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.ad99f25d-e810-415a-99d9-a75e7804218d.jpg

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