

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.

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