

“A Guide to Effective Leveling” as presented by 3InchesOfBlood proofread and edited by Dr. Awesome

This game is highly competitive. To do well in raids and Wars, you need to have your teams and playable characters (henceforth “toons”) polished to the maximum. To perform in level up tournaments (henceforth “lvl tourneys”, and “fx lvl tourneys” for the faction variant), you need to plan ahead and know how to squeeze the maximum amount of points out of your actions. This guide is designed to help you with the latter.

This guide assumes the following:

1. Everyone here is aware that individual level up tournaments, a.k.a. indy lvl tourneys, are simply cash cows. The players who are willing to spend the most (and be a little bit smart about their approach) will take the top spots. Leveling up a tier four five-star (T4 5*) will get you 2,000 points per level. You simply can't beat a player who's got ten of those lined up.
2. All players have at least three, but preferably four training grounds (henceforth TGs) at level 13 or higher. Of these TGs one should be at least level 14 with Elite Training unlocked, but preferably level 20 with Legendary Training unlocked. All types of training up to level 13 (from weapons training up to leadership training) have also been unlocked.
3. All players have the roster capacity to store at least 10 2*s at one time and when necessary keep a few trainers stocked as well.

Individual leveling

Anyone can just pour accumulated resources and 1*s/2*s/trainers into the toons they want to level up, and eventually get them maxed out. But if you don't take the smart approach, you'll find yourself biting the dust against players who are supposed to be at the exact same level as you. To prevent wasting resources, there are a few things you need to keep in mind (this summary will not take trainers into account):

1. When you level up a toon of a certain persona (e.g. Peacekeeper, Soldier) with 1*s/2*s of the same persona, this gives a slight experience (xp) boost on top of the regular experience received from leveling.
2. The most cost-effective way (food wise) to level up is by leveling up a character with 10 2*s at a time. This is because the level of the toon you're leveling up, at the moment of leveling, determines the food cost of leveling. As 2*s give more xp than 1*s, so you'll make the largest, most cost-effective jumps with 10 2*s.
3. Adrenaline Rush (AR) level is extremely important to level up. Quick triggering of ARs is the most important part of a successful raid offense and defense. You only have a chance at leveling up ARs when you level the toon with toons of the same persona. The highest chance of success comes with 10 2*s, at 33% chance of an AR level up. The game might indicate that 10 1*s give 33% chance as well, but in practice it seems that due to a hidden game mechanic the chances are better with 2*s.

Okay, that covers the basic mechanics. Now, what about trainers? Toons with maxed ARs but still a load to level? And maxed out toons who still have a few AR levels to go?

The worst situation to be in while leveling is having your toon fully maxed in levels (T3L60 for 3*s, T4L70 for 4*s and T4L80 for 5*s) but still be short on AR levels. It can take loads of attempts at using 10 2*s of the right persona to even get a single AR level up, not to mention the food cost involved. If a toon is already maxed out, you're paying the highest possible price per attempt to level their AR. There are three other ways of getting that AR leveled up without going absolutely insane in the meantime:

1. Aden, the Universal Trainer: dear Aden is the savior of us all. Just level your toon up with a single Aden at a time, and the toon will get an AR level every single time. Aden is also worth 390 SD (Supply Depot) points when sold, so if you don't spend a lot on the game it's always a trade-off to use him.
2. The Persona Trainers: like Aden, there are 2* specific trainers for each persona. If you are training specific types of 2*s in the TGs (e.g. Guerilla Training or Security Training) every once in a while a persona specific trainer will pop out. These, like Aden, can give you a 100% guaranteed AR level up for a toon of the same persona. Because they don't work on other personas, these trainers are less valuable than Aden. They're still worth 390 SD points when sold though.
3. The Scavenger Camp AR mission: when you get to the higher levels of the Scavenger Camps (upgrade level 15 and up) you will find a lot more interesting Scavenger ("scav" for short) missions. A few of these have as a reward a guaranteed AR level up for all the toons stacked into the mission. These missions usually take a few days, but otherwise they provide you with an AR level free of charge.

As you can see, AR problems can be solved without incurring insane costs. But of course the preferable situation is a maxed out AR and still a way's to go when leveling. Once your AR level is done, in essence you can just pour whatever you want into the character until they're maxed. But unfortunately, the last 20-30 levels of the last tier of leveling for 4*s and 5*s are pretty damn food intensive. This is where universal trainers can come in! Those, Burts, Basils, Bradys and Benedicts have been burning a hole in your pocket for forever, and now you can make good use of them. Think of it this way:

If you have a T4L60 5* red Rick and you want to get to that sweet T4L80, you can keep using 10 leader persona 2*s to level him up for maximum efficiency. At T4L60 the food price per 2* could easily be 30K, making the use of 10 2*s as costly as 300K food. This will most likely give Rick barely two levels. Then you have to continue from that point with an even higher food cost per 2*, like something along the lines of 35K per 2*. However, imagine you were using 10 3* Brady universal trainers. This will also cost 30K food per trainer, getting the total up to 300K still. But in this scenario Rick will jump far more levels, probably around T4L67. For the same food cost you have gained five levels more than what you would have with the 2*s!

When considering this, be aware that Burt gives 60 SD points in the SD when sold, Brady 130, Basil 390 and Benedict 1,170.

If you are good at timing and planning, you can use certain scav missions to your advantage, to get a huge boost in leveling 4* and 5*s in a single go. There are two scav missions, You Got Lucky and Bricks & Mortar, which award massive amounts of xp to the toons that complete it. But the xp does not get rewarded UNTIL you choose to collect the rewards from the scav mission. Therefore you can simply wait to collect on these missions in your scav camps until the fx lvl tourney is underway.

The mission You Got Lucky is generally easier, and rewards 100,000 xp (to be divided equally amongst the participating toons), but is only available for players with Prestige level 8 or higher and a scav camp of lvl 10 or up. Bricks & Mortar is harder and gives 60,000 xp, but there's a chance to receive an additional 30,000 xp if the mission conditions were met. This one also requires at least a lvl 10 scav camp.

This wraps up the mechanics of leveling individual toons. Further down the professional approach to fx lvl tourneys will be explained.

The Faction Level Up Tournament Approach

It would be easy to assume that the only difference between an indy lvl tourney and an fx lvl tourney is that for the fx lvl tourney all players' accumulated points are stacked together to make the total. WRONG! While competing in an fx lvl tourney, the left-most tab of the level up menu in-game, the Level Up menu where the objectives are displayed, becomes extremely important. When objectives are reached, the awarded points are put into a pool called non-member points, which add to the total score of the faction. Experience dictates that the top three factions in Long region get as much as a third to half of their total score in fx lvl tourneys out of working together to complete objectives.

This of course does not mean that you won't get to level the toons you want in an fx lvl tourney, it just means that ***patience and timing*** add into the equation in this format. In some instances it also might seem like you're putting resources into leveling seemingly useless toons in order to complete an objective, but don't forget: EVERYONE in the faction gets to enjoy the benefits of the prize you rake in at the end of the tourney, so a little sacrifice can go a long way towards helping the entire faction move forwards, and therefore (in time) getting better and better rewards in all kinds of competitions on the server.

Preparations

To make sure you can compete, you will need some toons to level up (3*s, 4*s and 5*s) but usually anyone will have at least a couple. The real trick is stacking enough 2*s and resources to get the actual leveling done. For this you will need effective TG management and **at least** a level 12 workshop with High Replenish researched. Using this you should try and do the following:

1. Throughout the week, while grinding the roadmaps and world map, put all of your survivors into one TG with either Elite training or Legendary training. The beauty of TGs is that you can pull out or add resources to an active TG anytime you want, as long as the timer hasn't run out! To do this you need to switch to your active TG from INSIDE the menu of an inactive TG. There are arrows at the bottom while in the TG menu, with which you can switch back and forth between TGs. This will NOT force you to collect the toons that have already been created in the TG in the meantime. Filling up Elite or Legendary training also means that you'll get a new 3*, 4* or 5* every two days (or whenever you decide to pull the whole accumulated stack)!
2. When you think an fx lvl tourney will come around within a few days, you start by checking which toons you want to level and what personas they have. The 1 or 2 personas you have most of, you will start making 2*s for (e.g. if you want to train Peacekeeper 2*s you put resources into Security Training). You do this by taking resources out of Elite or Legendary training and putting them into the designated training. You can do this several days in advance, depending on how many 2*s you want to make. Every 2* takes 15 minutes to complete, after all.
3. While pulling resources out of Elite or Legendary training, you'll find yourself having an excess of food. The best way to preserve these resources is by making High Replenishes in the Workshop. These can later be sold off for a 50% return of the original cost.

Pro tip! If you find yourself continuously short on food, try maxing out your farms! Four level 20 farms give up to two MILLION food a day.

Chasing objectives

Once the tourney has begun, it can be tempting to burn those resources straight away and get your toons maxed. DON'T. Fx lvl tourneys typically last a few days and there is no reason to unload in the first hour. What you SHOULD do to help the faction out the most is to wait for an objective to pop up which lines up with your leveling goals, and by that kill two birds with one stone! You get your maxed toons, the faction gets non-player points for the competition! Sometimes chasing objectives may mean you'll have to pour some resources into a secondary toon, in order to get a very pesky objective out of the way. But if everybody does that every once in a while, we can all help each other out and not feel disadvantaged.

When the clock starts to run out, and you've still not completed your leveling goals, it is perfectly fine to just go all out. But if you find yourself spent in the first few hours of a 2-day tourney, you can no longer help out your faction.

In order to keep fx lvl tourneys fair, it is customary to post in in-game chat what you've done for leveling. For instance, if you've gotten two AR upgrades on a Rebel toon you have, and there is an objective active for Rebel AR, you can say "+2 rebel AR". It immediately makes clear what is going on, and all other active players can check whether or not this is accurate (should there be reason to doubt).

Some other short-hand phrases for fx lvl tourneys:

"+40 to yellow" – Added 40 levels to whatever yellow objective is on the board that is not an AR objective

"Peacekeeper AR done" – Finished the AR goal for Peacekeepers

"Ultra rare red done" – Finished the red objective that was specific for ultra rare or better toons

"Board reset" – When two or more objectives refresh simultaneously. It is possible to complete more than one objective with a single leveling spree. For instance, if you have the objectives "level-ups for Leaders", "Rare or better Tough (blue)" and "Leader AR", you can get all three at once by effectively leveling a 5* Kenny

Tokens

Sometimes you might find yourself running out of 2*s in the TGs, or it simply takes too damn long for those 2* to be trained. Luckily, there are two types of tokens that can come through for you:

1. Common tokens: you can get these from all sorts of sources. Daily objectives, tourney milestones, raiding, roadmaps, War crates etc. These tokens give weapons 1/3rd of the time, and toons 2/3rds. In rare cases they will drop 3* toons or weapons. In bulk these can be a great source of extra 1* and 2*s to level toons and complete AR objectives.
2. Supporter tokens: these are gained by having your team leader hired by faction members for roadmap or world map stages. Every eight hires equals one token. These tokens have a far higher drop rate of 3* weapons and toons. This is also why it is important for us all to hire our fellow faction members' leaders daily (which also helps you farm the world map for resources).

The big upside of tokens is that you can keep pulling them, even if your roster is overflowing. Therefore you can have hundreds, even thousands of 1*s and 2*s lined up in your roster, which you can sort by persona to level effectively.

And that's it! All the tips and tricks needed to give the competition a run for their money.