

THE UNION MAGAZINE

UNIONSPOT

005 | APR 12 2025

THE QUESTION EVERYONE WANTS TO ASK:
IS THE UNION A

CULT?



EDITOR'S LETTER

I USED TO THINK WE WERE A MADHOUSE, **BUT PEOPLE SAY WE ARE A CULT**



*Oh the heads that turn
Make my back burn
And those heads that turn
Make my back ...
Make my back burn!*

She sells sanctuary
THE CULT (rock band from the 80s)



Hey, cultists ...
I mean friends!!!

It's funny and interesting. But since The Union project began, with the focus on building an organized, functional and competitive team, we've heard from outsiders that we're like a "cult".

After so many months of hearing this, I'm starting to wonder why outsiders see us that way. And I'm sure it's a positive thing.

Because our entire focus is on organization, strategy, compensating for our weaknesses on the battlefield with plans, techniques, tactics, and fighting spirit. That's what we tirelessly strive for.

We take care of our own and value teamwork. We always put the team's interests above individual interests.

Every person within our structure has a purpose. Each person has their own value.

In our foundations, we believe that we are a family, trying to develop a strong and competitive group of united and happy people, a place where our members can have fun.

We respect everyone, regardless of country, ethnicity, language, religion or culture.

If this represents a cult, then yes: we're a bunch of fanatical cult followers!!! Very proud of it!



DWIN, THE SEXIEST GORILLA
Chief Editor

PEOPLE SAY THE UNION IS A WHAT NOW?



WE ARE LIKE A SECRET SOCIETY, JUST NOT THAT SECRET

I know, I know, we're a bit weird. We have a thing for organization, we make lists and more spreadsheets. We use the fancy name "database".

We define member profiles, shell profiles (yes, we don't call our parts as factions, but "shells"), profiles for everything.

In the fight, everything needs to be previously defined, measured, organized, combined, trained. And we act like a family ... or a swarm of locusts.

Could this be a cult? Or just a collective OCD*?

** OCD is the acronym for Obsessive-Compulsive Disorder*



BUT WTF IS A CULT?

I went to research what a cult is, one of those that is not religious in nature, like Jim Jones or Charles Manson. Creepy!

And I found these definitions of cult:

- particular and often fanatical ideology
- members isolated from the outside world
- control of relationships between members
- rejection of those who leave the group

Let's analyze each of these points:

Particular and often fanatical ideology

Well, well, that's where I got caught. This way we look like a cult! Because we're focused on our game method, which has been working.

Members isolated from the outside world

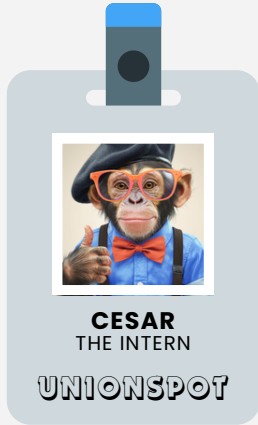
This place looks like a Tower of Babel, and we're connected to everything. The more exchange and oxygenation with the rest of the game, the better.

Control of relationships between members

The Union looks like the Love Boat, every day a new couple appears, and it's uncontrollable. Couples here love each other one day, hate each other the next. That's when the real-life spouse doesn't find out about the indiscretions in the game.

Rejection of those who leave the group

Well, well, here it's like a poker table: no one leaves! Just kidding! The friendship always continues, we are still a family forever.



INTERVIEWS

PROF VON ORANGUTAN

cult specialist



CESAR THE INTERN

Hello, Professor! What an honor to have you here with us. Please tell us a little about yourself and summarize your resume.



PROF VON ORANGUTAN

Hi Cesar. It's a pleasure to be here. Just a heads up, I charge by the hour.

I graduated in "Voodoo and other occult sciences" from the University of Haiti.

I am an expert in:

- cults and secret societies
- magic sessions in pubs
- clown shows at children's parties
- masseur and oil squirter at P. Diddy's parties

CESAR THE INTERN

Wow, how interesting! My dream is to work as a clown at children's parties. 🤡

Now, on to our topic: many people think that The Union is a cult, and that is absurd. What do you think about that?



PROF VON ORANGUTAN

Well ... The Union is definitely a cult. It has all the characteristics of a cult and I can explain it through my scientific analysis.

The leaders of The Union are narcissists and the members are all fanatical lunatics.

Look at MaD HaTTeR: brilliant and strategic mind, but lacking in social skills. He should live in a cave.

And we have Fabi: very intelligent and with a broad vision, but deep down he is a freakin nerd.

We have Void: smart, charismatic and a hell of a fighter, but forgets about "protection" during Carnival, if you know what I mean.

And finally we have Dwin, the dellusional: never stops flirting with all the women in the game, and still thinks he's handsome, when he clearly is not.

THE MAD HATTER

@prof von orangutan you are so stupid



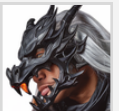
FABIFREIRE

@prof von orangutan what? I was playing LoL



VOID OF SHADOWS

@prof von orangutan and I forgot my pants 🤔



OLD MAN DWIM

@prof von orangutan I can explain ... wait! what do you mean I am not handsome?



WELL ... THE UNION IS DEFINITELY A CULT. IT HAS ALL THE CHARACTERISTICS OF A CULT AND I CAN EXPLAIN IT THROUGH MY SCIENTIFIC ANALYSIS.



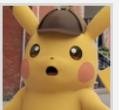
PROF VON ORANGUTAN

The rest of the R4 team are very good people.

The problem is the members, all crazy lunatics. The most decent one on this team is Pikachulo, live with that.

PIKACHULO

@prof von orangutan thanks! I knew my good sense would be recognized 😊



CESAR THE INTERN

Very good explanation, professor. Now it's clear that we are a cult. What do you suggest we can do to improve and remove this cult stigma?



PROF VON ORANGUTAN

Find a girlfriend for Fabifreire! Urgently! And here is my invoice.

THE UNION HANDBOOK

CORE STRATEGY FOR THE NEXT GW

This upcoming GW map will be unique and we don't know exactly what we'll encounter: whether it's opponents who are too strong to move, opponents who are just as strong as us, or weak enemies who are easy to control.

No matter what comes our way, we'll have to be prepared. And we'll use our **core strategy** to adapt to whatever comes our way.

“ **OUR STRUCTURE HAS SEVERAL SHELLS (WE DON'T CALL THEM FACTIONS), AND EACH ONE HAS A PURPOSE.**

We have two combat shells (TsU and TUs), two support shells (T4U and TaU) and several farm shells. The combat shells must always be prepared for the fight. The support shells will be strengthened through their SH, and will be ready to support the fights.

“ **OUR MEMBERS DO NOT BELONG TO ANY SPECIFIC SHELL. DURING A GW MAP, OUR MODEL IS BASED ON MEMBERS FLOATING AROUND THE SHELLS ACCORDING TO THE NEED, TACTIC OR ACTION AT THAT MOMENT.**

New members can be placed in any shell, and we take care of distributing them accordingly.

“ **WE WORK AS A SINGLE TEAM, A SINGLE ORGANISM, WITH ALL SHELLS THINKING THE SAME WAY AND COORDINATED.**

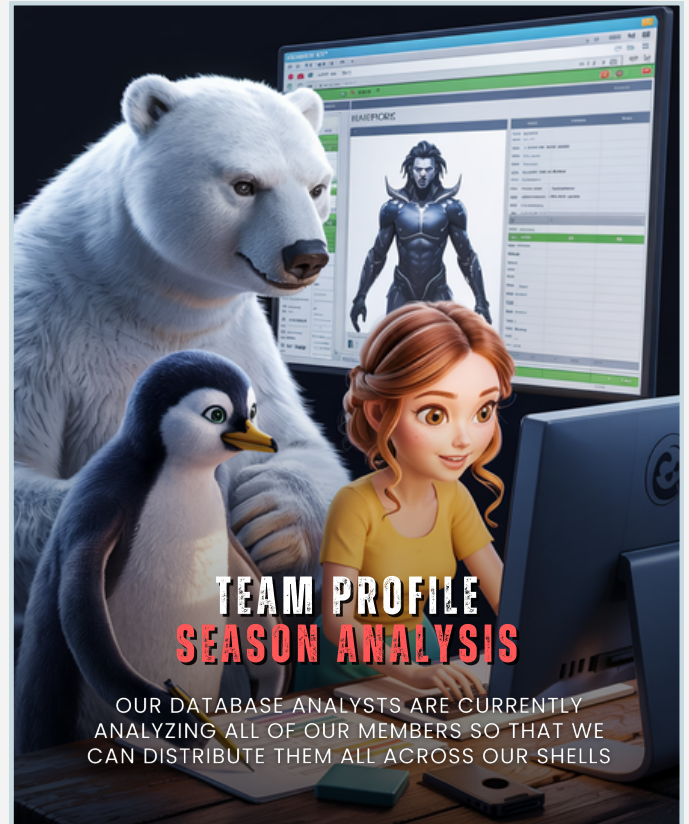
This method allows us to fight on any flank, and gives us spatial flexibility to expand our strategic options during a GW. It also allows us to fight with double and triple raids against powerful opponents.

Well ... “if” we can be placed in the same map, of course.



COLLECTIBLE CARDS

THE UNIONVERSE



THE HANDBOOK

COPS COUNTERATTACK

BY WAVES

- | | |
|------------------|---|
| 1 biker square | 11 biker square |
| 2 bruiser square | 12 bruiser square |
| 3 hitman wedge | 13 hitman wedge |
| 4 hitman square | 14 hitman square |
| 5 bruiser wedge | 15 bruiser wedge |
| 6 biker square | 16 biker square |
| 7 bruiser square | 17 biker wedge / square |
| 8 hitman wedge | 18 bruiser wedge |
| 9 hitman square | 19 hitman square |
| 10 bruiser wedge | 20 same proportion as level 15
best defense: BIKES |

COMBAT GEAR

If you don't have time to switch gears, use a mixed combat gear balancing Bruiser, Hitman and Biker buffs, focusing in ATK and HP buffs mainly.

WALL ENFORCERS

The best defense is always 5 crew enforcers.

IF YOU HAVE 3 CREW ENFORCERS

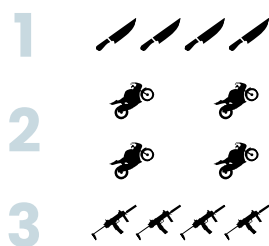
- 3 crew
- 1 hitman (atk & hp)
- 1 biker (atk & hp)

IF YOU HAVE 2 CREW ENFORCERS

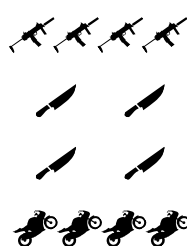
- 2 crew
- 1 hitman (atk & hp)
- 1 bruiser (atk & hp)
- 1 biker (atk & hp)

FORMATIONS

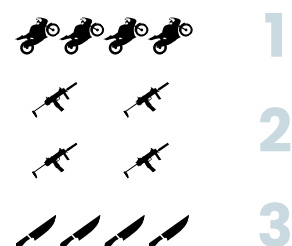
1. BRUISER SQUARE



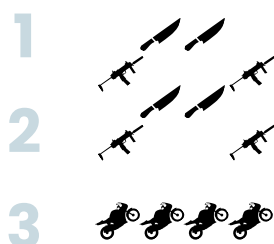
2. HITMAN SQUARE



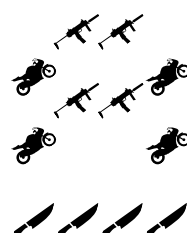
3. BIKER SQUARE



4. BRUISER WEDGE



5. HITMAN WEDGE



6. BIKER WEDGE

