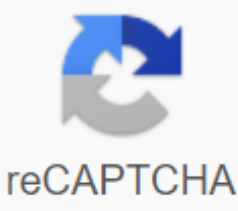I'm not robot

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Sift heads world act 2 game

Hello, as mentioned in the previous articles, I worked on an extensive, user-friendly tutorial for both beginners and veterans alike. Here's a link to Jhin's extensive Tribe Wars 2 Guide. Please remember that this is an unpolished project and the result of 2 hours of writing off the top of my head. It will be improved and optimized, but that will require time and input from yourself - readers. At the time of this initial release, it was only in 6916 from counting, so it was quite short and to the point. As mentioned in the introduction, please let me know if there are any adjustments that you would like to introduce or request the topic. Please provide feedback on both the stated and the general structure of the guide, so that I can edit it as needed. Thank! Jhin is very good. I agree with most of it and some of it is new to me or I've forgotten. You have inspired me. I can write a leadership guide one day you say that the Rams attack three times. Front, Inside and After. From what I know, the Rams only attacked twice. Before and after. The besieged units are as follows. Trebs > Rams > Cats > Rams. You can see on reports with the Rams attacking first and last through a defensive lowering in battle, and a lower wall level after a battle. For agriculture, You list LC as the holy grail. That may be the case soon due to the abundance of Iron, But between the end of the game Axe becomes the best due to the sheer number of resources you can plunder. (250k Loot 5000 LC Vs 400k Loot 20000 axes). So an average running farm can net you 8k loot with Axe (400000/50) Vs 5k with LC. While LC can be faster, by mid/late games, most people are burned out of farming and only send a few runs a day. He said the Rams attacked three times. Front, Inside and After. From what I know, the Rams only attacked twice. Before and after. The besieged units are as follows. Trebs > Rams > Cats > Rams. You can see on reports with the Rams attacking first and last through a defensive lowering in battle, and a lower wall level after a battle. For agriculture, You list LC as the holy grail. That may be the case soon due to the abundance of Iron, But between the end of the game Axe becomes the best due to the sheer number of resources you can plunder. (250k Loot 5000 LC Vs 400k Loot 20000 axes). So an average running farm can net you 8k loot with Axe (400000/50) Vs 5k with LC. While LC can be faster, by mid/late games, most people are burned out of farming and only send a few runs a day. Do you have proof of first claim? I remember hiba saying it was three times, and hiba's word is legal to me when it comes to the system – I can't prioritize the statement of a noname god calcs. I would ignore this otherwise, as your evidence from the report does not deny my claim. Agriculture - if you are trash, yes, you can farm with anything that carries loot. This is a guide for players who usually want to be good, in case LC> both for agriculture. Plus, at that barbs are big enough that this carries weight issues (unless we're talking about an area that literally doesn't have a farm), the world is basically done anyway. Besides, according to your calculations said that the teacher is better than the axis, not? make a chapter on big fat beanus weaning and how you disarm them completely thanks to coldog for your advice, will do, but nuclear islam now so that I can farm as efficiently as possible, really excited to learn from the best American players. jhin great tutorial, hope newer players read it so that the average quality in the game increases a lot. @PeaceFrog I'll write it right now. step 1. completely shut yourself off with the fact to be a tard wrangler doesn't break your spirit or your will to live. Cant Cat Hospital. There is no church construction point in provs over 15 odd hours from the front. If they want to take the ball deep, you can line up before they arrive. and nobling barbs is life. Do you have proof of first claim? I remember hiba saying it was three times, and hiba's word was legal to me when it came to the system – I couldn't prioritise the declaration of a noname over god calcs. I would ignore this otherwise, as your evidence from the report does not deny my claim. Agriculture - if you are trash, yes, you can farm with anything that carries loot. This is a guide for players who usually want to be good, in case LC>both for agriculture. Plus, at the point where barbs are big enough that this carries weight issues (unless we're talking about an area that literally doesn't have a farm), the world is basically done anyway. Besides, according to your calculations said that the teacher is better than the axis, not? Ah, yes called trash by banned guy for botting around the world. Feels great. No, why would you build anything for more than 7k pariss in a single village. Infantry 7k/7k/6k for late match, vs 20k nuclear weapons axe. Instead of talking shit, use the information and exact numbers provided to help new players understand the last Ah farming game, which has been called the trash of banned guy for botting around the world. Feels great. No, why would you build anything for more than 7k pariss in a single village. Infantry 7k/7k/6k for late match, vs 20k nuclear weapons axe. Instead of talking shit, using the exact information and numbers provided to help new players understand the late farming game Ok randomly, I'll entertain you... Every ban I've received in tw2 is to go off on support on the forums. You are a no one with no knowledge of the no, you just make yourself seem like a complete moron by talking because you are simply assumption. You're in stark contrast to Your point in trying to convince me the shaft is better than LC for agriculture (moronic again btw) is prescribed for weight performance ratio. Spears is 20% + more effective in that case. Regulation 7/7/6 or 20k from the 4k base limit. What do you build for the remaining 4k? Level 30 hqs, level 25 market, level 15 15 and level 30 RPBs? Wouldn't be surprised with how tragically delusional and blindly egotistical you are. If you have been trusted enough by anyone to teach them the game, you will turn them into the next Frankster. Recognize the advantages. Look how good you are as a player. You legit do nothing but make the game harder for those next to you and try to stay. You are harmful to the brain cells of any human active. And all you do is flex your 5 wee little world wins with no achievements or contributions in any of them. Go noble over barbs and internally. Stay away from my thread, it's for people with brains, you're disgraceful. just use nuclear weapons that take longer to train than anything else bro, i swear it's a different strain of bro nuke yes coldog, can you at least try not to be a smooth brain and ruin new players thanks? Look at this blind ego man. He'll line up his nobles with enough to wipe out five nuclear weapons. Oh wait, he has 25K DT 6 weeks on a server. The guy who doesn't realize server time is subjective (minutes per second only, time zones are automatically converted to GMT/BST of course) is trying to teach veterans about agriculture and the game's system. Shiet. Colonel who? Literally who is? All I saw was a clown. Your point in trying to convince me the shaft is better than LC for agriculture (moronic again btw) is prescribed for weight performance ratio. Spears is 20% + more effective in that case. Regulation 7/7/6 or 20k from the 4k base limit. What do you build for the remaining 4k? I want a way to get hq down lvl 0 so you can actually achieve 24k offers or 4k berserks stacks in a village. Zerks is another waste. The world is not big enough or big enough for them to really matter, by the time you make 4k zerks you will be so behind in the legal army it won't be funny. Too much RSS for HQ25 + HoO. That iron is better suited for HC. I want a way to get hq down lvl 0 so you can actually achieve 24k offers or 4k berserks stacks in a village. Have you ever heard of abundant harvests and rich seasons? Can read my tutorial if you're commenting here: O that's kiiiinda point Zerks is a waste anymore. The world is not big enough or big enough for them to really matter, by the time you make 4k zerks you will be so behind in the legal army it won't be funny. Too much RSS for HQ25 + HoO. That iron is better suited for HC. gotta agree with this tbh, i had about 8 zerker nuclear weapons on the last en31 Play and only used them because I sent my attacks at 1 goal to tie the stack. i wouldn't say better fit for HC, LC will be more accurate since they are heavy iron unit offenses left. Guts, I agree, but I say giving HC offers would be significantly better than axfners. You can be bad and use As an attacking army, too, but the table is better suited to enmasse for quick support that late just because it's easier to handle stacking and moving troops. But if you are choosing to take the nuclear path there you are exactly as well. Be Jhin. Make the article useful. Say no to trolls and shitpost. Within 24 hours, shitpost galore. Jhin didn't start it for once. What is this forum coming to? Zerks is another waste. The world is not big enough or big enough for them to really matter, by the time you make 4k zerks you will be so behind in the legal army it won't be funny. Too much RSS for HQ25 + HoO. That iron is better suited for HC. It's an example and yes I know about the rich season and so on but the number 28798 is not as satisfying as 28800. And with 28800 you will be able to fit an HC or zerk over or any unit using 3 or more regulations. It's an example and yes I know about the rich season and so on but the number 28798 is not as satisfying as 28800. And with 28800 you will be able to fit an HC or zerk over or any unit using 3 or more regulations. Something? You realize you get 28,800 regulations with a 20% prov boost right page 2 That's an example and yes I know about the rich season and so on but the number 28798 is not as satisfying as 28,800. And with 28800 you will be able to fit an HC or zerk over or any unit using 3 or more regulations. Yes and your 2 acemen will definitely whip 20 inchers out in battle and do a lot... You have to be like 12 if you're being serious I'm not saying it as a big strategic advantage because it's not that I just think it seems imperfect to not be able to use all farm regulations for units. If there is no problem, I want to make the following observations: 1. I agree with you that the return time is quite difficult because the server calculates the report, which may change. Also, there is no ms in this game. 2. However, you never mention that the commands are in a queue, which means that if one is delayed, all of them are. This leads to seeing different times in a noble ship report that really has no impact, because it can't be sniped. 3. You were wrong about the paladin weapon does not count if he does not fight that unit. This can be easily checked with in-game reports or even Hiba simulations. 4. Btw to someone quoting Hiba simulator, you clearly have no idea what he proved there. 5. Rams, Cats, Noble, Pally, Treb are volatile units. They join withever group has the most number of units. 300 AXE vs 299 LC will convert all RAMS into Inf team. prove this with in-game reports or simulators. 6. Treb affects both ram and cats. They will kill the proportions of each before the battle. 7. Ram fights like the Rams only twice: once before the battle, after the treb ring, once after the battle (if they win). Ofc they fight in battle with the largest group of units, using their 2 powers. 8. Don't mention how ram affects the front wall (that's their most important work). There are no words about how cats work. 9. You never have 100% discipline. A maximum of 99%, which means you will have 0.5 latency at 5 units. You can easily get 5 units with axes, lc, pally, aristocratic, ram. 10. Surely yours doesn't make sense to me. 4:5:3 is weaker than a lot of other things. But, I understand this is a begginer tutorial. Overall, it's good for beginners. Mediocre at best for an all-in-game tester. If there is no problem, I want to make the following observations: 1. I agree with you that the return time is quite difficult because the server calculates the report, which may change. Also, there is no ms in this game. 2. However, you never mention that the commands are in a queue, which means that if one is delayed, all of them are. This leads to seeing different times in a noble ship report that really has no impact, because it can't be sniped. 3. You were wrong about the paladin weapon does not count if he does not fight that unit. This can be easily checked with in-game reports or even Hiba simulations. 4. Btw to someone quoting Hiba simulator, you clearly have no idea what he proved there. 5. Rams, Cats, Noble, Pally, Treb are volatile units. They join withever group has the most number of units. 300 AXE vs 299 LC will convert all RAMS into Inf teams. 6. Treb affects both ram and cats. They will kill the proportions of each before the battle. 7. Ram fights like the Rams only twice: once before the battle, after the treb ring, once after the battle (if they win). 8. Don't mention how ram affects the front wall (that's their most important work). There are no words about how cats work. 9. You never have 100% discipline. A maximum of 99%, which means you will have 0.5 latency at 5 units. You can easily get 5 units with axes, lc, pally, aristocratic, ram. 10. Surely yours doesn't make sense to me. 4:5:3 is weaker than a lot of other things. But, I understand this is a begginer tutorial. Overall, it's good for beginners. Mediocre at best for an all-in-game tester. I will respond in about 2 hours full details. Thank you for taking your time and making me aware of some things I really missed, although I have to check back on some of them. Respect. As cited it's on top 1. Yes - backtiming is as hard as hell. Compared to TW1, there is no accuracy in terms of being able to overcome the opponent mechanically. And yes, there are no milliseconds in this game as commands are rounded to second or delayed to the next. However, there are milliseconds in real life. If you click on the previous, presets, A second real life begins, the command will likely be ETAd at the same time as it is clicked. HOWEVER, if you click on the preset at 700ms on Monday that, say at 13:00:37:700, ETA will almost certainly be counted at 13:00:38, and there is a chance for it to be 13:00:39. This is because; server delay;ISP pings and connect to InnoGames server; InnoGames servers are terrible in command processing. 2. Well, my bad, I did not mention this although it is the correct part. I'll edit the tutorial and add it, thank you for pointing it out. Again, this tutorial is the product of 2 hours off-the-top-of-my-head stuff; it's bound to be losing more than half of what I could have put in it. Only with people like you help improve it it will reach the best of its potential. 3. sorry boss, I want to be right about this. Unless an official InnoGames with live information from the developers is wrong, this can absolutely be given how this game is made and maintained. In case I'm wrong, I'm sorry. I will not change the instructions, however, unless enough evidence is provided against my claim. 4. Maybe so. I don't know exactly what you mean, maybe that proves my ignorence, I don't know. I'm not cold to talk about things I'm not sure off, so I'm not going to comment on this. If you can however dm me and tell me what you mean by it, I will greatly appreciate your effort and kindness. 5. Again, the evidence in the video that is it based on offers and attacks is based on statistics. The 300 axes will never have a flater strike power than 299 light cavalry, so according to Inno, the paladin will always join the LC. I assume that other volatile units will do the same, but I can't say for sure. Maybe the video says it, can't remember that bit and doesn't really bother to review it at the minute. 6. Do not know; Thank you. I never use cats more as an off-beat response to something, so I usually never look at it. The launcher is cancerous anyway. 7. I told an Inno representative directly that the Rams fight before, during and after. Again, not sure about if that's true as I've never looked to prove it. If hiba proved otherwise, then I would believe hiba on a dev. Let me know. 8. Will add, thank you for the idea again. 9. Has said that discipline 33% is actually 33.33 consecutively, as a third of 100. Same representative. Again, it could be wrong. Never believe inno 10. 4:5:3 is a basic guide. Obviously HC>all when it comes to being realistic. But I don't expect 99% of readers here to be able to have more than 50% of their def like HC even if they tried. Trebs is also not included in the equation, this is based on who uses the sword, which is not three majors as HC is; they just really deal with the axe. If you look at how I calculate this, 4:5:3 is probably the best base rate for preventing generic nuclear weapons Nuclear weapon mixtures that are still 90% used by players for some idiotic reason) without making complex calculations (e.g. adding real defense values, HC, trebs, combat modifications and battle system stages) so that people don't have to use their melted brains. By the way, yes, I agree, I was too new to start focusing. Do you think it's a good idea to divide the DT nd into 2 parts; one for beginners and one for veterans? Because no will benefit from a general view, it seems, and if I simply make it complicated, beginners will not even dare to try to understand it. If you are who you think you are, I hope you don't recognize this alias so you won't be too disappointed with how much troll I've become, and I miss you :_; Otherwise, dw. Either way, thank you for being the first intellectual player I've spoken to in TW in the last 4 years. Really, I appreciate you more than you imagine. Have a great day. Hey, thank you for your reply. Here's my: I think the best word that comes to mind about that tutorial is outdated. I'll tell you what really happens in a fight, for a little mechanical knowledge. Hiba also uses the same rationament as I do in his simulation's CALC sheet. For various reasons, I will not publicize his simulation. The deffending trebuchet will kill ram attack/cat. One treb, one siege unit will die. If both ram and cats are present, they die in their respective percentages. Ram attacks the wall, destroying it before the battle. The offensive damage is MAX (1, POPULATION_ATT_NON_RAM/POPULATION_DEFF) *complementary* rams. Note that the simulation is actually wrong here, because the lv 3 weapon for ram is 2.0 by character (not 1.2). This attack damage is calculated against 2* WALL_LEVEL_HP. Walls are destroying several levels, based on this result. This means that it will be more difficult to destroy a wall protected by a large number of troops in it. But this also means you can build a perfect wall attack like 10k Sp/2.5k LC/2k MA/1250 Cats + 2k Ram. Such an attack can destroy an LV 20 against 60-80k is definitely 0. Cats are the best option because they are the fastest unit to build and they also help fight trebs. Next, each volatile unit will join the group (Infantry, Cavalry, Archery) in the largest number. The following simulations can be considered evidence. 300 Axe vs. 299 LC. All axes die, only 21 LC die. However, all the Rams died, so they fought the axe. 300 Axe vs. 301 LC. 251 Death Axis, 27 LC and 18 Ram. The percentage of Axe dead is 83.3, the percentage of LC is 9 and the percentage of Ram is 9, so Ram fought with LC. If some groups have the same number of arcs; Now that we know volatile units are joining the larger group, this is a simulation with axe lv 1 weapons. As you can see, fewer die shafts, so they are stronger because of weapons, even the paladin fight with LC. Next, only the numbers matter. You get total certainty against inf/cav/arc. And total off per inf/cav/arc. Note that the Rams contribute to the team they're fighting with 2 power/No. So not noble, pala and cat. The sure is divided against the total offer of the attacker. Now the calculation becomes more complicated so I will ignore it. Finally, there may be up to 3 rounds. If the ultimate winner is the attacker, ram and cat do their magic again. Now, in terms of discipline, I was wrong. You need to add 4 different types of units. Pala counted as Cav. You can see I have ~0.5 discipline even tho my rax is 23. Now, go for sure. 4 Sp to 1 Sw are easy to prove they can stop any LC+ Axe mixture. You get more sure every hour than they realize, no matter how they combine it. Ofc is weak against MA, but there are very few players building MA at first. There is no real defense against them. Build MA you get 1200 Arc Power/h. build the arcs you get... 1200 Arc sure/h. So building MA you have an advantage over any certainty. Ofc, don't make me come to the cat. With LV 3 weapons, their power is 200 and you get 1600 Volatile Power/h (do you know if you send full cats with 1 LC and it will act as Cav Power?). Their only disadvange is that the game is no longer played as a strategy game, so it doesn't matter what you build. Get some looting officers, raise a barb, farm it and noble it and this is it. Recently, yes, you can divide it into some advanced newbie/player sections. I guess it's better to know where to start, than to be confused. Thank you for your reply as well. I think the best word that comes to mind about that tutorial is outdated. Based on what you said below, I would have to totally agree. I was wrong, I admit. I just checked against this and you're absolutely correct, which really has my full respect. I'll tell you what really happens in a fight, for a little mechanical knowledge. Hiba also uses the same rationament as I do in his simulation's CALC sheet. For various reasons, I will not publicize his simulation. The deffending trebuchet will kill ram attack/cat. One treb, one siege unit will die. If both ram and cats are present, they die in their respective percentages. Ram attacks the wall, destroying it before the battle. The offensive damage is MAX (1, POPULATION_ATT_NON_RAM/POPULATION_DEFF) *complementary* rams. Note that the simulation is actually wrong here, because the lv 3 weapon for ram is 2.0 by character (not 1.2). This attack damage is calculated against 2* The wall is destroying several levels, based on this result. This means that it will be more difficult to destroy a wall protected by a large number of troops in it. But this also means you can build a perfect anti-wall attack as 10k Sp / 2.5k LC / 2k MA / 1250 Cat + 2k Ram. Such an attack can destroy an LV 20 against 60-80k is definitely 0. Cats are the best option because they are the fastest unit to build and they also help fight trebs. Next, each volatile unit will join the group (Infantry, Cavalry, Archery) in the largest number. The following simulations can be considered evidence. 300 Axe vs. 299 LC. All axes die, only 21 LC die. However, all the Rams died, so they fought the axe. 300 Axe vs. 301 LC. 251 Death Axis, 27 LC and 18 Ram. The percentage of Axe dead is 83.3, the percentage of LC is 9 and the percentage of Ram is 9, so Ram fought with LC. If some groups have the same order number as Arc -> Cav -> Inf. Now we know the volatile units join the larger group, this is a simulation with axe lv 1 weapons. As you can see, fewer die shafts, so they are stronger because of weapons, even the paladin fighting LC. Next, only the numbers matter. You get total certainty against inf/cav/arc. And total off per inf/cav/arc. Note that the Rams contribute to the team they're fighting with 2 power/No. So not noble, pala and cat. The sure is divided against the total offer of the attacker. Now the calculation becomes more complicated so I will ignore it. Finally, there may be up to 3 rounds. If the ultimate winner is the attacker, ram and cat do their magic again. Now, in terms of discipline, I was wrong. You need to add 4 different types of units. Pala counted as Cav. You can see I have ~0.5 discipline even tho my rax is 23. Now, go for sure. 4 Sp to 1 Sw are easy to prove they can stop any LC+ Axe mixture. You get more sure every hour than they realize, no matter how they combine it. Ofc is weak against MA, but there are very few players building MA at first. Thank you for gracing me with this. I saved it and will do more calculations and dig this information into my brain because it's really worthwhile. I really admire that you have analyzed this (even if you may not be the one to study it) to such an extent, especially since I suspect you are an Inno developer, which means that you are also quite passionate. So am I, but in other ways for the game, so I have never done this. Even more so then, nothing but respect for you did this that I will never be able to. I'll rewwwwww my tutorial under this in the near future, so that I'm more accurate, and I'll give credit to myself, if you want it unless there's someone else you want to write it as I find even important to you, which, seeing your name, I suspect). About MA being the weakest unit, I'm happy disagree. There is no real defense against them. Build MA you get 1200 Arc Power/h. build the arcs you get... 1200 Arc sure/h. So building MA you have an advantage over any certainty. Ofc, don't make me come to the cat. With lv 3 Their power is 200 and you get 1600 Volatile Power/h (do you know if you send a full of Cats with 1 LC and it will act as Cav Power?) MA against the player and HC is tragic - I'm sure I don't need to post statistics that tell you this, you definitely did. If the game is not such a situation, I would definitely agree with you based on the pure statistics that you provide, but I somehow just doubt this at the heart, that they will in any way be more useful than LCs or axes in most situations. If, however, the builder def 4:1 spears: the sword as you indicated above, MA will definitely be overwhelmed Moreover, I never say MA is a bad unit. It's just the worst, in my opinion. The player is generally the worst category; he therefore why there is so little world of bows, haha. And yes, I know about the cats verbally, but not with the exact numbers. I think it's time to try it out for the fact now their only disadvange is that the game no longer plays as a strategy game, so it doesn't matter what you build. Get some looting officers, raise a barb, farm it and noble it and this is it. You couldn't be more right. You couldn't be more right! Ok, let me do it \: I guess I have no dignity left, that's what this game makes ya. Recently, yes, you can divide it into some advanced newbie/player sections. I guess it's better to know where to start, than to be confused. Thank you for your reply as well. I think I'll structure it for example Part II: Combat System - Entry-level - blahblahblah - Detailed functionality - blahblahblahblah blahblah blahblahblah I'll definitely do this, but I don't know how soon. I did this tutorial on a whim because someone asked me to share a little knowledge and I was bored ... but I wanted to integrate it into a standard game that everyone would read on the same page as others. Can you help me with this? If you can contact me and leave a method of contact so that I can ask for comments and change, I would really appreciate it. I may have more experience and gaming skills than most of what I've met, but I'm really lacking in the field of theory compared to people like you. I feel quite inadequate looking at my response now compared to you. Honestly, hats off to me. Thank you. For the response and for being the first eloquent individual I spoke to on here of the year. It's really a nice change, it makes me miss the old days a lot. I'm glad there are still people like you doing stuff like those. I am sure that it will contribute in a positive way to the declining server population. However, to me at least, the game died in about 2 and a half years (since they introduced the VP system) and then Gwendoline. I have no intention of fighting in a real money war, nor is it a concern to meet the players that ignore the first generation of theorycrafters. With that being said, I'm just a passer-by and I intend to stay that way. I want you lucky with your project, and I hope it will be the first step towards a better community. @cute the HC xoxo kitten is weaker than any other unit? don't have it weakest against LC I'm glad there are still people like you doing stuff like those. I am sure that it will contribute in a positive way to the declining server population. However, to me at least, the game has been dead for about 2 and a half years (since they introduced the VP system) and then Gwendoline. I have no intention of fighting in a real money war, nor is it a concern to meet the players that ignore the first generation of theorycrafters. With that being said, I'm just a passer-by and I intend to stay that way. I wish you good luck with your project, and I hope it will be the first step towards a better community. Thank you, man. Thank you for going through then, feel free to check for a while and let me know if the progress I'm going to make is in line with your standards Let me know if there are also any other topics I should cover. Honestly, this is in such a hurry it can also be rewritten. You should keep in mind that the axis is an offer for each unit, and the LC is 4 As mathematics, bro You should keep in mind that the axis is a clause for each unit, and LC is 4 As mathematics, hc bro is not the weakest against the axis. This is a completely different beast. That all about shafts have the highest supply to counter the strength ratio, not about what HC resistance has against each unit. Of course 24,000 axes will outperform 6,000 LCs - this is not about being weak or strong against something, it's about absolute fighting power. In other words, it's a more powerful axis than everything else when it comes to a full nuclear weapon. But this is made up of PS producing those slower: Who are you even? This topic is not for this kind of logic here. I'll rewwwwwww instructions from the beginning. More information, more topics, in-depth field analysis, case studies and evidence. I don't expect this to be done too soon, but it will be done. I would appreciate if any of you with more technical knowledge, such as passer-by, would provide recommendations for topics to cover and how to cover them. For the structure, my plan is as follows; I'll probably do 3 different levels of detail for each section; kinda like a BTEC level answer, followed by an entry-level college answer, and then finally a perfect PhD sorta thing. If I had that ability, lmfao. It's probably going to take a lot of effort. EXAMPLE: Part II: Combat System - Entry Level - blahblahblah - Detailed functionality - blahblahblah blahblah [example] - Full analysis - blahblahblah blahblahblah blahblah blahblah blahblah I also plan to divide the instructions into three pieces: 1. Personal skills and knowledge 2. Practical details about the system and its functionality 3. Leadership, politics and diplomacy related to topics Besides section included in the topic and the things that passer by mentioned, anyone please introduce other things to cover? Any additional help beyond that in planning this out is more than welcome. Well, simulate to me: 20k axis x 45 battle points per unit = 666,600 battle points defense wall lvl 0 222340 exists = 5100 axis approx. NowLC 50 0 0 lc x 130 battle points attacked per unit = 650,000 battle points attack 3333 HC x 160 points comber defense per unit = 533,280 wall point guard 0 116720 exists = 897 LC = 3588 thomas regulations I think you're pretty much wrong. First of all, the number of homicide units is force_report ^ 1.5* initial_number. In your first example, (666,000 / 900.00) ^ 1.5 * 20,000 = 12,748.65 -= 12,749 Dead Axes, so 7251 Axes exist. In your second example, follow the same formula, 1,284 LC exists, or 5,136 specified. However, the problem is that you need 20,000* 2.5 minutes = 50,000 minutes to buils 20,000 shafts. Now, comparing 20,000 Axe vs 5,000 HC (or 4 Axe vs 1 HC), you get 4*45 vs 200 or 180 vs 200, so HC wins. This calculation is more accurate, because the attacker builds axes on more villages, but so is defender. In addition, the defender can stack up from other villages so that he is not limited to a population of 20k. Doing the same math for LC and HC, we get 5,000* 6 minutes = 30,000 minutes to buils 5,000 LC. During this time, you can build 30,000 minutes / 10 minutes = 3,000 HC. Now compare 5,000 LC vs 3,000 HC (or 5 LC vs 3 HC), you get 5* 130 vs 3* 160 or 650 vs 480. This means that (480/650) ^ 1.5 dead LC = 63.46% LC dies, or 36.54% of LC survives. So yes, HC has access axis, and mixed with Spear (I won't tell this time the ratio) it's accessible to any axe/LC combination. Page 3 and anyway, it's wrong, heavy cavalry does not protect the shaft well However, the problem is that you need 20,000* 2.5 minutes = 50,000 minutes to buils 20,000 shafts. Now, comparing 20,000 Axe vs 5,000 HC (or 4 Axe vs 1 HC), you get 4*45 vs 200 or 180 vs 200, so HC wins. This calculation is more accurate, because the attacker builds axes on more villages, but so is defender. In addition, the defender can stack up from other villages so that he is not limited to a population of 20k. Doing the same math for LC and HC, we get 5,000* 6 minutes = 30,000 minutes to buils 5,000 LC. During this time, you can build 30,000 minutes / 10 minutes = 3,000 HC. Now compare 5,000 LC vs 3,000 HC (or 5 LC vs 3 HC), you get 5* 130 vs 3* 160 or 650 vs 480. This means that (480/650) ^ 1.5 dead LC = 63.46% LC dies, or 36.54% of LC survives. So yes, HC has access axis, and mixed with Spear (I won't tell this time the ratio) it's accessible to any axe/LC combination. I think time is not the only factor that needs to be balanced here to level the playing field... In your first example: the 20K vs 5K HC axe, both the attacker and the defender will need the same time to recruit their units but, in the ress, the attacker will need 2.6M ress to get the 20k shaft while the defender will need 4.75M ress, 3M iron alone, for his HC 5k... defenders will need to spend 82.69% more ress in their barracks queues, mostly iron, to keep up with attackers... If resources attack 5k = defender: 2.85M ress... only 20% more ress for defenders ... compared to recruiting time is flawed imo like using only Thomas offer point is HC is weaker than the axis than lc, offer vs offer, it's true ... The Ax/HC strike/defense ratio for each clause is 1.35 while LC/HC is ~1.22... strongest doesn't mean the best though because as you indicated there are other factors to consider such as time/cost/farming efficiency/number of villas etc. Large thanks to you @Just a passer-by... i didn't enjoy reading someone else's posts in a while.... i didn't enjoy reading someone else's posts in a while.... i didn't fully agree with my @SYPHAX. If we talk about the weakness of HC, we do not need to look at the statistics because they win and are a great unit for sure), but at their expense. Need 600 iron / 10 minutes (no recruitment speed from rax / tribe) means 3.6k Iron / h, easy to go to 4,140 Iron / h (just because Rax 10 and Rax 20 speed recruitment). Even with iron mine Lv 30, you still need to add some Sp to compensate. I personally would not recommend building HC. Yes, they are better and faster than Sw, but I don't want a high-end market and/or high-level iron ore mine just to be able to train it constantly. Both buildings cost a lot of regulation, and even worse they have long construction time, so you can't build something else. I should also mention that my experience is mostly from early to mid-game, up to 15-20 villages. With that in mind, I don't know how HC feels when activity levels drop, and all those comments are based on time based on war, where you can even strike with a farm lower than 20k. Doing the same math for LC and HC, we get Someone in good spirits... Bashing away at the old Coldog is us... Thanks for the tutorial really appreciate that you are willing to share your knowledge. Call for help - can anyone please suggest any additions or changes to the content that will be in the second release of the tutorial? Please give me 2 minutes of your day and help. HC is not the weakest against the shaft. This is a completely different beast. That all about shafts have the highest supply to counter against strength ratio, not about what HC resistance has against each unit. Of course 24,000 axes will outperform 6,000 LCs - this is not about being weak or strong against something, it's about absolute fighting power. In other words, it is the shaft that is against everything else when it comes to a full nuclear weapon. But this is made up of PS producing those slower: Who are you even? This topic is not for this kind of logic here. Ejem... Ejem .... A good idea, but still a personal opinion ... In the 2nd tribe wars, all personal opinions are relative. If you are looking for which army is the strongest when terms X (K), it all depends on defending the opponent. If you have a lot of bows, the mounted bow offense doesn't help you much..... and battles are not always equal or think about brutality. The moral elements and the space/time they make a kind of troops at that time stronger or weaker. It always depends on your enemy, his abilities, his army and his distance, which gives you an army at that time is stronger or weaker than the strongest army is intelligence, skill and time You can name the tutorial: TFW you see someone reply and already know it will make you laugh because the context of the message is similar to watching a sedative in a mirror house screaming at yourself. damn god, read that gave me mesothelioma time to work on my tutorial since the game is dead as always I guess I like the afterword part lol guys dun forgot to have a life (including myself) the secret knowledge stored in this tutorial that the page is copied protected? a pity, it would be interesting to read, but without running the text through the translator, there is not much chance what secret knowledge is stored in this tutorial that the page is protected copy? a pity, it would be interesting to read, but without running the text through the translator, there is not much chance of nothing secret, just do not want people to post it elsewhere or copy it as a whole. you can use chrome extensions to translate. What secret knowledge is stored in this tutorial that the page is protected copy? a pity, it would be interesting to read, but without running the text through the translator, there is not much chance of Relaxation, there is nothing that you do not know in this tutorial, he is keeping his darkest secret to himself it is a good idea to launch down to markets, hospitals, buildings producing resources and maybe even pubs. You can not launch down to the hospital to disband a tribe LVL 43 that someone spends hard money to get lvl that, for the sake of defi defies, shows a pathological insensitivity, without sitting well on a guide author, not too cute kitten mr jhin. Jhin.