

# BUILDING YOURSELF AN EFFICIENT EMPIRE

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## Objectives

To be blunt, the main goal of this guide is to guide new players through key concepts and help them build an efficient empire from the start. Throughout this guide, I will assume the reader is most likely a Terran player, but if you're not, do not fear. This guide like most is not usually race-specific so with a general understanding of the game, you can adapt a majority of techniques to any of the races.

## Key Concepts and Terms

- **UC** – is a named that originally correlates to the older name Unification Conquest, but that name has been changed to Unification Wars, but the abbreviation has been retained.
- **Pr** –this is your Power rating. Everything your empire possesses has a power rating including ships, planets, number of systems, population and even infrastructure research. The two main components of Pr calculation include your fleet and the number of planets your empire has. In most cases, the sum of your fleet Pr and your planet count (# of planets \* 50 Pr) will give you a rough estimate as to where you are and also what your target empire is at too.
- **DP** –Damage protection. An empire as 8 DP tokens to lose before it will automatically be subjected to damage protection. Each successful invasion or

invasion where the defender loses more than 5% of their fleet, 2 DP tokens will be removed and 1 DP tokens for every failed invasion that destroys less than 5% of their fleet PR. Once all 8 tokens have been removed, the empire enters damage protection and no further attacks against it will be possible.

UC is a turn-based game so it's obvious that the majority of things done in the game revolve around spending turns. What I'm referring to is the game's mechanism to track research, building, mining, excavations, attacking, etc. done by your empire. Reason for this game to be turn-based is that it enables players to have the freedom to play at anytime of the day without time penalties as do Real-time games such as Starcraft. So if you do not spend your turns, they will simply be stored for later use whenever you have a chance to continue. One game turn equals one empire day.

Research is a way for your empire to gain new technology for either military or non-military applications. Research is done by investing turns to study a particular tech and once all the turn requirements are fulfilled, the tech will become available. Projects, a product of some research, are also invested with turns, but also the investment of credits too before activation. Projects are usually non-military, but some serve a dual purpose role.

Your empire is mainly a collection of systems each with a number of planets that you can assign to do work. Regardless of which race you choose to play with, the maximum number of systems is limited to 10. Each system type gives bonuses to certain work or production while at the same creating inefficiencies for others. For example, a Farm system is given bonuses to farming work as shown below:

#### **Farm system**

<b>Level</b>	<b>Exploration</b>	<b>Population</b>	<b>Commercial</b>	<b>Agriculture</b>	<b>Industry</b>	<b>Mining</b>	<b>Defense</b>
Lvl 1	+0 %	-80 %	n/a	+40 %	-30 %	n/a	+2 %
Lvl 2	+20 %	-80 %	n/a	+110 %	-30 %	n/a	+2 %
Lvl 3	+40 %	-80 %	n/a	+180 %	-30 %	n/a	+2 %
Lvl 4	+60 %	-80 %	n/a	+250 %	-30 %	n/a	+2 %
Lvl 5	+80 %	-80 %	n/a	+340 %	-30 %	n/a	+2 %
Lvl 6	+100 %	-80 %	n/a	+430 %	-30 %	n/a	+2 %

Lvl 7	+120 %	-80 %	n/a	+520 %	-30 %	n/a	+3 %
Lvl 8	+140 %	-80 %	n/a	+610 %	-30 %	n/a	+3 %
Lvl 9	+160 %	-80 %	n/a	+700 %	-30 %	n/a	+3 %
Lvl 10	+180 %	-80 %	n/a	+820 %	-30 %	n/a	+3 %

Comparing the statistics from the table above, as you upgrade this particular Farm system, all farming work will have a significant increase in production rate. Also note that the exploration rate and defense rate also rises. However, this system is not made for growing a neither population nor industrial work so both will receive a penalty while Commercial and Mining activities are not even feasible.

Planets are the determinants of how well a system is. The more planets you have in a system, the more you can assign to work for you. As your system level increases, your planets become more efficient at work it does. Following the example above, if you have 1,000 planets in an Lvl 1 Farm assigned to farm, you made produce 50,000 units (value for comparison only) of food. If you increased the assigned planet count to 100,000 planets, it might produce 5,000,000 units of food. However, you can also produce the same 5,000,000 with Lvl X (level 10) Farm system with only 12,195 assigned planets! That is made possible because your system has become so much more efficient at Lvl X that it requires a lesser amount of planets to do the same amount of work.

Having all the planets do work for you means nothing if there are no value gained by doing so. When you have your empire do work, it usually affects your income. What your income is basically a turn-based, net credits gained or loss by your empire daily (1 game turn). Positive income means your treasury is gaining surpluses of credits while a deficit means you're losing money. The positive / negative fluctuations in income are caused by a lot of factors that will be explained shortly.

Out of all the possibilities, the most directly way of making money is to assign system planets to perform Commercial activities. In commercial applications, the base rate is 4 - 5 credits per planet assigned, but since the new update, goods are also required by

commercial activities. The next method will be taxation of a particular population within your empire. This is done by first assigning planets to housing and spending turns to “grow or increase” a population. As your population and/or commercial activities increases, your income will increased along with the demand for Consumer Goods. Goods are sold to the public for 8cr per unit and can be either produced by assigning planets to industry or traded via market.

UC does not limit the player to performing only direct income methods, but has a market for trading to occur. Here players mine to sell minerals or any excess food and goods to other players for a profit. The market is a very volatile area and price fluctuations can be seen throughout the day so the buying low-sell high method works very well and can also be a source of income in addition to what your empire makes by itself.

## **System design**

As far as system design is concerned, there are two general approaches. The benefits and penalties of both empire setups will be discussed below

Empire A is set up to run one large main system and the rest Dark systems for increased empire system defense. How system defense works is that the inners system closer to the empire (at the bottom of the list) receive additional defenses. The outer most system starts with a +0% and with each subsequent system receiving additional defense from the one previous.

For example, the system Empire A uses looks like this:

Dark

Dark

Dark

Capital

Now assuming all the systems in the empire is lvl X or level 10, we proceed to adding on system defense bonuses:

Dark Lvl X	+0%	5,000 planets
Dark Lvl X	+6%	5,000 planets
Dark Lvl X	+12%	5,000 planets
Capital Lvl X	+18%	100,000 planets

To fully understand the importance of system defense, you will need to understand how attacking and defending works discussed in later sections. For the time being, all you need to understand is that the more inwards a system is the higher defense bonus it will receive and with a higher defense bonus, the easier it is to defend against an invader however the losses will be higher if the invader is successful. Because a successful invader can only capture a certain percentage of planets per invasion, he/she should always aim to hit a larger system and thus the defender losses more.

Empire B runs a totally different empire setup. In this alternate approach, the empire focuses on having all functional or main systems with relatively the same amount of planets. As opposed to the system setup in Empire A, Empire B will have significantly less system defenses, but that is not the goal of this setup. By having lots of system with relatively equal planets count, the empire is looking to receive less losses per successful invasion at the price of increased management and difficulty of defending.

For example, Empire B bases all its income on commercial so their system will look something like this (assuming all systems are at Lvl X for comparison purposes).

Capital Lvl X	+0%	28,750 planets
Capital Lvl X	+3%	28,750 planets
Capital Lvl X	+6%	28,750 planets
Capital Lvl X	+9%	28,750 planets

In this setup, all the systems are roughly equal and regardless of which system an successful invader hits, (assuming invader is at same Pr so planet capture rate is 2.8%) Empire B will lose 805 planets while Empire A will lose 2,800 planets capital).

But why would anyone use setup A if the empire will lose more planets in an invasion as to using setup B? It is true that Empire A will lose more planets, but if the defending player is skilled and knows how to well defend, he/she will most likely not lose much planets as oppose to another player using Setup B will most likely lose the majority of their battles. Why? It is easier to focus a fleet on defending a particular system as opposed to spreading and defending different systems. In the end, both setups are roughly the same however different they are.

## Exploration

Exploration is done relatively earlier in the empire life span as it is easier to explore for planets with scouts in a small empire as oppose to doing so later when it's larger. How it works is simply by building scouts in a system and specifying how many turns they are to explore. At all times, explore only 1 turn at a time while out of DP as it is more efficient than doing many turns at once because of a game bug with multi-turn exploration.

For an efficient start, a new empire should look for a good lord that is willing to supply 10 – 20 Bil credits to fund exploration. Research **Upgrade system** and **Destroy system** and also fully invest in them before continuing.

Start off by creating your main system and removing your Sol (it is basically useless). Always make a main system that gives you bonuses in the type of infrastructure you're looking to use. To create a system you need at least 4,500 free planets available.

Next proceed to explore planets and upgrading the system to the next level. Repeat this process until you have reached Lvl X. Next, you can create other main systems or Darks, depending on which empire setup you prefer) and also try to get those to Lvl X. One thing you must do is leave behind at least 5,000 planets in the previous so others can't destroy your new, precious Lvl X system. Once that is taken care of, continue to explore and upgrade until you either run out of funds or have maxed out your systems.

Continue to explore all the way to Lvl X before moving to the next system as this will give you less trouble at the end. If you feel that your funds won't last that long, upgrade all systems to maybe Lvl 7 or Lvl 8. I also suggest fast building or v.fast building once you have 60,000+ planets to conserve your turns when building scouts at the expense of funds. Try also to time your exploration with your turns so you can finish an upgrade and have 5,000 planets in all system before you run out of turns or else your Pr will be high and others will invade. If you have one huge system and couldn't finish exploring, hide all your scouts in other system with less planets so they won't get hit when being invaded. At the end, it is preferable to explore all your systems to above 10,000 planets.

I have laid out a general guideline that you can follow, but for a finer, more detailed explanation of exactly how this works, please see other guides specifically geared for exploration in the game manual.

## **Attacking**

Attacking is relative straight forward. In simple words, it's you as the invader trying to invader into another empire to capture or destroy planets.

The most important technique in attacking is being able to stack your ships. In UC, you are given up to 6 stacks or groups of ships that you can build for a fleet. The stacks are then arranged from the highest Pr to the lowest Pr. A general technique is to have defensive ships up on your top stacks, followed by medium or average ships in the middle, then by offensive ships in the bottom. A **Defensive ship** is one that has a

relatively large hull, weak weapons for its Pr while an **Offensive ship** has low hull, high attack. For example, a typical Terran fleet might look something like this:

Small Strafez Fodder	Defensive
c.Cancer	Defensive
t.Hercules	Above average
t.Nirvana	Average
p.Thor	Long range, offensive
Strafez Queen	Short range, offensive

Hopefully by stacking defensive ships on top, you hope that they will run into the biggest stacks your defender has to offer and incur minimal damage. Offensive ships at the bottom will hit their small stacks and hopefully will plow through the defenders.

Combat is then done in two battle phases and during each phase, the ship with the longer range will fire first and battle damage will be calculated during each stack battle. All stack battle losses are calculated and thus conclude a battle phase. The side with a higher lost in PR will be deemed the loser and the winner will be granted whatever the battle conditions were. In an invasion, a successful invader will capture planets or a successful defender will throw the invader back and not lose planets.

Ships will **flank** whenever they do not have an opposing stack to do direct battle with. Flanking ships receive a +90% attack bonus and receives no return fire unless they are ships that engages. Flanking targets are assigned randomly during a battle phase. As an attacker, be wary of defenders with more than 6 stacks as anything more than 6 stacks will flank your ships.

In addition to stacking, having a military-based minister will greatly increase your chances of success, especially at the lower Pr range. There are a set of offensive and defensive traits that a minister can posses and out of the 4 possible combinations, I prefer:

War Monger

Foresight

Engineer

Anticipation

+10% damage, -10% enemy hull, +10% own ship hull, -10% enemy damage.

This is a combination of offensive and defensive traits that will give your fleet an edge in both offensive and defensive. However, you can go either all offense or defensive and have something like this:

War Monger

Foresight

Insult

Aggressive

+30% damage, -30% enemy hull, -10% own ship hull, +10% enemy attack

Foresight

Anticipation

Defensive

Engineer

-10% enemy hull, - 10% damage, +30% own ship hull, -10% enemy damage

Note\*: There are more complex components to invading, but the concepts covered here will provide you with about 70% combat efficiency. For the remaining details, please read Stephens guide to how battles work.

## **Defense**

Defending is also straight forward, but easier than attacking. The attacking ship stack will work fairly well on most occasions, but you need to coincide with any reinforcements you will be receiving. From early in the game, I would suggest you find yourself a good lord and a nice Federation. Once in there, you will find out that they usually provide reinforcements in terms of OP or Outpost.

All ships in any allied outpost regardless if within the Fed or from your Lord/Vassals, they will not come to reinforce unless the stack Pr is 25% that of your own Pr. So if your Lord has these two stacks of ship and your Pr is 20 Mil Pr:

c.Cancer 10 Mil Pr

c.Gemini 5 Mil Pr

Only the c.Gemini stack will come to reinforce your fleet when an invader attacks. Also, you're only limited to receiving a max of 2 OP stacks from your Fed, 1 OP from your Lord, and 1 from your Vassal.

For a defender, it is best to stack evenly and have ships come under the Pr of reinforcements. So if you know you will get 2 Stacks of c.Cancer 5Mil Pr and c.Gemini 4.5 Mil Pr, you should something like this:

Small Strafez Fodder 4.0 Mil Pr

c.Cancer 3.9 Mil Pr

t.Hercules 3.5 Mil Pr

t.Nirvana 3.4 Mil Pr

p.Thor 3.0 Mil Pr

Strafez Queen 2.9 Mil Pr

So when an invader comes, your fleet will look like this:

c.Cancer 5.0 Mil Pr

c.Gemini 4.5 Mil Pr

Small Strafez Fodder 4.0 Mil Pr

c.Cancer 3.9 Mil Pr

t.Hercules 3.5 Mil Pr

t.Nirvana 3.4 Mil Pr

p.Thor 3.0 Mil Pr -\* Flanking

Your two more offensive ships are now in flanking positions and relatively safe from return fire while maximizing damage to the invader. The top 4 stacks of your fleet will take all the beating and your 5<sup>th</sup> and 6<sup>th</sup> stack will do fairly well against an invader's offensive stack. In addition to having mostly defensive ships receiving the hits, your system defense will temporarily increase the hulls of your defenders so you will lose fewer ships. This is where the importance of system defense comes into play. Likewise, for finer detail, please read Stephen's guide to how battle works.