

THE UNION MAGAZINE

UNIONSPOT

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TWO GW AND ONE CVC

THE UNION SHELLS HAD TO PLAY
TWO GW AT THE SAME TIME

AND FINALLY A CALM CVC RIGHT AFTER ...



EDITOR'S LETTER

VETERANS! A NEW ERA



and offseason!
time to review our GWs
performance, welcome new
members and plan all next steps
for the veteran's phase

Hey, bitches!!!

And here we are in a new offseason. Now let's
plan and adjust all strategies for this new era.

Right now we are in a "limbo". We are going to
play the veterans' GW, but we cannot recruit
veteran players yet, because our city is still
classified as "newcomer".

This means that we must play as we are now,
because we practically know all the players in
our phase (cities 497/528). And players who
can still play the SoC in the newcomer phase
will play it, and we must understand.

Some of our members who could still play
another "newcomer" phase have moved to
other newer cities to do so.

And the veterans who want to join us still have
to wait for another GW to be able to come.
What a tricky situation!

**No matter what, we
have a strong core.
This is our key factor.**

Besides going for the win this upcoming GW,
we will use this event strategically to recruit
stronger veteran members and become much
more competitive in the next GW to come.

We have a fighting DNA. HUH!

A stylized, handwritten signature that reads "Dwin" in white ink. To the right of the signature is a circular graphic of a fingerprint, also in white.

DWIN, THE SEXIEST GORILLA
Chief Editor

LAST SEASON OVERVIEW

TSU, TAU AND T4U



GW 10001 started off tough for The Union. As soon as the desert opened (Zone 2), we had a hard time facing both ORI and LGG at the same time.

Since the desert is worth little on the Blood Treaty map, we had to retreat and regroup. Our main raid leaders were busy or on vacation, and we couldn't prevail even in the arsenals.



That's why we planned Zone 3 and especially Zone 4.

During this period, our opponents fell out, and in Zone 4 we could face LgG alone. And against them, our organization and strategy prevailed and we emerged victorious.

**Double and triple raids
on our opponents, using
our shells and most of
our members to fight.**

THE KEY FACTOR

VALUABLE OPPONENTS

We fought against noble opponents. The members of ORI and LgG always fought fair and clean, valuing our victory.

MEMORABLE MEMBERS

In addition to all the members who fought, we will always remember Queen of Death, Azure and Hannibalb, who fought fearlessly, helped us to victory and today are fighting in newer cities for another GW in the newcomer phase.

TUS ALONE



TUs had to fight alone in GW 10002. Separated from our family, we faced much stronger opponents with big raid leaders.

With 3 other much stronger factions, we had to fight hard to secure our position, mainly on towers.



And we fought for 7 days straight between Zone 3 and Zone 4.



Resources and troops were running low, but the will to fight remained.



We were able to hold our position with a good dose of fighting spirit, bravery, and resilience from our raid leaders and members.

It was impressive!

VALUABLE OPPONENTS

Fighting against Vasco (WFY), Catastropher (ABU) and ArdzLardz (EVo) was a terrific experience to our members, who never gave up.

ANOTHER GOVERNOR'S WAR

4CT AGAINST THE WORLD

We were able to witness a clash of titans in GW 10005, in the Land of Oil format. 4CT faced very strong factions such as shE, HTc and kEA. They had SOC on their side. After a very difficult Zone 3, they were bold and turned the game around in Zone 4, when they managed to isolate the entire gray area of their opponents, ensuring a safe last occupation of the state building and the victory. Congratulations to all the factions that fought furiously during the event. Below the interview of our reporter with the ~~sexy~~ brave Mystique, from 4CT.

CESAR THE INTERN

Hellooo! 🥰 Finally I can interview someone interesting. Can you feel the sparks? ⚡️



[4CT] MYSTIQUE

no



OLD MAN ĐWIN

🤔 @cesar the intern moron, just stick to the questions!



CESAR THE INTERN

Ouch! Ok, ok ... Moni (can I call you "Moni"?), tell me how you got started in this game.



[4CT] MYSTIQUE

well, I started playing at the end of October, beginning of November 2023 ... big mistake! 😅



woke up one morning and found my villa and half faction burning ... so someone helped me to get in a bigger faction (XRP) and from there all started

“ I DON'T THINK IT'S ABOUT THE GAME ITSELF, IT'S ABOUT PEOPLE YOU ARE PLAYING WITH

CESAR THE INTERN

Nice! And what part of the game do you like the most? Apes maybe? 🐒 🍌



[4CT] MYSTIQUE

yuck! no apes! answering: the game was very funny until gw 😂 although 525 was drama city but meeting so many ppl and hanging out even if online was main reason that made me keep playing it



I don't think it's about the game itself, it's about people you are playing with

CESAR THE INTERN

Moni, 4CT is a very strong faction. What are the team's strengths? Besides ... beauty? 🥰



[4CT] MYSTIQUE

well, as I've said it's about people many are here since gw1 or right after it ended



EL is an experienced player and his advices were always very useful

dedication and team spirit make it work

also having good raid leaders, of course

zmg / ardz do an amazing job, and our members and fillers are definitely our biggest advantage

CESAR THE INTERN

You had a very tough GW. It was basically shE, kEA and HTc against you, and you still won by isolating the enemies in the gray area. Tell me more about this last GW.



[4CT] MYSTIQUE

you know we had 3 cvc with them, 1gw with HeS, 1 FwB and now with both, so we were used one with each other



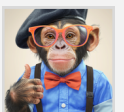
we didn't had ardz but WG guys were amazing

we all wanted to win so we put all in

ambition, determination, team efforts make it work

CESAR THE INTERN

Thank you for the interview! Can I ask for your phone number? 📞 ❤️



[4CT] MYSTIQUE

of course not! 🙅



THE UNION HANDBOOK

GW BASICS

THE UNION STRUCTURE

- we consider The Union as a single team, and that's why we call each part of our team "shells" (and not factions)
- we are formed by 2 fighting shells (TsU and TUs) and 2 support shells (T4U and TaU)
- the members who will always participate in fights should be positioned in the fighting shells
- the members who fight less, but are valuable to the team and support the team with resources and also fight when necessary should be positioned in the support shells
- a goal of every GW is to raise the SH level of T4U and TaU shells
- shells belong to all members, so everyone should always be prepared to move to the shell they need, and this should be a fluid process
- we should avoid overcrowding a shell (100/100), as we need free slots for member movement

CITY HALL

- during GW, city hall will be hold by TsU, there is no rotation
- during MD or tower fights, the mayor position must be given to our main raid leader
- during fights (MD or tower fights), only combat titles will be given away, and normal titles will be on hold
- during fights, the Secretary must be 100% focused on the fights and giving combat titles to those who need them
- after the fights are over, titles distribution are back to normal

MINIMUM REQUIREMENTS

- each shell will have its own minimum requirement
- check with Fabifreire or Æna those info

RECRUITMENT PROCESS

- we have a recruitment team led by Fabifreire, and composed of Æna, Insomnia, RedCloud1 and Glitterunicorn
- we recruit during GW, so if you know any potential member, please inform our recruitment team
- our process considers some minimum requirements, based on fighting stats, troop star level, donation profile and meatshield

TEAM PROFILE

- our team evaluation process is ongoing and covers topics such as participation and fighting spirit, weekly rss donations, contribution to events, activity levels and general behavior
- we can move members in the middle of a GW to keep the managemtn and the balance of our shells

DEFENSE BASICS

- check our defense basics in the Combat Handbook
- set your wall enforcers properly
- invest in meatshield, we need members able to stay in the gray area
- keep calm when under attack/raid, inform the team and follow our deffensive instructions

COMBAT BASICS

- keep the chat quiet during fights
- read our Combat Handbook
- follow the instructions
- pay attention in our combat codes
- send the troops WHEN and AS requested
- be fast and alert always when changing troops
- don't forget to send 1 T4 bruiser with the troops
- pay attention to priorities

WEEKLY
HIGHLIGHTS

