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## Command and conquer tiberium alliances tricks

You need advice on command and conquest strategies: Tiberium Alliance? You've come to the right place! C&A; Check out these tips and tricks to stay ahead of the C:TA! 1. When attacking, do not focus on damaging the defenses, do not focus on damaging the buildings in the base area (preferably it can blow up the construction yard). It's building, not defending, to get you great rewards. 2. Join the Alliance early. Attacking within Alliance territory will have fewer command points, so if you're within a larger territory, you'll have more targets to choose from. 3. If possible, try to get down the construction yard with only one attack. Avoid NPC targets that require more than one attack. 4. Top players can study MCV, so they can get second-place in less than a week. To get the credit you need, you need to have enough refineries (3-4 days after 4 days). 5. The defense unit begins to move only after identifying a special target. There are two ways to benefit from this: focus on building one unit type (such as a vehicle) so that many defenders do not move at all. Cons: Mixed armies are stronger and it is easier to recover units used as bait to move from how defensive units disable units in the army. They will not participate in combat, and therefore will not attract some defensive units. This saves repair time at the end of the battle. 6. When attacking a camp/base/outpost, most players focus on the construction yard – when the construction yard blows up the entire base. 7. At the end of beginner protection, you must have a defense (one level lower than the attack). You can quickly free slots and resources by selling buildings/units (90% of unit costs will be refunded when units are sold). 8. When attacking a player, you should take him as quickly as possible with as few attacks as possible. The attacked alliance's support weapons will automatically focus on the attacking target, so the more time between the first and last attacks, the more damage will be done to the army. 9. If a base is defeated, it will be removed from the map and can be transferred within allied or neutral territories. Think well before choosing a new location so that you don't get attacked again after relocation. Technical Support & Help Guide Index Introduction Resource Planning and Resource Chain Bonus Repair Time Optimization Self Alarm Strategy Introduction Instructions In a Game of Command, Introduce Self-Warning Strategies and Conquer Tiberium Alliance, You, You Have different tactics and strategies to be one of the best and best players in the game. This guide will touch various areas of the game that can be improved by allowing you to follow all the tips and points mentioned below, and you will be able to C&A;B There will be a greater chance of success to become the best in the C Tiberium Alliance. If this guide helps, check out our other Tiberium Alliance guides. Good for resource planning and resource chain bonus Tiberium Alliance, you must first master the build of your own base to achieve maximum Tiberium resource gain. Buildings must be deployed to provide production reinforcement. Upgrade all production buildings to maximize resource revenue. If you don't have a strong foundation with resource production backups, you can't upgrade units more powerfully and upgrade other buildings. Explore the different strategies and locations for deploying buildings such as tiberium, crystal harvesters, power plants, and more. A set of bonus resource collection resources often collects bonus resources generated by resource buildings. At the start stage it takes a little more work because you have to constantly collect bonuses. However, if you upgrade your building further, bonus collection time is good. However, you need to play frequently to collect those bonus resources whenever they become available. Tiberium Alliance Bonus Resources Along with other great players from the C Tiberium Alliance, it can help push you away. Excel Combat Strategy PvP is an integral part of that, and you spend time researching different units and combat behavior. Observe their speed and apply various tactics and strategies. You want to be able to constantly attack forgotten bases and other players to develop your own growth. By optimizing your combat strategy, you can quickly pass the Tiberium Alliance rankings to enter the top ranks. You can take a look at the basic combat guide, and command and conquer some advanced combat tactics to improve gameplay in the Tiberium Alliance. PvP Basic PvP of Death are the main part of the game in the Command and Conquer Tiberium Alliance, this guide will help you understand other aspects of PvP gameplay as well as what happens when you or your opponent dies. If this guide helped, conquer my entire command list and the Tibet Alliance Guide. PvP Basic PvP is one of the main focus of the Command and Conquest Tiberium Alliance. The PvP fighting side is almost identical to the forgotten fight. You will find the basic combat strategy guide. C&A; C Tiberium Alliance PvP provides resources, fun, glory, and prestige for your territory. Launch a PvP attack to Start a PvP fight with C Tiberium Alliance players. on the world map. The menu pops up and you just click on the attack default button. When you start pvp combat, you can align your combat units and send them to attack your defenses and bases. You will receive rewards for defeating players in tiberium alliance PvP Rewards PvP. What happens to them is that their game base has to be turned into ruin and transferred (see death section). You're in control of the territory for 24 hours. After a 24-hour losing period, the territory is divided into the nearest bases. Destroying a construction yard will receive resources. It's important to note that other players will not receive credit or power by attacking and destroying Tiberium Alliance bases. However, C&A;& You can get research scores that you can use to upgrade your C TA studies. Some advancing PvP strategies with alliances and strategic benefits include attacks and defenses with fellow Alliance members or neighbors. Because some bases are well defended and more favorable to coordinated attacks that destroy red flags. Take advantage of various alliance benefits to help you fight more effectively in command and conquer tiberium alliance PvP. Therefore you will have to defend your construction yard well than all other buildings. The location and location of all resources and buildings remains the same. What happens when a construction yard is destroyed and dies in the game, you will lose all of your resources in the game and you will have to relocate the base. However, you can use your C&A;C& Maintains the upgrade level of the C Tiberium Alliance building. With the ability to migrate after the base is dead, you should move as far away from the attacker as possible to make this East Sea other Alliance members. Try your best to fight your way from the death, fight your way from the death when you are under heavy fire and attack, tips to avoid death and minimize loss. You can be 1. Repair the base continuously. 2. Attack again. 3. Move away from them. Resource Transfer C&A;A; If you know that the C Tiberium Alliance base will be destroyed, you can transfer all resources to another safe base if two bases are available. You can transfer resources from dying bases can help you develop faster in the game by providing valuable resources such as tiberium, crystals and command points. If possible, farm other players to farm other players to collect resources. Especially if you look for players who have been inactive for a while, they'll get the best resources because the camp can sit for a while. We set out to earn more research points and resources by attacking other players in pvp settings. Farm other players especially if you know that you will not be counter-attacking. This approach is key to gaining resources to become the best player in the Tiberium Alliance. Wisely commanding and conquering tiberium alliance's research tree is an important aspect of the game to help you unlock more units. Here are some basic guides and exercises on how to take advantage of the Tiberium Alliance research system. To conduct research in research and resource games, you mainly need two resources: these two resources are credit and research points. You can earn credits, raid other people's camps, or buy through refineries. For research points, the only way to get research points is by raiding other people's bases. You can get them through constant battles. You can get more research points by taking out a higher defensive base. More units means defending one particular base, the more research points you will get. However, by defeating construction yards, you will get a full amount of research points as if you were destroying all the defensive units. Depending on your research strategy and progress where you are in the game, your neighbor's tactics, you can take on different paths of research. However, the first two unlocks should defend predators and pit bulls to stop enemy advances when novice shield protection falls. Diplomatic strategy and attacks to start alliances Fellow neighbors to avoid being farmed by stronger players. Without an Alliance support network, it's hard to be the best in the game. Try diplomatically and try to join a strong group of players. By being part of a strong alliance, you will be able to better defend yourself and other allied members. Forming diplomatic strategies and relationships is the key to storing resources in the top ranks of Tiberium Alliance players. A coordinated attack with friends at a higher level will need multiple waves down the forgotten camp or other player bases. So if you can coordinate an attack with others, it can help. Coordinated attacks help prevent attacks from being stopped and allow resources to be collected as quickly as possible. Coordinated attacks ensure victory over enemy jin-young and base, and can prevent other players from reacting to the attack. Finally pay money for power and resources, you can always pay the funds to buy



resources and other reinforcements in the game. These payments for power strategies are likely to put you ahead 卐 players. Though you shouldn't always spend within your means and pay for what you can't afford. Fighting forgotten camps on command and conquering tiberium alliances is an integral part of the game, it instead provides a PvE part of the game for Tiberium Alliance players vs. players. Generation Level Factor The level of forgotten camp is based on a number of factors. These factors include the level of the building and the results of past battles. However, let's focus on the level of the command center. When you upgrade your command center to a higher level you will be able to create higher level commands and conquer tibetan alliance forgotten camps and outposts. So if you've focused on upgrading your command center early in the game, you can raid more powerful camps early on. When planning your basic building strategy, you can take this into account, avoid over-upgrading buildings, and ultimately slow them down. This is possible because raids on resources tend to provide better resource production, with the exception of power that cannot be plundered. In addition, the opposite can also be true, be careful not to upgrade the command center because it is difficult for you to handle and can generate too high a level of camp. Last note, once you kill the camp and resurrect it, you will level up according to the command center level. Real forgotten camp spawning level up to CC level 11 you get 1 camp at your command level and conquer at Tiberium Alliance Command Center. Command Center Level 12+ you get 2 camps randomly around your CC+2. 1 blue line, 1 green line. If you change the CC level, the camp level will be adjusted. Next may take several hours, depending on the timing of the resurrection and the activities in your area. How to get more forgotten camps Forgotten camps on different levels spawned and despawn throughout the day of gameplay. To increase your choice of attack target and choice, head to the forgotten tunnel exit, where the camp is denser together. Low forgotten camp levels sometimes you can see an old base of low-level players left around you, and these bases can be those around you or those around you who haven't attacked. Let us know if you or your friend triggered a forgotten camp and you'll know whether the level of camp has been triggered by you, notice the bonus supply box. You will have a bonus supply box that can only be used for forgotten camps that are triggered by you. Supply Box bonuses connect to players, so you can see only their presence on your own account, and you can see different bonus supply box locations than your friends and allies. Self-Destructive Plan The C&amp;amp;amp; C command and conquest strategies are inappropriate but effective. In most situations, this can be considered exploitation and deception in the game to achieve unintended effects in the Tiberium Alliance. In this guide, you can tell your allies and friends that you're C&amp;amp;amp; Asking you to destroy the C Tiberium Alliance base will go beyond why it can help you. If you find this guide useful, check out our other Tiberium Alliance guides. Plan your self-reliance and coordinate in advance with Alliance members and friends in the game. Sort out their basic defenses in a way that makes it easy for your friends to destroy your base. By deliberately removing defenses, planned attackers can completely destroy their base without loss. There is a cooldown when transferring or attacking a base with a different cooldown for the TeaBayRoom Alliance Base Relocation. However, if a base is destroyed in the game, the Tiberium Alliance base can be transferred immediately. This concept can create a strategy by creating holes or exploits. This feature can be used if you want to move and relocate the base while waiting for reuse. For example, a friend deletes a space near a POI, but everyone is waiting and can't move the base to capture it. You can simply get someone to kill your base, so you can get to go for free on POI faster. At this point in the game, keeping poi within the Alliance allows you to have claims to territory that attacks and destroys your allies. Destroying ally's base near you and POI will effectively keep the area for 24 hours, since the ruins of the destroyed base are considered territory. However, accurate territorial land area calculations are calculated largely by where the base is and at what level. It should be noted that it is higher Tiberium Alliance bases have stronger territorial rights. If you can execute this strategy perfectly, you can control the tiberium alliance POI indefinitely. The ability to alert your base with the defensive help of self-warning strategy-assisted weapons can be made into an exploit strategy for the Tiberium Alliance. If this tip helps, you can use other C&amp;amp;amp;C's; Check out the C Tiberium Alliance Guide. Self-warning is how you can alert yourself to your base by attacking one of your alliance members or friends. When a base is attacked by a infantry unit, the 1st infantry must actually be used only to minimize tiberium alliance repair time. All supporting weapons start calibration at all warning bases. However, the time it takes for all supporting weapons to be calibrated at each base depends on how far away you are from each base. Why self-alert and support weapons are fired by all supporting weapons, when the alliance tries to attack the enemy when it is fully alerted. If you have a high enough level of support weapons, support weapon defenses can effectively eliminate the enemy. This cheat strategy is near invincible on defense for 12 hours. Alliance Warning Implementation Tips All alliances must specify one or two member warnings during the war. The warning machine should update the alert status once every 12 hours to send a dummy 1 infantry attack to everyone in the alliance. The expansion strategy is to plan for a full Tiberium Alliance alert status after a major attack. Major attacks include mass base attacks, first hits, POI acquisitions. By carrying out the attack yourself, you can start self-warning defenses with a supported weapon strategy. If you activate this strategy, the entire alliance will have an almost invincible defense. So you will win the war against those who do not use this strategy. Basic Resource Information Tiberium Tiberium is one of the basic resources needed for basic construction as well as upgrades of various buildings. Harvesters and sylum levels can be upgraded to increase the production of tiberium. It should be noted that by placing the four-way next to the harvester. Crystal crystals, similar to tiberium, are one of the basic resources needed for basic structures, as well as upgrades to various buildings. To increase the production of crystals, you can upgrade the harvester and four-way level. It should be noted that by placing the four-way next to the harvester. Credit credits are from C&amp;amp;A; The currency of the C Tiberium Alliance, which allows you to perform a variety of studies to unlock additional units through credit. To get more credit through basic production, refineries can be upgraded, and power plants can serve as a resource boost to the credit earned from the base. Power power is the resource needed to upgrade most of the power. building after a few steps. To earn power, power plants must be built, and accumulators can increase power production by providing a boost. You can upgrade the building chain of power plants or livestock to increase resource production. It should be noted that power cannot be raided and must be produced from its own base. As a strategic MMO, raiding and plundering resources can raid other people's bases to gain a variety of tiberium, crystal, and credit. Raids are one of the best ways to quickly earn these resources because they can farm both active and inactive players. Research points as resource research points are essential for you to progress in the game of command and conquer the Tiberium Alliance. You can defeat the enemy faction's defense units to earn research points. Additional C&amp;amp;amp; Research points are required to conduct and conduct research to unlock the C Tiberium Alliance unit. C&amp;amp; C Tiberium Alliance Fund C&amp;amp;amp; C Tiberium Alliance's fund is the cash equivalent of the game. Using funds for the game not only allows you to purchase a variety of resources directly, but also gives you a variety of perks. Player score and ranking information rankings are C is an important indicator of the Tiberium Alliance. This will give you a player score and rank C&amp;amp;C; It will provide a basic overview of how it works in the C Tiberium Alliance. If this guide helps, share it with your gaming friends and affiliate members. Player Score and Rank Overview C&amp;amp;amp; C; Player points in the Tiberium Alliance are calculated by summing all individual base points under the player's control. Therefore, to have an easier time increasing player scores, you need to build the bases evenly so that both bases contribute to the overall value of the player's score. The ranking of the Tiberium Alliance is determined by the overall player base and how the score is stacked against them. Therefore, depending on the type on the server, the score will be different depending on the progress of other players on a particular server. It should be noted that the player default distance for all locations in the center, alliance or map does not affect the score or ranking of the Tiberium Alliance. Other ineffective factors include pVE and PvP combat results and the location of AI outposts, camps, and bases. The only thing that affects player scores is the level of their base and units. As for rankings, they require about twice the points requirement per level. Tiberium Alliance Base Score Calculation The base score is a little more complex than the player's score, but it's basically the sum of buildings, defenses, and attacks. Different buildings and military units all have different base scores. However, generally higher and more advanced units have a default starting score. Units or buildings Upgrades add 20% to the base point value, providing additional points and potential rank gains, so you can upgrade your units to the highest level. The better the more advance units start with a better score (the better the balance because they also need more resources to upgrade). For example, the score is greater than a Level 1 Mammoth Level 1 rifle. In scoring multiplier scoring, buildings are twice or tripled in weight, attacking units are twice, and defensive points are 1x multipliers. In other words, defensive units have the lowest ranked points. Alliance points and ranked Alliance scores are calculated by the top 40 players taking into account their total score. That said, in addition to having a big alliance, you also want to have a strong minority of 40 players to achieve the highest score and ranking. However, the Tiberium Alliance's alliance ranking is only the total score of the top 40 member states. This resulted in the upper union scoring lower than some of its peers on the leaderboard. The team and alliance currently have two officer ranks available in the Command and The Conquering Tiberium Alliance, the main two ranks are commanders and commanding second commanders. You can also set different ranks and assign various tasks to Alliance members in your game. Here are some of their abilities: Forum Features Commander-in-Chief can cover all relevant forums, including moderate cross-clan forums and alliance forums. Create, rename, and delete alliance sub-forums. Assign forum market updates for Alliance members. Access the shared forum. Membership features invite and withdraw Alliance invitations to all players. Kick alliance members. Edit permissions. Promote or demote members to all ranks. Gameplay-related feature editing announcements and affiliate descriptions. View shared battle reports. Track all outgoing attacks in the Alliance. Establish diplomatic relations with other alliances. The second command second-in-command allied rank officer can do everything the leader of the alliance can do. However, the only limitation is that guild clan leaders cannot be removed and other second orders cannot be appointed or removed. Alliance diplomacy and relations color-coded allied forces (green), NAP (white), enemy (red). Neutral (no diplomatic) bases are outlined in orange. Poi information points of interest (short for POI) are special structures distributed across the entire map. If you're in an Alliance region, you'll receive special rewards for the Alliance. By taking control of the POI with the alliance territory, the entire member state of the alliance will get a special boost based on points of interest. It should be noted that there is no POI to boost credit production with this update. At this time, The tunnel is active and the rest is not the time to write this Tiberium Alliance POI guide. There are several concepts to note about this new points of interest update. As they approach 500:500, all the effects of POI become stronger. You can currently go next to the bonus POI. And finally, the bonus is determined by the alliance's territorial boundaries. Bonus POI Effects Description We explain how boost bonuses from POI will go through to work with tiberium alliance updates. All the boosts you can get from other POI's are cumulative and based on the level of points of interest. However, the bonus effect may vary slightly between upgrades because it is large, depending on how close the POI is to the center. In other words, points of interest for different level points can actually provide a slightly different boost to the distance scale. Point of interest boosts will affect all bases within the Alliance. This means that individual bases can receive all the boosts offered, even if the individual is far from the rest of the Alliance members. Depending on the type of point of interest the Point of Interest Rank Bonus Alliance can hold, the game will grant you an additional bonus multiplier if you have enough points of interest of the same type. This can further increase the bonus power factor of points of interest if the alliance is going after a certain boost. By joining a strong alliance, you'll get all the boosts and stronger in the Tiberium Alliance. Points of interest multipliers start with a 100% bonus, reduced to 90% in second place and 1% in Rank 40. Because of the vast difference between different ranking bonuses, it is essential to rank within the top 10 in POI controls for maximum boost. Trubrium Alliance Points of Interest List C&amp;amp;amp; In this section of the C Tiberium Alliance Guide, we'll be working on the different types of POI that come with this update. We're divided into key categories, such as resources, attacks, and defensive POI. Offensive and defensive concerns can increase the combat capabilities of various Tiberium Alliance units. Tiberium Alliance Resource Points All resource-related points of interest provide an additional fixed bonus income per hour. Crystal Control Network Hub: Additional Fixed Crystal Income Per Hour Tiberium Control Network Hub: Additional Fixed Tiberium Earnings Per Hour: Additional Fixed Power Production Tiberium Alliance Attack POI Uranium Compound per hour: Increases damage to attack infantry units. Tungsten compound: increases the damage of the attacking vehicle. Aircraft Guide Network Tower: Increases damage to attack aircraft units. Tiberium Alliance Defense POI Duster Network Tower: Increases the durability of all defense units. Alliance MISC Point Tunnel of Interest Tunnel: Spawn forgotten outpost levels are -1 to +3 of the base's attack level, tunnels are activated by having attack levels -3 or higher and conquering the Tiberium Alliance is a deep game with great strategy and gameplay, and you can really master the game and be the best. I want this practice guide to help you in your quest for the top. Good luck in the game. Game.

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