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Marvel strike force alliance war strategy guide list printable pdf

During this phase, your offense is boosted 20% against unboosted defensive teams. So the earlier you can get to these boosts, the less cp you spend on clearing subsequent content and the more your opponent has to spend. The Armory is almost always strongly defended, so wasting CP on it will lower your ultimate points total for a pyrrhic victory. You must drop attacking the Hangar or Armory and immediately find the Medbay and Barracks and take them out. At the higher brackets of Alliance War, it is more feasible to go for full clears, so all defensive strategies need to be adjusted accordingly. Well-run wars typically have 3 phases: Race for Global Boosts Find and eliminate Armory & Barracks and Medbay & Hangar Take out Big Value Rooms Reactor & Bridge Sweeping up Low Value Rooms Flight Decks & Cargo Bay After the globals are taken out, it's not necessary to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the big rooms until you are ready to finish the big rooms until you are ready to finish the big rooms until you are ready to finish the war (either after 24 hours or when you're ready to finish the big rooms until you are ready to finish the big rooms unti against offense-heavy or extremely overpowered opponents, their progress can happen quickly. Opponent allocated a lot of CP to defense and is done intelligently. This is based upon: Alliance Relative CP: If your alliance has a huge CP advantage or deficit this can immediately determine which strategy to play for. How well the alliance allocates offensive CP: If your alliance spends too much power on weak teams, it may not have the power to take difficult teams. Of course rarely do alliances have all 24 players buying 4 additional energy and not losing a single battle. Win Strategy: Points Win Going for a points win is about getting the most points. It typically takes clearing 5 to 9 half-rooms to clear the armory and put someone in the hell zone. Decision Point: Alliance have 192 winning battles? Below we take a look at tips to help your alliance have 192 winning battles? Below we take a look at tips to help your alliance have 192 winning battles? particularly in the form of meta teams. This starts with the global boosts but extends to blowing the adjacent room bonuses immediately afterwards. If this happens, the most important thing is to exit the death zone as quickly as possible. Oftentimes wars are won or lost in the first phase: getting to the global boosts early and eliminating them. So knowing where to go is important, which is where identification of the carrier layout is helpful. Conversely, if a win is out of hand, going for the barracks and medbay are the most important targets. The last two are where either you have a significant advantage or disadvantage and these are likely blow outs. Date: 2020-06-23 Written by: Avenue Assassin Without any energy purchases, you can clear 6 half-rooms by second energy refill (5:30 into war), and 12 half-rooms by second energy refill (5:30 into war). The goal is to maximize the number of attacks on the golden zone. Iron Man in War Machine, Ghost Rider in Western, Spider-Woman in Secret Wars, Ms. Marvel in Ventura, Thor in Beta Ray Bill Arch Rivals +5% critical chance Dr. Doom, Mr. Fantastic, Spider-Man, Venom Assassins +60% S.H.I.E.L.D. Credit Drops Blade, Deadpool, Elektra, Wolverine Avengers +5% damage Captain America, Hawkeye, Iron Man, Ms. Marvel, Spider-Woman, Thor Bad to the Bone 5% Damage inflicted as Health Gain Blade, Ghost Rider, Luke Cage, Wolverine, Sabretooth Bruisers +15 Striking Colossus, Thing, Captain America, Luke Cage, Ms. Marvel Classic Avengers +15% Experience Blade, Elektra, Ghost Rider, Spider-Woman Defenders 5% Damage inflicted as Health Gain Dr. Strange, Hulk, Iceman, Luke Cage, Silver Surfer Double Date +5 Health Regeneration Black Panther, Invisible Woman, Mr. Fantastic, Storm Fantastic, Storm Fantastic, Invisible Woman, Mr. Fantastic, Invisible Woman, Mr. Fantastic, Invisible Woman, Mr. Fantastic, Invisible Woman, Mr. Fantastic, Storm Fantastic, Invisible Woman, Mr. Fant +15% Max Health Iceman in Classic, Captain America in WW2, Daredevil in Original, Ghost Rider in Original, Ghost Rider in Original, Wolverine in Classic, Ms. Marvel in Original, Ms. Marvel in Original Strange, Luke Cage, Spider-Man, Moon Knight Marvel Royalty +60% S.H.I.E.L.D. Credit Drops Black Panther, Dr. Strange, Thor, Storm, Dr. Doom Natural Leaders +5% Experience Captain America, Dr. Strange, Mr. Fantastic, Nick Fury, Storm New Avengers +5% All Resistances Captain America, Luke Cage, Wolverine, Spider-Man, Wolverine Power Platoon 20 Energy per KO Silver Surfer, Iron Man, Ms. Marvel, Thor Rogues Gallery 10% reduced power cost Dr. Doom, Magneto, Sabretooth, Venom Shaba Ultimates +15% Max Energy Cyclops, Dr. Doom, Hawkeye, Hulk, Magneto, Nightcrawler, Sabretooth, Venom Raven Ultimates +6 body, strike, and focus Deadpool, Colossus, Iceman, Invisible Woman, Moon Knight, Silver Surfer, Thing Scorchers 10% Reduced Energy Cost Ghost Rider, Human Torch, Storm, Thor Super Natural +5 Health Regeneration Blade, Dr. Strange, Ghost Rider, Thor Think Tanks +15% Max Energy Colossus, Cyclops, Iceman, Magneto, Nightcrawler, Storm, Sabretooth, Wolverine West Coast Avengers 5% Dmg inflicted as Health Gain Hawkeye, Human Torch, Iron Man in War Machine, Moon Knight, Spider-Woman in Secret Wars, The offensive phase for Alliance Wars in Marvel Strike Force lasts 24 hours. This is because you may not have enough firepower to take out the higher value rooms if too many attacks are spent on Security or Engineering. The more points that you're able to get in this phase, the better your offense will be. What fraction of battles your alliance creates matchups and plays in battle can make a huge difference. This is based on: Depth of rosters: If you don't have a deep roster, it is impossible to win. If you have players on full defense who don't do any winning attacks, it makes it more difficult to get 192 winning battles. Team Members Agents of SHIELD +5 All Resistances Captain America, Nick Fury, Spider-Woman, Wolverine Agile Warriors 10% Reduced Energy Cost Black Panther, Deadpool, Elektra, Daredevil, Nightcrawler, Sabretooth, Spider-Man Air Force +15% Max Health Human Torch, Ms. Marvel, Storm, Thor Alternate Identities +5% Criticals Dr. Doom in Kristoff Vernard. Energy Comes in the following timing. On the other end, if your armory falls before you clear their global boosts, then this is the Hell Zone. You start with 2 energy, get your first refill after 1:45 and every 3:45 after that: There are two key periods of time in a war known as the Golden Zone and the Hell Zone. It typically takes clearing 7 to 11 half-rooms to enter the golden zone. Eliminating these boosts early either speeds up your attacks or slows your opponent. Generally, racing to put your opponent in the hell zone is the best strategy because putting your opponent in the hell zone can happen by simply taking out the Armory versus having to take out two rooms to enter the golden zone. < Marvel: Ultimate Alliance Jump to navigation Jump to search Teams can be formed in MUA which will allow you to gain special abilities. Mistakes in Offensive Strategy: Did your alliance take any missteps in the offensive attack that caused your alliance to use unnecessary CP. War Offensive Strategies There are two different ways to win: simply having the most points at the end or being the first to clear the opponent's carrier. We call this phase the Golden Zone. So this means that the types of wars you can experience are: Both experience golden zone (both armories fall after the barracks and medbays fall) You experience the hell zone you experience the hell zone, they experience the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone, they experience the hell zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks and medbays fall) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience the golden zone (both armories fall before the barracks) You experience (both — who can either take advantage of the golden zone most or get out of the hell zone fastest. You can use up to 100 toons — 60 on offense and 40 on defense — while it's not necessary to use an entire roster to win a war, you need some fraction available in leveled toons. Notice these phases have nothing to do with points — it's all about how quickly you find these rooms relative to your opponent and how long you can take an advantage. Defeat Strategy: Maximizing Points Sometimes it isn't possible to win. Win Strategy: Clearing First This is a race to clear the opponent's carrier, technically, this can be done after the second energy refresh, 5:30 after the war starts. If you play too long in the death zone, you end up burning too much collection power and the final run for points will come up short. This includes if you or your opponent is short-handed. Generally, fighting through rooms that have one adjacent room bonuses. The most important room if you're going for a win is the armory because it stunts your opponent's offense. Decision Point: Matchup Is this a war that can be won with a full clear? Typically if you're making significant progress in war, you'll be in either the golden zone and if you enter the hell zone, get out of it as quickly as possible spending as few resources as possible. Below is a table of all teams, though some require unlockable characters to form. These have slightly different strategies in the phases of war. A defeat is often guaranteed if you've entered the death zone and your opponent has entered the golden zone. For instance, not getting to global boosts early and fighting through multiple triple boosted rooms with the globals in place can drain CP. How many battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance does the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance does the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward, but the more battles your alliance typically does: This is pretty straight forward. help you attack, Therefore the best thing to do is to maximize points. That may involve taking out Security and/or Engineering to conserve your offensive CP. From there, you should make a plan for the Bridge and Reactor, How guickly can you enter these zones? If you don't have the golden zone, then it can be difficult to clear an entire carrier, particularly if your alliance has top-heavy rosters. Deciding on War Strategies is based upon your own alliance. Manifestly, you only ever experience the hell zone or the golden zone in a given war — you can't experience both. The above phases work well. The most key phase of war is the time between when the last global defensive boost falls and the time when your armory falls. In addition, look to Gaming-fans.com for help in all areas of Marvel Strike Force including Offensive Counters in Alliance Wars and more. The biggest difference with going for a full clear over a points win is that you are planning to take out the entire carrier, so you should eliminate all roadblocks as early as possible

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