

# UNIFICATION WARS: NEWBIE GUIDE TO MINISTERS

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## INTRODUCTION

One of the most important aspects of the game is ministers. You hear people saying 'war minister', 'population minister' or 'miner minister' but you aren't sure what they're talking about? This is the guide you should read.

In this document you will read about most popular 'Minister Traits', combinations and usages. You will also hear recommendations for paid and non-paid ministers for various playing strategies. It is best to read this and do stuff along. Some parts you can skip. Hopefully, you will benefit from this, and if that is the case, I would probably be all gleeful and proud of myself if I receive a thank-you PM on my daily or hourly account.

## THE BASICS OF MINISTERS OFFICE

In order to employ ministers, you need a Ministers Office. It is a project with a prerequisite: You need to research mega projects first. For Mega Projects you need 75 turns. After you have research that project, you can now research Ministers Office. It is 90 turns research. After you have researched it, you need to go to Projects and develop this project. You need to invest 50 million \$ and 50 turns to develop Ministers Office. Now that you have this, you need to give some time to Ministers Training Facility. Without it, your ministers might prove useless or with major disadvantage at best. Again, go research the project with 165

turns under research, then develop it, under Projects, by investing 50 turns and 50 million \$. And don't use turns at all from now on!

So, when the specified time to use the project passes, you can have your first minister. Go to Projects --> Ministers Office page. Here you can **'Hire'** a minister, or select an existing minister and **'Fire'** him or **'Assign'** him to specific project. As non-paid account, you can have 2 ministers, and as Paid, you can have 8 ministers at a time. 'Hire' will hire a level 1 minister, with up to 4 **traits**. Usually, you will have 1 or two 'bad' traits, such as 'Mad' or 'Suicidal'. Or possibly, a good one or two. I won't give the list of all traits here, I will just give the list of common ones, and the ones I suggest. There are (unofficial, as far as I know) lists of traits on the Internet, so ask around, those sites are listed in UC's manual. When you hire a minister, you need to **'train'** him. That's our other project, Minister Training Facility. You go to the Facility, select a minister and 'Invest' money or turns in him. As I said, it is better to invest the money you made mining or researching, since you get very little **'experience'**.

Now, there's a new term. When you invest money (in millions) you get 50 experience points, per million. If you invest turns, it's 40 experience points per turn. For paid accounts, these are 60 and 50 experience points respectively.

So, when you invest, you get experience. Now it is time to click on 'Skills' and **level-up** your minister. You just click level up, and use up all the experience. Your minister is level 1. For level 2 you need 1000 (1k) EP (experience points). For level 3, it is additional 2k points. For level 4, 3k points etc. You get the hang of it. Now you have new **skill points**. If you make 5 extra levels, you get 5 extra skill points. When you level up your minister level, you can **add**, **remove** or **upgrade** his traits. As I said, you have 4 **slots**. If there is a skill in a slot, you can **remove** it, this costs 2 skill points. You can upgrade it. If it is economy skill, it costs 1 skill point, if it is a war skill, 3 to give it a level. And if the slot is empty (e.g. You removed a trait), you can **add** a new trait. This costs 2 points. You get random trait. If you don't like it, you remove it, and then you make a new one. Of course, this all costs skill points, they cost minister levels, that costs money.

One more thing to say here is that maximum trait level for battle skills is 10, and for economic skills are 999. Ok, I think I confused you enough, time to get something real.

## MOST POPULAR TRAITS

First, I will give the list of the best battle traits (in my opinion). They are meant to help your ships in the system they are used in. They give you bonuses or influence the enemy in bad manner.

Few of them have no negative impact for you:

**Anticipation** → causes enemy ships to deal 1% less damage per level.

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

**Foresight** → causes reduces enemy ships hull by 1% per level

**War Monger** → likes war a lot, causes ships to do 1% more damage per level

Here are few that give you better bonus, but they also bring trouble:

**Aggressive** → causes your ships to do +2% more damage and -1% to hull per level

**Defensive** → causes your ships to have +2% to hull but deal -1% less damage per level

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

**Insult** → insults the enemy ships during attack, causing enemy ships to have -2% to hull but +1% damage per level

There are more, but I think they are not worth the bonus, because the disadvantages are too big.

Now, here is the list of economy traits:

**Economist** → increases commerce income by 10% per level

- Excavator** → experienced digging for artifacts
- Farmer** → increases food production by 10% per level
- Manufacturer** → increases production of consumer goods by 10% per level
- Miner** → increases mining output by 5% per level
- Publicly Loyal** → gives a good example making it easier for your population loyalty to rise. Increases loyalty by +1 per level
- Tax Collector** → increases tax collected by 5% per level

It's pretty obvious what each of those does, so I won't bother with details here.

There are also bad traits; I'll just list them here: corrupt, forgetful, lazy, mad, pacifist, proud, stupid, and ugly. You don't want these.

Ok, now it is time to see how we combine them.

## COMBINATIONS

Combinations of traits on a minister is dependent on several things: whether you are paid or non-paid account, your race and your playing strategy, your system and infrastructure arrangements.

### ***Which minister should be hired based on infrastructure and production of main minister***

First, we'll dig into playing strategies. If you play commercial strategy (meaning, you want your income to be mainly commercial based, you will need at least one Economist minister. This is a minister who has economist trait, of course. But you will want to fill up the empty slots with 3 useful war skills. Which war skills you need is explained later and depends on your race and battle preferences.

If you play population/taxes strategy, you need that main trait to be Tax Collector, of course. A miner will want a miner, and if you want to make food, it is Farmer. This is the best production way: you hire a minister. If he has not what you need (say, economist), fire him

and hire another. It doesn't matter if he has bad traits, you'll remove them.

Now, when you find what you need, go invest few million dollars in the Training Facility. Level-up the minister, and now you can start stuffing him with good stuff. First, you will want to remove all the bad traits. Now, you have 1 economy skill and 3 empty slots. Now it is time to add some war skills. Do it slot by slot. Add a skill, if it is not a good war skill, remove it and do it again. When you are finished, move on to the next slot until you have economy and 3 war skills. Now, you can level-up your main skill to approx. level 50. Then you will want to raise the war skills to level 10. When you do, your minister will be around 150 in level. Very expensive to level after it, but useful. It can defend your system and provide you with income bonus.

### ***What is the best combination of war minister? How does it affect players' battle strategies?***

The next question is what war skills to include? This is race dependent. If you are an Aspha Miner, your fleet will have good defenses. You might want to look for traits that will raise your attack, like War monger, Aggressive, Foresight or Insult. They will give you the attack bonus you need. Aggressive will also give you defensive minus, but you don't care, since you have good defense anyway. Insult will make enemy ships easier for your mild weapons to penetrate, but it will also increase their weapon bonus a bit, which you don't care – high defense bonus, remember? So, an Aspha Miner player would need several war skills that increase attack bonuses. This is almost always true.

I never played Collective, but I am told they are mostly attack-oriented race. You will want to build up your defense, or weaken enemy attack. Try with these: Anticipation, Engineer, Defensive or Fear. You want your fleet to improve its defense, because it is weak. Or you might want to decrease enemy attack with Fearful. That way the enemy will lose up to 20% of his attack bonus. He will also gain defense bonus but this is not a problem for a strong Collective fleet.

Marauder race has d.class and e.class ships. Mostly they will use d class, as it seems slightly better. It is more costly, but the upkeep is really low so you never have to disband the fleet. Any way you choose, Marauder ships are slightly defense oriented, in my view anyway. So, if you plan to expand mostly off space programs, you shouldn't worry too much about this,

have your ministers balanced in attack and defense. But if you plan to use the entire Marauder race, you will want an attacking minister. Have him Aggressive, Fearful, have him Insult the enemy. It will weaken your defense a bit, his attack a bit, but the cumulative effects of your aggressiveness and fearfulness can be devastating to fleets.

Guardian race has two options: with k.class and without it. If you haven't researched k.class ships, and you are not willing to spend 18,000 turns on doing so, your fleet will have L.class and g.class ships combinations. L.class are balanced ships, with good attack and defense, while g.class is a bit on the defensive side of the scale. The overall fleet is therefore defense oriented. You can easily turn this to your advantage. We need a bit of stacking and flanking theory, but nothing too hard. If you put defensive g.class ships in front, and couple them with L.class damage dealing flanks, you will have a nice fleet. You wouldn't want to change anything. So, your war ministers should have both attacking and defensive ships. If, however, you have a k.class researched, or plan to, you will have two more ships with huge hull. You will most likely use them as front stacks, to suck in damage. And even if you put all attacking skills in your minister, your front stacks are still not even close to weak in defense. So, best Guardian is the one with k class and attack oriented minister. Or, as we Viral 106 and Marauder (my daily and hourly races) like to say, best Guardian is defeated Guardian.

Terran race is most likely what you've got. Terran race is a source for experimenting. First, lets see the fleet. T.class and p.class. p.class is excellent flanker. They have high range, which means they shoot first, they have a lot of damage, but they are weak in hull. T class is more balanced from what I can see and remember. So, basically, you would put t class in front and p class as lower, flanking stacks. Overall, I would say Terran fleet is not much of a defense. Therefore, you can go two ways. You can correct this malus, defense weakness. You can have ministers with 3 defense skills, maybe one attacking, to balance it. You can go the other way, by improving your attack even further by adding attack bonus to it. I would go with the second suggestion; explanation will come below with neutral class ships added.

But before that, let's have a say on Viral 106. A viral can have various fleets. He can take 3 Terran, 3 Aspha Miner and 3 Marauder ships. Now, I said Aspha Miner and Marauder are more defensive, while Terran is attack oriented. So, the minister trait selection will depend on which ships you reverse-engineered and which you use.

Now, let's see what the neutral ships are adding to the equation. Most of neutral ships are

defensive in nature. People often use c.class and Straffez Fodder. Both of them are high in defense. I mean, sky-high. So, if you plan to use a lot of neutral ships, you will have minister with mostly attack bonuses.

- **Paid/non-paid.**

If you are non-paid, you can only have two ministers. Some people like to have 1 Economy minister, without war skills, and another with 4 war skills. So, on fighting, they would change the minister. I find this tactic wrong. First, if they are not online when the DP runs out, they have weaker defense, and another thing, on higher Pr levels, you really need your income, because ship upkeeps are wasting you there. So, main is an economy minister, and the other is a miner (with 3 war skills). Or, if you use pop/tax strategy, make it a farmer and make him a Farm system. If he is unused, put him in the first system (since it gets hit the most if people aren't aiming for your main).

For paid-you can build 8 ministers. You can probably have 1 in each of your systems. So, put a farmer on a farm, an economist on a capital, a miner on a rich etc. If you have darks, you might want to make it a pure war minister (4 war traits), but I still suggest you have a miner in reserve.

### ***How players should arrange their ministers according to their system arrangement.***

This question is connected to the previous fact, paid or not paid. If you have non-paid account, you can only have 2 ministers. Will you have one pure war minister, or two economic based ministers (with 1 economic and 3 war skills), depends on your systems and your strategy. If you make money by mining, you need only one miner minister, and move him around as you dig for ore. No big questions there. The other minister(s) will be pure war ministers with 4 war skills.

If you make money by taxes, you will most likely have one major system, and that's where you will have your major minister. He will have Tax Collector trait and 3 war skills, according to your race/battle strategy/stacking preferences. If you want to make your own food, you might want to make a farming minister (Farmer trait + 3 war skills). You will put her on your biggest farm system. If you have more ministers, you should just keep them pure war skills, and put them on your dark systems, or if you have more farms, make them be farmers.

If you play Collective, you will have a lot of farms and you will need a lot of farming ministers. As much as you can get. Farmer ministers with 3 war traits.

Commercial based empires can also have one major commercial system with others being dark systems, for system defense. This should also by now be clear. One economy minister with 3 war traits. Other ministers are pure war ministers and are set up in your other systems. If you play more than one main system (i.e. two capital systems, or more) you will want more economy based ministers.

One last thought on system arrangements. Most people that are not going to attack your main system will go for either your first system (from above) because of the smallest system defense, or they will try to take some planets from the second biggest system. So, if most of your systems except the main are small and relatively close in planet count, you want to put an extra war minister in your first system, or the second biggest. At least during times out of DP.

### ***The best way to train ministers***

When you start you don't have a lot of money, you don't have a lot of income, a lot of resources, so how will you make money for ministers? Well, my preferred way is to go and play with Aspha Miner for a while, say a month or two. In those two months, you only make one rich system. You mine as much ore and metals as you can, and you put it all on the market. Don't do research & missions, just mine. And put everything you earn in your mining minister. That way you will quickly raise your miner skill to 999. Now you will need even less time to raise your other ministers, such as tax minister, economist, farmer, or pure war minister. I think this is by far the fastest way to do it. You use those two months to experiment a bit with stacks, but don't waste too much time to fight. Put a goal to have ministers maxed out before anything else. Once you finish that, you can switch to race of your choice and play tactics of your choice. For some more exact numbers, read my final word on this.

## **CONCLUSION**

Now, on to why I said you want a miner. I said more than once that you might want a miner. Here is why: level 100 minister would need 5,050,000 experiences. That is 101 billion \$. The fastest way to do this is to have a rich system, mine it and sell metals. At least 50k

planets in Rich. For level 200, for example, you need 402 billion \$. Level 500 minister is ~2500 billion! Not something you get by commercial income, is it? For a fully developed minister (level 999 economy trait and 3 level 10 war skills – around 1100 total levels) this is a sum of more than 12 trillion! That is why I suggest a Rich or a Titan and a miner minister.

In addition, I can say ministers play very important roles in the game. They can give you up to 60% of attack bonus (decreasing defense, but still!). They can multiply your income per turn by 9990% commercial based or half that number for tax based empires. You don't want to be without a minister!

P.S. If you have any further questions on ministers, I will be happy to help you in daily or hourly account, but the guides are also there for you. So, hire a minister, and waste them enemies!