

Race Guide

Second Edition



Written By: GameSquire
<http://www.GameSquire.net/>

This Guide is meant for:
<http://gatewars.com/>

Introduction

Since Asgard/Ancients, Tauri/Tollan, Replicators/NanoTiMasters, Goa'uld/System Lords, and Daimons don't exist anymore on the Main GateWars, I've created this detailed guide to help understand the new Race system.

NOTE: In case your wondering how to get the 'Daimons' Theme, I am unsure there is a way to get it. If anyone knows, please post it here:

<http://stargatewars.herebegames.com/viewtopic.php?f=18&t=150897> thanks. ☺

How to change between Race Details?

You just simply login to the main server of The Gate Wars, go to your base, and click on 'Change Race', that is listed under the 'Preferences' that is located close to the bottom of the page. Then Change your current Race Details there. Please take note of the warning in the game before change any details.

Quote from the Game

NOTE: You can change advanced race techs/units/bonuses to advanced race techs/units/bonuses as long as you have race changes left to use (each change costs 1..so change all 3 costs 3 race changes). There are no ill effects. BUT - If you change ANY RACE DETAIL (tech, personality or social structure) to a 'basic' race, YOU WILL LOSE ALL TECHS, FLEETS, AND WEAPONS, YOU WILL NOT BE ABLE TO CHANGE BACK to advanced (post ascension) race details -- at least not without reaching ascension again, and ALL 3 ATTRIBUTES (tech, personality type, social structure) WILL REVERT TO A NON-ASCENDED VARIETY.

Note that it takes 3 race changes to move from ascended to non-ascended, since all 3 aspects change.

Advanced Races Benefits:

Tech: Bigger weapons

Bonus: +5% first 5, then +1% after, for each ascension, in Income/Attack/Defense/Covert

*Be the envy of all basic races!

Again, you cannot choose to be an ascended race again until ascension is obtained again! Converting loses your techs, weapons, and the only bonuses you get are those of the new non-ascended race you choose.

Race Personality Types / Bonus Details

Exploiter - Increased Income - 25 Percent Income Bonus

Protectionist - Increased Defence - 25 Percent Defence Bonus

Invasive - Increased Covert/Infiltration Abilities - 25 Percent Covert Operations Bonus

Aggressive - Increased Offense - 25 Percent Attack Bonus

Ascended - Increased Offense/Defense/Covert/Income

Ascended - Increased Offense/Defense/Covert/Income

Ascended - Increased Offense/Defense/Covert/Income

Ascended - Increased Offense/Defense/Covert/Income

Race Social Structure / Unit Types Examples



Slave and Control

Goa'uld Panel

Normal Attack Unit: Jaffa Raiders,
Super Attack Unit: Super Soldier Raiders,
Normal Defend Unit: Jaffa Guards,
Super Defend Unit: Super Soldier Guards,
Untrained Unit: Untrained Jaffa,
Miner(Lifers): MineSlave(Lifers),
Covert Unit: Undercover Agents,
Anti-covert Unit: Assassin

Self Replicating AI

Replicator Panel

Normal Attack Unit: Attack Spider,
Super Attack Unit: Human Form Attacker,
Mercenary Attack Unit: Attack bot,
Normal Defend Unit: Defense Spider,
Super Defend Unit: Human Form Defender,
Mercenary Defend Unit: Defense bot,
Untrained Unit: Unassigned Spider,
Miner(Lifers): Mining Bot(Lifers),
Covert Unit: Infiltration Units,
Anti-covert Unit: Covert Infiltrator Bot

Enslave and Dominate

System Lord Panel

Normal Attack Unit: Raiders
Super Attack Unit: Super Soldier
Normal Defend Unit: Guards
Super Defend Unit: Super Guards
Untrained Unit: Untrained
Miner(Lifers): MineSlave(Lifers)
Covert Unit: Undercover Agents
Anti-covert Unit: Assassin

Evolved Replicating AI

NanoTiMaster Panel

Normal Attack Unit: Assimilators
Super Attack Unit: Super Assimilators
Normal Defend Unit: Repulsors
Super Defend Unit: Super Repulsors
Untrained Unit: Untrained
Miner(Lifers): Mining Bot(Lifers)
Covert Unit: Covert Manipulators
Anti-covert Unit: Covert Infiltrator Bot

Clones and Copied Consciousness

Asgard Panel

Normal Attack Unit: Attack Drone,
Super Attack Unit: Attack Clone,
Normal Defend Unit: Defense Drone,
Super Defend Unit: Defense Clone,
Untrained Unit: General Drone,
Miner(Lifers): Mining Drone(Lifers),
Covert Unit: Undercover Agents,
Anti-covert Unit: Anti-Intelligence Drone

Human Military

Tauri Panel

Normal Attack Unit: Offensive Away Team,
Super Attack Unit: Offensive NID Team,
Normal Defend Unit: Home Base Guard,
Super Defend Unit: Defensive NID Team,
Untrained Unit: Untrained Military Peons,
Miner(Lifers): Miners(Lifers),
Covert Unit: Undercover Agents,
Anti-covert Unit: CounterIntelligence Agents

Hologram and Stored Consciousness

Ancient Panel

Normal Attack Unit: Questers
Super Attack Unit: Super Questers
Normal Defend Unit: Defenders
Super Defend Unit: Super Defenders
Untrained Unit: Untrained
Miner(Lifers): Mining Drone(Lifers)
Covert Unit: Covert Agents
Anti-covert Unit: Anti-Intelligence Drone

Militaristic

Tollan Panel

Normal Attack Unit: Away Team
Super Attack Unit: Super Soldier
Normal Defend Unit: Home Guard
Super Defend Unit: Super Guards
Untrained Unit: Untrained
Miner(Lifers): Miners(Lifers)
Covert Unit: Covert Ops
Anti-covert Unit: CounterIntelligence Agents



Race Technology Path / Weapons & Techs Examples

Weapons: *Name/Strength/Cost*

Tech: *Type of Tech/ Name of current Tech*



Naquadah Based

Weapons

Attack Type

Hand Device Weapon/5/1,000 Naquadah

Zat/10/1,800 Naquadah

Staff Weapon/20/3,200 Naquadah

Portable Energy Cannon/40/ 5,100 Naquadah

Shock Grenade/160/16,400 Naquadah

Full Jaffa Division/640/52,400 Naquadah

Targeted Gate Weapon/2,560/167,800 Naquadah

Defense Type

Handheld Shield Device/10/1,800 Naquadah

Externally Powered Force Shield/20/3,200 Naquadah

MindControlled Slave Contingent/40/5,100 Naquadah

Personal Teleporter/160/16,400 Naquadah

Sarcophagus/640/52,400 Naquadah

Invisibility Technology/2,560/167,800 Naquadah

Tech

Siege Attack:

Alkesh Bomber Support

Hatak Mothership Support

Defence Fortifications

Pyramid

Dominated World

Covert Enhancements

Mobile Rings

Personelle Stealth Tech

AntiCovert Enhancements

HandHeld Truth Device

ArmLance of Vision

Unique

Host Processing Facility

Advanced Host Processing Facility

Mercenary Command

Merc Control Power Level 1

Merc Control Power Level 2

Merc Control Power Level 3

Merc Control Power Level 4

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1

Mothership Efficiency Level 2

Mothership Efficiency Level 3

Mothership Efficiency Level 4

Mothership Efficiency Level 5

Mothership Efficiency Level 6

Mothership Efficiency Level 7

Mothership Efficiency Level 8

Mothership Efficiency Level 9

Mothership Efficiency Level 10





Alien

Weapons

Attack Type

Handheld Teleporter/5/1,000 Naquadah
Asgard Beam Weapon/10/1,800 Naquadah
Wide Range LightRay Weapon/20/3,200 Naquadah
DNA targeted Teleporter/30/5,100 Naquadah
Neutronium Bomb/140/16,400 Naquadah
Gravity Manipulation Device/600/52,400 Naquadah
DNA Targeted Multispectrum Disintegration Weapon/2,000/167,800 Naquadah

Defense Type

Clone Warriors/10/1,800 Naquadah
Handheld Holographic Projector/25/3,200 Naquadah
Communications Disruptor Field/50/5,100 Naquadah
Asgard Sensors/180/16,400 Naquadah
DNA Configured Shield and Matter Disruption Field/675/52,400 Naquadah
Time Dilation Field Generator/2,700/167,800 Naquadah

Tech

Siege Attack:

Classic Asgard Mothership
The Jack Oneill Model Mothership

Defence Fortifications

Asgard Defended City
Asgard Defended Planet
Asgard 8 Symbol Gate Dial Planet

Covert Enhancements

Visual Recorder Drone
Mind-Computer Integration

AntiCovert Enhancements

Memory Display Drone
Mind-Computer Disintegration

Unique

Holographic City Duplication
Holographic Planet Duplication

Mercenary Command

Merc Collaboration Level 1
Merc Collaboration Level 2
Merc Collaboration Level 3

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
Mothership Efficiency Level 2
Mothership Efficiency Level 3
Mothership Efficiency Level 4
Mothership Efficiency Level 5
Mothership Efficiency Level 6
Mothership Efficiency Level 7
Mothership Efficiency Level 8
Mothership Efficiency Level 9
Mothership Efficiency Level 10



Nano Technology

Weapons

Attack Type

cell attack unit/10/1,000 Naquadah
probe attack unit/20/1,800 Naquadah
spider attack force/30/3,200 Naquadah
ecosystem attack force/60/5,100 Naquadah
AI Interfacors/160/16,400 Naquadah
Advanced Resource Consumption/640/52,400 Naquadah
Instant Material Acquisition/2,560/167,800 Naquadah

Defense Type

Bio Targeting Swarm/10/1,800 Naquadah
Explosive Nanite Spore/20/3,200 Naquadah
Defensive Reality Matrix/60/5,100 Naquadah
Technology Interruptor Beam/160/16,400 Naquadah
Imposed Reality Matrix/640/52,400 Naquadah
Repli-Bomb/2,560/167,800 Naquadah

Tech

Siege Attack:

Replicator Converted Ship Support
Large Scale Nano Infection Ray

Defence Fortifications

Fully Infected Planet
Fully Converted Planet

Covert Enhancements

Item Mimickry Programming
Humanoid Mimickry Programming
Environmental Mimickry Programming

AntiCovert Enhancements

Neural Inhibitors
Spiked Memory Retrieval Unit
Environmental Behavioural Routine Generator

Unique

Unit Regeneration SubRoutine
Advanced Unit Regeneration SubRoutine

Mercenary Command

Merc Control Implant Version 1
Merc Control Implant Version 2
Merc Control Implant Version 3
Merc Control Implant Version 4
Merc Control Implant Version 5
Merc Control Implant Version 5
Merc Control Implant Version 7

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
Mothership Efficiency Level 2
Mothership Efficiency Level 3
Mothership Efficiency Level 4
Mothership Efficiency Level 5
Mothership Efficiency Level 6
Mothership Efficiency Level 7
Mothership Efficiency Level 8
Mothership Efficiency Level 9
Mothership Efficiency Level 10



Traditional/Re-engineered Military

Weapons

Attack Type

Revolver/5/1,000 Naquadah
P90 Machine Gun/20/1,800 Naquadah
Grenade/35/3,200 Naquadah
RPG Rocket Propelled Grenade/50/5,100 Naquadah
Plastic Explosives/180/16,400 Naquadah
Mini Nuke/675/52,400 Naquadah
X302 Craft/2,750/167,800 Naquadah

Defense Type

Flack Jacket/10/1,800 Naquadah
Full Body Shield/15/3,200 Naquadah
Machine Gun Turret/30/5,100 Naquadah
Personelle Tank/125/16,400 Naquadah
Satellite Laser/500/52,400 Naquadah
Ion Cannon/2,000/167,800 Naquadah

Tech

Siege Attack:

Ground Support
Air Support
Alliance MotherShip Support

Defence Fortifications

Command Outpost
Underground Military Base

Covert Enhancements

Enhanced Camouflage
Reverse Engineered Personelle Cloaking Technology

AntiCovert Enhancements

NID Interrogation Techniques
Mobile DeProgramming Camps

Unique

Rapid Evacuation Technology
Advanced Rapid Evacuation Technology

Mercenary Command

Command Training Program
Extended Command Training Program
Advanced Command Training Program
Elite Command Training Program
Total Command Training Program

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
Mothership Efficiency Level 2
Mothership Efficiency Level 3
Mothership Efficiency Level 4
Mothership Efficiency Level 5
Mothership Efficiency Level 6
Mothership Efficiency Level 7
Mothership Efficiency Level 8
Mothership Efficiency Level 9
Mothership Efficiency Level 10

Enhanced Naquadah Based

Weapons

Attack Type

Hand Weapon/10/3,000 Naquadah
Projectile Weapon/20/5,600 Naquadah
Mounted Weapon/30/6,100 Naquadah
Energy Weapon/80/17,100 Naquadah
Channeled Energy Cannon/320/48,900 Naquadah
Armed Military Division/1,290/144,400 Naquadah
Armed Military Fleet/5,760/555,800 Naquadah

Defense Type

Handheld Shield Device/20/3,600 Naquadah
Externally Powered Shield/40/9,400 Naquadah
Self Deterministic Guard Contingent/80/19,100 Naquadah
Domestic Military Fleet/320/74,100 Naquadah
Quantum Mine Field/1,290/208,100 Naquadah
Targeted Spacial Distortions/5,750/599,200 Naquadah

Tech

Siege Attack

Planetary Bombardments
Universe Bombs

Defence Fortifications

Realm Defence Network
Galactic Military Complexes

Covert Enhancements

Invisibility Tech
Matter Phasic Devices

AntiCovert Enhancements

HandHeld Truth Device
ArmLance of Vision

Unique

Ascended Blessing
Ascended Blessing
Ascended Blessing
Ascended Blessing
Ascended Blessing

Mercenary Command

Merc Control Level 1
Merc Control Level 2
Merc Control Level 3
Merc Control Level 4
Merc Control Level 5
Merc Control Level 6
Merc Control Level 7
Merc Control Level 8

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
Mothership Efficiency Level 2
Mothership Efficiency Level 3
Mothership Efficiency Level 4
Mothership Efficiency Level 5
Mothership Efficiency Level 6
Mothership Efficiency Level 7
Mothership Efficiency Level 8
Mothership Efficiency Level 9
Mothership Efficiency Level 10





Ancient

Weapons

Attack Type

Hand Weapon/10/3,000 Naquadah
Projectile Weapon/20/5,600 Naquadah
Mounted Weapon/30/6,100 Naquadah
Energy Weapon/80/17,100 Naquadah
Channeled Energy Cannon/320/48,900 Naquadah
Equipped Military Division/1,290/144,400 Naquadah
Equipped Military Fleet/5,760/555,800 Naquadah

Defense Type

Handheld Shield Device/20/3,600 Naquadah
Externally Powered Shield/40/9,400 Naquadah
Self Deterministic Clone Contingent/80/19,100 Naquadah
Domestic Clone Fleet/320/74,100 Naquadah
Quantum Mine Field/1,290/208,100 Naquadah
Targeted Spacial Distortions/5,750/599,200 Naquadah

Tech

Siege Attack

Planetary Bombardments
 Universe Bombs

Defence Fortifications

Realm Defence Network
 Galactic Military Complexes

Covert Enhancements

Invisibility Tech
 Matter Phasic Devices

AntiCovert Enhancements

Memory Display Drone
 Mind-Computer Disintegration

Unique

Ascended Blessing
 Ascended Blessing
 Ascended Blessing
 Ascended Blessing
 Ascended Blessing

Mercenary Command

Merc Control Level 1
 Merc Control Level 2
 Merc Control Level 3
 Merc Control Level 4
 Merc Control Level 5
 Merc Control Level 6
 Merc Control Level 7
 Merc Control Level 8

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
 Mothership Efficiency Level 2
 Mothership Efficiency Level 3
 Mothership Efficiency Level 4
 Mothership Efficiency Level 5
 Mothership Efficiency Level 6
 Mothership Efficiency Level 7
 Mothership Efficiency Level 8
 Mothership Efficiency Level 9
 Mothership Efficiency Level 10



Advanced Nano Technology

Weapons

Attack Type

Hand Weapon/10/ 3,000 Naquadah
Projectile Weapon/20/5,600 Naquadah
Mounted Weapon/30/6,100 Naquadah
Energy Weapon/80/17,100 Naquadah
Channeled Energy Cannon/320/48,900 Naquadah
Military Contingent/1,290/144,400 Naquadah
Mobile Assult Planet/5,760/555,800 Naquadah

Defense Type

Handheld Shield Device/20/3,600 Naquadah
Externally Powered Shield/40/9,400 Naquadah
Self Deterministic Base/80/19,100 Naquadah
Self Deterministic City/320/74,100 Naquadah
Time Dilation Mines/1,290/208,100 Naquadah
Self Aware Ni-Planets/5,750/599,200 Naquadah

Tech

Siege Attack

Planetary Assimilators
 Universal Assimilators

Defence Fortifications

Realm Nano Network
 Galactic Nano Defence Complexes

Covert Enhancements

Replication Tech
 Multi-Phasic Replication Tech

AntiCovert Enhancements

Neural Inhibitors
 Environmental Behavioural Routine Generator

Unique

Ascended Blessing
 Ascended Blessing
 Ascended Blessing
 Ascended Blessing
 Ascended Blessing

Mercenary Command

Bot Control Level 1
 Bot Control Level 2
 Bot Control Level 3
 Bot UltraControl Level 1
 Bot UltraControl Level 2
 Bot UltraControl Level 3
 Bot UltraControl Level 4
 Bot Master Level 1

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
 Mothership Efficiency Level 2
 Mothership Efficiency Level 3
 Mothership Efficiency Level 4
 Mothership Efficiency Level 5
 Mothership Efficiency Level 6
 Mothership Efficiency Level 7
 Mothership Efficiency Level 8
 Mothership Efficiency Level 9
 Mothership Efficiency Level 10

Advanced Science and Military Tech

Weapons

Attack Type

Hand Weapon/10/ 3,000 Naquadah
Projectile Weapon/20/5,600 Naquadah
Mounted Weapon/30/6,100 Naquadah
Energy Weapon/80/17,100 Naquadah
Channeled Energy Cannon/320/48,900 Naquadah
Armed Military Division/1,290/144,400 Naquadah
Armed Military Fleet/5,760/555,800 Naquadah

Defense Type

Handheld Shield Device/20/ 3,600 Naquadah
Externally Powered Shield/40/9,400 Naquadah
Guard Division/80/19,100 Naquadah
Domestic Military Fleet/320/74,100 Naquadah
Planetary Defence Grid/1,290/208,100 Naquadah
Targeted Black Holes/5,750/599,200 Naquadah

Tech

Siege Attack

Planetary Bombardments
Universal Destructors

Defence Fortifications

Realm Defence Network
Galactic Military Complexes

Covert Enhancements

Multi Phasic Device
Instant Transmutation Beam

AntiCovert Enhancements

NID Interrogation Techniques
Mobile DeProgramming Camps

Unique

Ascended Blessing
Ascended Blessing
Ascended Blessing
Ascended Blessing
Ascended Blessing

Mercenary Command

Merc Control Level 1
Merc Control Level 2
Merc Control Level 3
Merc Control Level 4
Merc Control Level 5
Merc Control Level 6
Merc Control Level 7
Merc Control Level 8

Mothership Efficiency Levels (increases mothership capacity)

Mothership Efficiency Level 1
Mothership Efficiency Level 2
Mothership Efficiency Level 3
Mothership Efficiency Level 4
Mothership Efficiency Level 5
Mothership Efficiency Level 6
Mothership Efficiency Level 7
Mothership Efficiency Level 8
Mothership Efficiency Level 9
Mothership Efficiency Level 10



Credits

Resource Links

For previous pdf versions of this guide, forum version, calculators and more come visit the following link:

<http://www.gamesquire.net/video-game-guides/mmorpg-guides/the-gatewars/race-system-guide>

For the Race Guide for TGW on the Official Forum come visit:

<http://stargatewars.herebegames.com/viewtopic.php?f=18&t=150897>

If you by any chance *missed* what this guide is for, this guide is meant for The GateWars (<http://gatewars.com/>)

And the Official TGW Forum is: (<http://stargatewars.herebegames.com/>)

Disclaimer:

This guide may have some mistakes (like bad grammar, or miscalculation on an ascension requirement, etc.). If you spot any errors in anything here, please let me know, I will do my best to resolve it. To contact me for errors, join the official TGW forum

<http://stargatewars.herebegames.com> then Private Message me here:

<http://stargatewars.herebegames.com/memberlist.php?mode=viewprofile&u=11683>

Note that <http://gatewars.com/> is a Massive Multi-Player Online Role Playing Game, therefore the game may change, and may make this guide obsolete. So keep your eyes peeled on current updates and stick around in the official TGW Forum.

This Guide has not been authorized or endorsed by any creator, distributor, admin, etc. of StarGateWars/The GateWars games. This guide can NOT be used for profit, but it can be shared freely, just give credit to the writer(s) of this guide.