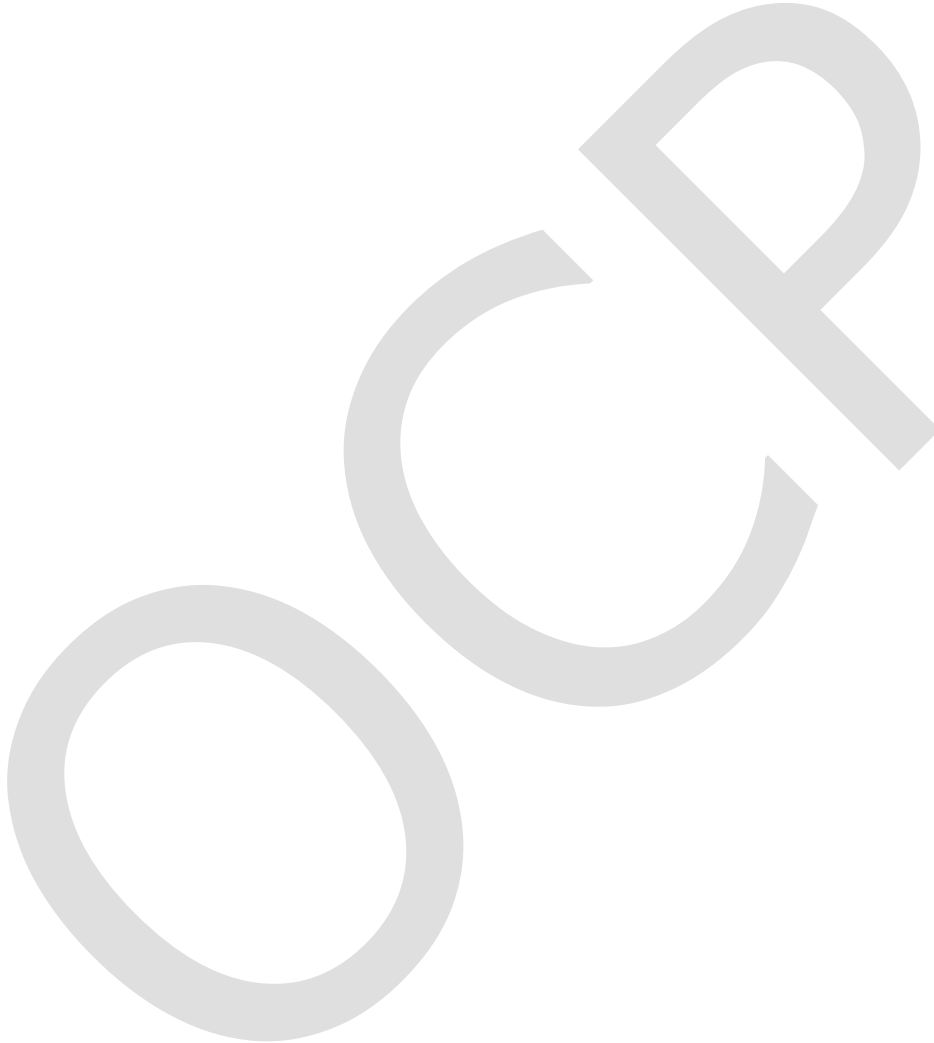
Fast track a PvP farm



## Introduction

It is assumed that you have read the Soldiers Inc. – Game Guide and know the mechanics and priorities in the game. Furthermore, it is assumed that you know about resources (rss) and event tournaments like Solo XP, Solo PVP, Solo Development, Solo Ops., Solo Mercenary XP and their Alliance counterparts and Progress Push which is a crippled version of Solo Development. It is also assumed that you know about Super Quests, both daily, weekly and monthly and naturally multipliers in the tournaments.

For the impatient reader you can read Building a farm, PvP farms and keeping them safe and Fast track a PvP farm.



## What's a farm?

A farm is an alliance just like any other alliance. Yet the bases in the alliance are normally owned by the same person or persons. Meaning that a single person created anywhere between 1 and 100 bases and an alliance HQ and made them all join that alliance. If the alliance is not for playing but merely for support then it's a farm.



The main difference between a fighting alliance and a farm is that the farm has a specific purpose. That purpose could be to provide rations, ammo and oil for the owner (the farmer), without the owner having to risk retaliation from a foreign alliance when raiding for resources (rss). This means that the farmer has one or more bases in a real proper alliance and he/she uses the farm alliance as a resource for completing things with

less trouble. Farm bases tend to have less defense than normal bases. However, some older farms carry much more punch than the average level 60-70 base.

## Farm types

You farm can have multiple purposes but the most common ones are:

- Resource farm
- Screw farm
- PvP farm
- Rocket farm

A resource farm has a purpose of providing rations, oil and ammo to the users. This means that the farm is tuned to produce a lot of rations, ammo and oil and probably won't have many or any troops. The bases will be empty with a lot of resources available.



A screw farm has annexes available for raiding with a high level up to 20. These are less common as it's hard to keep them from constantly smoking which attracts looters or parasites which enjoy robbing farms.

PvP farm is a farm which can produce a lot of troops fast, either by getting them for free, hiring them or by spec ops. These farms are used to either attack the owner's base or for the owner to attack the bases in the farm or the farm HQ. Attacking the owner will enable the owner to emergency revive the loss. Provided the owner has reduced the defense on the main base, allows for the farm bases to kill an amount of troops making them score points in the process. This is beneficial as the farm can replenish the loss of troops by attacking for the PvP reward prize. PvP farms can be used when there is a HQ tournament available. Stacking farm troops in the farm HQ for later attack from the main base enable the main base to score a lot of points risk-free. A well-balanced attack can yield points for both attacker and farm.

Attack type	Benefit
MAIN attack farm HQ	Offense yields more XP and HQ attack are very cheap
Farm bases attack MAIN	MAIN can emergency revive troop loss
MAIN attack farm bases	Better balance and controlled yield in tournament XP
Farm bases retaliate against a foreign attacker	Retaliation can be risk-free if the attacker does not know whom the owner of the farm is



A rocket farm is a farm which stacks up missiles. These farms are expensive as rockets require diamonds. However, some older PvP farms have sufficient rockets to qualify as a rocket farm. These farms are meant to cripple a heavy defense of a high-ranking player if he/she attacks. Most often a barrage of missiles is sent to the attacker and the attacker then hides his/her troops or shields rather quickly. It then turns into a Mexican-stand-off as further attacks are hard to perform as you risk losing many troops due to a rocket barrage.

## Building a farm

Follow the game suggested path of building an all-purpose farm base. Skip combat and defense things to build a rss oriented farm or a rocket farm. For a screw farm it is easier to follow the path of rss, rocket or PvP and then convert into screws once the farm has reached a level 20 command center. A PvP farm is very vulnerable until it reaches level 70-80. The game itself will provide you with a lot of free resources and troops as gifts in the 1<sup>st</sup> 14 days provided you login every day. You can then let your farm base rest for 7-14 days without logging into it. This will trigger the game to release more free gifts.

## Screw farm

Focus for a screw farm is to have high-level annexes available. This requires a high-level command center. It also requires the farm to appear powerful, meaning a level beyond 80 with decent gear. It is often much easier to follow a normal life of a farm, meaning going from PvP farm into a rss farm and then into a screw farm.

## Resource farms

Focus in a rss farm base are resources and production of these. This is best done by killing the troops gifted and focus on developing drop zones, munition factories and wellheads. Do not bother on defense and troops. Follow the bare minimum to advance in command center level. Most often it is easier to start off as a PvP farm and then turn it into a rss farm once things have gone sideways or troops are depleted.

## PvP farms and keeping them safe

The 2 main dangers are keeping parasites away and the other is keeping the PvP troops safe. If you have a high level and well protected base, you can use it as a safe base for your lesser farm PvP bases. This base will act as a trap base, and most will steer clear of this as it is way too expensive to hit. However, an unshielded safe base is an easy target for a large chunk of PvP. Shield your safe base.

The less costly approach is a lean approach which says, “make sure there is nothing to rob and no troops to kill”. This can be obtained by not developing rps producing buildings and at the same time not having troops beyond what your bunker can hold. To do that you should focus development your Bunker and your Aid Station buildings along your Aid Station Queue technology; at the same time, and this is very important, do NOT claim unnecessary event Prizes. The unclaimed event prizes can act as a 2<sup>nd</sup> Bunker. Only claim event prizes when you need them and use them up for queueing up new prizes and possibly reviving them in your aid stations.

## Fast track a PvP farm

1. Build the farm to level command center level 5 and bunker to level 7 and 5 aid stations to level 5. This will keep your 42k defense power safe in the bunker. Keep your troops in the bunker.
2. Keep increasing your bunker level as troops are given almost every day by the game. Do not develop Drop Zones, Munitions or Oil beyond the needed level only. Keep it to a minimum. Skip defense core, mercenaries and perimeter defense. Stick your troops in the bunker, do not bother with annexes.
3. Wait for an Alliance PvP tournament to be available. Release a number of troops from your bunker per base which is large enough to get an event prize and at the same time no larger than you can emergency revive. Kill these troops with your main base, earning PvP XP in the tournament. Revive the lost troops in the farm and put them back into the bunker. Keep the prize troops in your Event until your bunker and aid station support the accumulated number of troops. Once you reach this point repeat the task.
4. If you have accumulated sufficient unclaimed prizes or earned troops by spec-ops then put these into the farm alliance HQ during a HQ Tournament and kill these troops from your main base. Tech levels and other things will favor your main base a lot, however provided to attack the HQ with your weakest troops you may be able to ensure that the farm alliance earns enough XP to get HQ Tournament prizes.
5. In a spec-ops tournament it is advantageous to have a high-level base in your farm. This base will accumulate the required multiplier and prize and the remaining farm bases just perform the needed minimum for earning the spec-ops prize. It is beneficial to have no more than 30 bases in a farm alliance as this will ensure a low threshold of how many points the alliance is required to score for a decent multiplier for alliance tournaments.