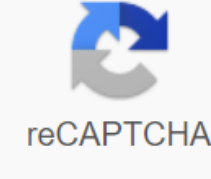




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Ikariam barbarian fleet guide

Hello everyone, I'm trying to find some information about fleet barbarism, since they have different names of our normal fleet, can anyone tell me what they are towards ours? thank you, I am not afraid of an army of lions led by a sheep, I'm afraid that an army of sheep led by a lion thank you Emissary, I can not find a place where you say I like it. I'm off the ikariam board, ikariam and everything lately, my bad I should know all this information is in aid anyway thank you very much. having a fight right now I was trying to build the navy minimum needed to win. I am not afraid of an army of lions led by a sheep, I fear an army of sheep led by the Lion Barbarian Village where you get to learn about the fighting system without attacking other players. This is the first PvE (Player vs. Environment WP) activity announced in the game so far. Every time you attack the village, the battle becomes more difficult. The new version of patch 0.7.0 now has 50 levels for a barbaric village unique to each island. General information To view the Barbarian Village you need to go to the island view of the island with any of your cities. Note: The Barbarian Village is unique to each player. He will appear as a level 1 village for a player who has yet to attack him, level 3 villages for a player who has attacked and won 2 successful battles against him and will increase to a level of maximum level 50. Clicking on the icon will give you some information. The name City Size barbarians wall level (10th successful battle or above) Look the village changes its appearance depending on its level: Before patch 0.7.0 villages used to look like this: Attack First attack will be very easy, 2 Spearman will catch up with Varvara's single. You will receive 800 340 89 104 123 69 even for an attack on land as a reward for winning this battle. Be sure to ship enough cargo ships each. Notes: The key to defeating the upper level of the barbarian villages is the staging of troops. You will start the battle with siege weapons and heavy infantry (60 hoplites and 12 catapults / mortars). You rarely want to land your in-line troops (Archers/sulfur carabinieri) in the first round because they ammunition depends and eventually have to be withdrawn without removing heavy infantry from combat. When planning your troops staging intervals, you will need to compensate ammunition for the differences between catapults and mortars; The Rams do not require ammunition and are unlikely to be effective at higher levels. Landing a long-range force in anything other than the first round will save ammunition. Let the siege weapon attack the city walls. You have to try time range units to land as the wall collapses. Next, you'll send your first wave of wavered troops to 14 sulfur carabinieri, and/or archers. Mixing archers and sulfur not recommended. If you decide to Both types in the same battle, we offer you to stage them separately, using one type and then the other, never letting them on the battlefield at the same time. You will plan these troops to land for Round 2. Since the sulfur carabiner only have 3 shots they will run out of ammunition quickly and at the end of the 4th round you will need to take them off. Next, send the 2nd wave of wavered troops and include more siege weapons from this stage (14 sulfur carabinieri and 6 to 12 catapults/mortars); Plan these troops to land for Round 5 as your siege weapons and 1st wave of hovering units are probably out of ammunition by this time. As for the withdrawal of troops: if you do not withdraw their units before their ammunition is depleted, and do not have enough heavy infantry to fully fill the front line, the rank-and-file units will be forced to go to the front line and subsequently killed. Also remember that issuing a withdrawal order requires one complete round to be executed, and will add one hour to your return time. Give the withdrawal order until the round in which the troops must be removed from combat. Again, staging will allow your wavered troops to be removed from combat without removing the front line of heavy infantry. Sizes of the Barbarian Village Battle #'s # of Barbarians WallLevel Loot FieldSize RebuildTime Battle #'s 1 - 9 See Barbarian Kings (Tabs 1 - 9) 1 - 9 10 - 19 See Barbarian Kings (Tabs 10 - 19) 10 - 19 20 - 29 20 - 29 30 - 31 See Barbarian Kings (Tab 30 - 39) 30 - 31 32 30 600 - 90 - - - - 22 67,800 41,690 15,331 12,936 8,624 11,019 Medium 1h 34m 32 33 30 625 - 120 - - - 22 73,050 45,510 17,309 14,604 9,736 12,441 Medium 1h 36m 33 34 35 650 - 150 - - - 24 78,600 49,580 19,494 16,448 10,966 14,012 Medium 1h 38m 34 35 35 675 - 180 - - - 24 84,450 53,900 21,888 18,468 12,312 15,732 Medium 1h 40m 35 36 35 700 - 210 - - - 26 90,600 58,470 24,490 20,663 13,775 17,602 Medium 1h 42m 36 37 35 725 - 240 - - - 26 97,050 63,290 27,299 23,034 15,356 19,621 Medium 1h 44m 37 38 35 750 - 270 - - - 28 103,800 68,360 30,317 28,340 17,053 21,790 Medium 1h 46m 38 39 40 775 - 300 - - - 28 110,850 73,680 33,542 28,301 18,868 24,109 Medium 2h 39 Battle #'s WallLevel FieldSize RebuildTime Battle #'s # of Barbarians Loot 40 See Barbarian Kings (Tab 40 - 49) 40 41 40 1,000 - 390 280 - - 5 30 126,150 85,370 41,434 29,780 23,306 34,960 Large 3h 30m 41 42 40 1,200 - 510 360 - - 10 32 134,400 91,740 46,099 33,134 25,931 38,896 Large 4h 30m 42 43 40 1,400 - 630 440 - - 10 32 143,050 98,460 51,245 36,832 28,825 43,238 Large 5h 30m 43 44 45 1,600 - 780 560 - - 15 34 152,100 105,530 56,870 40,874 31,990 47,984 Large 6h 30m 44 45 45 1,800 - 960 680 - - 15 34 161,550 112,950 62,976 45,264 35,424 53,136 Large 7h 30m 45 46 50 2,000 - 1,170 840 - - 20 36 171,400 69,562 49,997 39,128 58,693 Big 8h 46 47 50 2200 - 1,410 1,000 - - 20 36 36 x181,650 128,840 76,627 55,076 43,103 64,654 Big 9h 30m 47 48 50 2500 ? ? 25 38 192 300 137 310 84 173 60 499 47 347 71 021 Big 9h 48 49 60 2800 ? 1,980 1,400 ? ? 30 38 203 350 146 130 92 198 66 268 51 862 77 792 Large 9h 30m 39 49 50 See The Barbarian Kings (Tab 50) 50 Battle of the WallLevel FieldSize RebuildTime Barbarians Share Loot Community Available Content in accordance with CC-SA unless otherwise stated. Swinging to win on damage in battles and reduce losses is the most important method for using swinging. Basically swinging sends certain troops into a running battle and then pulling them up to that round counter hits zero. Thus, these troops fight only once and then head home to heal and re-ammunition. Or sending in batch troops to fight in fixed sizes so they fight for only one round, then the next game fights in the next round. As it works, the benefits of some units in Ikariam are suffering what I call compounded Hit Point losses, so the longer these troops are in the ongoing battle, the more their losses increase with each round. What's going on is that after each round the total damage done by the unit is split between all the live units in combat (for example, you have 1000 SG in combat, each of them has 184 hit points, you take a total of 16,836 damage from the enemy, some SGs die every round, the survivors each take a total loss of about 20 points of hit each round, so that through about 5 to 6 rounds you start to see the numbers of SG increases as their hit points get under 50%. If you leave the fight long enough, you can lose up to 96 SG each round). Which units are the most affected Steam Giants: If you have 1,000 steam giants in battle, from round 2 years of loss will grow until enemy catapults or mortars firing balloons: From round 2 years of loss will increase, round 5-6 all balloons will die every round of gyros: They take a lot of hits to mountain losses, increase by 2 losses every few rounds after 6 rounds of the Rams : Losses on them begin to increase in fights that last more than 8 rounds (so only when Ares runs) Steam Rams: Losses at the start increase after about 4 rounds and continue to increase what you need to get swinging to the work point of action (AP) - Every city in Ikariam has a point of action. The higher the city level, the more action points it will have. To see how many action points the city, choose the city in your fall down menu, just below you will see an arrow with a number next to it; This is the number of what points of action you have to play. Now you'll notice In your own cities you have more points of action than when in a union or occupied city. For example, in your level 1 city you will have 3 AP, but if you go to a union city you will only have 1 AP. It's This. the difference is the same as the city to build and get more AP. The reason you need a lot of AP points because of travel time - Retreat time penalty here's an example of getting 1 batch of troops into battle, then retreats, journey back to the city (No balloons, for example): Troops in the enemy city - 15min (1 round) retreat troops as they arrive, they fight round 1 - 15min (1round) 1 hour (4 round) Troops return time to hometown - 15min (round 1) Total - 7 rounds If you use balloons it takes 9 rounds as balloons take 30 minutes in the way (i.e. round 2) Another import point that many players don't know when you and other alliance players are in an alliance city or occupied city, each player gets their own points of action they don't share. The next thing you need time every 15 minutes you need to wave troops in and in most ground battles for full effect, so keep that in mind. But you can always keep a great batch of Hoplites ready to send if you have to leave the computer. What stops swinging from the job number one problem that stops waving from work, are your other alliance members? Allied players can't talk to each other or someone hears that there's a big battle and just sends all the troops to the logs. Allies need to talk to each other. Before you send troops to the current players in combat, ask what they need. Send in 5 cooks to watch the fight once you see how the battle goes it makes it much easier to understand what your ally needs. The second thing that stops swinging is when the city you're swinging from is attacked (but I find it very rare, like when most enemies see the battle rages they just send troops into a battle city and don't think about locking down all the nearby towns). I usually like to block all enemy ports on the island as this stops them attracting additional troops. Sometimes I just leave the free port of the city under attack, encouraging the enemy to send more troops for us to kill! There are many options that you can use for swinging. You can just send all the troops except the balloons and steam giants, and just wave these two types. You can start without swinging and then wave when the time is right (like mortars and catapults are dead or run out of ammunition, or all the gyros are dead). You just have to think about how much time you have, what you expect to find, what other alliance players are in the area and if they or you have a Hep forge running. It sounds hard from the start, but once you start and try it, swinging everything falls into place. With practice you can start causing huge damage. You may need 1 AP item to wave in sulfur Carabineers (252 will last 9 rounds) If swinging out of the occupied city, leave enough troops to handle small uprisings swinging well, but also dangerous. You'll need at least 2 nearby towns to wave off to have enough AP AP If swinging from another island you have to keep the port open or again you may not be able to get into the troops through the naval battle you have to be in the net at least every 15 minutes swinging, so don't put plans to just use expensive mortars when you're sure they're safe to always coordinate with allies when you're swinging, if the allies are a pair of giants already in combat, your troops can't take the front lines. Don't send extra, as they will be wasted when you're swinging balloons if you're not swinging at any other troops, but you need balloons in combat, but can't be online for a while to send in a bunch of batches of 30 balloons in each batch. Each party of 30 will fight only once, as long as a new batch of 30 arrives to take the line. However, you have to make sure that you pull used batches of balloons/diving boats before you run out of fresh 30 batches, otherwise you will take huge damage because the various used batches will not combine, but will go into further combat rounds only in reduced numbers of survivors/survivors units. Units.

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