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TGW/SGW Race Stat Guide

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

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
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Ascended - Increased Offense/Defense/Covert/Income

Race Social Structure / Unit Types

Slave and Control

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

Clones and Copied Consciousness

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

Self Replicating AI

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

Human Military

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

Enslave and Dominate

Normal Attack Unit: Raiders,
Super Attack Unit: Super Soldier,
Covert Unit: Undercover Agents

Hologram and Stored Consciousness

Normal Attack Unit: Questers,
Super Attack Unit: Super Questers,
Covert Unit: Covert Agents

Evolved Replicating AI

Normal Attack Unit: Assimilators,
Super Attack Unit: Super Assimilators,
Covert Unit: Covert Manipulators[

Militaristic

Normal Attack Unit: Away Team,
Super Attack Unit: Super Soldier,
Covert Unit: Covert Ops

Race Technology Path / Weapons & Techs

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 Disintigration

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 Personnel 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

Attack Weapon: Armed Military Fleet,
Defense Weapon: Targeted Spacial Distortions,
Unique Tech: Ascended Blessing

Ancient

Attack Weapon: Equipped Military Fleet,
Defense Weapon: Targeted Spacial Distortions,
Unique Tech: Ascended Blessing

Advanced Nano Technology

Attack Weapon: Mobile Assault Planet,
Defense Weapon: Self Aware Ni-Planets,
Unique Tech: Ascended Blessing

Advanced Science and Military Tech

Attack Weapon: Armed Military Fleet,
Defense Weapon: Targeted Black Holes,
Unique Tech: Ascended Blessing