Edgeworld Strategy guide

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Revision History

1. Preface

This is a small strategy guide for Edgeworld, most useful to newer players, but with some tips for the rest too.

This document may be outdated and is no longer maintained by me since I no longer play the game. If you feel like taking over, see the chapter "About this document".

2. Generic

2.1. Finding players

There are a bunch of ways to find players.

The Scout & Attack Bases screen (the little warp gate in the middle of your command panel). The Players PvP tab lists all players in your current sector. The Feuds PvP tab lists players you've attacked or that have attacked you. Factions PvE are computer players.

Global, alliance and group chats are another way to find players. You can click on players names to message and scout them or invite them to a group (more on that later). It is not possible to send resources to players via this menu. For that, see the Alliance method of finding players.

The Alliance screen allows you to list players in your alliance and the leaders of other alliances. In the My Alliance tab, you can click on a users name to send them messages, scout them and send them resources. This tab also lists which enemies last attacked people in your alliance, giving you an easy way to retaliate against player for the glory of your alliance.

GPS allows you to find a player by playername. They can be bought using platinum, or won in Zoot's Loot. They can be used only ONCE per GPS.

Battle Reports received in the email from either offense or defense can be used to scout enemy bases.

2.2. Zoot's Loot

Once a day (??is this true? I think I may have gotten it twice a day, once in the afternoon, one just after midnight, then one in the afternoon again), you will get chance to play Zoot's Loot. Zoot offers random prizes that can include anything in the shop (??true??). Chances of getting lesser prices are higher naturally.

You will not get your prize immediately. The item you've won gets added to the store. You first have to find the item in the store and click the Use button before it takes effect.

3. Offense

Offense starts with scouting an enemy base. (See Finding Players for more information). Once you are scouting a base, and it is not under protection and you have warps available, you can attack by clicking the green Attack button.

The goals of attacking are:

- **Gaining XP**,
- **Looting resources** and/or,
- **Retaliating against players**.

3.1. Analysing the base

Before you decide to attack, analyse the base and try to find any weak spots. Check the Defense chapter for spotting weak-spots in a base. Make sure you have a plan of action and know what kind of troops you want to send. In case you're not sure whether you've got enough troops for your plans, check before attacking. If you find that you don't have those four rhinos needed to carry out your plan, you must retreat and lose one or more warps.

Depending on your goals, watch out for either weak spots in an enemy's base and / or exposed and lightly-protected resources. Weak spots can be scattered or lone defenses that may open up holes to the base's core or defenses of the same type in the same spot. Select troops and warp-in points accordingly.

3.2. Selecting troops

You must then select troops to send by clicking on their icons. You can remove troops from the selection by clicking the small red minus icon on the troop icon. Which troops to select depends on the availability of your troops, the enemy base and where you want to attack it.

The following troops are available:

Marines

Marines are dirt-cheap and fast to build, and have decent health/damage. It may seem like they don't do much damage, and they're the lowest level troops, yet in large numbers they're very useful. Use to quickly take out defenses.

Rhinos

Rhinos are cheap to build and have large amounts of health (at lower levels). Although they do very little damage, they are extremely useful to distract enemy defenses while other troups take them out. Two or three rhinos can often distract defenses long enough for pyro's or specters to do a lot of damage. Warp in rhinos far away from where you want them to distract, and prepare the second warp-in with high-damage dealing close-range troups. Once the rhinos are distracting all the guns you want them to distract, warp in additional troops close to defenses to take out the defenses. Be careful when using this strategy with X-1's though, because the splash damage from attacks they perform on rhinos can easily whipe out your forces. Use snipers in that case.

Raiders

Raiders have medium health, and don't do a lot of damage. Their strength lies in the fact that when they hit any kind of mining facility, you will receive twice the resources from that mine. One hit by the raiders is enough, other troups can destroy the building for double resources. It's all about correct timing and warp-in placement with these troups, but they can significantly increase the spoils of war. Note that raiders will always go for turrets first, even if they're not being attacked by one. This makes it difficult to time their warp-in precisely so that they can hit mines first.

Pyros

Pyros have below-average health, but the deal a lot of damage. Use to quickly take out defenses while rhinos or titans distract them. Warp in close to defenses once they're distracted. Easily wiped out by X-1 Cannons.

Specters

Arguably the most useful kind of troops, Specters can take out targets from a large distance. They operate outside of the range of X-1 cannons and Tesla's, allowing them to take out those units without loses. Most useful as a tactical unit dropped in to take care of X-1's and Tesla's, they make a good addition to a mixed group of units. Check the Appendix to see how to utilize these extremely useful units (is that too many U's? I never can tell) to farm Fractions.

Hornets

Hornets have average health and do average damage. Their attack slows the rate of fire of any

defenses to 50%. Since they move at the same speed as titans and a little faster than rhinos, they make a good addition to those units. Just two hornets in your warp-in party can make the difference between losing many or few troops.

Titans

Titans have very high health and are fast. They do little damage, but they are excellent to draw fire away from the rest of your troops. Well placed Titans followed by warping in a bunch of specters and perhaps a hornet or two can often result in a victory with very few loses. They are well worth their price and time to train.

Shrikes

Shrike have a reasonable amount of health, but deal low damage. Their high speed often gets them killed quickly due to them outrunning all the other troops, making them not really worth the resources and time they cost.

Disruptors

No information available at this time.

3.3. Warping in

After having selected your troops, you must pick the spot to warp in. This is done by moving the cursor around the battlefield and clicking it in a strategic point that is allowed. If you are not allowed to warp in at a particular spot, the cursor will be red; otherwise green.

A warp gate has a limit on how much troops you can warp in per attack. This limit is determined by the level of your warp gate, and the space used up by a unit. A Marine, for instances, uses up one space, while a Titan uses 4. That means if your warp gate has 20 spaces, you can only send four titant and four marines. It is therefor important to **level up your warpgate for more powerful attacks**.

When your Command Center reaches level 11, you can build a second warp-gate.

You can **warp in way beyond the borders of a base**. This allows certain fast troops such as rhinos to sprint ahead and take the brunt of the attack before your other troops come into range of the enemy's defenses or to give you time to prepare for the next warp-in. Once defenses are locked on to a target, they will continue to fire until the target is dead, making rhinos and titans good cannon fodder to distract enemy defenses while you warp in more units with high damage to kill the defenses off.

It is often best to **warp in as closely to defensive structures as possible**, giving troops with short range but heavy firepower (such as pyros) a quick way to dispatch enemy defenses. If they have to run across the entire battlefield before reaching their intended targets they can easily be wiped out by turrets and X-1 canon's splash damage. Hover with the mouse cursor over enemy defensive buildings to see their range and pick a good spot.

Of vital importance is that it is **not necessary to warp in all troops at the same time** during an attack. You can warp troops in as many times as you want, as long as the warp space hasn't been used up. That means you can warp Rhinos in close to defenses in order to distract them while you warp in other troops in different locations to take out resources or strategic targets. Make sure you have a coherent battle plan in mind so you don't have to think about what to do as your first wave of troops gets slaughtered.

Sometimes, however, an enemy base (both real players and Factions controlled by the computer) has exposed mines and supply depots that can be attacked with long-range troops (Specters). In that case you may **want to warp in out-of-range of the defense** and let your long-range troops take out the buildings.

If all your warps are charged, **you get three warps**. There is **no way currently to increase this number**, nor is there a way to build additional warp gates (even though Factions can be seen to have more than one). Attacking a Faction always costs one warp per attack. Attacking a real player takes one warp if they are offline, and two if they are currently online. That means the first attack you try on an enemy must succeed if they are online, since you cannot attack immediately again.

If a battle takes more than 5 minutes, you will automatically retreat.

3.4. Battle

Once your troops are warped in, they will **move towards the building closest to them and start attacking it**. If troops come under attack by defenses, that **defensive building will become their next target, but not before they destroy their current target**. It is therefor important to warp in in the right spot, lest your troops start shooting a useless building with lots of health, while they're being shot at from all sides.

Enemy defenses work in much the same way. They **target the first offensive unit to enter their range**, and continue firing at it until it is dead. As mentioned earlier, this can be used to distract defenses using, for instance, rhinos.

3.5. Tactical retreat

There is no shame in a tactical retreat if things do not go according to plan, or if your goals have been met. Sometimes troops do not move and attack the way you intended too, and it might be better to cut your loses by retreating than to continue a pointless attack. Always carefully weigh the potential gains against the losses and if necessary, hit that retreat button.

Many valuable resources can be gotten by carefully analysing a base's layout and attack badly defended supply depots and resource mines. Get in quick with long-range troops (Specters, for instance), take out the supply depots/mines, and retreat. Go in hard with high-damage, short-range troops such as pyros, take out some defensive buildings, plunder the mines and retreat. These are some of the methods of high

return-on-investment attacks. It is not always about flattening the enemies base. Check Appendix I for a list of easy to exploit vulnerabilities in computer-controlled factions.

3.6. Double attack

Sometimes an enemy's base is well enough protected that you cannot get through their defenses and plunder resources in one go. After an initial attack it is possible to Scout again directly and lay down a second attack. This can be used to first destroy defenses in strategic places and then sending in a second wave to loot resources or destroy the rest of the base. Varying your troops between assaults may be a good idea.

3.7. Aftermath

After attacking an enemy, they remain open to attack for a small while (??30 seconds or something??). After that, if sufficient damage has been done to their base, they will receive protection and cannot be attacked again in that timeframe. (??Need more info on this. How long does protection last? Always 30 min or until repairs are done? Damage to base required for protection???).

Both players will receive a battle report on how they did. See 'Getting Attacked' for the strategic value of this battle report.

4. Defense

4.1. Defensive buildings

Having good defensive buildings is key to staying on top of the game. Bad defenses make you an attractive target, and you will lose resources precious to getting ahead in the game. Worse, the enemy gains them over your back.

Here's a list of the various defensive buildings and their usefulness:

- **Turrets** have **long range** and **decent firepower**. Use them to cover large areas of your base. Due to their long range, they are very useful to draw in troops (see the chapter How Attacking Works for details). Their weak spot is that they can only target one enemy at a time, making it easy for enemies to send Rhinos or Titans to distract your turrets. **Keep at same level as Command Center**.

- **X-1 Canons** have **shorter ranges**, and have **fairly low firepower**. Their strength lies in the fact that they **do splash damage**, dealing damage to not just the enemy they are targeting, but also those in the direct vicinity of that target. This makes them very effective against 'swarming' troops such as Marines and Piros. **Keep at same level as command center**.

- **Concussion turrets** have **long range**, and **reasonable firepower**. When they fire at a target, there is a change (??correct??) that they **slow that target down for a while**. This allows other defensive capabilities to pick them off. A reasonable defense against enemies who try to use Rhinos or Titans to distract your defenses, but not for long. **Keep at about two to three levels below your Command Center**, unless you can spare the time and resources.

- **Tesla Towers** have **short range**, but **high firepower**. Upgrading them allows them to **attack multiple targets** at once, making them very good short-range defenses. Use turrets to lure enemies in from long range and Tesla Towers to wipe them out. No advice on the level to keep them at, you decide.

Generic tips:

Check Section 6.2 (Appendix II) for a list of all the building upgrades.

Make sure you **build all the defensive buildings you are allowed to build**. How many that are depends on the level of your Command Center, so if you feel you don't have enough defensive buildings, it's time to upgrade your Command Center.

An important aspect is to **level up your defenses**. Leveling up your defensive buildings is cheap and fast, especially in the beginning. There are also various missions to be completed by upgrading defenses, providing that precious XP for leveling up.

In general you'll want to keep your **Gun Turrets and X-1 canons at the same level as your Command Center**, until they are at least level 4. At lower levels (1 to 3), upgrading Tesla Towers and Concussion Turrets is less useful, since the benefits are minimal. Keep them somewhere between one and two levels lower than your Command Central, unless you can spare the resources and time to upgrade them.

4.2. Base layout

The layout of your base is as important as having high-level defensive buildings. There is no one obviously correct way to lay out your base, but here are some tips:

- **Protect resource mines and supply towers**. Other buildings are less important, as you do not lose resources when they are destroyed. Insufficiently protected resource mines and supply towers make you an attractive target to enemies.

Figure 1. Resource-protected base with varied defenses

- **Overlap defenses**. Each defensive building has a radius. Hover your mouse over a building to see the green circle. The more overlap these circles have, the more concentrated firepower is available in the overlap.

Figure 2. Overlap in defenses

- **Vary defenses**. Try to vary your defenses. Four Tesla tower in a single cluster without any turrets are very vulnerable to Specter offenses with their long range. Instead, vary your defenses. This way a turret can attack long-rage targets such as Specters, while an X-1 Canon can wipe out large groups of Marines or Pyros that get too close.

4.3. Getting attacked

When you are under attack from another player, you will be notified of the attack (if you are online at the moment). You cannot watch the actual battle as it progresses, but after the attack is over you will get a battle report in your mail. The battle report lists how you did in your defensive. You can hover over the blue information icons with your mouse to see which of your buildings were destroyed, what kind of troops the enemy sent and how much of them you destroyed. **Use this information to your advantage** by deducing weak spots in your base. If the enemy sent many Specters, and you lost a lot of resource mines or supply depots, it probably means you have a long-rage weak spot in your base. Try to find it and cover it with turrets. Much can be learned from the battle reports, so do not just ignore them.

UPDATE: The information below is no longer accurate. You are no longer attacked by the AI once a day.

About once a day you will get attacked by the AI. This is a random attack by a Faction, controlled by the computer. They are usually harmless and under-powered, and you get to delay the attack a bit so you can move some stuff around in your base in case you weren't prepared. The **AI always tries to attack the weakest spot** of your base.

Before the AI attacks, you may want to delay the attack and collect the resources from your mines. This way, when your mines are destroyed, you do not lose the resources. (FIXME: Do you even lose resources from Faction attacks?)

4.4. Attack Aftermath

After having been attacked, any damaged buildings are repaired automatically. You will not lose any buildings permanently, nor will they go down levels. The only thing you can lose in an attack are resources. During repair, upgrades and mining continues like normal.

5. Resources

5.1. Getting resources

There are three ways to get resources:

- **Mine** them using mining facilities.
- **Destroy enemy (PvP or PvE) resource facilities and supply depots** (only PvP).
- **Trade** and gift/receive resources from other members in your alliance.

5.1.1. Mining

Mining for resources is straight-forward. Build mines and upgrade them. You can get far with two mines of each type, as long as you upgrade them. There are four types of resources:

- **Crystals (Blue)**. Used for upgrades of all building types except Crystal Mines themselves.
- **Gas (Purple)**. Used for upgrades of all building types except Gas Mines themselves.
- **Energy (Yellow)**. Used for upgrades of Concussion turrets, Tesla towers, Warp Gates, Research Faciliies and for doing Research
- **Uranium (Green)**. Used for doing upgrades of X-1 Canons and for research and training troops.

A mine has both an **hourly rate** and a **storage capacity**. The hourly rate is how much the mine produces per hour. The capacity determines how much resources the mine can hold before the resources must be collected manually. This means that the higher level your mines are, the less attention you have to pay to them. A mine with capacity of 18000 and an hourly rate of 3000 can go 6 hours without you having to collect the resources.

Upgrading a mine will increase both, but storage capacity will grow much faster. Upgrading mines stays relatively cheap both resource and time-wise. Mining continues during upgrades. Building new mines

seems like an attractive option, as it is very cheap and fast. The additional space they take up must be protected by defensive capabilities, however. One big advantage of upgrading mines instead of building new ones is additional storage capacity provided. Capacity increases more than production, giving you plenty of storage without having to build additional storage facilities. As always, there is no obvious best way to go, so do what works best for you.

Tips:

- **Protecting mines and storage facilities is key** to a good defense. Other buildings are not important.

- **Before leveling up, collect the resources from your mines**. After leveling up, all your mines will be filled to storage capacity. If your mines are already full before leveling up, you will **not get any free resources** from the levelling.

- **Level up your mines** so that they can go longer without having to collect the resources. Don't waste those hours you're not playing with low-level mines that stop producing when they're full.

- **At later levels, mining becomes inconsequential**, as you will get many more resources from attacking enemy players or Factions. Don't build too many mines, because they will make you an attractive target later on in the game.

5.1.2. PvP / PvE farming

Destroying enemy bases is an advantageous method of getting resources, provided you can minimize the loses of your troops. Many PvP players, even some at high levels, have badly defended bases where resources are up for the grabbing. But be aware that those with low-level defenses may have put more time in building up their offenses and may retaliate.

Some of the PvE (Player-vs-Environment, otherwise known as the AI, NPCs and Factions) bases have some kind of vulnerability that makes parts of their base easy targets for grabbing resources quickly. **Farming PvE bases can make the difference between being low on resources and always having enough**. For example, the lvl 19 Helio Legion base has a weak-spot in the North-West (upper-left) corner. The two reactors can be attacked with Specters, which can stay out of reach of the Tesla tower.

At later levels (25+), destroying enemy bases will become your main method of collecting resources.

The returns can be significant, and the risk of loosing troops is zero, if the warp-in is performed correctly. Try to find weaknesses in high-level Faction bases for larger returns. You can **farm resources very quickly in this way**. See Appendix 1 for a list of weak spots in Faction bases. Note that **you do not get resources by destroying Supply Depots of AI players**, unlike those of real players.

5.1.3. Trade

Trading resources in your alliance is a great way to get rid of excess resource of one kind while gaining resources you are low on. Ask in the alliance chat for a trade. Make sure to be clear on what you need

versus what you can spare, so deals can be made quickly without confusion. **Begging for resources without trading back equally is considered bad mentality**. Some players continually beg for resources while giving or trading little back. They level up over the backs of their fellow players in an Alliance, and may get kicked out!

5.2. Storing resources

Some tips:

• Upgrading supply depots will massively improve their capacities.

• Again, upgrade your mines so they take longer to fill up. Don't waste those hours your not playing.

• Other players in your alliance may be willing to hold resources in storage for you. Offer them something in return to make it worth their while.

6. Leveling up

Leveling up is perhaps the main goal of the game. The three main methods of leveling up are:

• Complete missions

• Attack Factions

• Attack other players

Completing missions can give you significant XP for leveling up. Destroying the Level 50 Helio and Level 250 Helio are good examples which will give you lots of XP for minimal loses. See Appendix 1 (Vulnerabilities in Faction bases) for examples.

7. Appendix

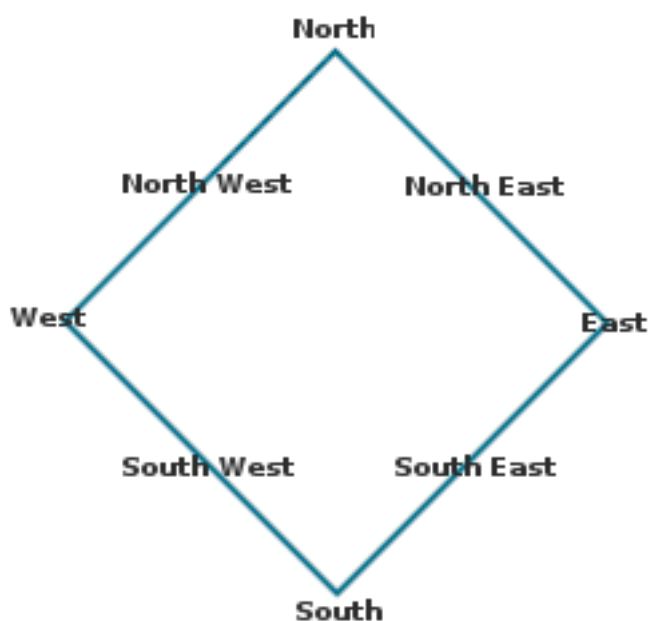## 7.1. Vulnerabilities in Faction bases

This is a list of zero-risk or minimal risk vulnerabilities in faction bases **if you retreat in time**. Use them to your advantage to loot resources or complete missions (destroying the Command Centers).

This appendix uses wind-directions to point out base weaknesses. The wind-directions and corresponding places in the enemy base can be seen in Figure III.

Figure 3. Wind-direction locations in bases

Notes:

- The specters mentioned in (most of) these attacks can be **level 1 specters**. Send as many as you want for the zero-risk attacks, but you may want to start with one to see if you got the correct warp-in spot. In some cases, you have a very narrow spot where you can attack without getting hit. In this case it is **best not too send too many specters**, as they take up a larger area. The attack will take longer, but you will have zero loses with fewer specters.

- **Zero-loss** means the attack can be accomplished without losing any troops, provided you got the tactics down.

- Factions repair their base much faster than normal players, and for most of the zero-loss attacks below will not receive damage protection. If you spread your warps about 10 minutes apart, you can hit the zero-risk weakness three times in half an hour, netting for example 180,000 Uranium per hour from the level 50 Helio vulnerability.

- While it makes for easy farming in most cases, note that you will gain more XP and resources by attacking real players or at the very least completely destroying a faction base.

The following vulnerabilities have been found and tested. If you have additional vulnerabilities, please let me know. See the Help and Contact sections on how to contact me.

Lvl 19, Helio Legion, **Zero-loss**

Weak spot in the North. The two reactors, barracks, two tesla's and staging area can be destroyed with Specters (lvl1) with zero loses. Warp in from the far-north, a little to the left. Retreat once the afore-mentioned buildings are destroyed. Gains: **1023 XP, 4800 Uranium**.

Lvl 25, Erazi Syndicate, **Minimal-loss / Zero-loss**

Weak spot in the South-West. With minimal losses, all the solar plants can easily be destroyed. Drop 3 rhinos in the far-South/South-West , giving you enough time to prepare the second warp-in. Once the rhinos are under attack by all defenses, warp in 4 snipers, 3 hornets and 5 marines or similar close to the turrets/teslas. Loses will probably be the two rhinoes plus about one other offensive troop. Zero-loss success has been had with 1 titan (lvl1) and the rest Specters (lvl2) a little lower. If you manage to warp in one or more Raiders at the right time and the right place, you can significantly increase your gains to about 75,000 - 85,000 energy. Gians: **1,611 to 1,856 XP, 45,600 to 85,000 Energy**.

Lvl 31, Erazi Syndicate, **Minimal-loss**

Weak spot in the East corner. The Command Center is vulnerable. FIXME. This can be used to complete the "Erazi Spaceport" mission for 50,000 Energy and 6,000 XP (once).

Lvl 50, Maar Confederacy, **Zero-loss**

Weak spots in the North-West and the South-East. It is possible to destroy 6 of the 6 Tesla's using Specters without losses, if your warp-in is correct. This will give you around 4108 XP. It is also possible to destroy 5 of the 6 X-1 Canons with zero losses using Specters (lvl1), but your warp-in must be exactly right. Otherwise, loses will be minimal (2, maybe 3). Warp in just left and a little under where the north turret's range and the Concussion turret's range overlap. Gains: **XP: 3,840 to 4,108**

Lvl 50, Helio Legion **Zero-loss / Minimal-loss**

Weak spot in the North corner. The exposed reactor can be taken out with Specters (lvl1) without them getting hit. An alternative strategy is to first send in 2 rhino's (lvl4). Once they've attracted the attention of the defense, quickly drop in a raider from the North corner as close to the reactor as possible. One hit to the Reactor from the Raider is enough. After that, drop in the Specters from a distance to take out the reactor for double the uranium. You will probably lose the rhinos and the raider, but at 60,000 Uranium, those are acceptable losses. Gains: **30,000 - 60,000 Uranium**.

Lvl 50, Helio Legion **Minimal-loss**

Weak spot in the south-corner. Drop three Rhinos (lvl..) in just below the warp gate. Once the Rhinos have the Tesla and Gun Turret distracted, drop in a bunch of Specters close to the warp gate. Make sure to leave enough warp-in space for another one or two Rhinos, and drop them in when the other rhinos get distroyed. The Specters will take out the defenses and will then advance into the center of the base. They can take out the Reactors and Command Center easily. Retreat once they come into range of the Gun Turrets at the top. Gains: **XP: 12,444, 450,000 Uranium**. **UPDATE:** This vulnerability has been nerfed. An incendiary turret has been added to the defenses to make it more difficult to advance with few losses.

Lvl 100, Erazi Syndicate, **Zero-loss**

Weak spot in the West corner. The three Teslas in the West corner facing North-West can be taken out by Specters (lvl1) without losses. Warp in on the left two rocks of the rock formation in the far North-West. Gains: **3,762 XP**.

Lvl 150, Helio Legion, **Zero-loss**

Weak spot in the North corner. The barracks are weakly protected, and can be destroyed with Specters (lvl1). Gains: **1,300 XP**

Lvl 1000, Maar Confederacy

The level 1000 Maar base has a vulnerability in the South corner. The Staging Area can be taken out using (lvl1) Specters with zero losses. Gains: **9,090 XP**.

7.2. Leveling up

• Level 31 to 32: 667,000 XP

7.3. Building upgrades

Notes:

• All levels require a Command Center of that level, except for the Command Center itself. So if you want to upgrade anything to level 5, you need a level 5 Command Center.

7.3.1. Command Center

Lvl	Costs					Stats
	Time	**Crystals**	**Gass**	**Energy**	**Uranium**	**Health**
1						300
2	1m	200	200	0	0	600
3	5m	1,000	1,000	0	0	900
4	30m	6,000	6,000	0	0	1200
5	2h	24,000	24,000	0	0	1500
6	15h	200,000	200,000	0	0	1800
7	3d	1,000,000	1,000,000	0	0	2100
8	4d	15,000,000	15,000,000	15,000,000	15,000,000	2500
9	6d	20,000,000	20,000,000	20,000,000	20,000,000	3000

7.3.2. Staging Area

Lvl	Costs					Stats	
	Time	**Crystals**	**Gass**	**Energy**	**Uranium**	**Health**	**Capacity**
1						400	
2	60s	100	100	0	0	500	80
3	2m	200	200	0	0	550	120
4	10m	750	750	0	0	600	160
5	30m	5,000	5,000	0	0	650	200
6	2h	30,000	30,000	0	0	850	240
7	8h	200,000	200,000	0	0		280
8		1,000,000	1,000,000	0	0		320
9				0	0		360

7.3.3. Barracks

Lvl	Costs					Stats
	Time	**Crystals**	**Gass**	**Energy**	**Uranium**	**Health**
1						500
2	1m	75	75	0	0	550
3	2m	125	125	0	0	600
4	10m	1,000	1,000	0	0	650
5	30m	4,500	4,500	0	0	700
6	2h	30,000	30,000	0	0	750
7	8h	175,000	175,000	0	0	800
8	10h	1,000,000	1,000,000	0	0	850
9	20h					900

7.3.4. Warp Gate

Lvl	Costs					Stats	
	Time	**Crystals**	**Gass**	**Energy**	**Uranium**	**Health**	**Capacity**
1					0	100	10
2	2m30s	1,000	1,000	2.000	0	110	15
3	25m	10,000	10,000	20,000	0	120	20
4	2h5m	50,000	50,000	100,000	0	130	25
5	20h50m	500,000	500,000	1,000,000	0	140	30
6	3d11h20m	2,000,000	2,000,000	4,000,000	0	150	40
7	13d8h20m	8,000,000	8,000,00	16,000,000	0	160	50

Lvl	Costs					Stats	
8	17d8h40m	17,500,000	17,500,000	35,000,000	0	200	60
9	20d20h0m	20,000,000	20,000,000	40,000,000	0	300	75

7.3.5. Factory

Lvl	Costs					Stats
	Time	Crystals	Gass	Energy	Uranium	Health
1						500
2	7m30s	100	100	0	0	550
3	30m	500	500	0	0	600
4	2h	750	750	0	0	650
5	8h	5,000	5,000	0	0	700
6	8h	30,000	30,000	0	0	750
7	8h	250,000	250,000	0	0	800
8	10h	1,000,000	1,000,000	0	0	850
9	20h	1,000,000	1,000,000	0	0	900

7.3.6. Tech Lab

Lvl	Costs					Stats
	Time	Crystals	Gass	Energy	Uranium	Health
1						100
2	2m	400	400	800	0	120
3	5m	1,000	1,000	2,000	0	140
4	25m	5,000	5,000	10,000	0	160
5	8h20m	100,000	100,000	200,000	0	180
6	20h50m	250,000	250,000	500,000	0	200
7	1d17h40m	500,000	500,000	1,000,000	0	220
8	3d	12,000,000	12,000,000	24,000,000	0	240
9	11d	15,000,000	15,000,000	30,000,000	0	300

7.3.7. Tesla Tower

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Damage	Targets

Lvl	Costs					Stats		
1						870	120	2
2	40m	8,000	8,000	8,000	0	915	128	2
3	1h40m	20,000	20,000	20,000	0	960	136	3
4	4h	50,000	50,000	50,000	0	1005	144	3
5	10h	130,000	130,000	130,000	0	1050	152	4
6	20h	240,000	240,000	240,000	0	1095	160	5
7	1d9h20m	400,000	400,000	400,000	0	1140	168	6
8	2d2h	6,000,000	6,000,000	12,000,000	0	1350	250	6
9	3d	12,000,000	12,000,000	24,000,000	0	1600	330	6

7.3.8. Gun Turret

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Damage	Range
1				0	500	300	60	
2		500	500	0	1,200	480	70	275
3		1,200	1,200	0	3,200	560	80	300
4		3,200	3,200	0	8,000	640	90	325
5	40m	8,000	8,000	0	20,000	720	100	350
6	1h40m	20,000	20,000	0	50,000	800	110	350
7		50,000	50,000	0	6,000,000	880	120	375
8		3,000,000	3,000,000	0	12,000,000	1,250	180	375
9		6,000,000	6,000,000	0	12,000,000	1,750	200	375

7.3.9. X-1 Cannon

Lvl	Costs					Stats	
	Time	Crystals	Gass	Energy	Uranium	Health	Damage
1	2m30s	500	500		500	800	40
2	6m	1,200	1,200		1,200	880	50
3	16m	3,200	3,200		3,200	960	60
4	40m	8,000	8,000		8,000	1,040	70

Lvl	Costs					Stats	
5	1h40m	20,000	20,000		20,000	1,120	80
6	4h	50,000	50,000		50,000	1,200	90
7	10h	130,000	130,000		130,000	1,280	100
8	20h	6,000,000	6,000,000		12,000,000	1,800	140
9	2d	12,000,000	12,000,000		24,000,000	2,500	200

7.3.10. Concussion Turret

Lvl	Costs					Stats	
	Time	Crystals	Gass	Energy	Uranium	Health	Damage
1	6m	1,200	1,200	1,200	0	600	80
2	16m	3,200	3,200	3,200	0	680	88
3	40m	8,000	8,000	8,000	0	760	96
4	1h 40m	20,000	20,000	20,000	0	840	104
5	4h	50,000	50,000	50,000	0	920	112
6	10h	130,000	130,000	130,000	0	1,000	120
7	20h	240,000	240,000	240,000	0	1,080	128
8	2d	6,000,000	6,000,000	12,000,000	0	1,525	180
9	3d	12,000,000	12,000,000	24,000,000	0	2,150	250

7.3.11. Gas Refinery

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Capacity	Rate
1	9s	100	0	0	0	100	600	600
2	36s	100	0	0	0	120	1,800	900
3	1m 30s	150	0	0	0	140	4,000	1,320
4	5m	850	0	0	0	160	8,000	1,980
5	30m	6,000	0	0	0	180	18,000	3,000
6	2h	300,000	0	0	0	200	35,000	4,500
7	6h	3,000,000	0	0	0	220	100,000	10,020
8	24h	4,000,000	0	0	0	240	250,000	25,020

Lvl	Costs					Stats		
9	2d	6,000,000	0	0	0	260	400,000	40,020

7.3.12. Crystal Mine

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Capacity	Rate
1	9s	0	100	0	0	100	600	600
2	36s	0	100	0	0	120	1,800	900
3	1m 30s	0	150	0	0	140	4,000	1,320
4	5m	0	850	0	0	160	8,000	1,980
5	30m	0	6,000	0	0	180	18,000	3,000
6	2h	0	300,000	0	0	200	35,000	4,500
7	6h	0	3,000,000	0	0	220	100,000	10,020
8	24h	0	4,000,000	0	0	240	250,000	25,020
9	2d	0	6,000,000	0	0	260	400,000	40,020

7.3.13. Solar Plant

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Capacity	Rate
1	9s	50	50	0	0	100	600	600
2	36s	50	50	0	0	120	1,800	900
3	1m 30s	75	75	0	0	140	4,000	1,320
4	5m	425	425	0	0	160	8,000	1,980
5	30m	3,000	3,000	0	0	180	18,000	3,000
6	2h	150,000	150,000	0	0	200	35,000	4,500
7	6h	1,500,000	1,500,000	0	0	220	100,000	10,020
8	24h	2,000,000	2,000,000	0	0	240	250,000	25,020
9	2d	3,000,000	3,000,000	0	0	260	400,000	40,020

7.3.14. Reactor

Lvl	Costs					Stats		
	Time	Crystals	Gass	Energy	Uranium	Health	Capacity	Rate
1	9s	50	50	0	0	100	600	600
2	36s	50	50	0	0	120	1,800	900
3	1m 30s	75	75	0	0	140	4,000	1,320
4	5m	425	425	0	0	160	8,000	1,980
5	30m	3,000	3,000	0	0	180	18,000	3,000
6	2h	150,000	150,000	0	0	200	35,000	4,500
7	6h	1,500,000	1,500,000	0	0	220	100,000	10,020
8	24h	2,000,000	2,000,000	0	0	240	250,000	25,020
9	2d	3,000,000	3,000,000	0	0	260	400,000	40,020

8. About This Document

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8.1. Copyrigth & License

8.2. Credits

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8.3. Change history

v0.9 **Updates. v0.8** Updated Lvl 50 Helio vulnerability. **Removed lvl 250 Helio vulnerability. v0.7** Added vulnerability of lvl1000 Maar base * v0.6 **Fixed misplacement of section header (Trade) * v0.5** Added vulnerability of lvl 50 Helio base **Added vulnerability of lvl 250 Helio base** Updated Appendix II (upgrade costs) **Fixed battle duration before automatic retreat** Fixed some FIXMEs **Added some info about leveling up * v0.4** Fixed appendix II **Added Battle Reports as a source of finding players** Fixed automatic withdraw during battle after X minutes * v0.3 **Clarified Zoot's Loot section** Improvements to the PvP/PvE Farming **Improvements and new vulnerabilities to Appendix I** Added Appendix II, Building Upgrades * v0.2 **Added appendix I: Vulnerabilities in Faction bases** Improvements and updates on the 'Offense - Warping' In section **Added info on the ability to warp in multiple times in a single attack * v0.1** Initial document