

Unification Wars' Strategy Guide: "Buildup as Collective, You Must"

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Overview of Unification Wars' Strategy Guide: "Buildup as Collective, You Must"

Unification Wars is a Massively Multiplayer Strategy Game (MMOG) developed by GamesTotal.com which emphasize on resource management, tactical warfare, and teamwork game play. This game offers the players on variety of ways to achieve their goals. This guide provides one of the easiest and fastest of all methods to obtaining full level X systems in any empire. With this guide, obtaining full level X systems can be done in one to two weeks, instead of months upon months.

Disclaimer

This strategy guide was created specifically for the UC Daily Server. However, it may be applicable for the UC Hourly and UC Real Time Server(s). This guide is also directed toward newer players, which may also be applicable to veteran players. GamesTotal.com would not be responsible if the strategy provided doesn't work on you. There are thousands of strategies you can use to play Unification Wars, and this is just one of them.

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I. Do or Do Not, There Is No Try

A. Work, You Will. Collective empires have a natural benefit that can be tempting, but is generally worthless at low levels – the ability to capture enemy ships. As you start your Collective Empire, there are three things to be aware of:

- 1) Agriculture (Ag) Research should be your only infrastructure focus until level 50.
- 2) Building scouts will take you out of damage protection (dp).
- 3) You have to build a lot of scouts to explore reasonably well.

Your earliest work will entail leveling your Titan and Farm systems, raising your Agriculture Research, and making a Farmer minister. If at all possible, I highly recommend using donation points to “buy” a Parthenon system (or Urania, the poor-man’s Parthenon) to use as a Farm system. These two types of systems make your Food production explode. Plus, a Parthenon can work as a population and tax source better than any other system.

B. A Lord or Fed, You Should Find. The work you must do will cost money. It does not require that you have a Lord or Federation that provides you with cash/food, but free money sure helps –try not to beg your Fed for free stuff; your Lord should be your primary source of extra cash. However, if you do not receive much free stuff, fear not. You can do it on your own. I did.

C. The Titan System, You Will Despise. When you begin raising your Titan’s level, you will notice the Farming bonus goes down. Once you raise it to level 3, it is time to make a money-making system (your Farm system). This is where having a Parthenon system would be ideal. However, a Farm system will last until you get your mission-reward Urania system. As your Titan levels, it becomes a pitiful Farm source. On the positive side, it becomes much more valuable as a population, industrial, and mining system (not all-at-once, though).

II. Struggle You Will

A. Your Missions, You Will Follow. For the first missions as a Terran, the primary focus should be on speed and Commerce Research. None of the missions take up an extraordinary amount of time or resources, so they can be completed in one day. Watch to make sure you do not go beyond Act I as a Terran. You only need to get to Act I, Mission 10. Once finished, you can restart as your Collective Empire.

When you restart, be sure to choose Collective Empire and place all of your Infrastructure Research Points toward Agriculture. A few points to consider as you Assign planets are that you will need:

- 1) 1,000 pop
- 2) 1mil Food
- 3) 25 Agriculture Research level
- 4) 60k planets for Fast Build
- 5) 500k pop and planets for Level 8 Projects

Since those are the largest obstacles, you should allocate your first 1,500 planets to Food as part of your mission. Once you are able to use the market and housing, you should be home free. Collective ships are small enough that there is no reason your fleet should put you into debt if you pay attention to your builds and cash flow (upkeep costs versus income).

As you build ships and explore, try to build enough scouts to explore 700-900 planets per turn. (Do not forget to explore 1 turn at a time -- unless you are a paid account). It is usually best to Assign planets in groups of 9,999. However, you will want a moderate number of Housing with which to drive up your Empire level to 5, then level 8.

Getting to understand the Collective mindset, fleet, rewards and difficulties will take some time. We are not like humans, miners, or any other race. As you work through your first few missions, you will be able to learn some of these issues. The greatest benefit is the Ag bonus with Ag research. Missions will push you from research level 1 to 5, and then to 50. Use that bonus to provide yourself with a significant income. Having \$1-2 billion stockpile of money is a good way to start. Expect to use tens of thousands of turns building up your Ag bonus because many levels will be 750 turns/level.

B. Explore You Shall. In order to make an income, you have to have a planet base. As mentioned previously, stick with your Titan as your only system until it is at level 4 or 5. Getting it to that level will require 60,000-100,000 planets, total. This can and should be done with 100% exploration. Attacking at low levels is less efficient than exploring and, if done greedily, can create enemies. By the way –in case you forgot– you need to research these scout ships to build them. Start experimenting with a small fleet (1-2mil Pr) of scouts (r.sloop, schooner, snow, and/or monitor - for paid accounts) to discover how much your income can maintain and how many planets you find during exploration. *Remember to disband ships when you are done exploring or getting low on money (under \$500mil). It is much cheaper to rebuild unused ships than provide upkeep on them for 500+ turns.*

C. Eat, You Must. As you level the Titan, you should Assign all free planets to food. Of course, that means you need to Free those same planets before you upgrade the system. It is only a hassle if you are an un-paid account. Once your Titan is leveled up to 3, you can create your money-making system. If you have the spare change at home (IRL), spend the cash to buy a Parthenon. It will pay unbelievable dividends. Otherwise, explore on your Titan until you have a considerable cash stockpile (hundreds of millions) and 37,000+ planets (with 7,000 Assigned to Housing and pop for them). Make sure you are at empire level 5 so that you can use the Upgrade System Project. Free up 30,000 planets and use them to create a New System as a Farm system.

Now, you can upgrade your farm 2x (up to level 3) almost immediately. If you have the cash stockpile, continue to explore (building extra scouts as needed –and possible) and upgrade. Once your cash or turns run low, you should Assign the remaining planets to Food production. Your Farm will now out-produce your Titan. In case you've forgotten: *Remember to disband ships when you are done exploring or getting low on money (under \$500mil). It is much cheaper to rebuild unused ships than provide upkeep on them for 500+ turns.*

D. Level Your Systems, You Do. Continue to explore on your farm system until you raise it to level X. As you get to 60,000 planets (total of both systems), you should start using a cycle to take

advantage of the Fast and Very-Fast build options. Use good judgment to determine how long you can explore –weighing Upkeep + Growth versus Income + Stockpile. Time exploration periods for being out of dp. If you can upgrade your system(s) multiple times before disbanding, that’s great! You will probably go through the cycle:

- 1) Build ships
- 2) Upgrade system
- 3) Explore
- 4) Disband ships
- 5) Allocate planets to Food
- 6) Research and Improve Farmer Minister
- 7) De-allocate planets from Food

E. Repeat You Should. If you break from the system, it will likely be because you need money. There may be times when you use the Carnival: Food to raise cash. Try to make that the exception rather than the rule. At some point, you will get an Orion system. When that happens, switch your Titan from Housing to Industry and make the Orion your pop system. That will help with leveling the Titan. It will take time to maximize your Farm, Titan, and Urania systems, but as you upgrade you’ll see its benefits.

III. Victory, You Can Have

In this guide, victory is whether or not you are self-sufficient and growing. You will suffer losses from others attacking your big system, but if you expect that to happen, you can figure out ways to prevent those losses from affecting your attitude negatively. In addition, there will be times when you may discover “tricky” ways to gain planets with less expense than building scouts. I purposely left some tactics out of this manual because I hate to give out all my tricks. I do believe that you can succeed by using what’s printed here, so ... Git ‘er done!

From YodaOfBorg:

This guide, I approve. Its strategies, they will help you. Fear the repetition, you may. Overcome the fear, you must. A great Collective, you can be.