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## Forge of empires city defense boost

I currently have all 3 military GBs of 10, so I was wondering what was the best way to build on that. Page 2 4 comments in this Forge of Empires City Defense article, we provide you with our most effective tips and tactics in protecting your city. It is important to consider that you are a defense, because city strikers often violate their game-play walls of the old city of the industrial age are not of great help. To understand the topic, it makes sense to look from the point of view of the attackers; a lot of people don't loot – they just want points in the PVP tower to get the weekly medal awards. Unfortunately, there are exceptions. First of all you need to give units for your city defense; otherwise it will consist of only 2 fighter jets. This is regardless of the age of your cities. You usually use 8 unbundled units from the highest available era. Attack bonus Attacker receives attack and protection bonuses for his attacking units from the Statue of Zeus, the Cathedral of Aachen and Casta del Monte. More bonuses may be attributable to other special buildings, but they only apply to the value of an attack (not the value of protection) of attacking units. Therefore, it is very common that the striker does not have much more than a 90% defense bonus, although some players are known as a 200% attack bonus. The attack bonus is almost unlimited and can be increased by 30% in the mech and increased by inventory. The defender receives bonuses from St. Basil's Cathedral and the castle of the deal. The value of both buildings increased attack and defense units in the defense of the city. In addition, the defender can receive bonuses from the buildings of events and additional from the den of the Tigers and the monastery. There's also a damping of the mech and the inventory. (It's important to mention the City defence - but it's overrated that it can't be used very often). Review of attack bonuses for attack and army defense seems relatively fair and balanced; but we need to take artificial intelligence (AI) into account! The AI of security units is always on, unlike attack units that only use AI when automatic mode is turned on. You should be especially careful of the way Rogues are used by AI: Rogues are powerful for attacking army Rogues are weak for army defense. If they defend themselves, you can be quite easily defeated if the attacking army consists mainly of Rogues; even if your defending army has as much 300% protection bonus. In this situation, as a defender, you can add more bonuses. Those of you who are successful in the Guild will benefit from many ritual flames. Each adds an 8% bonus to your city protection. On the other hand, 4% of the scary blazes. By using these, a defender has almost unlimited protection bonuses. If you are able to surpass the 300% defense bonus, you can make it increasingly difficult for an attacking army. If you are far above this percentage, it will be impossible to defeat. However, this solution requires a lot of space. 300% means that you build more than 37 ritual flames; 75 flights or 5 extensions! This space will be more useful for other buildings. The smart solution is to ignore random looters and their luck and realize that with 5 extensions you can produce much more than they can steal! However, when lucky robbers steal the exit of your Maharaja temple, above will not be enough! City defence needs to be installed, but tigers day and monastery will not provide enough support. Instead, St. Basil's Cathedral and the castle deal large buildings are far more efficient; Provide a combined 60% bonus (30% each) to your defense units - attack and defense values. To win battle, your units not only have to withstand their enemy attacks, but they need to destroy your attacking units, which will likely have a defense bonus of their own of at least 90%. Having a 60% bonus attack on your defensive units make a significant difference and will help you overcome the attacking army, as this defensive setup is a real pain for attackers. Another trick for your protection is to use units of a higher age even before you reach that age. A way to obtain these units is to complete related quests. Those who can not build such great protection sometimes use exotic methods, such as tearing off roads so that the city stops all production! But in the long run it's much worse for the defender and their city. Even if you know you don't have a chance to beat the attackers, there are some opportunities to hurt the attackers. A rogue, though weak in a defensive army, can cause damage - but only if you decide to fight manually (which can be exhausting and time-consuming after a while) Rocket artillery of the modern era can also be a pain for attackers. They're in four units. You definitely won't win with them, but your defensive results will be better as long as the striker has a lot of injured units. This will not help you in this battle, although the attacker may run out of units and will have to wait longer before he can attack again. The best protection Best protection requires zero space and zero strict points and has an excellent impact on looted: have all proceedings collected immediately, adjust their production times accordingly. Or they redesign their city so that no attacker can even rob him; you can achieve this with the help of the Great Building and numerous events only buildings. Thank you for read this Call of Empires City Defense Guide. Be sure to sign up for our newsletter to get notifications about articles just like that when they are released. report this advertisement Essential Info about Forge to empires addictsForge of empire drug addicts and guild you will find these statistics essential for detailed analysis and game improvement. Helps to spend FP efficiently and safely. Copy the guild's performance into a spreadsheet. This is not a BOT and will not be all actions of the game. FOE game statistics are added to Chrome DevTools, which, when selected, will appear in sidebar as an option section. Current tools include: City Statistics (daily Forge points, guild strength and commodities, ARC/Chateau boost, attack/defense boost, etc.); Available incidents and their type (road, nature, coastal, etc.); Invested FPs and related prizes due; A large assistant for investment in buildings, which includes the cost of locking the prize and the associated profit/loss; Statistics related to the last building visited; Player lists of a friend, neighborhood or guild; Details of the Guild's administration against the Guild, the Guild and the Guild's Treasury. A copy button is provided for each group of statistics that allows the user to quickly add data to the Clipboard and copy to a document or spreadsheet for further analysis. This extension is safe to use as it simply listens to the messages that are received. There is no information about it not being sent to Inno or FoE-Info. NO USER DATA is stored or sent anywhere, so your privacy is protected For additional information and visit issues Comments Sharing Defense Reinforcement is a feature of some buildings and objects to increase the defense value of units protecting the city by a certain percentage. Defensive support can be activated by the Friends Tavern by paying for it with silver taverna. The defense will only take advantage of the defensive units, the attacking units will not be affected. To increase the statistics of the attacking unit, players can use the attack boost. When there are multiple defense boosts, either from buildings or from objects, these percentages are stacked. Then the basic value of the unit's defense is increased by the result. Protecting army protection provides the following sources increase the defensive values of troop players when they are used for protection. This only applies to city defence when the player is attacked by another player from the neighbourhood. Large buildings Some of the Great Buildings offer a bonus for fierce resistance or sophisticated tactics, which in addition to increasing the value of defense also increases the value of the attack of the defense units. Building fierce resistance and advanced tactics castle deal provides fierce resistanceProduce + 3% defense boost at level 1 and +30% defense boost at level 10. After level 10 +1% defense boost is won after each second level. St. Basil's Cathedral provides fierce resistanceProduces +3% defense boost at level 1 and + 30% defense boost at level 10. After level 10 +1% defense boost is won after each second level. Terracotta Army provides advanced tacticsPresences +2% defense boost at level 1 and + 20% defense boost at level 10. After level 10 defence boost is won after each second level. What makes terracotta's army different is that the statistics of the offensive army also increase by the same amount. Special buildings strengthening appleton's building provides from +10% to +18% defense boost of buildings. Appleton Cottage was one of three options when they reached level 7 with the villa Sept. Athletes Living Quarters provides a +7% defense boost. The value of the boost has remained constant over the centuries. The classic Garden Pool provides +4% defensive protection when adjacent to other buildings from the classic garden set. The values of the boost have remained constant over the centuries. Druid Willow Provides +3% at level 1 or +6% at level 2 defence boost when next to at least two other buildings from Celtic Forest Kit. Elephant Fountain provides from +3% to +9% defense boost when adjacent to at least three other buildings from the Indian Fountain Set. The value of the boost depends on the age of the buildings. Garden ruins provide a +2% defence boost when they are adjacent to other different buildings from the Royal Park Kit or +5% defensive energy when adjacent to two different buildings from the kit. The values of the boost have remained constant over the centuries. The monastery provides a +20% boost to defense. Nishikigoi Pond provides a +2% defense boost when adjacent to two other buildings other than Cherry Garden Set or +5% defense boost when adjacent to three different buildings from the kit. The values of the boost have remained constant over the centuries. At level 2, Lake Nishikigoi provides a +5% defense boost when adjacent to two other buildings from the kit or +12% defense boost when adjacent to three. The lake of Autumn provides from +6% to +11% defense boost depending on the age of the buildings. Ritual flame provides +8% defense boost. The value of the boost has remained constant over the centuries. Royal Guard Post provides +1% to +2% defense boost depending on the age of buildings. Smörgåsbord Feast provides a defense boost + 2% when adjacent to two other different buildings from Winter Village Set or +5% defense boost when adjacent to three different buildings from the kit. The values of the boost have remained constant over the centuries. Sundial Spire Provides from +2% to +7% of defense boost depending on the age of buildings. Den of the Tigers provides a +5% boost to defence. The value of the boost has remained constant over the centuries. Watchfire Provides +4% boost to level 1 defence. At level 2 +6% defense boost is provided. The values of the boost have remained constant over the centuries. Winter Spire When upgraded to level 5 or more, starts to provide +3% to +14% defense boost depending on building level and age. Primrose Bloom provides a +6% boost defense of the defense army. Military buildings of the modern era and ahead some of the regular military buildings also provide a defense boost. Elements Defender boost elements can be obtained from boosting the staple, events, daily challenges and Objects can only provide temporary reinforcement of protection. The amplifying effect of the elements accumulates, this means that players can use several boost elements at once. Element Defense Support Small Defender Boost provides + 10% defense boost for 8h. Medium Defender Boost provides + 20% defense boost for 8h. Great defender boost provides +30% defense boost in 8 hours. Hours. Tavern with Silver Tavern can be activated taverna A temporarily. Item price protection boost 1,000 Activates +10% defense boost for 24h. 2,500 Activates +20% defense boost for 48h. 7,000 Activates +30% defense boost for 72h. Defense providers for attack army the following sources increase defense troops' defensive values when they are used for attack. This refers to attacking other players in the neighborhood, attacking guild meetings, attacking CvG cards, battles on the continent, battles in day-to-day challenges, or battles at battlegrounds Guild. Large buildings Some of the Large Buildings offer a bonus for military tactics or tactics that, in addition to increasing the value of the attack, also increase the value of protecting attack units. Building military boost and advanced Tactics Castel del Monte provides military BoostProvides +3% defense boost at level 1 and +30% defense boost at level 10. After level 10 +1% defense boost is won after each second level. The Cathedral of Aachen provides military BoostProcesses +3% defense boost at level 1 and +30% defense boost at level 10. After level 10 +1% defense boost is won after each second level. The Statue of Zeus provides a boost to the military +3% defense boost at level 1 and +30% defense boost at level 10. After level 10 +1% defense boost is won after each second level. Terracotta Army provides advanced tacticsPresences +2% defense boost at level 1 and + 20% defense boost at level 10. After level 10 +1% defense boost is won after each second level. What makes terracotta's army different is that the statistics of the defense army also increase by the same amount. Special Buildings Building Defense Boost Antique Obelisk provides from +2% to +6% defense boost of the attacking army, depending on the level of buildings. Druid Willow provides +3% at level 1 or +6% at level 2 boost the attacking army's defence when next to at least two other buildings from the Celtic Forest. The gate of God sun at level 2 provides + 4% boost to the defense of the attacking army. Hippodrome Carceres provides +8% to 17% defense boost to the attacking army at level 6, depending on the age of the buildings. House of Horrors provides +2% to 7% defense boost to the attacking army at level 6 and +6% - 14% at level 7, depending on the building age. Ochre Yard provides an +8% boost to the attacking army's defense. Olive Grove provides an +8% boost to the attacking army's defenses when connected to the terracotta vineyard. Olympic finance when upgraded to level 10 provides +10% to + 24% boost to the defense of the attacking army, depending on the stages of age. Road to Victory provides a +5% boost to the attacking army's defense when nailed to a Statue of Honor. Rousioi Track provides a +3% boost to Sphendone and Carfest's defenses when connected to these. Sentinel post provides +2% +4% boost to the protection of the attacking army, in Level. See also defensive army offensive attack reinforcement of the Community Content box is available under CC-BY-SA unless otherwise stated. Noted.

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