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THE FACTION SCORE FIELD GUIDE

Use the same four bars the website uses: territory, team, Lands progression and completed wars. Learn what moves the ranking before you plan your next claim, recruit or war.

30

Territory

25

Community

20

Progression

25

War record

FOUR BARS MAKE ONE SCORE

02

Think of it like four XP bars. Fill them by growing your faction. Add the bars together and you get a score out of 100.

$$\boxed{30} + \boxed{25} + \boxed{20} + \boxed{25} = 100$$



No single trick can score 100.

A huge claim area only fills the Land bar. A strong faction grows in several ways.



UP TO 30 POINTS

Your first useful claims help the most. Later claims still help, but each one adds fewer points. This stops empty claim spam from becoming an easy win.

Smart growth

Connected bases, farms, roads and defenses.

Weak shortcut

Random empty chunks that your team cannot use.

A TEAM THAT BUILDS TOGETHER04



UP TO 25 POINTS

More faction members can fill the Team bar. But names alone do not make a good faction. Trusted builders, farmers, fighters and planners make the team useful.

Remember:

Twenty inactive names may fill a website bar, but five friends who work together can still be the better faction in-game.



UP TO 20 POINTS

Your real Lands level fills this bar. A small starter land is near the bottom. Reaching the highest Lands level fills the whole Progression bar.

1

Start small

Make a safe first land and learn the system.

2

Meet the real goals

Grow through the configured Lands requirements.

3

Reach the top level

The highest Lands level earns the full 20 points.

ONE LUCKY WIN IS NOT A HISTORY



UP TO 25 POINTS

Completed wars build your War bar. Wins help, but the score is careful with brand-new records. Several wars tell players more than one lucky result.

0 wars

Not enough information yet.

1–4 wars

A starting record. Still provisional.

5+ wars

An established record.

10+ wars

Full experience weight is possible.

Only finished wars count.

Live tactical movement is never turned into public website intelligence.

THE SAME SYSTEM, TWO STORIES

The total is useful, but the four smaller numbers explain how a faction earned it.



GROWING FACTION

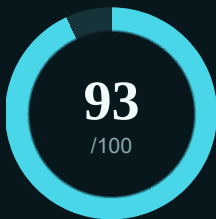
A smaller team that is already building momentum

15 land

13 team

10 level

10 wars



EXPERIENCED FACTION

A large, high-level team with a strong war history

30 land

25 team

20 level

18 wars

Easy rule

Always look at the four bars. Two factions can share the same total for completely different reasons.

WHEN THE SCORE PAUSES

LIVE

Newest safe score

The website has a recent safe snapshot.

FROZEN

A war is active

The last safe score stays visible. This is not a penalty.

HIDDEN

No safe score yet

The score waits until safe data returns. Hidden never means zero.

1

Grow useful land

Claim what your team can build on, supply and defend.

2

Build a real team

Invite people you trust and give everyone a useful job.

3

Level up in Lands

Complete the real progression requirements.

4

Build a fair war history

Several completed wars matter more than one lucky win.

Your secrets stay secret.

The score does not show base locations, money, inventories, online players, private roles or live war movement.

FOR PLAYERS WHO WANT THE EXACT MATHS

```
Land = round(30 × √min(1, claims ÷ safe P90 claims))  
Team = round(25 × √min(1, members ÷ safe P90 members))  
Level = round(20 × min(1, level position ÷ max level))  
War = round(25 × protected win rate × experience)
```

P90 is the safe size of a faction near the top of the current server. It moves as the server grows and stops one extreme faction from setting the whole scale.

READ AND CHECK YOUR SCORE

unitedfactions.net/guides/uf-strength-score/
unitedfactions.net/rankings/
unitedfactions.net/seasons/