



I'm not robot



Continue

War commander rogue assault fob level 9

Open the Mac App Store to buy and download apps. An immersive military strategy game set in a massive multiplayer online world, War Commander: Rogue Assault offers an awesome, totally 3D battlefield experience like nothing you've ever seen on your mobile. Do you think you have what it takes? Swipe over and destroy! KEY FEATURES Adapt quickly with direct control of their units during the battle! Joy non-stop action with instant unit creation and repairs Engage in epic single-player campaigns and destroy rival armies on their way to the world dominance War Commander: Rogue Assault offers three levels of paid subscription: Basic, Elite and Legendary. BASIC SUBSCRIPTION Basic subscribers receive daily and default grants of resources, critical components of unit upgrade, commons unit upgrade components and strikes. On special days (day 7, 14, 21 and 30 from the start of the renewal period), they obtain a mixture of high-value common components, critical components and strikes. Basic subscribers also have access to exclusive profile pictures. ELITE SUBSCRIPTION Elite subscribers receive daily, default resource grants, critical unit upgrade components, Commons unit upgrade components, and strikes. On special days (day 7, 14, 21 and 30 from the start of the renewal period), they obtain a mixture of high-value common components, critical components and strikes. Elite subscribers also have access to exclusive profile pictures. LEGENDARY SUBSCRIPTION Delegate subscribers receive daily and default resource grants, critical unit upgrade components, commons unit upgrade components, and strikes. On special days (day 7, 14, 21 and 30 from the start of the renewal period), they obtain a mixture of high-value common components, critical components and strikes. Legendary subscribers also have access to exclusive profile pictures, an exclusive strike, as well as guaranteed VIP customer service (response times less than 24 hours). All subscribers get the ability to automatically collect all components of daily drips of resources, as well as the boxes they buy in-store. All subscribers get a multiple in oil production. All subscriptions are monthly (30 days), and will automatically renew unless auto-renew is disabled at least 24 hours before the end of the current monthly period. After confirmation of purchase, payment will be charged to the user's iTunes account. Subscriptions are user-managed and auto-renew can be disabled by visiting the user's iTunes account settings after the purchase has been made. Privacy Policy: of Service: - Lay waste with haste: earn the Raider Attack Helicopter in December's Featured Event, On Frozen Ground, a partir del dijous 17 de desembre @ 9am pst.- Guanya components d'Elite Artemis en el 24 de desembre Spec Ops. Elite Artemis porta el poder antia l'aire que t'agrada, però però A new way to update – win Elite Artemis Components through Thursday's events. Kixeye's RTS power has something for any general touchscreen. With no timers to wait, building bases is an explosion, not a task. The control units couldn't be simpler, but The Smart Intelligence makes for a perfect autopilot. However, we choose to fight, the awesome presentation of the War Commander make each battle feel like the big one. Most people here who do a review, play for 5 minutes and then just review it. At the end of the day, you reach around level 50 and then become useless. It all comes in critical letters and common goods. Metal is easy to achieve and it coughs the same. Unless you spend money in the game and buy critical cards to promote units directly. You have to earn and the falling rate of the shouting cards is basically 0. Play this game if you want some fun, but all the good units you have to buy your plans for events and are expensive as. Even if you level a unit to lv10, still ineffective unless you have mkill for each computer slot. This is basically, but the units you want to invest in is Merkava IVM, Mi-28, AH-64E Guardian and Cobras. You must have a reliable fast internet connection. The graphics and the game are excellent. In the first few levels, free stuff is just what you need and can grind for more because you don't need much to promote low-level units. The best strategy is to keep your drive levels high and your player level (XP won) low. Do not promote barriers, metal mines or oil pumps until you have no choice. After about the 30 player level it becomes a gross paid game to win that quickly gets worse as you go. Leave it and start another account on another device to relive the lowest levels if you want to save money. Legendary subscription 1 month Elite Subscription (1 month) Basic subscription (1 month) The developer, KIXEYE, indicated that the app's privacy practices may include data handling as described below. For more information, see the privacy policy of the developer. The following data can be used to track you through apps and websites owned by other companies: The following data may be collected, but not linked to your identity: The usage data diagnostic practices for purchase location data IDs may vary, for example, depending on the features you use or your age. Learn more about the Privacy Policy of the Developer App Edit Shares fobs are NPC bases specifically allied to the player and provide tactical advantages. General[editing] SOURCE] FOBs can only be deployed next to the player's headquarters and will assist in PVP/defenses offenses within war zones. The units generated by the FOB may vary, but their statistics depend on the player's own counterparts, after which a bonus is supplied to the units. They will switch to their advanced counterparts once updated through Global Operations, which can also be the quality of the bonuses, as well as the number of units, ignoring the usual team count in the process. FOB units will be generated within 5 seconds of an attack start. FOBs can be destroyed by other players, or scrapped by the owner (on a refund). Upgrades to FOBs through Global Operations do not affect existing ones and to obtain the benefits of newer players the player must remove their current FOBs and get new ones. Offensively, FOB units are not part of the player platoon, and therefore if units are destroyed in combat directly, they will always be fully repaired for the next battle without player spending. These units cannot be controlled by the player, but the bonus to your statistics partially compensate for this. Defensively, an FOB will send units to the aid of the nearest Allied base (more specifically the owner's base and those of other FOBs). They work like any defense unit produced from their respective production buildings. Reinforcement of infantry vehicles[editing] This forward base of operations will send additional infantry to defend its bases. — In-game description tank reinforcement[edit | edit source] This forward base of operations will send additional armor to defend your bases. - Description in-game Cost Level Units Hardness force requirements Build Unlock/Upgrade Return VictoryReward 1-2 20,000 120,000 5,000 5,600 Rhino 1 6 Global Ops Lvl 2 3-4 2.4 Abrams M1A1 3 8 Global Ops Lvl 5 5-7 Merkava IVM 8 T-14 Armata 9 Leopard 2A7 Helicopter Reinforcement[edit | edit source] This forward base of operations will send additional helicopters to defend its bases. - Description in-game Cost Level Units Hardness Force Requirements Build Unlock/Update VictoryReward Refund 1-3 25,000 250,000 6,250 8,250 Charges 1 6 Global Ops Lvl 3 4-7 100,000 3.20 0.00015,000 25,000 37,000 AH-64E Guardian 3 8 Global Ops Lvl 6 8 Ka-50 Black Shark 9 T129 ATAK World Map FOBs Community content is available under CC-BY-SA unless otherwise stated. We are renewing fobs to make them the focal point of the War Zone game that we always intended them to be. Currently, FOBs don't serve much of a purpose other than blocking the movement of players and eating in an attacker's time. Moving forward, we want the FOBs to be powerful battlefield reinforcements that can determine the difference between victory and defeat. RATIONALIZATION OF THE FOB GAME When looking at the current game, we found that there were several FOBs that were not fulfilling their original intended purpose or were made redundant with the new mechanics of the War Zone. As such, the following changes are being made Streamline what FOBs are available to use: Airfield FOBs are being removed from the game. With the changes mentioned in a previous War Zone article, HQs can now strike from anywhere so that the aerodrome's FOBs no longer serve a purpose. The FOBs in the bunker are being removed Game. These did not serve their intended purpose of being defenders of Stalinism. They only served as a temporary obstacle and inconvenience. FOBs mining and resource drips are being removed from the game. Mining FOBs are hard to defend and we see a lot of behaviors hit and executed on them without repercussions for the attacker. To compensate for this change, resource production is increasing within its staff, where defenses can be controlled. A future article will provide more details about the nature of these increased production methods, which come in the form of increases from the oil zone area, Thorium Zone Area Boosts, and a special Thorium Harvester building. All players will be reimbursed the total cost of Metal and Thorium from any FOB unlocks/updates for the removed Mining, Bunker and Aerodrome FOBs. These granted resources will overflow the maximum storage capacity. Current player upgrade levels of their infantry, tank and helicopter booster FOBs will be maintained when the upgrade goes live. REINFORCING REINFORCEMENTS We have made significant power increases to reinforcement FOBs to make these bases the focal point of the War Zone game. Now, these FOBs not only provide booster units to their headquarters and other FOBs deployed when on defense, but also assist you in the offense in PvP (they don't help in offensive PvE). Fobs can be upgraded from levels 1-7, representing CC levels 3-9, and upgrading booster FOBs will increase the power of units coming from these FOBs. Also, at certain levels, the fobs spawning units update too! Fob usage booster units have the same levels of promotion of their corresponding army units. These are these levels: TANK REINFORCEMENT Level Bonus Unit 1 Rhino x2 2 Abrams x3 3 Abrams x4 4 Abrams x5 5 Merkava x5 6 Merkava x6 7 Merkava x6 INFANTRY BUT Bonus level unit 1 Humvee IFV x2 2 Humvee IFV x3 3 Humvee IFV x4 4 Humvee IFV x5 5 Stryker IFV x5 6 Stry IFV flight x6 7 Stryker IFV x6 helicopter booster level bonus unit 1 Cobra x5 2 Cobra x5 3 Cobra x5 4 AH-64E Guardian x5 5 AH-64E Guardian x 4 AH-64E Guardian x 4 AH-64E Guardian x 5 AH-64E Guardian x 105 6 AH-64E Guardian x6 7 AH-64E Guardian x6 The other big thing about the FOB review is that there is now a discounted cost to deploy FOBs while at HQ Cooldown. Scrapping FOBs while in hq cooling is discounted by the same amount. This means there is no cost to scrapping and deploying during movement, allowing you to move with your FOBs wherever you want to go. (Scrap values vary) Because of this significant increase in power, fobs will now only help headquarters and FOBs that are owned by the same player. Not allied HQs or allied FOBs. However, maintaining its strengthening FOBs navy surrounding its headquarters will now be a key strategic element in reclaiming territory and dominating war zones. Areas. Areas.