

UNIFICATION WARS STRATEGY GUIDE

A GENERAL MARAUDER GUIDE, SPECIALISING IN UC DAILY AND HOURLY

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Income

The main income for Marauders due to starting with a Titan, I would suggest consumer goods. If you want you can buy an Arcadia or make a capital. I suggest not wasting the use of your Titan and make commercial goods.

On RT due to excessive turns I would suggest skipping the rest of this subsection, as it only really applies to limited turn's servers

So you are going to make commercial goods in the long run.

Marauder can be one of the most profitable races on UC especially on these slower servers by mining.

Firstly before coming out of d.p and finishing missions is to research "all ships" and "Upgrade planet project", and "ministers office" and "ministers training"

Build e.eels (see figure.1) for stack and explore planets up to 100k. Get d.p and then mine.

For half of your stored turns, this will make u a tidy profit. Half of which u pump into your ministers, one consumer goods and one out and out war minister.

Before you next come out of d.p level up your titan as you go and explore again as high as you can, then mine etc. You will be able to do this up to level 10 on the titan at which point you will have to start fighting.

Levelling up the Titan

Exploring up to level 10 by building e.eels is simple. After that you will have to start fight. As marauder you will have a negative income, just living off your sales, so be careful while spending your money.

At low PR you will find you have a lot of target and can level up quickly. I advise that you always hit some one from 150% above, unless you know they don't have a fleet there

A good low PR stack is a spam. One or two large stacks followed by dummy stacks
i.e

| | Ships | PR |
|----------------------|--------------|-----------|
| e.eels | 10,000 | 710,000 |
| c.aries | 120,000 | 612,000 |
| Large Strafez Runner | 1 | |
| Large Strafez Fodder | 1 | |
| Small Strafez Runner | 1 | |
| Small Strafez Fodder | 1 | |

Once u have levelled up your titan up to x.level (daily and hourly and you have gained at least 300 planets with which you spend maxing out ore to sell later)

You can then start to build six darks, giving you the all important defence to defend your titan

Make the new dark system from the planets on your titan leaving only 10k planets on your titan.

Level up the dark to x.level as quickly as u cans (leaving 10K planets on the system). You can do this by exploring first then top them up with fighting.

Then build up on titan again to 100K+ and mine again, and then create another new dark again leaving only 10K on your titan. Continue this cycle until u have made six darks systems and levelled them all up, the defence on you titan will be 36% base now.

This will increase to 38% with defence program (lv110)

Do not worry about your empire level one or two good vassals once you get going will easily get you up, especially when they see how powerful you are

Level 10 will allow you to have two space programmes with which you use to top you darks up with if they are hit. I advice keeping around 15 to 20K on darks if possible

Ministers

RT with the turns that you spend and the research it should not take you too long to max out your consumer's minister

Daily/hourly only

With the ore that you sell you will find that it only takes a couple of weeks to max out you consumer's minister.

The war traits you should go for are the defensive ones. Which reduce damage and increase your ships' hull.

The reason for this as marauder is that the cost of buying ships is expensive so the less you lose the more cash you save!

i.e.

Fear

Instils fear to the enemy ships during attack, causing enemy ships to inflict -2% damage but +1% to hull per level

Engineer

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

Anticipation

Causes enemy ships to deal 1% less damage per level

Defensive

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

Once you have all you titans all levelled up it is important to create a defence minister with four war traits (see above)

Which you use when fighting. When doing anything else use your consumer's minister (advice having three war traits too.

System Structure

Should now look like this

dark lvIX 15K

dark lvIX 15K

dark lvIX 15K

dark lvIX 15K

dark lvIX 15K

Titan lvIX Now you really start gaining planets (daily/hourly, continue mining and selling on titan up to 500K planets then I advice getting a more regular income from consumers)

General keys to success

Find a good Federation. Make sure they post stacks at 25% of your PR

Six dummy stacks in all your darks

| | |
|----------------------|---|
| e.eel | 1 |
| c.aries | 1 |
| Large Strafez Runner | 1 |
| Large Strafez Fodder | 1 |
| Small Strafez Runner | 1 |
| Small Strafez Fodder | 1 |

This stops flanking of your reinforcements and also can prevent those below you taking pot shots at you darks.

Use the retals to advance your main (Titan), and use space programs to keep 15K+ on your darks

Stacks To fight above 40mill PR

e.g.

Attack

- d.Dominions Juggernaught
- d.Fallen Dreadnought
- d.Angel Battleship
- c.Aries Corvette
- d.bullhead cruiser
- strafez.Queens

Defence

- Small Strafez Fodder
- Large Strafez Fodder
- d.Dominions Juggernaught
- c.Aries Corvette
- d.Fallen Dreadnought
- d.Pike Destroyer (can be runners aslong as u know reinforcements are going to arrive above the last stack)

If you get your fed well organised you should receive five stacks. Read other manuals. If you get it organised to receive 5 stacks

Ultimate defence is

- Small Strafez Fodder (yours)
- Large Strafez Fodder (yours)
- Reinforcements 1
- Reinforcements 2
- Reinforcements 3
- Reinforcements 4
- Reinforcements 5
- d.fallen (yours)
- runners (yours)
- runners (yours)
- queens (yours)

My advice is outpost of c.aries, c.gemini and fodder as long as it comes near front of stack.

This defence is almost impermeable and is easy to do up to 500mill PR.

Remember the marauder have low upkeep, the right ships (fodder and d.class) you can build to 2bill PR with only and income of 200mill per turn.