

# UNIFICATION WARS STRATEGY GUIDE

## QUICK START FOR EVERYONE

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Introduction.....	1
Section 1: Getting started.....	2
Section 2: Income.....	5
Section 3: Battles.....	6
Section 4: Ministers.....	9
Section 5: Systems.....	11
Section 6: Climbing the rank.....	15

### Introduction

This is my first ever guide. So I hope this guide will be able to help anyone who needs any guidance. If you have any question, you can PM (private message) me on UC/RT (Unification War/real time). You can get my empire ID and my empire name above. I played this game for 30 days and I'm still in learning process and experimenting many things.

I restarted a few times because I wanted to try different types of income. At first, I focus on every sector. Which means I have every system in my empire; Sol, Capital, Farm, Heavy, Rich, Eden, Dark, and Orion. But those systems don't bring great revenue to my empire income. So I restarted again; trying to focus on capital. I build three Capital systems and upgrade them to level X and my income raise to 12,000,000 per turn. But being a non-paid account user; it is not wise to have three Capital systems with only two ministers with economist trait. Plus, focusing on commercial as my main income doesn't help my empire level; I'm stuck on level 7. So I decided to restart again; wishing to switch my main income to tax because I saw every top empire has population in their home system, regardless their race.

After restarting as a Terran; and having Orion as my home system, everything is fine and I manage to have 500,000++ planets with 28,000,000 population. With my vassals having population, I manage to get my empire level to level 10. I have 155,000,000++ income per turn from tax. It is nice to have high income and lots of planets and population. I went through many wars with strong empires and my planets count keep on increasing in numbers; thanks to the tributes from my lord, I manage to continue fighting. Then my lord restarted and he can't send much tributes to me and then I realize that I can't continue with the war because my income alone can't support my fleet. This is because my tax minister level is still low (level 200).

At that moment, I realize how important a minister to an empire. I decided to restart again; switching my race to Aspha Miner because miners are able to get trillions of money in no time. This will make it easier for me to train my ministers compared to being a Terran; I have to spend the whole night to gather my money for my ministers training. As Aspha Miner, I could get 1 trillion in 30 minutes and I could easily improve my minister.

With great tax minister and high traits from tax income as Aspha Miner, I will be able to climb the rank again and be on the top empire list. As I keep on improving this guide, I hope everyone will be able to enjoy the game and grow stronger together.

## **Section 1: Getting started**

First of all, as a new player you should try to get used to the game. Try to understand and experiment the game and if you have any question, just ask anybody on the chat for quick respond. If you find the game is hard, do not give up so easily because the more you play this game, the more exciting it will be. Trust me on this. Try everything in the game; researching, building fleet, exploring, creating systems, attacking, retaliation, Intel other empires, chat in the chat screen with other players and many more. After playing for a while, you will

surely get bored of the game because your empire is not organized properly. That means your income is very low too. So I suggest you to plan your empire properly and restart your account; so that it is easier for you to reorganize your empire.

After you restarted, first thing to do is to conduct a lot of research. This is the perfect time to conduct research because you will be in newbie protection for the whole time. Research everything in the technology tree except for i-tech lab, space program 2-5, system defense 1-5 and temples because you will not be able to use it early in the game. You can find it through **Science > Research > Technology Tree > Choose any of the item listed > Start research**. After completing all the research in the technology tree, proceed on to project. Complete every project you could. You can find it through **Science > Project > Select any of the listed item > Then you can invest money and turns > Click on confirm**. When you fulfill the requirements, there will be a message saying that the project can be activated in certain time (in hours). You can come back to the same page after the time required fulfilled. As time goes by, you will find it will be hard for you to complete all those project because it requires a lot of credit.

So, it is time to get a lord. As a new player, there will be a lot of empire sending you an invitation to be their vassal. You can find it through **Diplomacy > Lord**, there will be a lot of invitations there but you can accept one invitation only. It will be wise for you to get in contact with those empires who invite you before you accept their invitation. Remember, once you are being vassalized, it is hard for you to free your self or find another lord. A good lord is someone who cares to get in contact with you, not just sending you tributes. So, do not accept anyone who does not contact you or not active. Accept those who contact you a lot and really active. Remember to Intel the empire before you accept their invitation; check their account and empire age, systems and planets, battles win and lost, and reinforcements. And finally, try to get a rich lord. You can see whether he/she is rich through Intel. If they got nice system arrangement, lots of planets, and a veteran player: who played for at least 30 days and above, then that

empire would be considerably rich. To accept the invitation, go to **Diplomacy > Lord > Choose one of the empire > Accept.**

When you got a lord, the game will turn out easy again. Your lord will send you tributes in form of credit or food (which can be sold in the market). If you need any help, just ask your lord about it. A good lord will provide you with reinforcements. Now that you have a lord, you can view your lord empire through **Diplomacy > Lord**. There you can get any information about your lord. At the bottom of your lord screen, there will be an option to free yourself from your lord. You will need honors to get free; the more planets you have, the more honors you will need to get free. If your lord is not active for 7 days or more, you can get free without using any of your honors. Honors are generated automatically every hour. It depends on how much planets you have; the more planets you have, the more honors you will get every hour. You can check out your honors through **Diplomacy > Vassal**; you can see how much honors you have and how much honors you generate every hour. Honors are not given if you didn't play or log in. So, don't forget to log in and spend at least 1 turn everyday or you will not get honors.

Besides getting free from your lord, honors can be used to get a vassal (that means being a lord). You can only vassalize an empire which doesn't have any lord. Vassals will help you to improve your empire as well, besides from your own planets and population count. To get a vassal, Intel an empire that you wanted to vassalize and click on vassalizes. If that empire got a lord, you can't vassalize them. To remind them about your invitation, don't forget to PM (private message) them. If they accept your invitation, you will have your first vassal. You can view your vassal(s) empire (if any) through **Diplomacy > Vassal > Vassals**. Remember, as a lord, there will be a lot of responsibility. If you are still new to the game, I suggest you to look for a lord only; don't find any vassal yet.

When you completed the entire project I mention above, you can start to get the mission done. As you progress through the mission, your Pr (power rating)

will eventually grow. You can find the mission through mission (at the command menu). There will be a screen telling you about your current mission, mission goal and your mission progress. To complete any mission, you are required to achieve that mission goal. Growing in pr means you will break through the newbie protection and anyone within 150% Pr higher or lower than you can attack you. So, you need allies to help you defend your empire from invaders. You will be informed by the system when someone attacked your empire; your power rating at the bottom of the screen will flash in yellow color. To quickly join a federation, post your message at the federation page. To post a message, go to **Diplomacy > Federation (clan) > Federation Forum > Post Message**. To make sure you will be accepted, include any information about your empire such as; how long have you play this game, how often you play this game and you can add anything you want in the message.

When you are accepted into a federation, you can view your federation page through **Diplomacy > Federation (clan)**; you can also view every empire in your federation. Every time you log in, you will automatically get into your federation page. Please bear in mind that being in a federation means having a family. If you need help, you can request help from your federation members besides from your lord. Be sure to get in contact with as much empire as you can and make friends.

Now that you have a lot of friends, try to get a lot of tips and secrets from them (of course I will provide tips in this guide, but I'm sure this is not enough because I'm in learning process too. ^.^).

## **Section 2: Income**

Next, with supports provided by your lord and friends, it is time to set and manage your source of income. There is 5 different source of income in this game: tax, commerce, farm, industry, and mining. It is not wise to focus on all of the income sources. You should try to choose 1 or two of them as your main

income. The best income regardless of your race is tax (population) because population will be a great boost your empire level, as this will unlock more powerful project for you to use. Besides, population is the best income in the long run. As you can see, majority of the top empire are having population as their source of income.

When you have made your decision on what source of income you would like, it is time to start your infrastructure (infra) research. If you choose population, research on housing, as this will boost your population limit in your empire. You can conduct the research through **Science > Research > Infrastructure > Choose any of the item listed > Start research**. This will boost your economy output by 10% per level. Just keep on researching until you reach at least level 30. The best time to work this out is when in damage protection (DP). I will explain this in the next section.

If you choose commerce as your source of income, then research your infra to commercial, farming with agriculture, producing consumer goods on industry, and producing minerals on mining. If you focus on too much sector, your income will be very low. For example: empire with level 50 on housing will have more income if compared to empire with level 10 on housing, level 10 on commercial, level 10 on industry, level 10 on agriculture, and level 10 on mining. This is because with every level you have; it will increase in percentage (%), not in amount of quantity. It is best to keep on researching whenever you got a free time.

### **Section 3: Battles**

Now that you are out from newbie protection, you can attack anyone within 150% Pr range or anyone within that range can attack you too. The best thing to do when you are not protected is invade another empire. To attack someone, first you need to build your own ships. You can build ships through **Military > Fleet > Shipyard > Choose any ship listed > Enter the amount you desire > Build**

**ships.** If you have more than 60,000 planets, you will be able to use the fast and very fast building option. This will enable you to build more ships in one turn (of course it will cost you more too). To be successful in attacks, build 6 different stacks of ships with different type of attack and shield. The lower the shield percentage, the weaker it is against that type of attack. There are four different types of attacks: energy, missile, kinetic, and chemical. Every ship has different weakness, except for K class ships (guardian and KalZul ships); they have equally 35% shields for every type of attack. You can check out your ships type of attack and shield through the same page where you build your ships; scroll the page down and you can see it there. Then, try to equalize every Pr of your stacks. Don't ever attack with stacks that have a huge difference in Pr between them. *(Do not build too many ships that your income cannot support you fleet upkeep or you will end up in dept)*

Every race has different ships weaknesses. Marauder's ships are mostly weak against missiles and energy attack. Viral's and Collective's ships are weak against energy attack (remember that Collective can capture and Viral can rebuild any ships that they have captured. So their ships weaknesses are vary). Guardian's ships are weak against kinetic attack. Aspha Miner's ships are weak against kinetic, chemical, and energy attack. Terran's ships are weak against chemical and energy attack. So if you are planning to have a war with certain race, make sure you study their weaknesses to make sure you can win the war.

To find a profitable empire to attack, look for empire that have lots of planets than you but lower in Pr. Don't attack someone with low planets count but high in Pr! This is the kind of empire you have to avoid. Next, don't attack a system with few planets. The more planets a system has, the more planets you will get with every successful attack. To attack, go to **Military > Fleet > Attack**, a **Rank > Near** me page will be shown & choose any empire you want to attack. One more thing, the more pr the empire you attack has, the more planets you will get with every successful attack too.

Keep on attacking until someone attack you. When you detect someone attacked you (your Pr at the bottom screen will flash in yellow color), stop attacking or building any offensive ships except star bases. With every successful attack on you, you will get 2 DP tokens and 1 DP token if you win against that attack. When you get 8 DP tokens in total, you will automatically get into DP (damage protection). DP is the same with newbie protection except that DP will expire in 30 hours. This means that no one can attack your empire in this 30 hour period (unless you cancel the DP by building any offensive ships or try to attack other empire). You can check out when your DP will expired **Manage Empire** page.

Right after you get into DP, disband all your fleet in every system so that you will recover your money after a long war. Now, it is time to continue on your research with infra. Spend every turn with researching infra. If you have population or commerce as your source of income, you will get credit with every turn that you spent. Save up your credit as much as you can for the next 30 hours.

When you are out of DP, attack every empire that attack you before you get into DP. You will see on the attacking screen **retaliation allowed**. This is some kind of revenge because they attack you first, that means the empire that you attacked before will take retaliation on you too. Make sure you successfully defend against their attack or you will lose lots of planets. Before you take retaliation attack, don't be hesitated. Check out their pr through **Military > Intel**. Start attacking the empire with lowest Pr. Build ships with at least 100% Pr higher than that empire and quickly take retaliation attack on them. If that empire attack you more than once, you can attack that empire non-stop (normal attack need at least 5 minutes cool down before you can attack the same empire again). Then, check out the next empire that attacked you. Set your fleet Pr to at least 100% higher and keep on taking retaliation attack. You will get a lot of planets with every successful retaliation attack. Then, if someone attacked you, stop attacking or building ships. (Retaliation Pr range limit is 250%)

When you get into DP, repeat the same process I mention above and don't forget to take retaliation on empires that attacked you. You will get lots of planets in no time by repeating this. (Take note that the more planets you have, the higher pr you will have)

## Section 4: Ministers

The higher your planets count and Pr, the more fleet you have to manage in order to defend your empire; this means you will need a lot of bank roll to manage a huge fleet. To boost your income greatly, you will need ministers placed in your system. You can hire them through **Project > Minister Office > Hire with 5mil each**. First, try to find a minister with minimum bad traits and one trait that you have been looking for. For example: if your main income is tax, you should try to find a minister with tax collector traits. When you got one, starts by removing the bad traits (if any). This can be done through **Project > Minister training > Invest lots of money > Train > Skill**. Then, you can start level them up (click on level up to raise their level). You will get 1 skill point for free at the beginning and 1 skill points for every level you raise. You can use these points to remove bad or good traits (2 points needed), train new skills (2 points needed), and improve skill (1 points needed for economy traits and 3 points for military skill). Remove the bad traits first, and then look for 3 more traits that you want. To remove the bad trait(s), click on remove under any trait that you didn't need. To train new skills, first you must have at least 1 empty trait box/space and you can click on train new skill to get any new skill. To level up the skills, just click on improve and your minister traits level will be improved.

The traits you will get are random. It can be good or even bad traits. So make sure you get all 4 traits before your minister reach level 50 or you will have to spend a lot of credit to maximize all the traits. The credit that you invest to your minister will be turn into Xp. 1 billion of credit is equal to 50,000 Xp. Xp will be used to improve your minister level, and you will get 1 skill point for each level you raise. For example, to raise your minister level from level 1 to level 2, you

need 1,000Xp, level 2 to level 3 for 2,000Xp, level 3 to level 4 for 4,000Xp and so on.

If you depend on commerce, get a minister with economist trait. Agriculture should have a farmer trait, industry with manufacturer trait, mining with miner trait. There are lots of other traits, you can check it all out in the games manual (click on any related help topics which is blue in color to open the games manual). If you are using a paid account, you can keep up to 8 ministers. But if you are just playing for free, you can have 2 ministers at a time.

Minister is a great help in a battle if you have them with war traits. Having a war minister will weaken the enemy's ships or make your ships stronger. War minister is a must-have minister for every empire as they will turn a hard battle into an easy one. There are a lot of war traits that you can get. Each of them has different effects. Try to combine 4 of those traits to get the best war minister as this will be your secret of success. For example: fear, insult, foresight and anticipation will weaken your enemy's fleet by 20% in damage and 20% in hull.

There is also others supporting traits such as excavator and public loyalty which will help you with finding artifacts and to increase your population loyalty. Try to mix all of traits to get a minister that you want. For example: you can get a tax collector with 3 other war traits so that you can use that minister when attacking. If you train 1 minister with four war traits and 1 minister with economy traits, don't forget to switch your minister before you attack. But I strongly recommend you to have 1 economy trait minister with 3 war traits. If you are using the 4 war traits minister, and you have to switch your war minister out and you will lose your income because a minister with economy trait makes a lot of difference in your income per turn.

The best method to train your ministers is by being a miner. Get a rich system and upgrade it to level 10. If you are a Terran, try to find a rich system with terran metal because a Terran has 500% bonus on mining terran metal. So you will get more terran metal compared to other in the game. Then, get a minister with miner traits and train him with all of your money and upgrade the

miner trait. Then, you can start to mine a lot of mineral from your rich system and sell them in the market. To mine, go to **Economy > Manage planets > Select a system with minerals that you desire > Mine mineral > Mine**. You can mine with maximum 3 turn once, but as a paid account user, you will be able to mine up to 45 turn once. You will get a lot of credit from selling minerals and especially ore. To sell mineral and ore, go to **Economy > Market > Click on any mineral under supply > Enter the amount that you desire to sell > Enter the price of the mineral that you want to sell > Click on sell to confirm**. Your mineral will reach the market in a few minutes. But if someone else sell the same mineral with lower price, their mineral will reach the market before yours. So if you want to make credit fast, sell your mineral a bit cheaper than the price of the same mineral in the market. Just keep on mining and sell them at the market and keep on investing your credit to your mining minister. Your minister will reach level 999 in no time!

Now that you have a couple of good minister, you will have no problem with your income. Besides, you will also achieve a lot of victory in battles, thanks to your war minister.

## **Section 5: Systems**

System has huge effects to your income. Different system has different bonus on 5 different types of income. For example: Eden has bonus on population, Farm has bonus on agriculture, Rich has bonus on mining, Heavy has bonus on industry, Capital has bonus on commercial, Sol has bonus on exploration, and Dark has high defense. There is other alien system such as Orion, Titan, Urania, Parthenon and Acheron which is far better than the ordinary system but you can't have it unless you are using paid account or you can donate to get the best system in the game. (Terran will get 2 Orion from mission for free.)

To get started, first you must decide what source of income you are up to as your main income. Then, create a system with highest bonus on your source of income as your home system and upgrade it to maximum level. For example; if you choose commercial, you should build a Capital system, if you choose mining, you should build a Rich system, and so on. Then create a lot of dark system until you reach the system limit and upgrade them to level X. This will give a lot of bonus defense to your home system. Each level X Dark system will add 6% defense to every inner system from that Dark system. Thus, you will have lots of defense in the most inner system; which is your home system. Even if you have lots of planets in your home system, it will be easy for you to defend your home system from being invaded. For example: as a terran, your source of income is commerce or tax, so you should have system arrangement like this:

Dark X  
Dark X  
Dark X  
Dark X  
Dark X  
Dark X  
Orion s / Eden X / Capital X

(You can get 2 Orion systems from terran mission, which is far better than Eden system for population.)

Or you can have it like this:

Dark X  
Dark X  
Dark X  
Dark X  
Dark X  
Farm X  
Orion X / Eden X

(You can use this if you wanted to have your own food for your population. You can change the most inner system to other system if you have different type of income.)

Now that you have planned your system arrangement, you can start building them. Make sure you have about 70bil or more credit. Start by creating your home system. To create a new system, go to **Economy > Manage planets > Choose any system that have free planets > New system > Select a system that you wish to create > Enter the amount of planets you wish to transfer to the new system from that current system (Minimum planets required is 4,500 and 2,000 planets will be lost during the creation process) > Create**. Then you will have 1 new system created. Then, build your best explorer ships until you have about 28,000,000 to 30,000,000 ep (exploration rating). You can check out your ep at the explore screen. Start exploring using only 1 turn (you will get more planets using 1 turn) and keep on exploring until you have about 80,000 planets or more. Then disband your entire explorer and build a lot of offensive ships and build your best stacks. Now you can attack as much empire as you can until someone attack you. Stop attacking and let your empire fall into DP.

Now that you have a lot of planets and you got protection, you can start your work. Disband all your fleet and upgrade your system with every planet you have. If you have 80,000 planets, you will be able to upgrade your system up to level 4. Then, rebuild the same amount of explorer that you disband just now and start exploring using 1 turn each until your planets gain drop to 400. Upgrade your system with every planet you have. To make it easier for you to explore new planets, leave at least 20,000 planets after every upgrade you have done. Let's say that you have 50,000 planets and your current system level is 4. You need 50,000 planets to upgrade it to level 5. So, before you upgrade it to level 5, explore 20,000 more planets so that you will have extra 20,000 planets after the upgrading (except for upgrading system to level 8 and above). You can repeat

this steps until you max out your system level. If your system max level is more than 10, you should get planets through battles.

When you max out your home system level, explore until you have 80,000 planets and create your second system with every planet from your home system. Move your entire explorer to that new system and upgrade it with every planet that you have. Then, explore with 1 turn until you have 80,000 planets and upgrade it again until you reach level X. Repeat this process until you have all system X-ed.

Make sure you did this when you are in DP. Explore using 1 turn; you will get more planets per turn. You can only leave your system with minimum planets when you are in DP. If your DP is about to expire, explore on every system so that every system have at least 7,000 to 10,000 planets. If you leave your X-ed system with 100 planets or below 1,000, other empire will likely to attack it and you will lose your system that you invested with billions of credit. Now that you have all system X-ed, explore every system so that they have at least 10,000 or above. Remember, the more your total planets count, the harder for you to find new planets. It will get very hard and expensive to get new planets when you hit 100,000 planets count. So if your planets count is not 100,000, you can keep on exploring until you reach that mark. When you are done with your exploring, disband your entire explorer immediately. (I manage to get 7 system done (X-ed) in 9 straight hours!)

Now that your systems are ready, don't forget to assign your planets. Do not assign randomly! If your home system has bonus on population, assign ALL of your planets to housing. To assign your planets, go to **Economy > Manage planets > Assign planets > Enter the amount that you desire > Assign duties**. Then go to manage **Planets > Population > Increase > Increase your population to the maximum**. By now, you will get tax as your income. To get double amount of tax collected, raise your population loyalty to 5,000. Don't forget to put your tax minister in your home system too. The minister will boost your tax collected. For the rest of the system (including Dark) assign all of the

planets to agriculture, so that you will have some food for your population or else, your people will die. If you have negative income on food, buy a lot of food for your population as a reserve. If your empire doesn't have any population, you don't need any food. That means you don't have to assign your dark system into agriculture. Instead, you can assign the planets in the Dark system to commercial or industry science Dark system has 0% bonus on commercial and industry aside from agriculture.

## **Section 6: Climbing the rank**

Then, your system are perfect, you can spend some turn to gather your credit and minerals. When you have enough credit and minerals, you can build your offensive ships stack and start to expand your home system. Capture as much planets as you can to your home system as this system will increase your income greatly. Don't forget to switch your war minister if your economy minister doesn't have any war traits. If you have someone that you can take retaliation, don't forget to take the retaliation. You will get a lot more planets through retaliation. Remember, the more planets you have, the more planets you will lose if you lose a battle. So, defend your system carefully. If someone manages to capture planets from you, don't forget to take retaliation on that empire. Try to attack someone who has an undefended system that has a lot of planets. In some cases, some smaller empire will attack your Dark system which you leave it open to any attack. If they do, take retaliation on any of their system may which has most planets. You will surely win if your pr is higher than that empire. When you get attacked by someone who has higher pr than you, stop attacking if your credit or minerals are running low; let your empire fall into DP. Disband your entire fleet immediately and gather as much money and minerals as you can. If you max your minerals out, spend your turn on researching infra until your DP expired.

You can repeat this process until you reach the top ranking. The higher in ranking you get, the harder the battles are. At first, there will be a lot of empire for

you to attack. But as you climb the rank, it will be hard for you to find any empire that will bring great revenue for you to attack. Most of the empire up there will always be in DP. If some of empires with active player get out from DP, be careful when attacking them. They will surely have prepared their fleet to attack other empires. To be successful in attacks, just build your fleet until you have at least 100% Pr above any empire that you wanted to attack. But as your Pr grow higher; beware of the other empires that have far more Pr than you. There will be no safe spot for you up there unless you are on the top of the rank. Always watch out for any empires that suddenly drop in Pr, just about 100% to 149% Pr above you. This is the kind of empire that is surely planning to attack you. For example, you saw one empire with 250% Pr higher than you. Then that empire's Pr drop to 149% more Pr than you. Watch out for them because they will attack you in any moment. Plan your attacks carefully and make sure you have enough credit and mineral to continue the war. When you manage to get to the top rank, it's all up to you whether you want to keep on expanding your empire or just playing defensive. Be careful and good luck!