

Alliance Menu

Being a member of an alliance opens us new opportunities for engaging with other players. The alliance menu has several tabs detailing the different aspects of alliance function.

- [Alliance Wars](#)
- [Alliance Tasks](#)
- [Alliance Boosts](#)

Alliance Wars

The **Alliances Wars** are weekly activities where players of alliances compete against each other to earn points for rewards and glory.

Each week is called a round, and starts every Monday at 21:00 UTC (4PM EST). For the next six days, non-enlisting players can gain points for both their alliance, which determine their alliance's ranking, and for themselves, which contributes to a personal war reward box that is awarded at the end of the round. There is one day of cooldown where alliances can rest and build back up their defenses.

How to Earn Points

The primary way to earn points is to steal rival players' alliance banners during a raid. Every member of an alliance has their alliance banner somewhere at their compound, and a raider can loot the banner for points. The raider must leave the raid with at least one survivor alive to earn the points. All the attackers being downed will count the raid as a failure, even if they managed to loot the banner beforehand. The actual points awarded is determined by the level of the compound, and the difference in war points between the alliance of the defender and that of the attacker.

Players can also earn points by downing attackers while on the defense on compound raids. Up to 10 points is awarded per downed attacker. These points can still be earned even if the attacker manages to get away with the defender's alliance banner.

Outside of raiding, missions that are within 10 levels of the player's level award the player with points if they leave the mission with all containers scavenged. Searching all the containers in a High Activity Zone applies a 2x multiplier to the amount of points earned. Like raids, at least one survivor must successfully leave the mission alive in order for it to count for points. Losing all survivors during the mission will count as a failure and no points will be awarded.

Note: Players with books that disable raiding equipped or with store-bought protection will be excluded from earning any points and will not have their war stats recorded until their protection is removed. This does not apply to the automatic post-raid protection.

Leaving an alliance in the middle of a war round deducts all points from that alliance that the player has earned, and the player will not receive any rewards, even if they rejoin another alliance during the round.

At the end of the round, the top ten players of the top three alliances receive a share of the Fuel prize. Players that have reached the point milestones for the round will receive a tiered War

Reward Box that is proportional to their earned points. The box contains fuel, as well as a slot for a bonus item.

Enlisting

Players who join an alliance during a war round will be put in enlisting mode, where they will not be able to contribute points to the alliance until the next war round. Enlisting players cannot be raided for war points.

War Stats

During each war round, the statistics of a player's war-earning activities are kept. Total points earned from, successes, failures, and win percentages are recorded for the raids and missions of every allied player. Players can post their war stats in the chat, either for bragging rights, or as a resume for alliances seeking new recruits.

Alliance Tasks

The **Alliances Tasks** are a weekly series of that rotating activities where players of alliances can work together to earn tokens.

Each week brings with it a round, and starts every Monday at 21:00 UTC (4PM EST). For the next six days, non-enlisting players can donate their resources toward the alliance tasks, which if completed, rewards the alliance with alliance tokens that can be spent on boosts. There is one day of cooldown where alliances can rest and restock their storages.

Tasks

Each war round features four tasks. Alliance members can contribute to these tasks by committing effort into filling each task's resource requirement. Usually the task requires members to manually donate their resources to the alliance via the alliance menu, but some tasks automatically record each member's loot and no donation is necessary. The amount of resources required for the task depends on the amount of non-enlisting players in the alliance.

Round 1				
Round 2				
Round 3				
Round 4				
Tasks marked with a star (*) have automatic contributions and cannot be fulfilled with automated missions.				

Completing the task rewards the alliance with **Alliance Tokens** that can be spent on boosts that benefit the entire alliance for the remainder of the war round.

If a player who has contributed to an alliance task leaves during a war round, their contribution is not removed.

Enlisting

Enlisting players cannot contribute to alliance tasks, nor are factored in alliance task requirements.

Alliance Boosts

Alliance boosts are a set of purchasable bonuses that appear every war round.

Once the boost is purchased, it gives a bonus to all non-enlisting members of the alliance for the rest of the war round. The price of the boosts is a function of how many players are in the alliance, and how much time is left in the alliance war.

Boosts cost more for larger alliances and for purchasing earlier in the war round. An alliance that has all four boosts in the same round will activate a super boost that is applied for free and also lasts until the end of the round.

Boosts

The boosts change on a rotating schedule that goes on for four war rounds. The last week of the rotation features a super boost that applies a bonus that increases quality item chance. Players, and so too this wiki, call this round the "mega round" and its respective super boost is called the "mega boost".

					Super Boost
Round 1					
Round 2					
Round 3					
Round 4 (Mega Round)					

Enlisting

Enlisting players do not benefit from alliance boosts, nor are they factored in for alliance boost costs.