
Qellas Guide For Virals

**By Qellas (Real Time, #319909), Mationbuds (Hourly, #140859),
ImperialAlliance (Daily, #319913)**

Contents:

- 1) Objectives
- 2) Common Terms
- 3) The Beginnings
- 4) Starting Off
- 5) Viral Stacking and Reverse Engineering (RE)
- 6) Summary/Help/Acknowledgements

1) OBJECTIVES:

To attain wealth and power for new viral empires within a week. If you are not viral, you can also read this but you might change to viral once you've found out the secrets of the virals ...

2) SOME TERMS THAT YOU MIGHT WANT TO KNOW AND THAT I WILL USE:

-PR; Power Rating – Your power rating will determine your empire rank and placing. the higher your pr, the higher your empire rank. The more planets and ships you have, the higher your PR.

-DP: Damage Protection – You will need 8 Donation Points or 4 attacks to go into DP, which means you cannot be attacked any further. But if you build any offensive ships in your systems, you will be out of DP. If you have been attacked once and you retaliate or attack someone else, you will also revert back to the original 4 attack counter.

3) THE BEGINNINGS:

You will firstly need to decide on an area which you want to work on. Personally I suggest you work on Commerce as it is a Viral's best area of work. Eventually you will get an Orion and a Titan, which you can start to branch out to agriculture and population.

Next you will also need a good lord that will provide you with good amounts of cash (Minimum 100 Billion Credits a day). You will need the cash later on.

Now you must also research your infrastructure (Go to Research -> Infrastructure -> research the designated infra area). As your infra level goes higher and higher, the turns needed to rise up another level will go higher too. A recommended infra for a viral should be a total of minimum 50, assigning majority to commerce.

Next also research mega projects, Ministers Office, Ministers Training, Upgrade System and Destroy systems projects and invest in them in the Projects list.

4) STARTING OFF:L

Now firstly finish the first few missions, which will require you to have commerce lvl 5 and a tax/commerce income, it should not be a problem to assign and free up planets as paid virals can do 99999 planets a turn.

Next build several thousand (1000-2000) S.Kohoutek scouts and spend turns to explore till you have around 35,000 planets. Next, I will assume you are doing commerce and go as follows. Create a new Capital system with the 35k planets and upgrade its lvl to lvl 2 at the Upgrade system project.

Then repeat this progress again on your Sol and make another capital system and lvl it up. Then get another 30k planets through exploration and create a dark system and lvl it up. Repeat this process till you reach the max system limit of 7 before destroying your sol system with the destroy system project and create a dark system at the front to take its place. Now try to scout and upgrade all your systems to Lvl X and your commerce bonus and defence % bonus will be high.

Now keep pumping in 5 million credits each time and get 4 ministers – 2 commerce, 1 farmer, 1 tax. Then go to Ministers Training Facility and pump at least 400 Billion credits into each minister (Cash from your lord) and remove all negative traits, get positive war traits (lvl them up to 10 which is the mx for a war trait) and their respective individual traits (Farmer, Economist, Tax).

Then move the 2 commerce ministers to your current 2 capital systems. By this time you should also have played to Act 2 and have gotten your Orion System, assign planets there to housing and increase your population while placing your tax minister there. Now you are earning cash through both commerce and tax.

Next soon in the mission you will get a Titan System with 10 d.Pikes in it. RE the d.Pikes as you will need variety in this game, not just brute firepower alone.

Assign the planets in your titan to agriculture (you will see the titan's agriculture bonus is 100%) and move your farmer minister there. Now you can have a steady source of food to support your population.

Now you just have to continue playing on, capturing more planets for each system and leveling it up (Note that Orion cannot be leveled up) until all reach Level X.

Eventually your income will go higher and higher til you can earn billions in no time!

5) VIRAL SHIP STACKING AND REVERSE ENGINEERING

By this time we should all know that Virals are known to have the best ships in Unification Wars. For each race you are allowed to have 3 ships, so make your selection wisely. You only have 1 Un-Reverse Engineer Project in your project list if you made a mistake in your selection.

Virals have 2 of their own ships that can capture. They are the v.Borelly Destroyer and the v.Chiron starbase. You must capture 5 units of the intended ship before you can spend 9 turns and RE it.

I would suggest you get the following:

*Terran: t.Hercules Juggernaut + t.Emperur Battleship + t.Nirvana Dreadnaught/t.Kaelium Cruiser/p.Thor

*A.Miner: A.Aragonite Dreadnaught + G.Livid(r) Fighter + G.Lictor Juggernaut

*Maurader: d.Dominions Juggernaut + d.Pike Destroyer + d.Fallen Dreadnaught/d.Angel Battleship

Take note that Guardian ships, collective ships and Kalzul ships (k class) cannot be RE'd due to the storyline. The storyline goes that Guardians are made of Pure Energy and thus the Virals cannot control their ships. Collectives are advanced cyborgs and thus cannot be controlled too.

Now for Viral stacking, make sure that you have variety and not just brute firepower.

So a viral stack that works for me is (In the 5-30 Mil PR range):

- t.Emperur Battleship/A.Aragonite Dreadnaught
- v.Borelly Destroyer/c.Cancer/f.Spear/t.Kaelium
- d.Dominions Juggernaut/d.Fallen Dreadnaught
- t.Hercules Juggernaut/t.Nirvana Dreadnaught
- G.Lictor Juggernaut/G.Livid(r) Fighter
- d.Pike Destroyer/d.Angel Battleship

The stack that I just presented has a good mix of T, V, D and G class ships.

-----I hope that this guide has helped you or will help you. If you have any trouble or need help in the game or have difficulty finding ships (G.Lictors and D.Falleen can be hard to find), just PM (Qellas) me or email me at mationsbuds@hotmail.com and I'll see what I can do to help you.

Enjoy!

END