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start with the commander's one! The first commander is the first commander we have seen beyond level 150. As many of you know, usually when we see updates to our commanders we see it with Commander One first and then over time Commander two and Commander Three are upgraded to also go to these higher levels. Commander one level now goes to 150, and with it, we have a range of new skills to choose from. Skills we'll see as we increase our commander level to over 100's: Commander Attack II— Increases your commander's attack on Rebel targets (Max: 500%) Troop Defense (Max: 800%) Infantry, Tactical, and Armored Vehicle Attack (Max: 800%) Troop Health II (Max: 400%) Combat Shielding (Max: 300%) Combat Shielding (Max: 300%) Armor piercing (Max: 500%) These are great stat increases for all kinds of players. However, keep in mind the stats offered by your two heroes as well and whether they are more beneficial to you, the skills offered by Commander One. Please note that these costs are collected by the community. If any of these messages seem to be incorrect, please let us know so that we can update it. Level cost 101-112 300K 113-116 600K 117-121 800K 122-125 1.4M 126-127 2M 128-134 3 M 135-138 5.6M 139 8.6M 140-144 11.4M 145-149 14.3M 150 17.7M Commander One goes to level 200 has brought new costs and benefits to the game. The impact is high as many players have reported that the new commander level hit hard. So, knowing what you can expect from Commander One and the cost is important because this feature is one that seems to be worth the cost. Commander One behind 150 offers some great benefits to all types of players. We are going to break new stats down for you and what is being offered. Remember that when we talk about the amount available, we are looking for if you have that knot fully qualified. What's nice about the stats provided for this commander's rise is that they all apply all the time. None of these stats are Base Defender or Base Assault or Wonder special stats. Commander Attack (1,500%) - Remember that it's Rebel Target hitting the stat Combat Shielding (4,000%) Accuracy (4800%) Armor piercing (5600%) Type Attack (3,800%) Type Attack (3,800%) Type Defense (2,100%) Type Defense (2,100%) Type Health (3600%) Troop Attack (3800%) Troop Defense Regiment Health (3600%) Energy Boost Commander (Rebel Target Again) (+27,000) Deployment Volume (+200,000) Rally Capacity (+600,000) We have had the opportunity to work on Mech Tempest Medal costs new commander one levels. However, please note the disclaimer we have posted under the chart. Level costs Cost 151 300k 176 2m 152 300k 177 2m 153 300k 178 2m 154 300k 179 2m 155 300k 180 2m 156 300k 181 3m 157 300k 182 3m 158 300k 183 3m 159 300k 184 3m 300k 185 5.6m 161 300k 186 5.6m 162 300k 187 5.6m 163 600k 188 5.6m 164 600k 189 8.6m 165 600k 190 300 188 5.6m 1600 1600 8.6m 166 600k 191 8.6m 167 800k 192 8.6m 168 800k 193 11.4m 169 800k 194 194 11.4m 8.6m 8.6m 1600k 169 800k 194 11.4m 170 800k 195 11.4m 171 800k 196 11.....4m 172 1.4m 197 14.3m 173 1.4m 198 14.3m 174 1.4m 199 199 14.3m 175 1.4m 200 17.7m ****Please note that the costs were collected in the community up to 177, the level of risk. The remaining data were then extrapolated on the basis of previous commander level 1 models costing from level 100 to 150. Please let us know if any of these messages need to be updated. Commander's single level has now been increased to 250, and is definitely an attacker commander. For traps that want to use this commander make sure you check out the type stats available (as always watch the power with the commander level). These stats come with a bang so watch out as you're out there playing. 3,500% Commander Attack (get out there and get hunting for its Rebel Targets) 16,500% Combat Shielding 22,000% Accuracy 30,000% Armor Piercing 13,500% Infantry Attack, Health and Defense 12,500% Tactical Attack, Health and Protection 13,000% Armored Vehicle Attack, Health and Defense 13,500% Troops Attack 20,000% Troop Defense 10,000% Troops Health 30,000 Commander Energy Increase 300,000 Deployment Size 960,000 Rally Capacity Leveling Your Commander Beyond 200 Will Require Commander One Warlord Tokens. Level Tokens Required 201 300K 226 2.5M 202 300K 227 2.5M 203 300K 228 2.5M 204 300K 229 2.5M 205 300K 230 4.5M 206 300K 231 4.5M 207 300K 232 4.5M 208 300K 233 4.5M 209 300K 234 4.5M 4.5M 230M 2300 2300 2300K 4.5M 209 300K 234 4.5M 4.5M 2300 234 4.5M 209 209 300K 235 6.6M 211 600K 236 6.6M 212 600K 237 8.6M 213 600K 238 8.6M 214 600K 239 9.6m0K 239 9.6m 6M 215 800K 240 9.6M 216 800K 241 9.6M 217 800K 2 42 9.6M 218 800K 243 11.4M 219 800K 6M 215 800K 242 9.6M 2 18 800K 243 11.4M 219 800K 244 220 1.4M 245 221 1.4M 246 22 2 1.4M 247 223 1.4M 2 48 224 1.4M 249 225 2.5M 250 **Please note that this information is collected by the community and some data are extrapolated based on previous models. Please let us know if any changes need to be made. Next we have Commander One Steadfast Skills. Steadfast skills for those of you who are young to steadfast skills are skills that apply even if you don't have that commander equipped. This means that if you are a commander of three equipped you will still benefit from the steadfast skills you have on Commander One. Uncomprom-probable skills will gradually increase costs over time. We are currently confident in where but we know the total cost. With each steadfast unlock you four skill points, however at some point, falling to two skill points, we are unsure of where though. For the first few levels unwavering, it will cost you 300K if later up to 600K over 900K and finally 1.4million. So the further you unlock this tree more items, you will need to continue to gain skill points. It will be your decision as to where you would like to award your points. Here's the good news! Recently, resets your skills tree has been released. They are super simple to use, which is great. Go to where you are able to see your two skill trees Click Reset Steadfast Skills tree pop up will appear giving you the opportunity to buy and use a reset with 1000 gold (yay no loyalty) to approve and you are set to be retrained. There are two stats that are designed for rebel target hunting in this steadfast tree. They are Commander of Attack and Commander of Energy Increase. In addition, stats made by Steadfast Commander One are applicable to all players and can be used in every situation. Commander Attack (Max: 800%) Combat Shielding (Max: 1600%) Combat Shielding (Max: 1600%) Infantry Defense (Max: 4,800%) Armored Vehicle Defense (Max: 4,800%) Tactical Defense (Max: 4,800%) Commander Energy Increase (Max: +12,000) Armor Piercing (Max: 1,600%) Infantry (max: 1600%) Armored Vehicle Health (Max: 1600%) Tactical Health (Max: 1,600%) Infantry Attack (max: 3200%) Armored Vehicle Attack (Max: 3,200%) Tactical Attack (Max: 3,200%) Troop Attack (Max: 1600%) Accuracy (Max: 800%) Next we will take care of the commander for the next 100 years. Currently, the commander only actually goes to level 150, however, when we look at this commander, we can look at the steadfast skills yet. We hope that Commander Two will be the next commander to have the level increased to 200, and we will update this article with this information if it is available. Commander Two is now also at level 150. This commander brings his unique skill set of 100 and more. We can see these below: Base Assault Troop Defense (Max: 800%) For infantry, armored vehicle, and tactical troop Assault-Note it increases not only your type of attack for each (Max: 600%) but it also increases your Armor Piercing Base Assault Troop hp (Max: 500%) Base Assault Troop Attack (Max: 1000%) Base Assault Troop Attack (Max: 1000%) Poison Enemy Troops- Causes of wounded troops to be killed instead Note that the skills provided by Commander Two are mainly attack-focused, and it is the commander who will be really beneficial to the attackers if used properly. Please note that these costs are collected by the community. If any of these messages seem to be incorrect, please let us know so that we can update it. Level cost 101-112 300K 113-116 600K 117-121 800K 122-125 1.4M 126-127 2M 128-13 4 3M 135-138 5.6M 139 8.6M 140-144 11.4M 145-149 14.3M 150 17.7M Commander the two have upgraded. After seeing the commander on level go to 200 it's no surprise! New Commander on two levels is a big attack on the spotlight when it comes to stats and again these levels require medals and XP to increase. We are going to take a quick look at added to these levels and costs to improve. The statistics provided by the The two above level 150 are mostly attack stats, however we divide them into different categories so you know who they are helping and when. Empire Assault Troop Defense (Max: 6,500%) Empire Assault Troop Defense (Max: 6,500%) Empire Assault Troop Health (Max: 3,200%) Empire Assault Troop Attack (Max: 5,200%) Empire Assault Troop Attack (Max: 5,200%) Rally Attack (Max: 4500%) Infantry Attack (Infantry Attack Max: 4200% and Armor Piercing Max: 1800%) Armored Vehicle Assault (Armored Vehicle Attack Max: 4200% and Armor Piercing Max: 1800%) Tactical Assault (Tactical Attack Max: 4,200% and Armor Piercing Max: 1,800%) Troop Attack (Max: 6,000%) Return deployment speed (max: +100%) Deployment size (max: 80,000) rally limit (max: +240,000) attack deployment speed (max: +300%) Deployment size (yes again) (Max: 120,000) Rally Cap (yes again) (Max: 360,000) Although without a doubt most of these stats are attackers these new com levels also include some nice placements and general stats for other players who can focus on these areas. However, this is certainly an attacker's commander upgrade. New Commander Levels comes at a cost and we have these costs for you. Level costs Cost 151 300k 176 2m 152 300k 177 2m 153 300k 178 2m 154 300k 179 2m 155 300k 180 2m 156 300k 181 3m 157 300k 182 3m 158 300k 183 3m 159 300k 184 3m 300k 185 5.6m 161 300k 186 5.6m 162 300k 187 5.6m 163 600k 188 5.6m 164 600k 189 8.6m 165 600k 190 300 188 5.6m 1600 1600 8.6m 166 600k 191 8.6m 167 800k 192 8.6m 168 800k 193 11.4m 169 800k 194 194 11.4m 8.6m 8.6m 1600k 169 800k 194 11.4m 170 800k 195 11.4m 171 800k 196 11.....4m 172 1.4m 197 14.3m 173 1.4m 198 14.3m 174 1.4m 199 14.3m 175 1.4m 200 17.7m **please note that this information has been collected by the community and some data are extrapolated, based on previous models. Please let us know if any changes need to be made. Commander two has now joined our first commander with a maximum level of 250. However, be careful, there are many cases where we will see that our Commander One at a higher level is still stronger than the second commander. Before switching, check the different scenarios and see which commander gives you the most support. Remember that Commander Two is usually an attacker facing the commander. 300% Deployment Rate 100% Return Deployment Rate 2500% Rally Attack 25,000% Rally Attack 25,000% Base Assault Attack 12,500% Base Assault Health 18,000% Base Assault Defense 10,500% Health Debuff (a.a. Accuracy) 14,000% Infantry, Tactical, and Armored Vehicle Attack 15,000% Defense Debuff (a.a. Armor Piercing) 16,500% Troop Attack 300,000 Deployment Size 960,000 Rally Capacity We've worked to make sure you have a cost that you get about different commander levels, please let us know if any of this information needs to be updated or you have information that helps empty spaces. Level Tokens Required Level Tokens Required 201 300K 226 2.5M 200K 2.5M 205 300K 2300K 2.5M 204 300K 229 2.5M 205 300K 23 4.5M 206 300K 231 4.5M 207 300K 232 4.5M 208 300K 233 4.5M 209 300K 234 4.5M 4.5M 230M 2300 2300 2300K 4.5M 209 300K 234 4.5M 4.5M 2300 234 4.5M 209 209 300K 235 6.6M 211 600K 236 6.6M 212 600K 237 8.6M 213 600K 238 8.6M 214 600K 239 9.6m0K 239 9.6m 6M 215 800K 240 9.6M 216 800K 241 9.6M 217 800K 240 9.6M 218 800K 242 9.6M 218 8 00K 243 11.4M 219 800K 244 220 1.4M 245 221 1.4M 246 222 1.4M 247 247223 1.4M 248 224 1.4M 249 225 2.5M 250 **Please be aware of the that this information is collected by the community and some data is extrapolated based on previous models. Please let us know if any changes need to be made. When we look at Commander Two Steadfast function, the cost, and resetting skills will be the same as Commander One. We will look further at Commander Sudu that the benefits of these commanders are unwavering skills and how they apply to different actors. Commander Two Steadfast Skill Benefits get more complicated just because not every stat will be applied to each player. So for this commander, we went ahead and broke down with the statistics the players are getting. General Stats is going to benefit all types of player in every situation where they are applicable. Commander Attack (Max: 800%) Power-building commander (+12,000) Attack deployment speed (max: 200%) Rally Attack (Max: 1,800%) Base Assault Troop Attack (Max: 2,600%) Base Assault Regiment Attack (Max: 2,600%) Base Assault Troop Health (Max: 1,200%) Base Assault Troop Defense (Max: 3,600%) Base Assault Troop Defense (Max: 3,600%) Infantry (max: 1600%) Tactical Health Armored Vehicle Health Regiment Attack (Max: 1,600%) Accuracy (Max: 800%) Before we tackle such stats we want to define them a little better. These stats serve two features, they not only increase your type of attack, but they also increase your armor piercing. So make sure to note that these stats are a little extra special. Infantry Assault (Max: 1800% on Attack and Max: 700% Armor Piercing) Armored Vehicle Assault (Max: 1800% for Attack and Max: 700% Armor Piercing) Tactical Assault (Max: 1800% on Attack and Max: 700% Armor Piercing) Three Commander is another commander, that only goes to level 150 at this time. However, if the game follows the same patterns we have seen before we will see that this commander will be upgraded to 200 in the near future after the commander of two, of course. When that happens, we'll be sure to update this article with benefits and costs, however now, we will continue to take this opportunity to take a closer look at Commander Three Steadfast. Finally, the commander's level has been upgraded to go to level 150. We will cover the added skills and costs here as well. Combat Shielding (Max: 400%) Combat Shielding (Max: 400%) Base Defender Troop Attack (Max: 800%) Base Defender Troop Defense (Max: 1,200%) Base Defender Regiment health (Max: 800%) Solo Deployment Size Bonus Control Point Rally Troop Attack (Max: 1,200%) Solo Deployment Size Bonus Control Point Rally Troop Attack (Max: 1,200%) Solo Deployment Size Bonus Control Point Rally Troop Attack (Max: 1,200%) Control Point Defender Troops Attack (Max: 1,200%) Attack of the control point troops (max: Health of the control point troops (max: 1000%) Force attack bonus (max: 800%) The skills of Commander Three, going past level 100 mainly focused on defenders and control point players. However, traps beware commander level level Continue to add power and higher level heroes can reduce the number of hits you get. Please note that these costs are collected by the community. If any of these messages seem to be incorrect, please let us know so that we can update it. Level cost 101-112 300K 113-116 600K 117-121 800K 122-125 1.4M 126-127 2M 128-134 3M 135-135-135-127 138 5.6M 139 8.6M 140-144 11.4M 145-149 14.3M 150 17.7M Once again Commander Three Steadfast skills are going to have the same cost and function as one Steadfast. However, if we see the difference is with the stats offered. This is what we are going to take the time to really explore today. With Commander Three Steadfast Skills we are once again going to see some stats that are player special. So to look at these steadfast skills we once again divide them into those who they best serve with General stats are stats that are useful to all players in different scenarios. Commander Attack (Max: 800%) Commander Energy Increase (Max: +12,000) Base Defender Troop Attack (Max: 2,600%) Base Defender Regiment Health (Max: 1200%) Base Defender Troop Defense (Max: 3600%) Miracle Troop Attack (Max: 1500%) Wonder Troop Health (Max: 1,800%) Miracle Rally Regiment Attack (Max: 2,600%) Wonder Defender Troop Attack (Max: 2,600%) Regiment Health (Max: 1800%) Troop Attack (Max: 1600%) Accuracy (Max: 800%) Combat Shielding (Max: 1600%) Combat Shielding (Max: 1600%) Solo Deployment Size Bonus (Max: +50,000) Rally Capacity (Max: +300,000) Commander three also known as our Mechanized Knight Commander has been upgraded to join our other commanders at level 200. After seeing the commander on two levels go to 200 it's no surprise! The new commander of three levels has some advantages. While there are some stats that fall within the general stats and benefit all sorts of player the most attention this commander has at the Defense and Control Point. We are looking closer to the benefits offered by this commander. However, the general rule of thumb here for upgrades will be that as a defender watch the power increases and the fact that the commander level is visible stat. Control point players don't have to be as concerned about this aspect and really want to look at these stats and what they will do them as players. Stats provided by the commander of three above level 150 are mainly Control Point and Defender Stats. However, we are going to divide them into categories for you. Although there is no attacker only the advantages provided by this commander some of the stats will apply to attackers, but will not be as beneficial as the stats you will get from the commander one or two at a higher level. Troop Attack (Max: 6,000%) Outpost Troop Attack (Max: 5200): For those of you wondering what it is, it's really better known as The Gathering Troop Attack. So make sure you use this stat when you're gathering and probably going to get involved in a fight for the tile. +200,000 Deployment Size +600,000 Rally Capacity Base Defender Troop Defense (Max: 6,500%) Base Troop Health (Max: 3200%) Base Defender Troops Attack (Max: 5,200%) Control Point Attack (Max: 5,500%) Control Point Attack (Max: 5,500%) Control point health (max: 5500%) Control Point Rally Attack (Max: 4,500%) Control Point Rally Attack (Max: 4,500%) Control Point Defender Troops Attack (Max: 4,500%) Enemy troop Health Debuff (Max: 4,800%) Enemy troop Attack Debuff (Max: 4,800%) This commander is unique because although it is specialized in a special style player it is specialized not only in one style, but in two styles of player. There are a lot of things to consider for both defenders and checklist players when looking at improving this commander. The benefits for the attackers are minimal when looking at commander three. However, if you are into gathering it's a great commander to use if the tiles on the tiles too battle the stats for the resource tiles. New Commander Levels comes at a cost and we have these costs for you. To level this commander, you will need Commander III Luminary Medals. The costs are very similar to those of our previous commander, but we also include them here. Level costs Cost 151 300k 176 2m 152 300k 177 2m 153 300k 178 2m 154 300k 179 2m 155 300k 180 2m 156 300k 181 3m 157 300k 182 3m 158 300k 183 3m 159 300k 184 3m 300k 185 5.6m 161 300k 186 5.6m 162 300k 187 5.6m 163 600k 188 5.6m 164 600k 189 8.6m 165 600k 190 300 188 5.6m 1600 1600 8.6m 166 600k 191 8.6m 167 800k 192 8.6m 168 800k 193 11.4m 169 800k 194 194 11.4m 8.6m 8.6m 1600k 169 800k 194 11.4m 170 800k 195 11.4m 171 800k 196 11.04m 172 1.4m 197 14.3m 173 1.4m 198 19814.3m 174 1.4m 199 14.3m 175 1.4m 200 17.7m **Please note that this information has been collected in the community and some data are extrapolated, based on past models. Please let us know if any changes need to be made. For more information commander three and its levels before 100 make sure to jump back and check out our Mech Dimension Commander article. Make sure to like our content, and if you want to stay up to date with our new releases, contact us on Facebook or chat with us in our Strife and Line channels! Make sure to like our content, and if you want to stay up to date with our new releases, contact us on Facebook or chat with us in our Strife and Line channels! To better tailor our content to each player, we encourage our company to become registered users of Mobile Strike HQ! Hq!

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