Frontline

Frontline is a guild-based event that has an overall timespan of 2 weeks (the actual event is 10 days with a cooldown of 4 days afterwards). It’s a great source of resources to help players out, and the rewards are based on a ranking system. Although it may seem complicated, the overall gameplay can be broken down into a simple system.

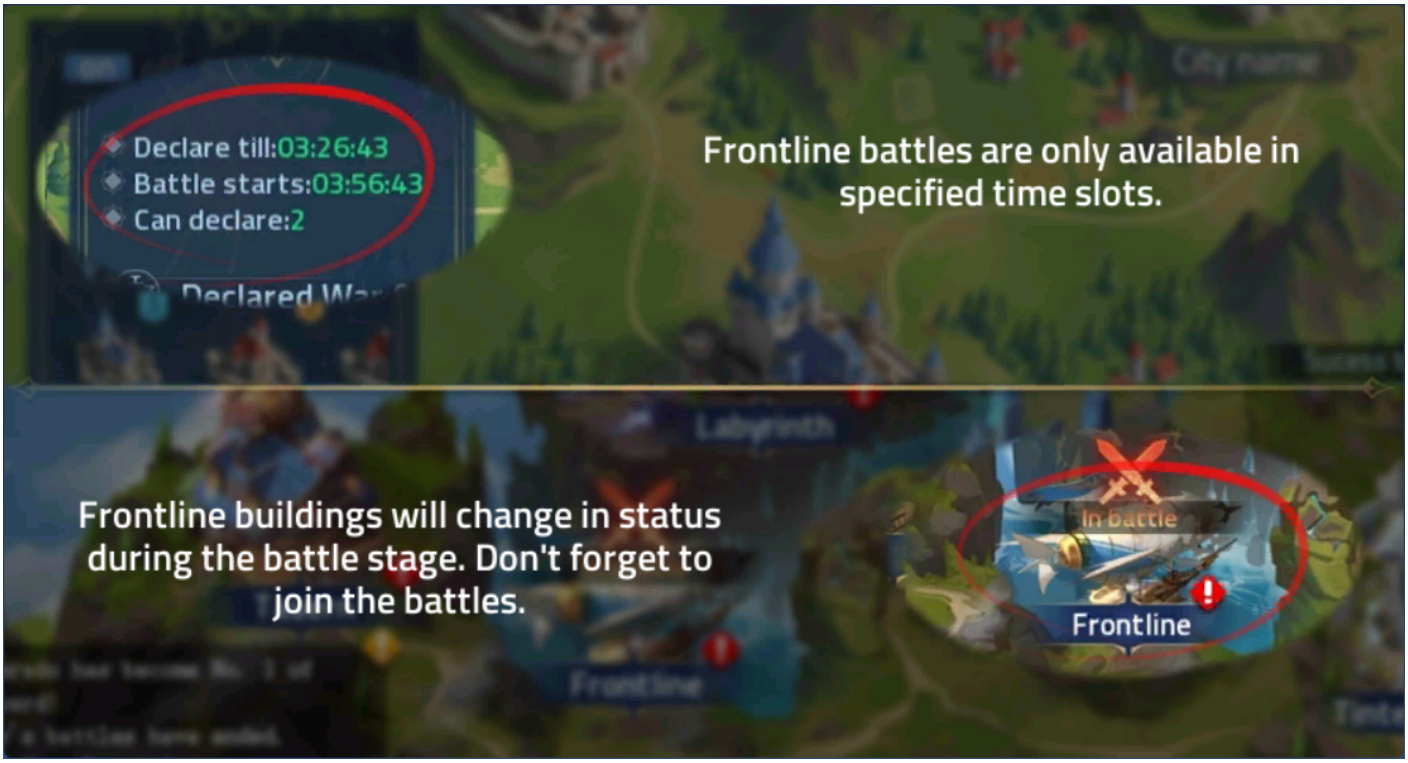
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Rules

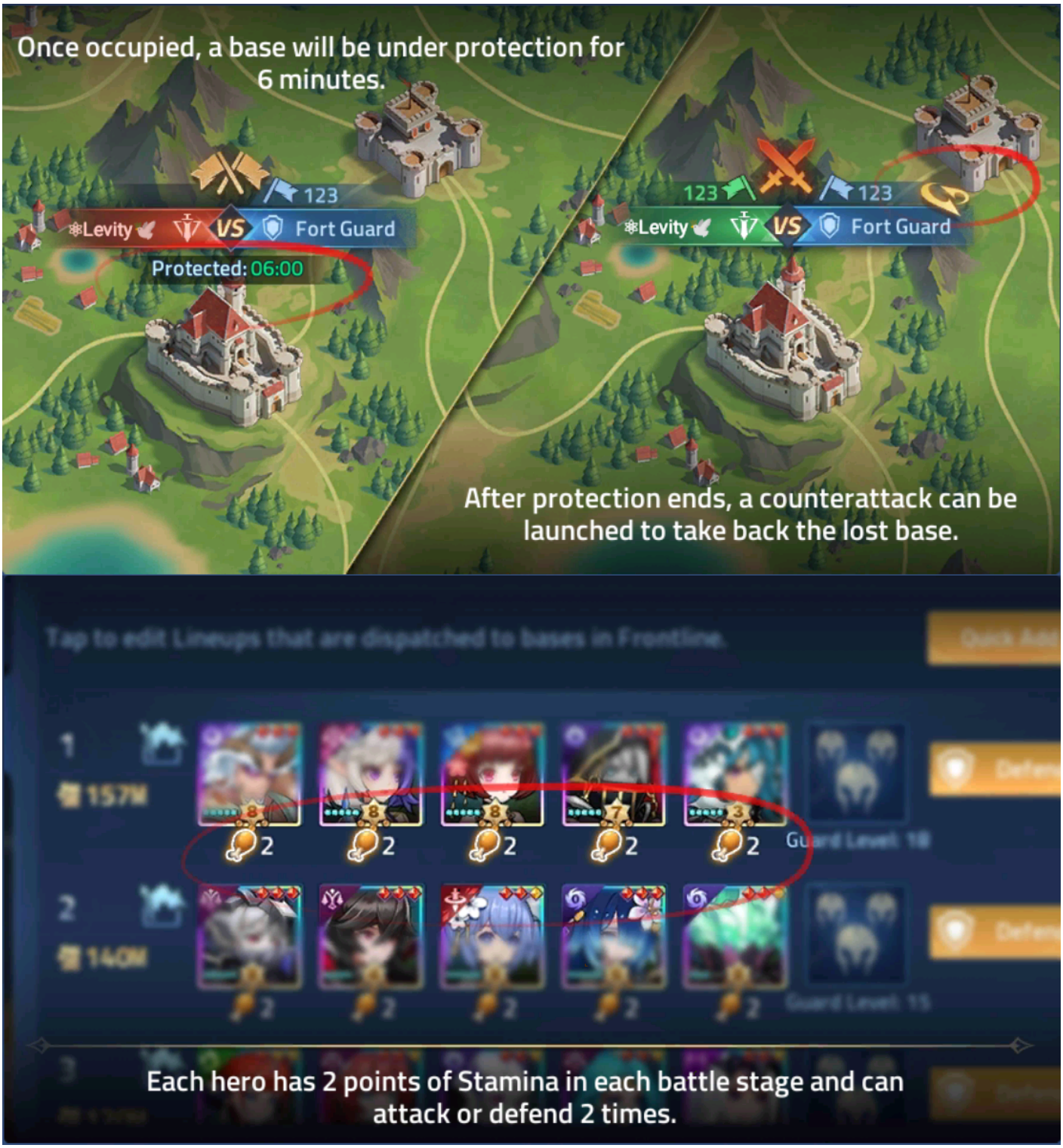
1. Each Guild can select 1 of the 4 battle time slots in Frontline. Guild Chief of Sheriffs can sign up for 1 time slot before the event starts. Guilds that haven't sighed up when the event starts will be allocated a time slot.
2. After the event starts, Guilds will be placed in Realms based on their levels. 12 Guilds from the same Realm will be matched against each other randomly and enter the same map. Each Realm grants different rewards.
   - Realm 1: Guild Level 2 to 5
   - Realm 2: Guild Level 6 to 11
   - Realm 3: Guild Level 12 to 15
3. After the event starts, each Guild will be assigned 1 basic base.
4. After the event starts, each Guild can declare war on 1 to 2 bases per day, after which it can attack the base(s) in the battle stage.
5. Guilds can only declare war on bases adjacent to their occupied bases.
6. Declaration chances are determined by the Guild's battle ranking on the previous day. The top 6 Guilds (except for the eliminated Guilds) can declare war 2 times per day, while the rest can only declare war 1 time per day. On the first day of the event, all Guilds can only declare war 1 time.
7. Guilds gain Faction Points every time they occupy a base, with different bases gaining a different granting a different amount of points. It costs Faction Points to declare war starting from the second day of the event. Even if a Guild has declared war on a base, other Guilds can still use more Faction Points to seize the power of declaring war on that base.
   - Camp Faction Points: 1
   - Fort Faction Points: 2
   - Center Faction Points: 4
8. Eliminated Guilds (Guilds that occupy 0 bases) can declare war on any 1 Camp without Faction Points.
9. Every occupied base grants daily rewards that can be claimed the next day. Daily rewards stack when a Guild occupies more then 1 base.
10. Every occupied base grants Vanguard Medals that will be sent to the Guild the next day. Guild will be ranked based on the number of their medals , and rewards will be issued after the event based on Guild rankings.
11. Rewards are also determined by each Guild member's own Campaign progress.
12. Adventurers can dispatch Defense Lineups to occupied bases at any time. In the battle stage, players can dispatch Offense Lineup to bases that they have declared war on. After battle strarts, Defense and Offense Lineups dispatched at each base will automatically fight each other in order. Guild Chief and Sheriffs can adjust the order of their Lineups.
13. A Guild will occupy a base when its Offense Lineups eliminate all the Defense Lineups at the base.

14. Once occupied, a base will be under protection for 6 minutes, during which Guilds cannot battle there.

In Game Help


Declare till:03:26:43
Battle starts:03:56:43
Can declare:2
Frontline battles are only available in specified time slots.
Frontline buildings will change in status during the battle stage. Don't forget to join the battles.
In Battle
Frontline


Declare War
Fort 5
Fort 2
Levity
Declare War
Camp 16
Camp 15
Chief or Sheriffs can declare war on bases adjacent to the Guild's bases.


Once occupied, a base will be under protection for 6 minutes.
123
Levity
VS
Fort Guard
Protected: 06:00
123
123
Levity
VS
Fort Guard
After protection ends, a counterattack can be launched to take back the lost base.
Tap to edit Lineups that are dispatched to bases in Frontline.
Each hero has 2 points of Stamina in each battle stage and can attack or defend 2 times.

Frontline: Overall

Frontline is a guild-based event that has an overall timespan of 2 weeks (the actual event is 10 days with a cooldown of 4 days afterwards). It’s a great source of resources to help players out, and the rewards are based on a ranking system. Although it may seem complicated, the overall gameplay can be broken down into a simple system.

In terms of Offense and Defense, Frontline is separated into 2 different sections during each day…30 minutes where the actual fighting takes place (Offense Phase), and the other 23 hours and 30 minutes in which Sheriffs/Leaders assign attacks on bases they think the guild can acquire (Defense Phase). With coordination, guild members attack these bases and protect their already existing bases.

Each guild’s Offense period will be determined by their Sheriffs/Leaders (specifically chosen in order to ensure that as many people can attend as possible)…Emporia’s Frontline is currently at 8 PM EST, while Levity’s is currently at 2 PM EST (subject to change).

The ranking of your guild depends on how many bases your guild has collectively held. Camps, Forts, and the City Center each grant your guild different points. The City Center grants the most, Forts lesser, and Camps the least…holding higher quality bases may be harder (or just more bases in general), but your guild will obtain more total points as a result (calculated daily)!

Every day, Guild Officers/Leaders will assign yellow markers (AKA tags) on bases. Each tag represents a specific command that the guild issues (Offense and Defense), which you can click on and check if you are ever confuzzled.



Frontline: Defense Commands

Defense Commands will be assigned to any acquired base that falls under attack. These bases can be identified by checking if your guild’s name is on the right-hand side of any specific base (if it’s on the right-hand side, your base is being attacked. Please keep in mind that these commands are typically directed towards guilds members who CANNOT attend the Offense Phase. It is highly recommended to scan the entire map and each base’s tags before deploying lineups to specified bases. Each owned base can be assigned 1 of 4 Defense Commands: Entrench, Counterattack, Observe, or Withdraw.

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Entrench - During the Defense Phase, guild members should defend this base with a majority (all if needed) of their lineups. This command is typically used for essential bases that are necessary for planned strategies, such as City Center.

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Counterattack - During the Defense Phase, guild members should defend this base with some of their lineups, not all; bases labeled “Entrench” will ALWAYS have a higher priority compared to “Counterattack” bases. By making the base seem defenseless, enemy guilds can be baited into taking the specified base early, allowing us to retake these bases later on (the cooldown period between enemies taking the base and our guilds retaking them is 6 minutes)…please keep this in mind when attacking bases during the Offense Period.

Observe - During the Defense Phase, Guild Officers will assign this tag to potential bases that enemies MIGHT attack. If the specified base has been declared on and the Guild Officers/Leader is not online, defense lineups can be deployed. However, if the base has NOT been declared on, please deploy lineups to bases labeled “Entrench” or “Counterattack”.

Withdraw - During the Defense Phase, guild members should NOT deploy lineups on the specified base…usually because enemies have no access to this base, or because it is not necessary for victory.

Frontline: Offence Commands

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Offense Commands will be assigned to any acquired base that falls under attack. These bases can be identified by checking if your guild’s name is on the left-hand side of any specific base (if it’s on the left-hand side, your guild is the attacker). Please keep in mind that these commands are typically directed towards guilds members who CAN attend the Offense Phase. It is highly recommended to scan the entire map and each base’s tags a couple of minutes before the Offense Period (guild members should NOT deploy lineups if they are able to attend the Offense Period). Each owned base can be assigned 1 of 4 Offense Commands: Bombard, Buzzer Beat, Feint, or Withdraw.

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Bombard - During the Defense Phase, guild members are allowed to preload/deploy lineups on ONLY NPC bases (bases that do not have a guild’s name above them), since they cannot counterattack. This command will typically not be used for any other circumstance.

Buzzer Beat - During the Defense Phase, guild members should NOT deploy lineups on the specified base…these bases will ONLY be attacked during the last 6 minutes of the Offense Phase, since it will be impossible for enemy guilds to “Counterattack” then (please read the Defense description for “Counterattack”.

Feint - During the Defense Phase, Guild Officers/Leaders will put specific instruction in the Guild Chat/Guild Mail/Discord…do NOT deploy lineups unless you are following what has been specified or a leader gives permission.

Withdraw - During the Defense Phase, guild members should NOT deploy lineups on the specified base…usually because there are enough lineups to capture a base, or because the declaration is being used as a distraction.

Frontline: Important Tips & Tricks

Members who CAN be online for the Offense Period should save their lineups until then, where the Guild Sheriffs/Leader will be actively giving callouts/instructions. Members who CANNOT be online for the Offense Period should follow Guild Chat/Guild Mail/Discord instructions or the Command Tags that are placed on bases (IE Entrench, Bombard, Withdraw, Counterattack, etc.).


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This symbol represents a base that has been taken and can be “Counterattacked”. If your guild name is on the right-hand side, the base has been taken early by your guild, and needs to be defended if directed to by Guild Officers/Leader…if your guild name is on the left-hand side, the enemy guild took the specified base early and it can be retaken by your guild as soon as possible.


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To access the Combat Settings, go to Lineups -> Settings Button. Auto Convert (2nd Toggle), should ALWAYS be left OFF, while Auto Team Commands (1st Toggle), should be turned ON for Defense lineups, and OFF for Offense Lineups.


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Dynamites are used on specific players/lineups that Guild Officers/Leaders specify. These are usually players/lineups that have higher power or powerful heroes like Shar. Typically, only 3 or less Dynamites should be used on a specified team per person. Dynamites will be given daily based on the amount of stamina your lineups used during the previous fight (Morale Booster). Dynamites can only be used DURING the Offense Phase, by accessing the top-right corner of the Intelligence UI during a fight.

Each lineup has 2 stamina, meaning that each specific lineup can be deployed twice. Each lineup deployment counts as 5 points towards the Morale Booster…a typical player can receive 3-4 dynamites if all of their teams were deployed twice.

The Panda Playbook For Frontline (basic tactics)

Double Dutch Rudder

Double declare two bases from the same guild. Feint attack target 1. Big attack target two. When they add defenders to target two all out target one. That base falls to your offense, then declare all out target two. It forces big players out early from guilds so you can beat them before they stall you out.

Dine and dash

Double declare same guild. Their weak base declare no attackers. Their strong base go all out on, conserve top two strongest teams from each player. Last minute snag weak base and let strong base survive. This is useful to farm dynamites.

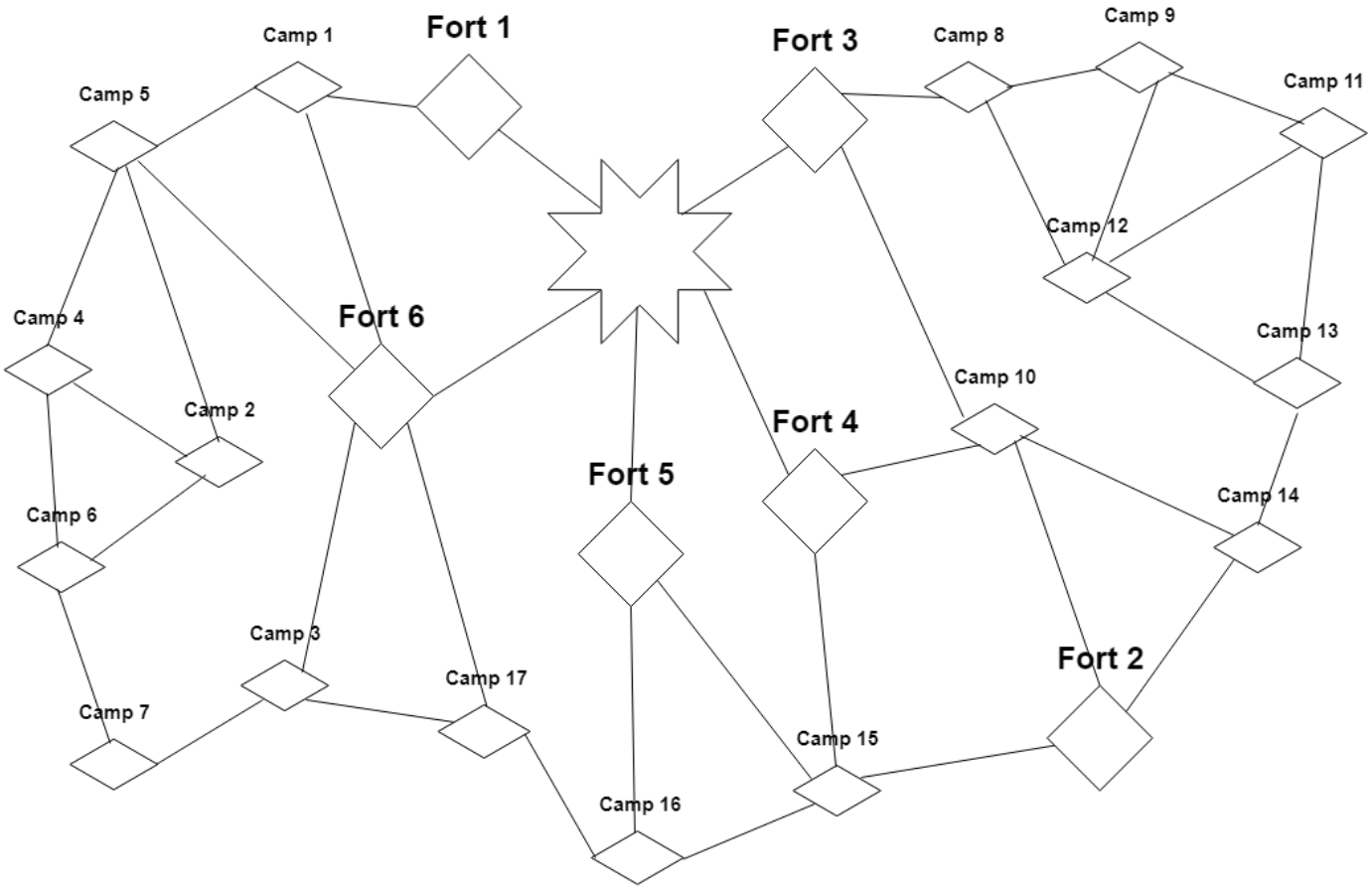
Hulk smash/reverse smash

Send your strongest members (example: All members 150m+ teams only) Deploy strongest teams either strongest to weakest or weakest to strongest. This is used to defeat guilds who do massive defense deployments (stall tactics) to win.

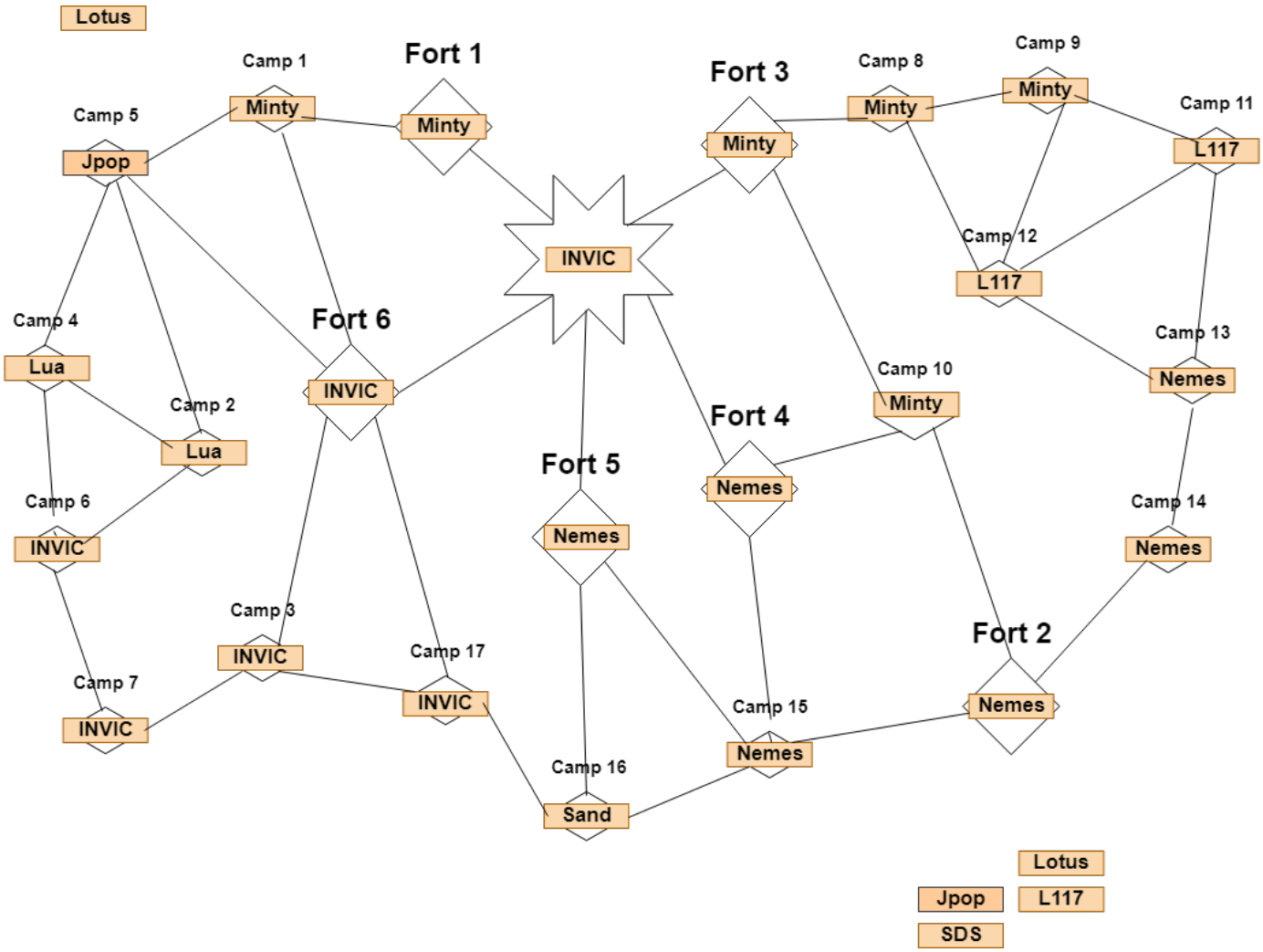
Play Nookie

Declare last minute on two camps that have little defenders. This is usually done to dodge forts that are massive defended to stall out. Snag last minute and let a guild with a lot of defenders sit there and look stupid cause they are stuck defending their fort.

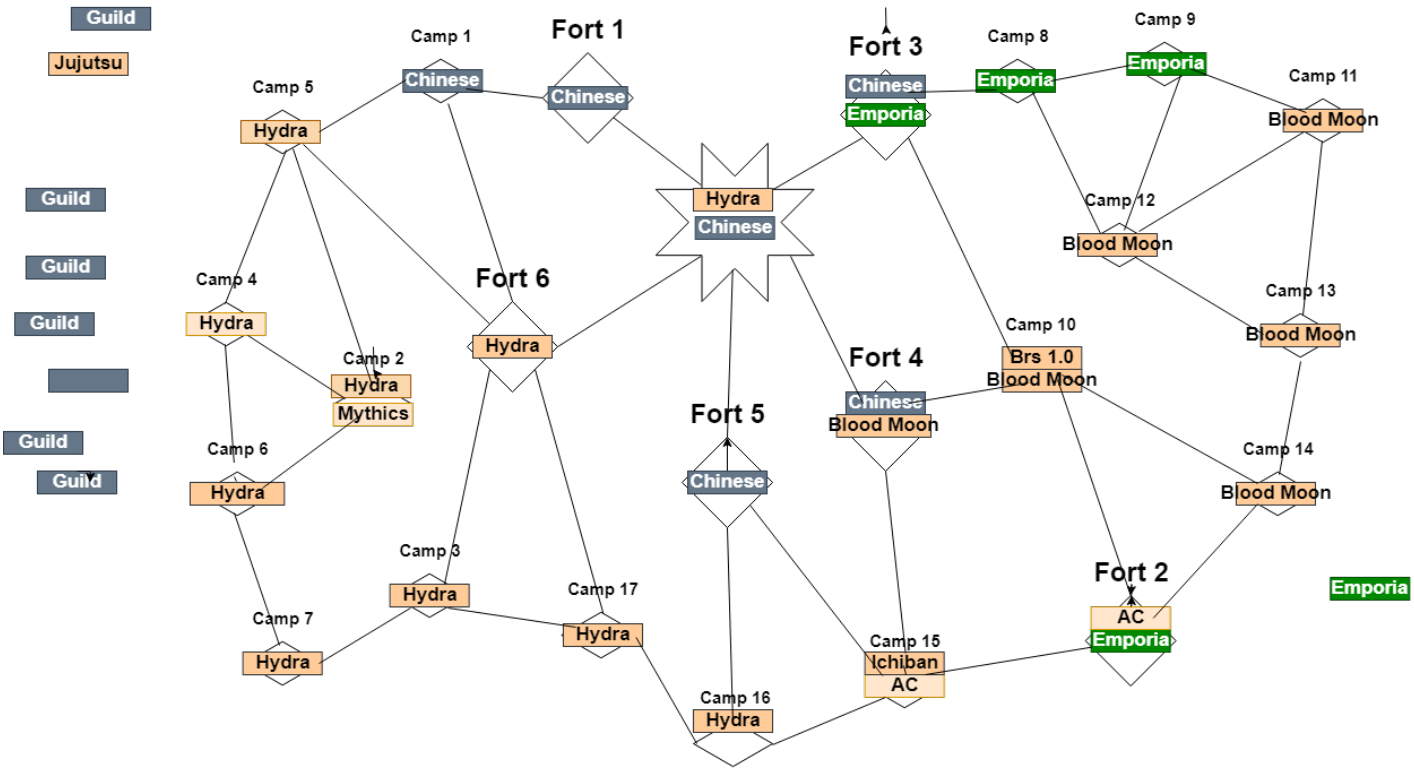
Strategy Map Camp Layout



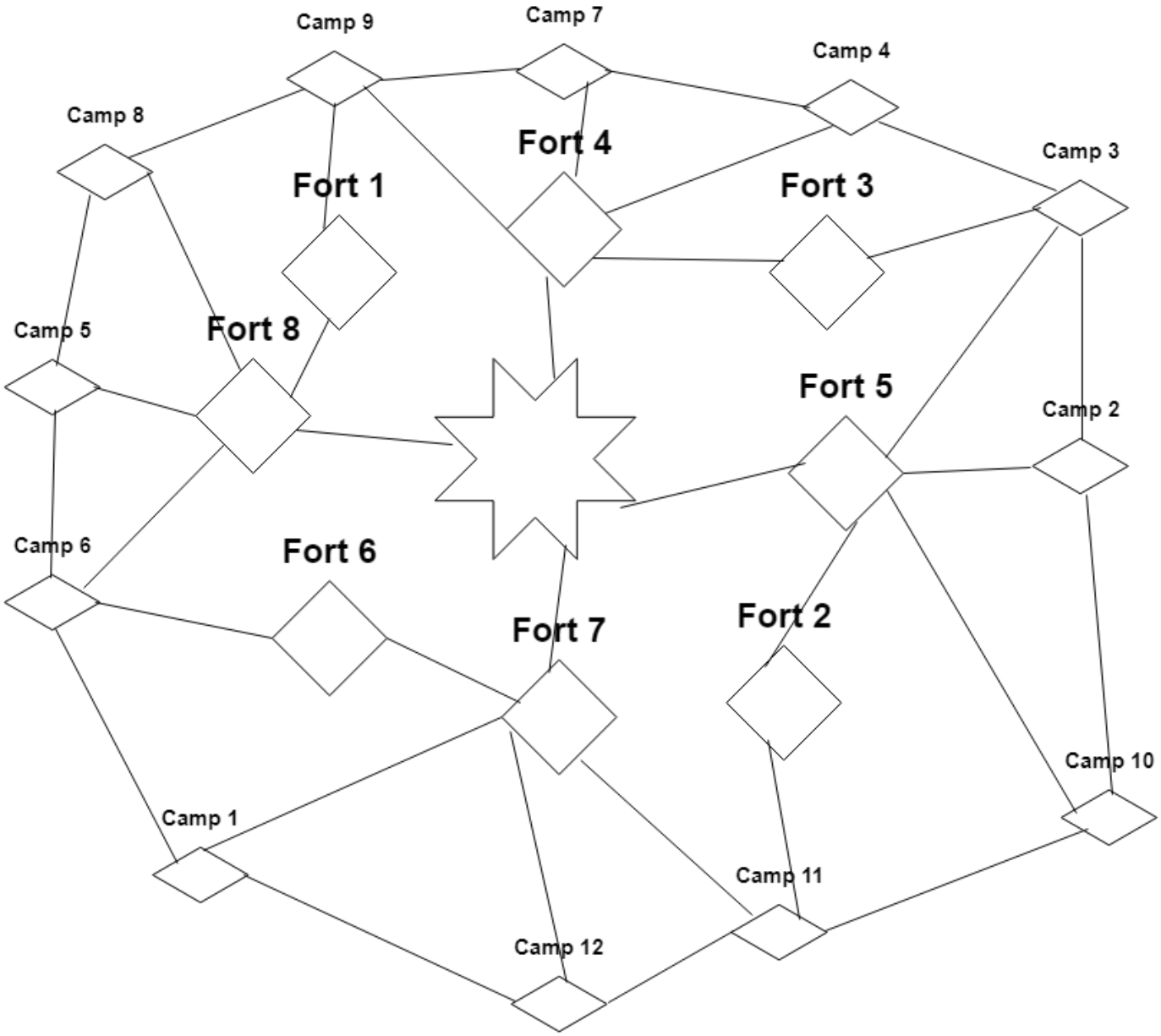
Levity Strategy Map Camp Layout



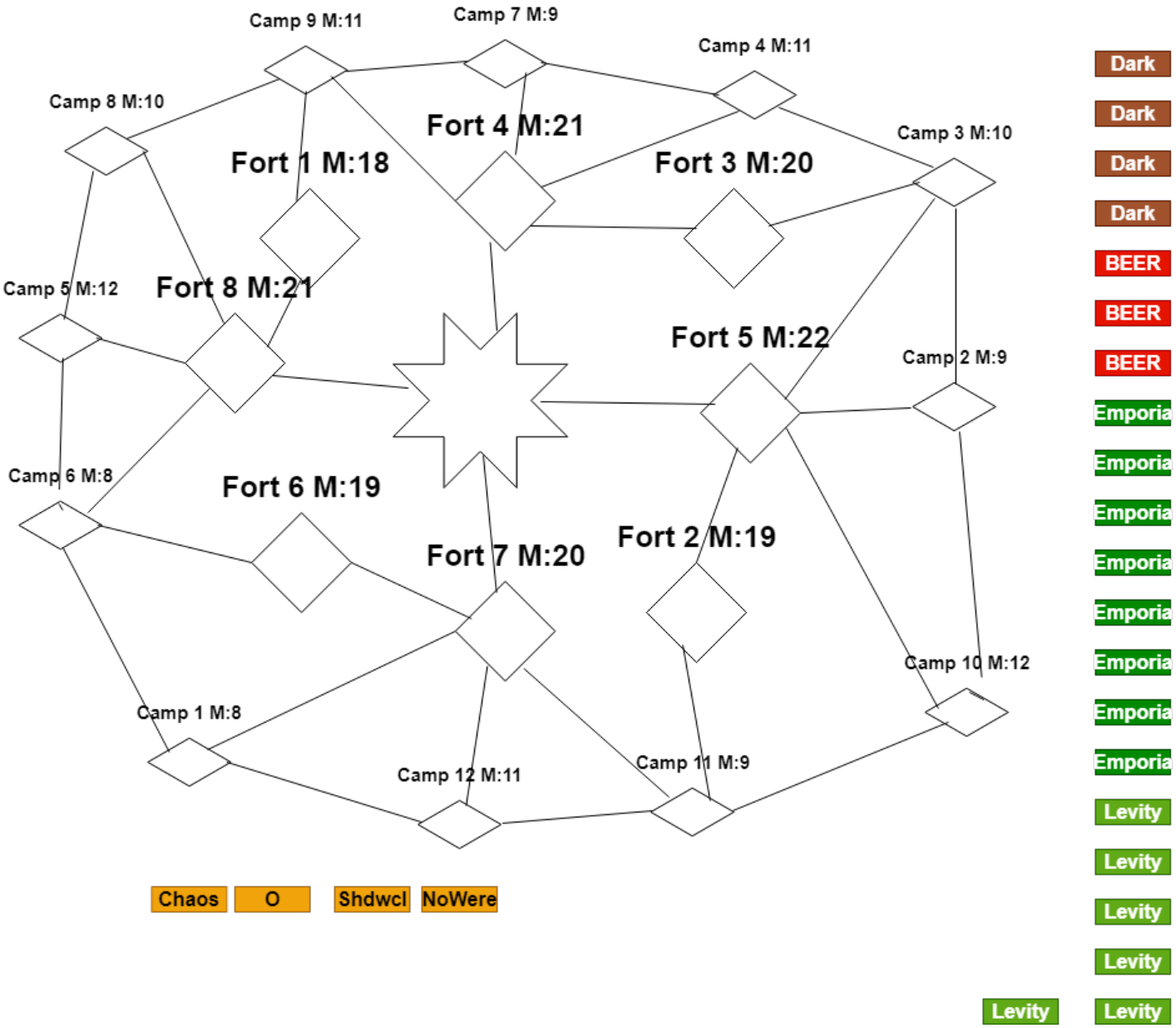
Emporia Strategy Map Camp Layout



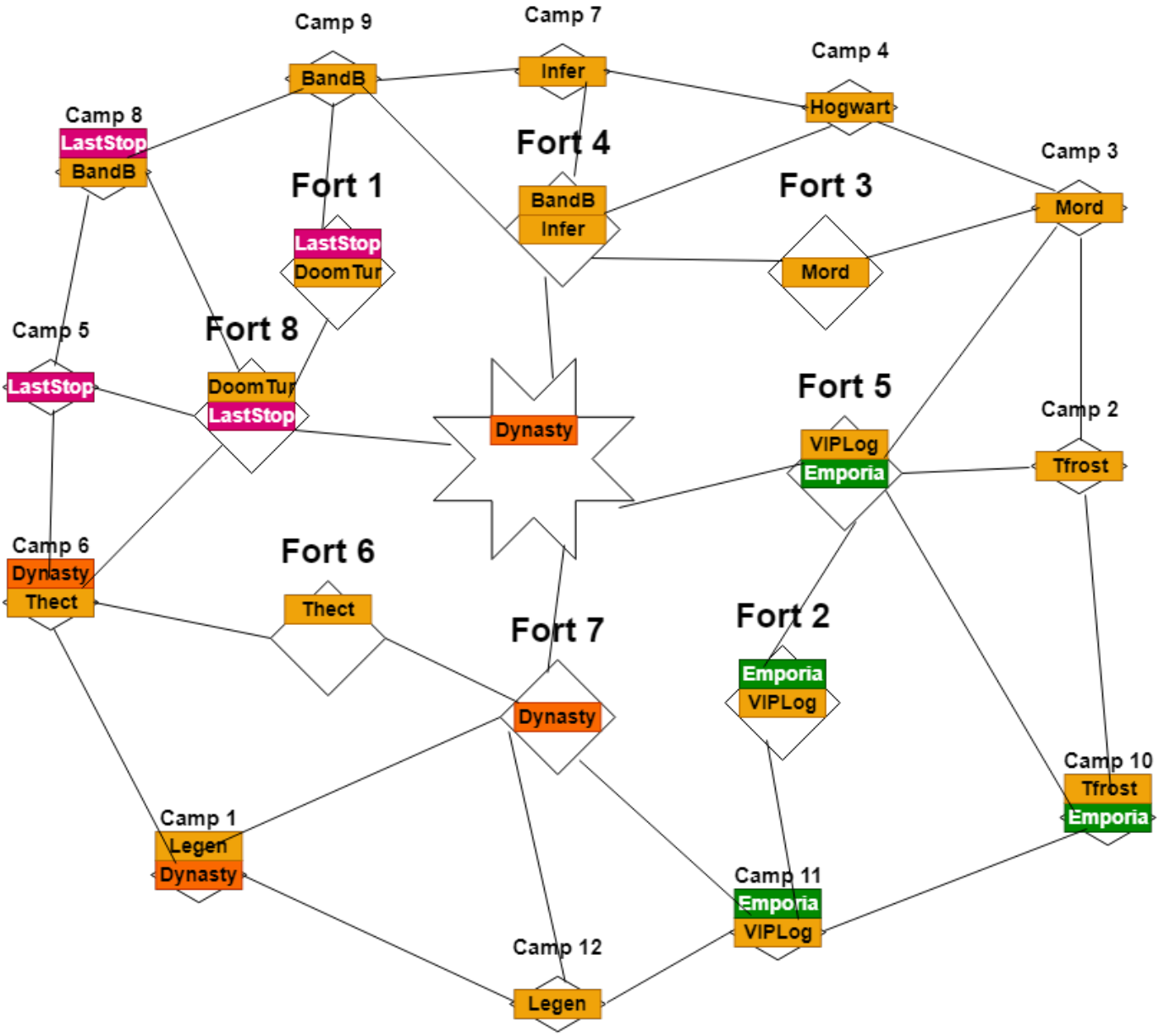
Strategy Map Fort Layout



Levity Strategy Map Fort Layout



Emporia Strategy Map Fort Layout



Notes

Auto fights: 2 sec per sim fight + lost fights