

WELCOMER'S GUIDE



By Searching

INTRODUCTION

Hi!

Confess I do: lazy I am. I made this guide because of that. After welcomed few players in my guild and give some tips once, twice and so on to new comers I started to have enough of writing the same things several times. Not to help new comers I mean, but this guild chat is not the easiest way to provide so much info!

Mistakes are part of the game and make us better, that is true, but I remember all the times I was frustrated to lose again and again in Galactic War. If only someone told me at that time on which team I should work on and 'no, don't spend credit on this toon' (yeah, I am thinking about you, Bodhi Rook) and fortunately someone did!

Well, to sum up you will find here some good stuff to enhance your game. It is not mandatory and you can still play as you want but it will make it easier. It doesn't have intention to revolutionize anything - you can find all this information in multiple supports - and can soon or later be obsolete, regarding all the updates developers are bringing to us! I just wanted to centralize these information in one place and as I told at the beginning I am just lazy to write again and again this!

Enjoy it I hope you will!

Your devoted old Padawan, Searching.

NB1: for lazier than me I highlighted most important facts.

NB2: feel free to share this document to players. Just don't re-appropriate whole or part of it, it took me time to make it, it is just about respect.

NB3: I used screenshots from my game, just to make it look better. All images stay EA's propriety. If any issue with that, please contact me!

NB4: screenshots are in French, sorry, too lazy to change language!

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I) FIRST IMPORTANT ADVICES

In this guide, I would explain **only basis for free-to-play game**. After that, it is up to you to buy some items with real money, I am not your Mama, but even in the case of being super rich, I definitely would recommend you to read this guide first!

If it would be only one advice it would be this one: **FOCUS ON THE MINIMUM OF CHARACTER**. Focus on only one team, maximum. Lots of players has tons of level 50 with average abilities and average equipment. And no credit anymore. In fact, this is the most common error players are making and maybe the biggest one. Believe me, you will be more powerful with 2 teams level 85 maxed in gear and abilities and all other toons level 1 than 2 average teams and 80 toons level 50.



No worries, just wait the correct moment to up them!

You will see very quickly that getting your characters 7* is mandatory to play in all parts of the game. Especially to be part of 'Heroic' raids, maybe you won't score a lot, but even with a 0 score, you will receive rewards. So focus, to get your team 7* before starting another one. Let the others aside, for the moment, you still can collect shards, but just wait the very moment it will be helpful to up them.

Another point about shards: number of shards to unlock character is not relevant (for example, Biggs is a great character unlockable at 10), and at the end, it will cost you the exact same amount to up 7*: 325. To get 5*: 145. So yes, it is longer to up toon between 5* and 7* than getting it up 5.

Consider that a character which is not at least 7 stars, geared 8, lvl 75 and abilities lvl 6 is not useful (and I'm just talking about the mini minimum) and keep in mind that **to up a toon from scratch to max, it costs approximatively more than 11M credits**. Yes, 11 M, including this : 6M for leveling up to 85, 2 M to 7 star it, 3 M to put 6 good mods on it. I didn't count the cost of abilities neither the probable mod optimization you'll make later. And for a team of five: 55 M. Yes, I know the feeling, now you regret to have spent 1 M to lvl 50 this Tusken, right? But look at the bright side of Force: since now, you won't make it again.



That is a perfect transition for me to speak about...

II) CREDITS AND CRYSTALS

It is no secret, the 2 most important currencies for upgrading your characters are credits and Crystals.

Let's talk about the second ones, first. The way to spend it divides players usually. In fact it depends of the player's situation.

At the beginning, it could be interesting for an unexperienced player to buy a card with random character. True, but not if you are following this guide (check the '[a team to start with](#)' section for more info).

Buying characters/ship shards with Crystals is usually reserved for very experienced players.

The best way to spend it, in my view, is buying equipment hard to get or excessively asked to upgrade toons, to buy some energy (Cantina Battles (CB), lightside-darkside battles (LS - DS)) and eventually refresh nodes, it is way cheaper than buying character in shop.



Few examples of very often required equipment, you will learn to miss them...

Regarding credit, a little tricky question: do you know where in the game you earn the most?

In the absolute, the correct answer is raids, if your guild is getting the max raid tickets/day (30000) and if you are in the top 5 each time you can earn easily more than 20M a month. But that is in theory, reality is often not that good...



Heroic Pit rewards start at 200k to 630k and AAT 6* rewards start at 320k to 1 M

Also, if you are (very very) lucky it could be Credit Heist event but usually at max level it is 5M by event. Considering it happens 2 or 3 times a month you can earn 10-15M. More info about it [later](#).

No, the real deal is... **Galactic War (GW)**. I cannot remember how much credit it brings before lvl 85, as far I remember, it was at least 500k a day, **at lvl 85, it is 645k**. Now do the math for 10 days. For 1 month: 20M. And you will reply, "yeah, but is a pain in the *** and you are not sure to win. And I would reply: yes it is and yes I am: after winning it 150 times, it is SIMMABLE without doing anything. Just click three times and you have it. It worth the shot, believe me.



Part of the rewards for simulating 12 battles (also won few random shards, but that's not what I wanted to show you)

And as I am in a good mood, I will provide you the team to success.

III) A TEAM TO START WITH

No suspense, sorry, it is **Phoenix team (PT)**.



I will tell you why a little bit below but first I will clarify few things before: this is NOT the ultimate team in the game. Definitely not. In PVP? Lots of team are better. In Raids? It cannot solo Heroic raids. Their ships? Good but not game changers.

So why this team? Simple: there is no team in the whole game that give all the combination below:

1) That is the major advantage of this team: **it is EASY to get and very soon in the game**: you can find Sabine in the very first hard node of DS battles, Hera and Ezra in CB 1-F and 2-B, Garazeb is in the GW shop, and the hardest to get are Chopper and Kanan in... the CB shop and the Arena shop. Moreover, they don't need to be over geared or all maxed to be strong!

2) Their synergy. If it is not the most powerful team in the game, it is still a very good one. The Hera's chief capacity "Rise together" is really

impressive: **they share their unique capacity to each other**. Imagine 5 characters each with 5 unique capacities. So, can we still speak about "unique" capacity? Anyway, you get the picture...



The Hera's leader ability. Thanks to Hammer from R2 Legion for English screenshot :)

3) Consequence of that: the Garazeb unique capacity (health bonus AND protection recovering) **will permit to access the last Galaxy War nodes with full health and protection**. That's for sure better than your Tusken Shaman 7*, huh? Oh, I almost forget, against easy teams, you will be able to discover automatic battle... **automatic. battle. in. basic. attack.** Yeah, you read it well. This team is able to win using only their basic attacks because the more they stay, the more they are gaining protection and health. You can find this option to activate in menu during battle. It is not like sim the battles but that is a time wining. You will still find some teams hard to beat, but you will learn how to deal with, and don't forget that you can still play other teams too with full life. I put also few other tips for GW in [last section](#).



Played with this team since very beginning of Galactic War, till node 11, I didn't touch other toons. Look at their protection and health... Then I lost it, it was predictable (Palpatine team) but I wanted to try till the end. I still managed to take down Palpatine and another character before losing. And for finishing it and the last node, all my other characters were full protection/life.

4) I just told you that you eventually will find some hard teams to beat. One especially is Palpatine/Thrawn teams. Guess what... you can have these powerful toons with PT. In fact, it is even **MANDATORY to have PT to play event for Thrawn and his ship**. As the PT are all rebels, they can do **also the Palpatine event**, and they are pretty good at it. You will be able to play and win three Assault Battles events: **Secrets & shadows (PT)**, **Military Might (Rebels)**. The last one Ghosts of Dathomir, is open to all teams, but PT are excellent in it, I remember playing it and winning against mobs lvl 90 whereas my PT was 80!

5) They have 2 good ships to start with which are **mandatory to have one of the most powerful** (if not the most) **mothership** of the game: **Thrawn's Chimaera**.

6) Ok, I already made 5 highlights on why you should work on this team, so I will sum up the rest like that: they are at least good in all modes in the game.

Excellent for LS battles, CB, Mod battles, Mod challenges, TB, all raids

except Sith against Nihilus. Also, they are **good for PVP**: experienced players have certainly better teams, but still some (as me) will avoid you because they are not sure to beat you in the required 5 minutes. For inexperienced players/not synergized teams, you will be plague.



In AAT 6*, in phase 2, they cannot solo it but score is not ridiculous. Here's my team geared 10 with Sabine "Zetaed" (also called "Zabine") = got her last ability.

How to up them?

I would suggest to up them this way: first unlock them all. The six of them, because they can adapt easily to lot of opponents by just changing one member. Then up them 5*, always by privileging Hera (she is the weakest and most important in the team). Then 7* them, one by one.

Your lvl is a little bit low to win in classic modes? Play an easier battle with all PT without Hera. Yes. And come back to the hard one, now you would be able to choose Hera as ally... and play the 6 synergized Phoenixes. Nice one isn't it?

Wow, I spoke a lot about PT, I had explain why they are considered as the most powerful team for start. Now we have to talk about other teams but don't be scared, it would be quicker, ouf!

IV) ABOUT OTHER CHARACTERS & TEAMS

The next team to consider is Scoundrels. Together they are not crazy, but you will have the opportunity to play Credit Heist. Usually, it gives 15M in a month at the highest lvl = one character to the max + bonus. The earliest you do it, the more you will earn for upping other toons. I don't have a specific team in mind, but I would suggest Bobba Fett (BF), who is great character, especially at the beginning of the game, and really easy to get. After that, hard to tell. Some would prefer Bounty Hunters because of the synergy with BF, and access to special modes but they are little bit hard to get (except Cad Bane, in Galaxy War Shipments). Veterans Han & Chewie will be useful later if you want to get Jedi Training Rey (JTR) but they are also hard to get (CB last battles). Same thing for Stormtrooper Han, available in Arena shop and needed to get Commandant Luke Skywalker (CLS). Lando Carlissian is also a good choice. Well, up to you!



The rewards for one battle of Credit Heist. 2 are up each time. If you are very very lucky you can win 20M credits in last tier. Usually 5M, sometimes 4 and sometimes 7.5.

The next teams are not priority at the beginning, but keep them in mind, you will certainly want them at an advanced stage.

After unlocked Palpatine and Thrawn, you will be full of desire to find some acolytes. **Empire and Sith characters are usually very good**, my preference goes for Darth Nihilus, Darth Sion (together), Grand Moff Tarkin (GMT) and of course Lord Vader (DV)! **Empire team is useful in every part of the game and special events as Assault Battles. It is also mandatory to unlock R2D2.**



Here's my Arena team on the left and the teams I'm dealing with in the right, no snipping, and please note that Nihilus and DV's Zeta are leader Zeta, so they are not active.

Another dark side very good team is Night Sisters' one. The basic one is correct, but if you unlock Mother Talzin and NS Zombie, it becomes dreadful, even if these last ones are not 7*. You will need the basic ones to earn additional Talzin's shards in a special event: Talia, NS Acolyte, Asajj Ventress, Old Daka and NS Initiate, all at minimum 5* (I am doing it without any issue 7*, lvl 75, geared 8). Shards are all in farmable locations or shipments.

One thing to consider if you want to be competitive is to growing your

speed, and the first step to increase it, is getting speed mods, so Resistance team would be needed. Scavenger Rey and Finn are mandatory to get JTR. According to me, they are pretty weak... at the beginning. At high level, they are really tough with 2 or 3 Zetas (last ability) unlocked for Finn and R2D2.

In front of them, stands proudly First Order (FO) which is mandatory to obtain BB8, another legendary toon, very good in all raids. FO is really good team, not too hard to get. I would prefer Kylo Ren Unmasked (KRU) to Phasma.

Commandant Luke Skywalker is really a great great character, useful in all modes. For example, he is used to solo Heroic AAT raid part 1. Alone... To unlock him, you will need: Stormtrooper Han, R2D2 (empire team is needed to get it), Obi-wan Kenobi, Leia, and Farmer Luke.

With CLS, JTR is one of the best character in the game, but harder to get: BB8 (FO required to get it), Vet Han, Vet Chewie, Finn, and Scavenger Rey are required.

Don't forget to save credit for upping characters raid rewards: raid Han Solo, General Kenobi (GK) and Darth Traya are very very good toons.

Note that you should have at least 5* or 7* (for CLS and JTR) to unlock characters, but no need to discuss about it: you will need every character 7* to get all characters 7*.

For all these special characters, you will need at least teams required at a correct configuration: lvl 85, geared 9 or 10, all abilities at lvl 7 and some omega abilities also. It is possible to do it at lower stage, but you will need several tries before getting it!

I won't do an exhaustive list of all characters to get, you will find lot of content about that on the net. Try to type Swgoh, for example, in YouTube...

But I won't leave you without few advices about it:

Which character is better to have between Luminara and Consular Jedi? Majority of player would say Luminara, I am sure of it, because she is more powerful in battles. But for me, Jedi Consular is way more useful! Why? Because he has a ship! And a good one, moreover. Usually, prefer

characters with a ship to use. Fleet is a little bit left aside by a lot of players, you can take advantage of this! The Fleet store is one of the most interesting shop to get good characters, ships, and Zetas.

I won't talk a lot about ships by the way, the ships update just came and it is little early to judge it. Nevertheless, these followings are sure investment so far (I will call them by their associated toon): Biggs, DV, BF, and FO Tie Pilot (FOTP). Tie Fighter Pilot is also a good choice, but it was nerfed recently, he's not crucial as he used to be.



If you want to have access to the best mothership (Chimaera) in the game, you will need at least 3 additional rebels to PT: Biggs, Wedge, and choose between Bistan's and Cassian's ship. Cassian's is better but (very) harder to get because of Jyn Erso also required who is not farmable: she appears times to times in Guild and Guild Event Stores... You will need also a strong Ackbar and his mothership (5* for Chimaera 5* and so on).

If I were you, I would choose Grand Moff Tarkin at least at the beginning for mothership, it is really mighty and you will need it to do the capacity Fleet Mats Challenges, especially the 2 last levels : you have a relative big chance to win Zeta which is giving you access to the toon ultimate ability. Keep in mind that it will cost you 20 of these little Zetas for each ability...



Example of rewards for last level Fleet Mats Challenge with GMT Mothership

We saw Ezra, Kanan, Obi Wan and Jedi Consular as possible characters to get. Except these ones, I strongly recommend **to not do Jedi for now**. We are all waiting their rework because they are actually really weak. Even over geared they don't stand a chance against practically any synergized team. Even the legendary character to get with them (Yoda) is not extraordinary, compared to other legends.

V) FEW LAST ADVICES ABOUT SHIPMENTS AND GAME MODES

Collecting shards is long process. Don't expect much more than an average of 1 chance out of 3 battles. For my mental health I stopped simulating big row of 12 battles at once - not earning at least 1 shard for 12 battles makes me crazy- just 3 or 6 now. Best advice ever, I know, I know.

I heard that **enemies encountered in GW are based on your best PVP rank**, and I verified that several times. In two words, the farthest you "try to go just to see", the more you will face hard opponents in the GW last nodes. And the rewards don't worth the shot, for what I think...

Another tip about GW -I found it very very late, shame on me- :
You can restart any fight during your turn WITHOUT losing any characters, contrary to raids or Territory Battles/Territory War. Just retreat and it and you will have second chance (or more), convenient if you made a mistake!

Regarding shipments, I would say that patience is another key for not making mistakes. I used to collect a certain amount of currencies, like 10k (or sometimes 20k) before buying shards/equipment. Like that, I had time to think and re-think if it was really interesting or not and if I had suddenly another character to work on, I wasn't short of currencies to up it quickly.

Another remark about shipments, don't waste any credit in the mod shop, you will have possibility to have some powerful ones in a mode called "Mod Challenges". Once had finished these, you would be able to consider to spend Credit in the Mod Shop.



If you want to earn more Guild currency, try to plan how you will spend energy, play challenges, or play arena regarding the next guild activity: save spending to max your participation, it is easy when you are used to it, and requires very low level of math! :)



You can find the time remaining before Guild reset on the top of guild activity, in quests.

As this game is changing a lot with new characters, new ships, new features, it is difficult to provide you an updated guide about best elements in the game. That is the reason I gave you "sure shot" toons and ships which should not change a lot soon. I really suggest that you check videos of "Top 10" in YouTube, like Top 10 Free to Play Characters, or Top 10 Zeta, they will give you very often good advices and especially updated data.

And my last advice will be to try to play every mode, spend all your energy, get all the energy bonuses and do all the daily challenges that will make you progress quicker in experience and levels. Also, don't forget to play all challenges every day, it will give you stuff that you may not need just right but will be very useful soon, believe me.

And that's all for now! Hope it had been useful. If you have any remarks, you can contact me by discord: my ID is Searching#2521. See you!