

BATTLE OF STADIUM

Manager and Basebuilder

Design document

Different names

© **STADIUM
HUNTER**
BASE BUILDER SPORTS MANAGER

© **STADIUM
KING** **BASE BUILDER
SPORTS
MANAGER**

Gameplay Inspiration (Basebilder Apps)



Gameplay Inspiration Board games and classics.



Strategy head 2 head



2 - 3 - 4 Players

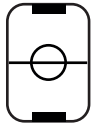


The single player road
on worldmap

More movement towards a sub-goal
small strategy choices along the way.

Spiller statestik

Stadion

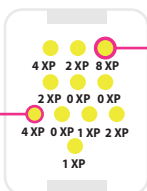


Stadion - LV. 1 - 20
(Fan power - Ekstra point til truppen)

- Se stadion algoitme for Bonus point

Point =

Sæt holdet og modtag point
alt efter deres performance



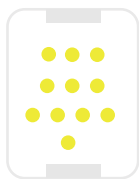
Start 11

A Trup



Udskiftninger

- Ny A trup til hver spiltrunde



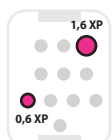
Bonus point

Reservere

B Trup

Innovativt i industrien

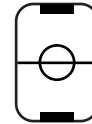
Forudsig statistikkerne
fra B truppen



+ Ekstra point
Optjent fra trænings
anlæg

Trænings anlæg

Træning af spillere



Point =

Forudsig spillernes
kamp form (statestikkerne)

Optjen ekstra point til truppen, ved at
forudsig dit B trup pointscore i live
kampene. Spiller for spiller



1,2 XP



8 XP



1,9 XP



1,2 XP



8 XP



1,9 XP



6 XP



1,2 XP



0,6 XP

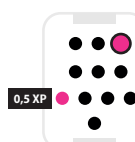


0,9 XP



1,2 XP

De optjente ekstra point vidergives
til dit første hold



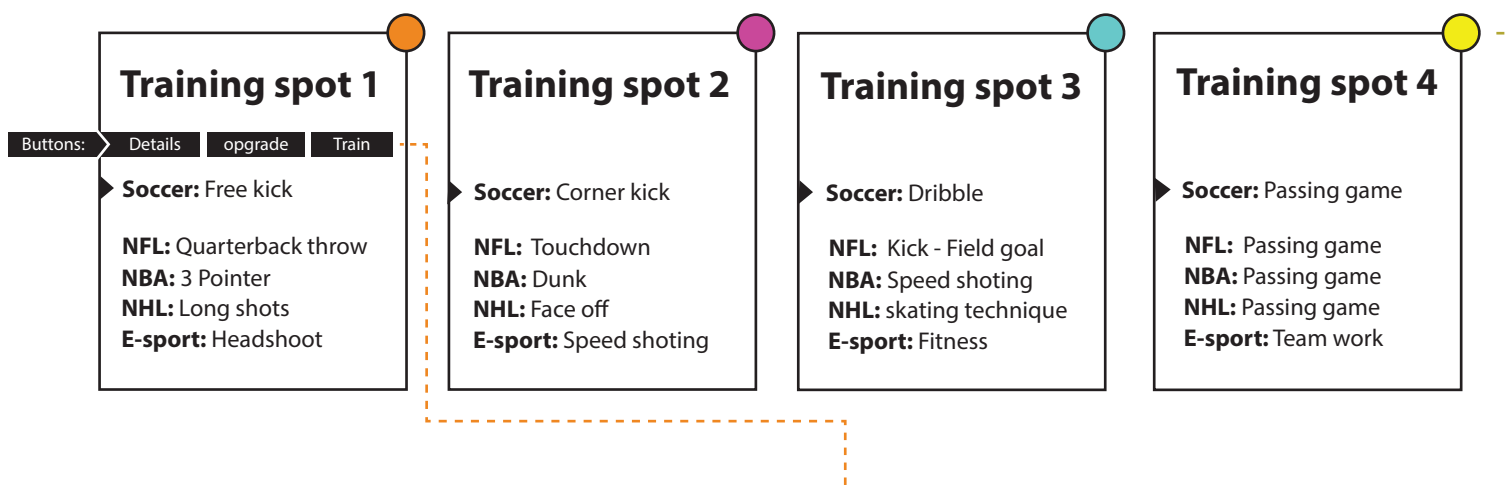
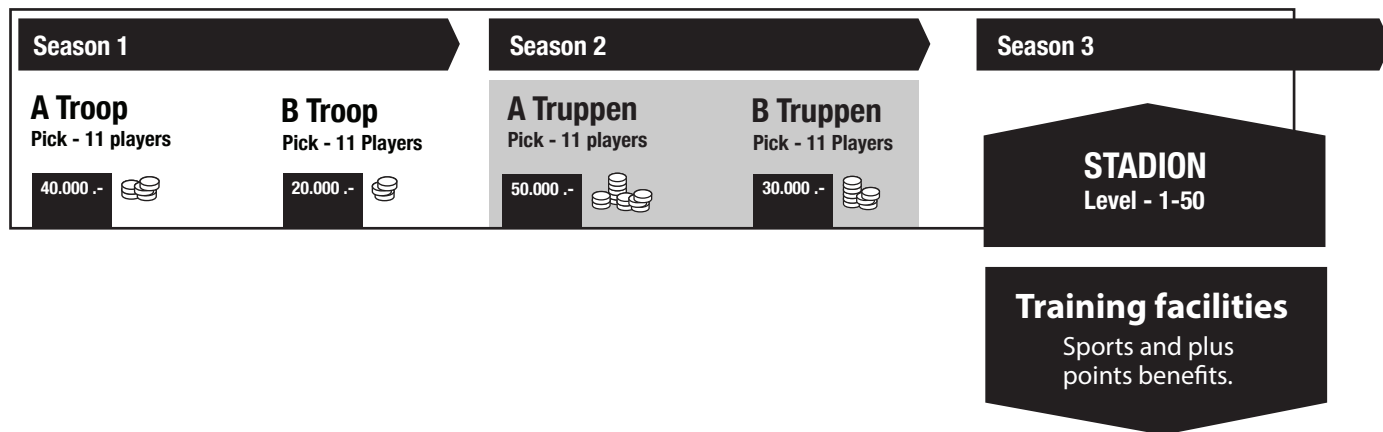
0,5 XP

0,5 Point

Daily fantasy sports

Bonus system

YOUR TEAM - Building your team up with your reserves.



Daley fantasy sport Manager - Klubhus

Klub resultater

Korrekt svar point =

Vinderen = 

Resultatet = 

Klubhus

Forudsig resultaterne imellem
holdne og resultaterne



2-1



0-3



1-1



0-1



2-1



0-1



0-0



Tunering struktur : H2H & Procent vinder

Kun i tuneringerne kan man level up.

Stadions er inspiration

Spil mod AI -

Vælg : 11 mands **B** hold



Lv 1 50 fantasy point

Lv 2 100 fantasy point

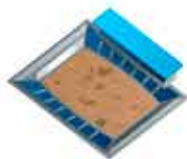
Lv 3 150 fantasy point



Lv 19 H2H / Tunering

Lv 20 H2H / Tunering

Lv 21 H2H / Tunering



Lv 4 50 fantasy point

Lv 5 100 fantasy point

Lv 6 150 fantasy point

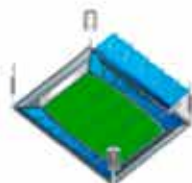


Lv 22 Procent Tunering Lv. 22

Lv 23 Procent Tunering Lv. 23

Lv 24 Procent Tunering Lv. 24

- Mod andre ligaer.



Lv 7 200 fantasy point

Lv 8 250 fantasy point

Lv 9 300 fantasy point



Lv 25 Procent Tunering Lv. 25

Lv 26 Procent Tunering Lv. 26

Lv 27 Procent Tunering Lv. 27



Vælg : 11 mands **A** hold

Lv 10 350 fantasy point

Lv 11 400 fantasy point

Lv 12 450 fantasy point

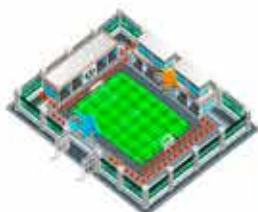


Lv 28 Afhold Tunering

Lv 29 Procent Tunering Lv. 28

Lv 30 Procent Tunering Lv. 29

- Afhold tuning



Lv 13 500 fantasy point

Lv 14 550 fantasy point

Lv 15 Head 2 Head - Begynder



Lv 31 Procent Tunering Lv. 29

Lv 32 Procent Tunering Lv. 29

Lv 33



Lv 16 H2H / Tunering

Lv 17 H2H / Tunering

Lv 18 H2H / Tunering



Lv 34 Procent Tunering Lv. 29

Lv 35 Procent Tunering Lv. 29

Lv 36 Procent Tunering Lv. 29

Stadion point system - DEN 12 MAND

TILSKURE POWER Algoritme / Ekstra Points til fantasy spiller truppen.

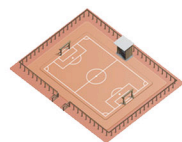


Level 1

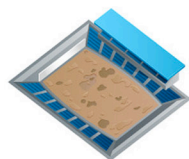


Level 6

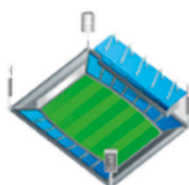
Stadionet fungerer som Headquarter/Town Hall i de tradisunelle basebuilder spil.



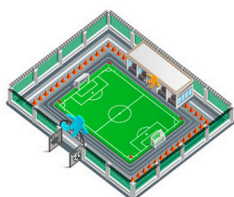
	Bonus	FANS
Lv 1	0 XP	50
Lv 2	0 XP	150
Lv 3	0 XP	300



Lv 4	1 XP	500
Lv 5	1,5 XP	800
Lv 6	2 XP	1500



Lv 7	2,5 XP	4.000
Lv 8	3 XP	6.000
Lv 9	3,5 XP	10.000



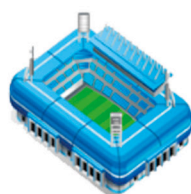
Lv 10	4 XP	12.000
Lv 11	4,5 XP	13.000
Lv 12	5 XP	14.000



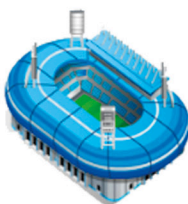
Lv 13	5,5 XP	17.000
Lv 14	6 XP	18.000
Lv 15	6,5 XP	19.000.



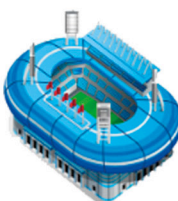
Lv 16	7 XP	20.000
Lv 17	7,5 XP	21.000
Lv 18	8 XP	22.000



	Bonus	FANS
Lv 19	8,5 XP	24.000
Lv 20	9 XP	25.000
Lv 21	9,5 XP	26.000



Lv 22	10 XP	26.000
Lv 23	10,5 XP	29.000
Lv 24	11 XP	35.000



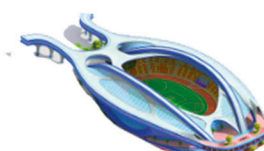
Lv 25	11,5 XP	35.000
Lv 26	12 XP	39.000
Lv 27	12,5 XP	42.000



Lv 28	13 XP	43.000
Lv 29	13,5 XP	46.000
Lv 30	14 XP	99.000



Lv 31	14,5 XP	103.000
Lv 32	15 XP	105.000
Lv 33	15,5 XP	108.000



Lv 34	16 XP	110.000
Lv 35	17 XP	115.000
Lv 36	18 XP	200.000



Live data from UFC

Answer correctly and predict victory in real
UFC matches - Get **plus points** for your fighters

Too dangerous?

Unlock Octagon (25 Dkk)
Aldersgranse: 18 plus



Amatør
fighter

Become an UFC fighter
Level

PRO
fighter

UFC

Your bandits

Real UFC fighters
as avatars?

When you level up, you get
x number of power for your
overall clan and bandits



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400

Combine
martial
arts

400



Train
Info
Upgrade

Fighter 1
Street fighter



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400



Fighter 2
Kick bokser



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400



Fighter 3
Westling



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400



Fighter 4
Sambo bryder



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400



Fighter 5
Boksning



Clone

LEVEL: 1 - 400



LV 1 - 50



50 - 100



100 - 200



200 - 300



300 - 400



Train
Info
Upgrade

Fighter 6
karate

Banditos strategy gameplay

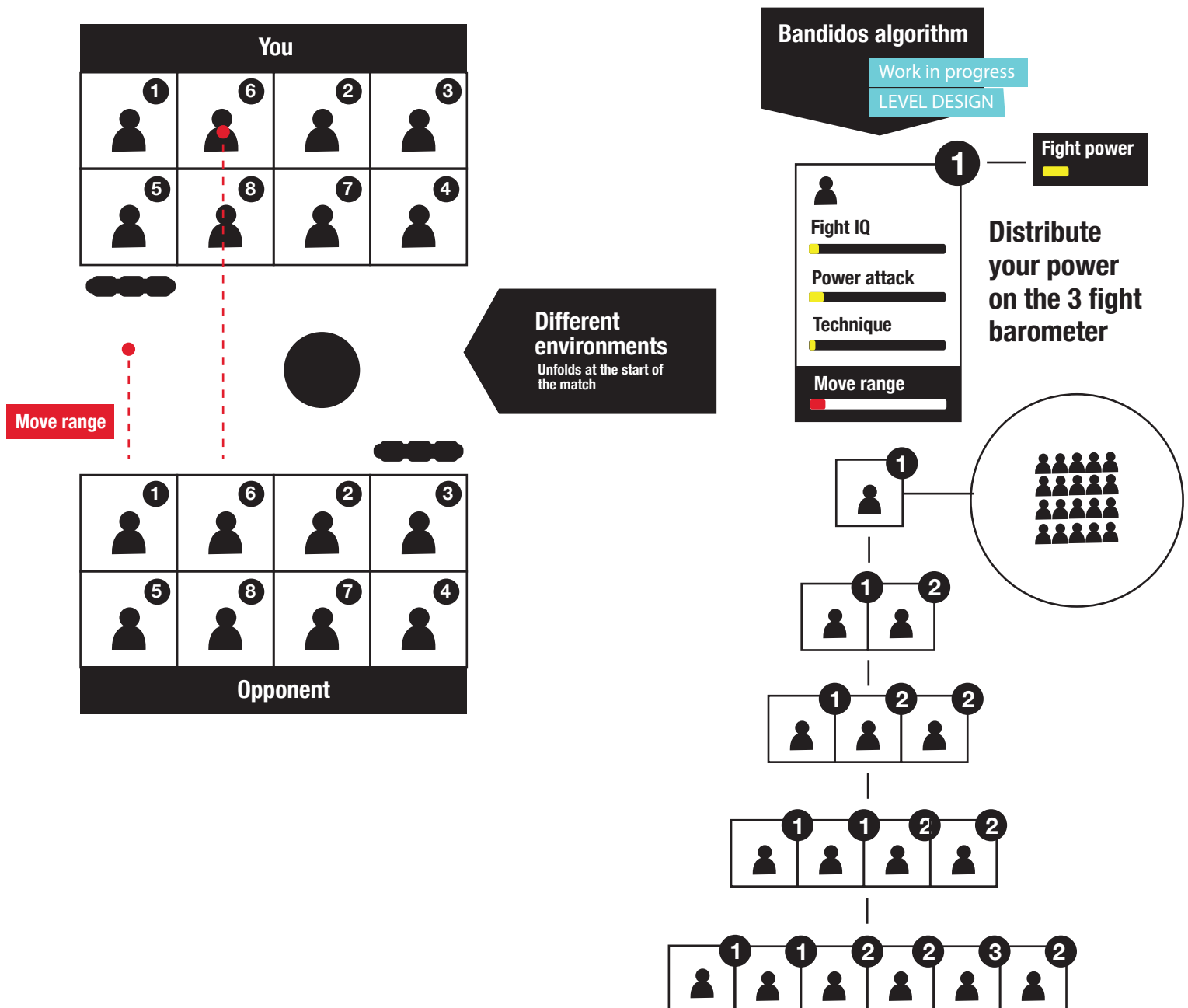
Head 2 Head

Strategy inspiration - **Stratego**

Instead of not being able to see the opponent's players as in stratego.
Now you can see your opponent's lineup of bandidos immediately.
It becomes a fast-paced attack gameplay.

Options for gameplay

- Gameplay 1. No flag, Last man standin.
- Gameplay 2. The flag is replaced with the stadium,
When the opponents' players hit the stadium, one drops damage on it

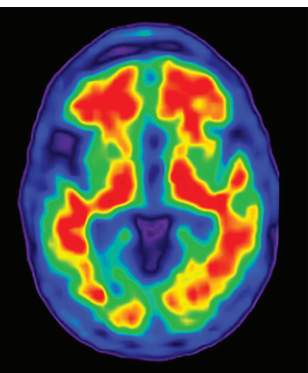
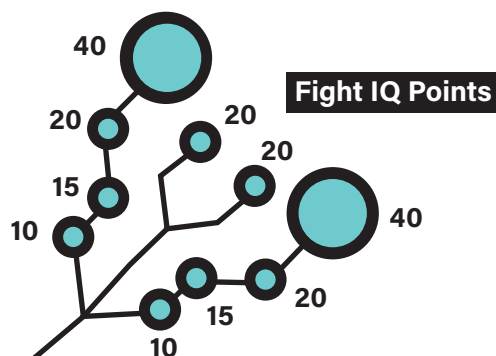
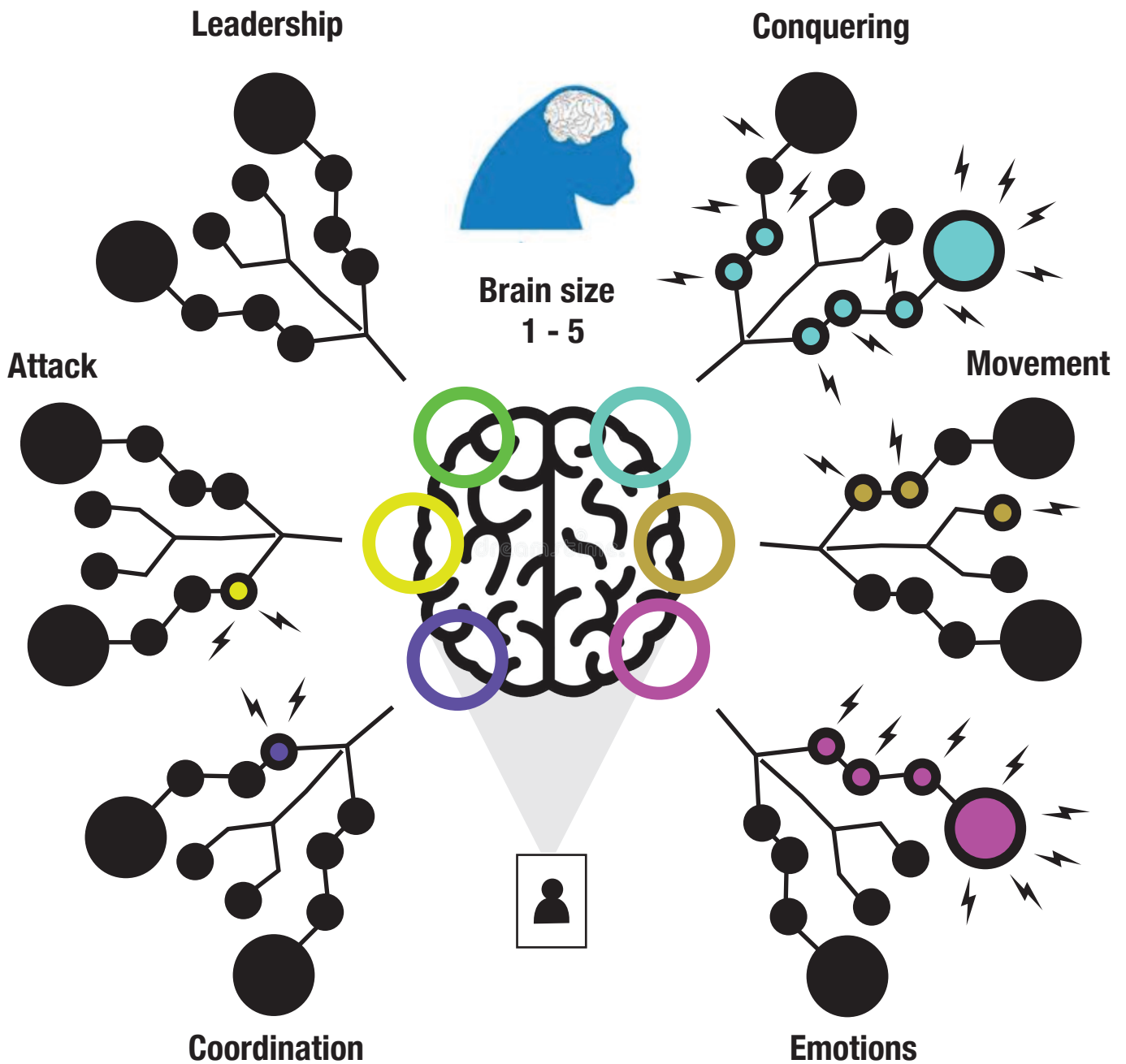


Banditos
strategy gameplay

Get more brain activity
for your bandits.

Fighter IQ

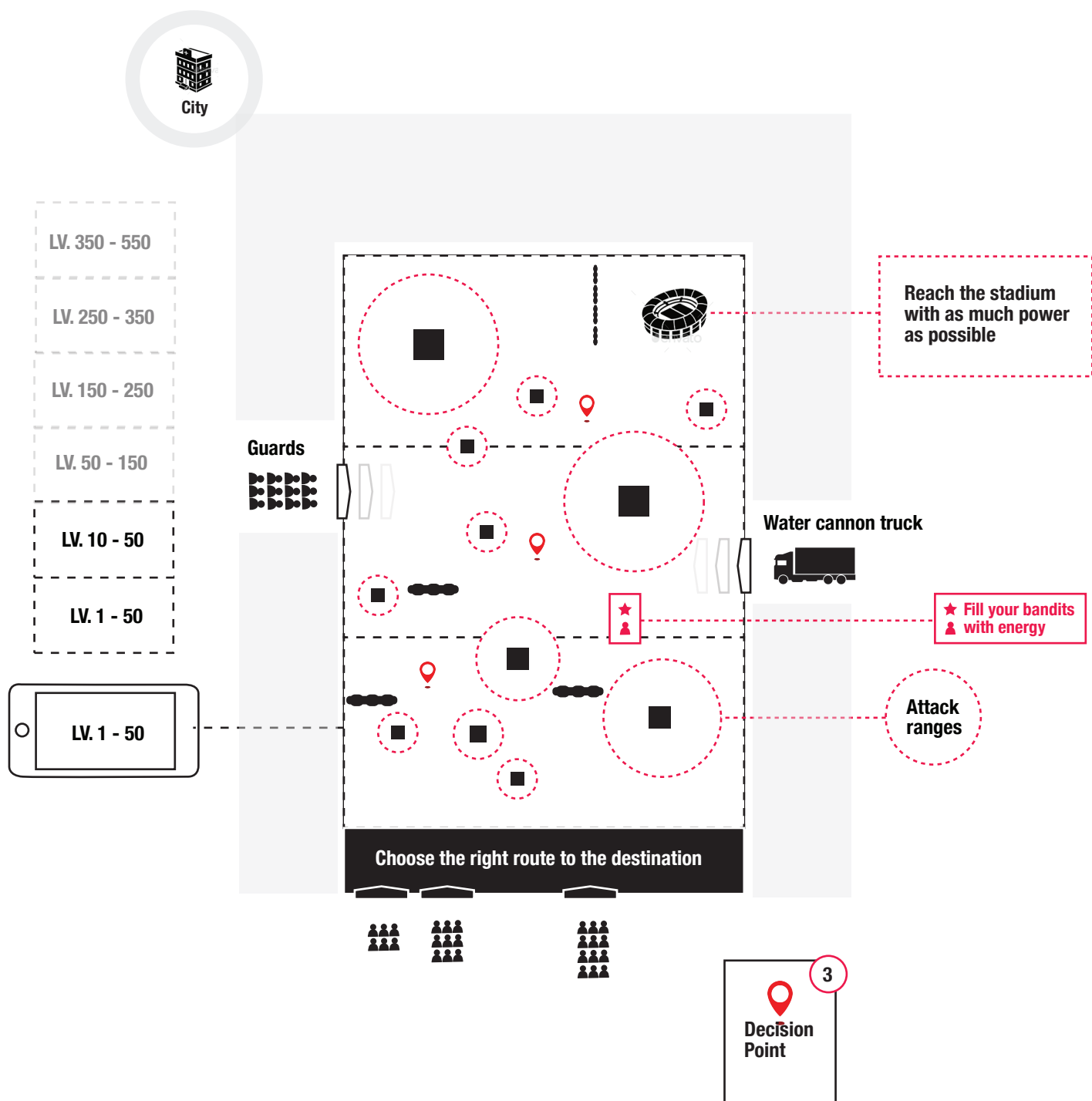
Leveæ up your fighter



Banditos strategy gameplay

Stadium away

Strategy inspiration - Boom beach



Show your Greatness

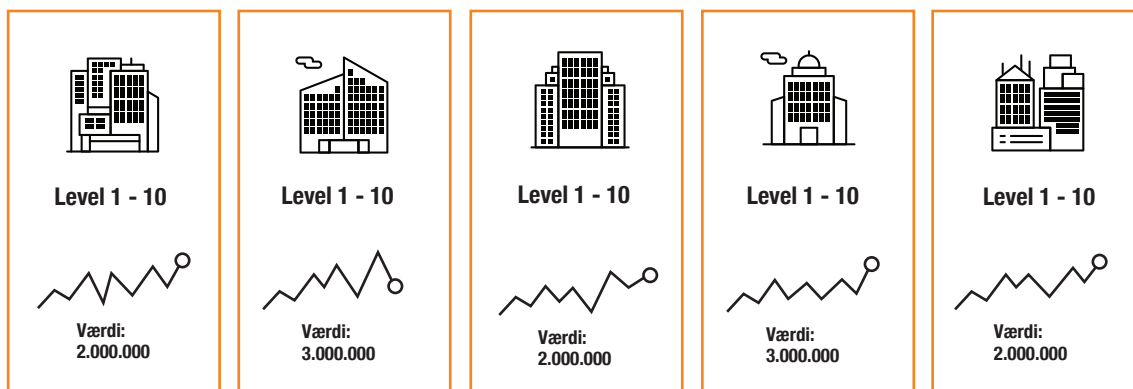
Ass a club owner

Præsident

Buy buildings during the game.
Do it at the right time, when the stock price is best.
The buildings are located around the world.

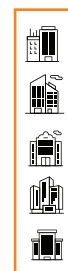
Inspiration: Monopoly

Neutral buildings



Power

Owns all buildings
by this same **Builder**

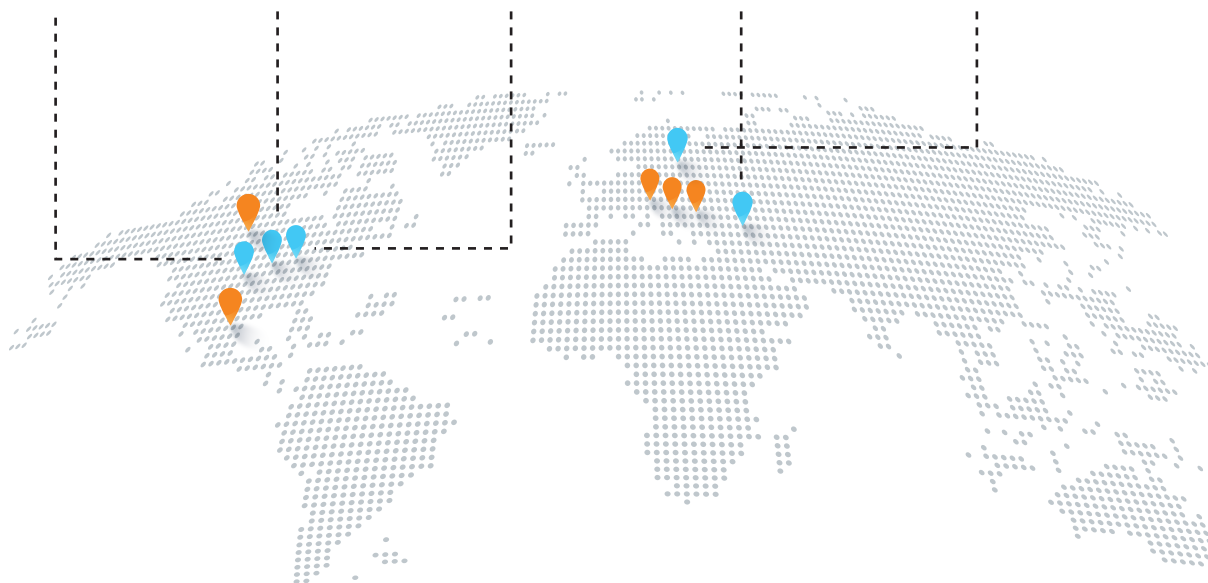
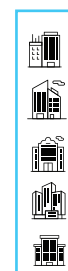


Brand buildings



Power

Owns all buildings
by this same **Brand**



Buildings and algorithms

Daley fantasy sports

- Stats from team
Get coins

- Predict profermens

- Improve your players

- Predict results and
answer questions

Show off

- If you get a good ranking
in a tournament

Progress valta

- Heal your group

**Stronger troupe
and bandidos**

- Heal your group

Fighter build

Buildings

Stadium LV. 1

Training facilities LV. 1

Training spot 1 LV. 1

Training spot 2 LV. 1

Training spot 3 LV. 1

Training spot 4 LV. 1

Academy LV. 1

Clubhouse LV. 1

Trophies LV. 1

Coins house 1 LV. 1

Power house 1 LV. 1

Power house 2 LV. 1

Power house 3 LV. 1

Power house 4 LV. 1

Hospital - Sport LV. 1

Hospital - Sport LV. 1

Hospital - Fighter LV. 1

Hospital - Fighter LV. 1

Fight arena - H2H LV. 1

Fighter spot 1 LV. 1

Fighter spot 2 LV. 1

Fighter spot 3 LV. 1

Fighter spot 4 LV. 1

Fighter spot 5 LV. 1

Fighter spot 6 LV. 1

Fighter spot 7 LV. 1

Special Combat LV. 1

Buildings info

Stadium LV. 1

Upgrade time: 5 m

Requirements: 0

Power: 500 P

Traning facilities LV. 1

Upgrade time: 5 m

Requirements: 0

Power: 500 P

Traning spot LV. 1

Upgrade time: 1 h 30 m

Requirements: 0

Power: 500 P

Academy LV. 1

Upgrade time: 5 m

Requirements: 0

Power: 500 P

Clubhouse LV. 1

Upgrade time: 30 m

Requirements: 0

Power: 500 P

OVERVIEW

Story, milestone,

TIMELINE Build your team and stadium Build teams of bandits Train your bandits Conquer other cities "locally" Conquers other cities Buy buildings - Next level trophy Acquisition of other teams Hold your own tournaments

Transfer
Begin team up - with Gang
Start buying buildings

You got 90.000 .- You got 30.000 .-
1 SEASON PICK: A-TEAM PICK: B-TEAM

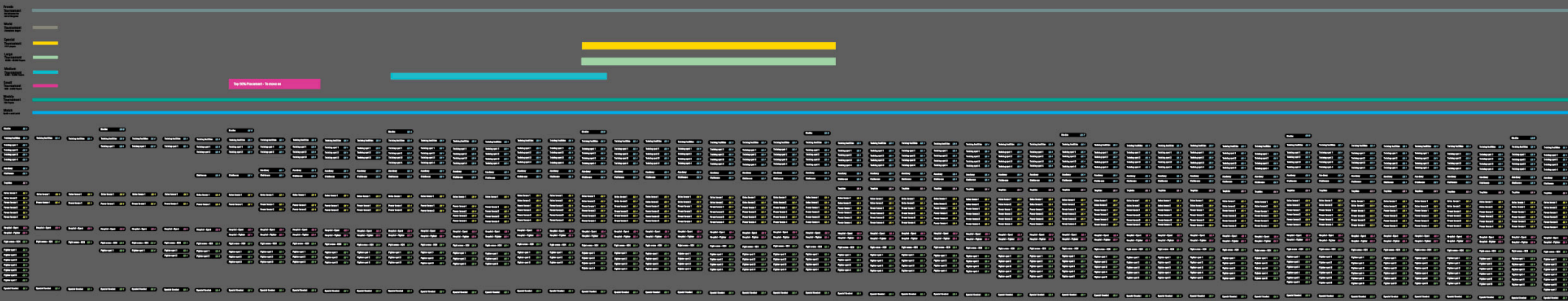
2 SEASON 1 SEASON
PICK: A-TEAM PICK: B-TEAM
You got 90.000 .- You got 40.000 .-

TOURNAMENTS

Superstar
Increase your progress in the game

BUILDINGS

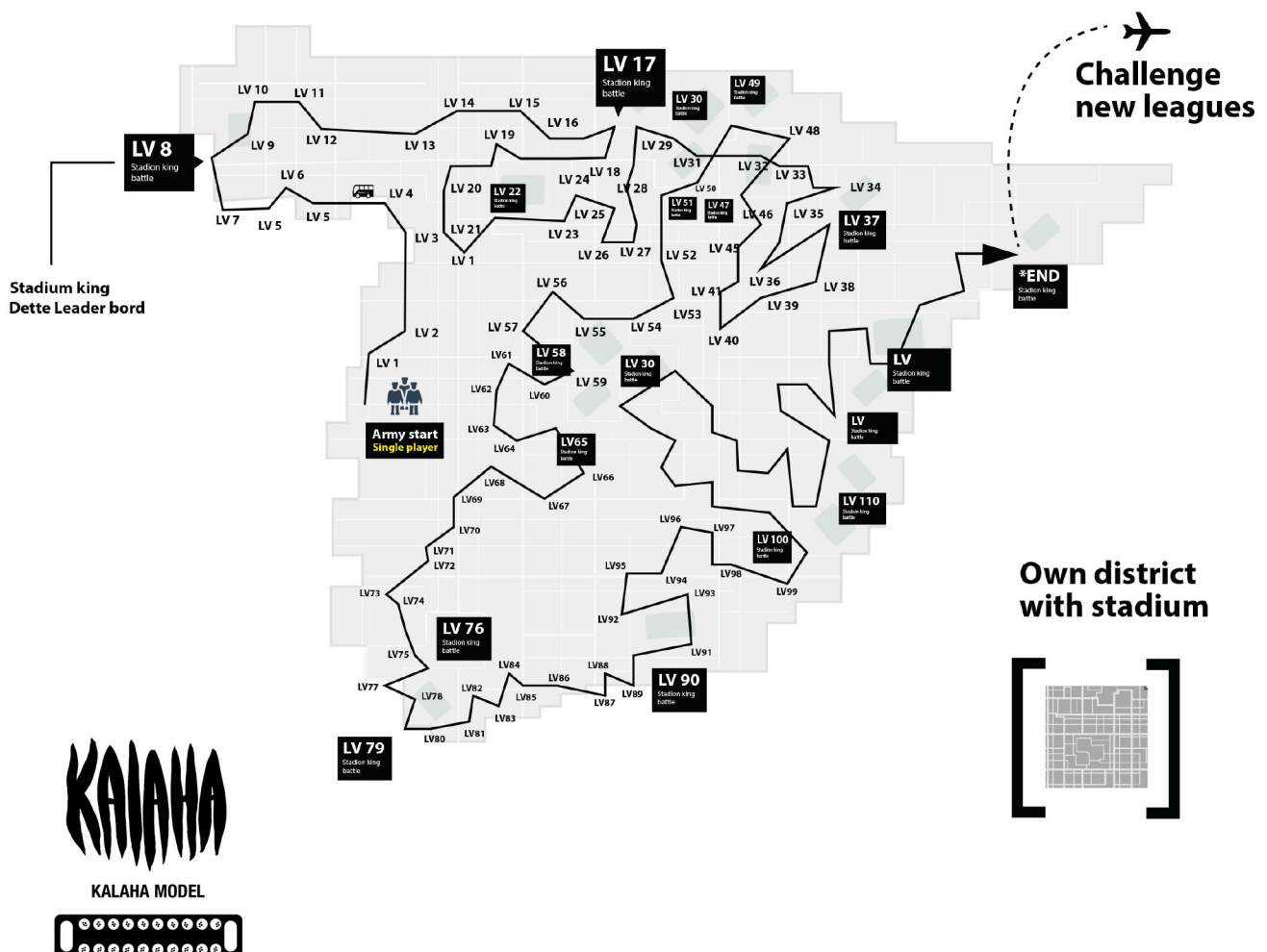
Bandits
Increase your progress in the game



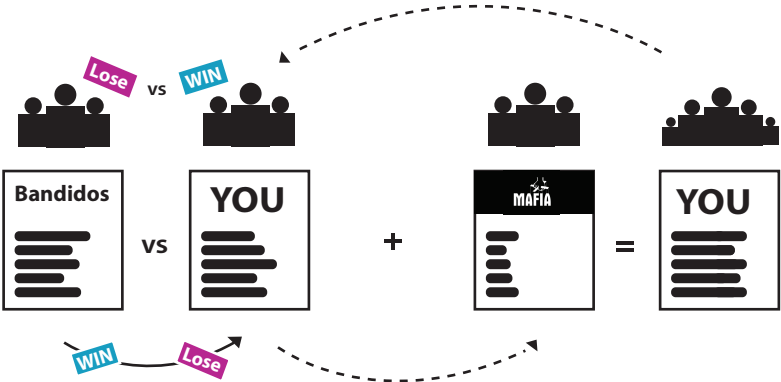
Route where you have to face different static battles with your army against the Computer (AI) Of varying degrees of difficulty.





- Advantage:** Now we know how long the route takes approximately per user Example, and the degree of difficulty.

This route may take 1-2 seasons to get through



Team up with
other bandits
Make you clan stronger

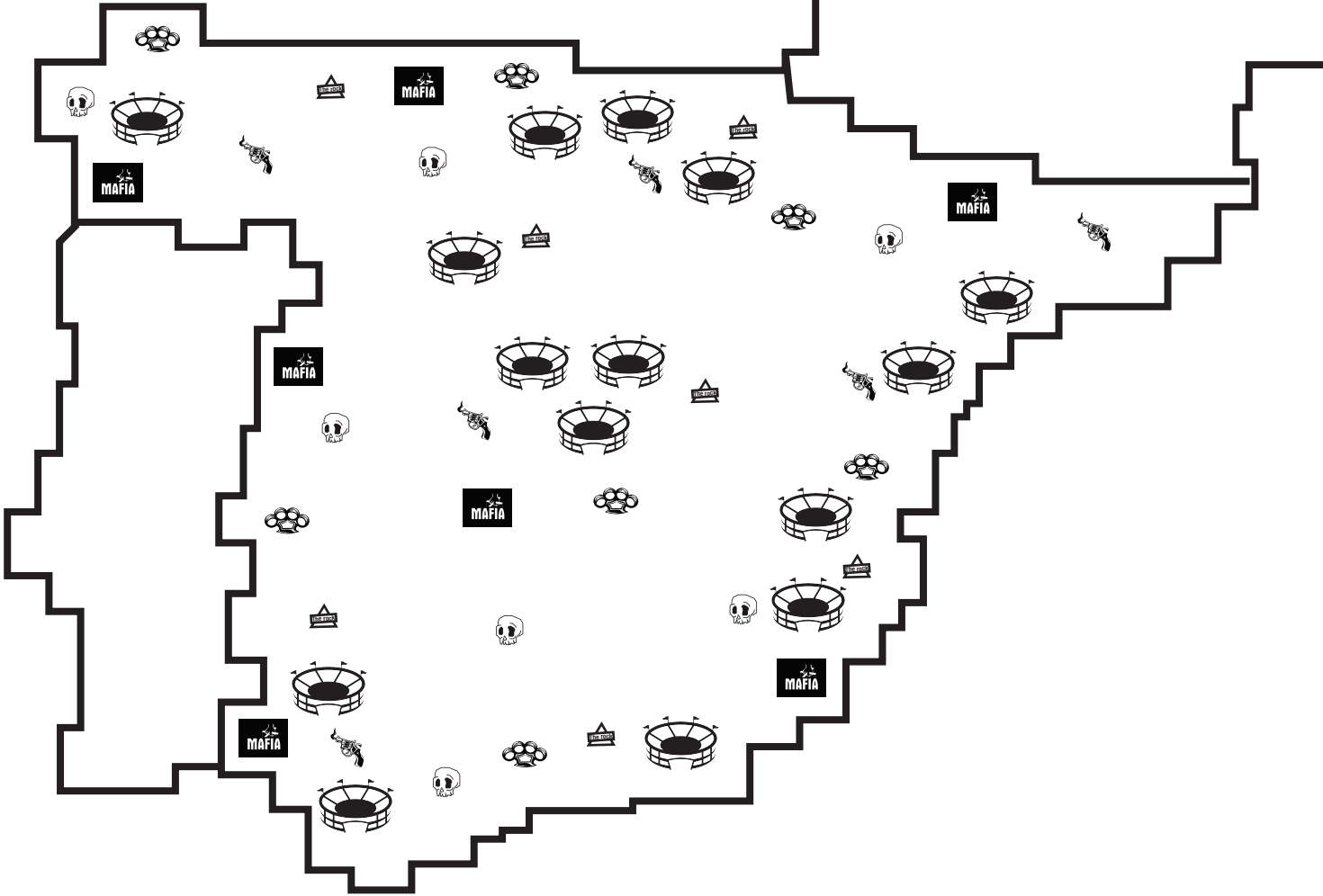
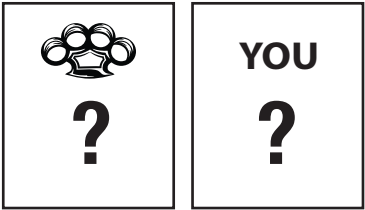


 GANG STAR Strength power 3 bars	 THE BAD BOYS Strength power 3 bars
 MAFIA Strength power 4 bars	 Strength power 4 bars

Hard to beat certain bandits on the road?

Make a deal with some of the outlaws. Find them on the map and make a deal. Each gang can strengthen you on different fronts.

Make a good deal!



**Overview and stadiums
the map inspiration**





Battle of stadium
Action packed fantasy manager



DANMARK

Udviklere - CTO

M: 35.000

År: 420.000



DANMARK

Daniell - Owner

M: 18.000

År: 216.000



- **Full stack developer:** Jun — \$700; Mid — \$1 400; Senior — \$3-4 000
- **Frontend developer:** Jun — \$1 000; Mid — \$2 000; Senior — \$3-5 000
- **Backend developer:** Jun — \$1 000; Mid — \$2 500; Senior — \$3,5-4 500

TEAM - MVP & Færdigt spil

1 Udviklere - Front (\$ 5.000)
1 Udviklere - Back (\$ 4.500)
1 Udviklere - Full stack (\$ 1400)
1 Udviklere - Full stack (\$ 1400)
1 Artist (Freelance) - (\$ 6.000)
1 Artist (Freelance) - (\$ 6.000)
1 Animation (Freelance) - (\$ 5000)

Måned: 29.300 \$ - 185.171DKK

185.171 DKK x 8 - 1.481.000 DKK

Vedligeholdelse:

1 Udviklere - Full stack (\$ 2.000)





Hugo Aubert PRO

Junior Character Artist @elite3d

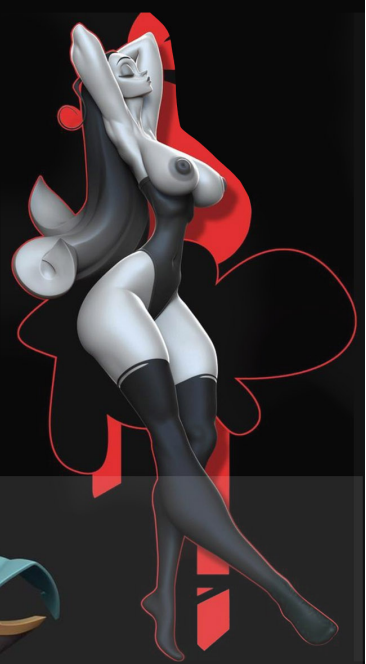
📍 Valencia, Spain

haub.artstation.com

Price estimate
1 character

18.000 DKK

For several pieces,
negotiation is required



OVERWATCH 2

WORLD OF WARCRAFT

CRASH BANDICOOT 4: IT'S
ABOUT TIME

VALORANT

ASTRONEER

BRAWL STARS

OVERWATCH

FORTNITE

SPYRO - REIGNITED TRILOGY

WOLFENSTEIN 2

SHARDBOUND

ORI AND THE BLIND FOREST

ALBION ONLINE

VARIOUS CLIENTS

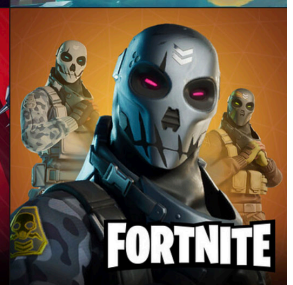
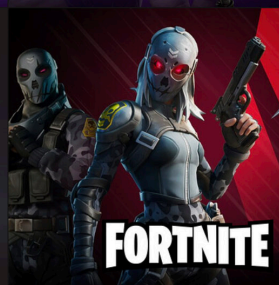
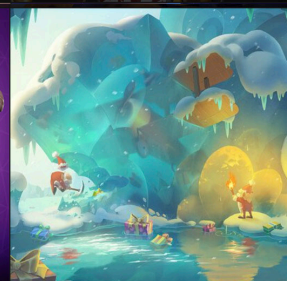
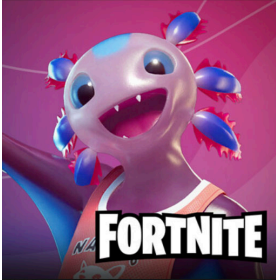
HALO

ROYAL REVOLT

BREAKAWAY

AIRBORN

PERSONAL





Outsourcing Art Indien



PENCILLATI
— ART FOR THE FUTURE —



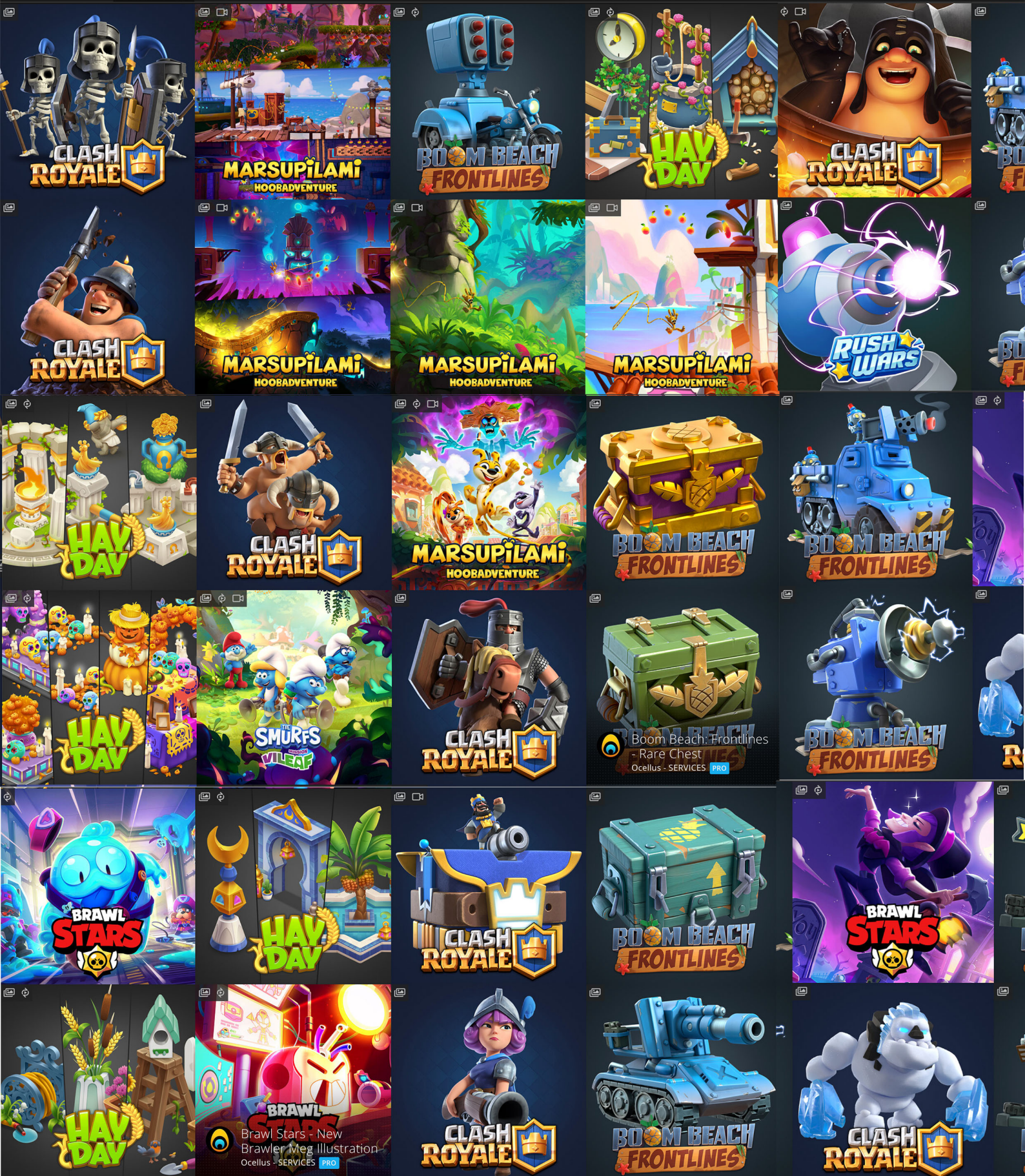


Ocellus - SERVICES PRO

Art and Game Development services

LYON, France

ocellusart.artstation.com





Basebuilder

Strategy game



Downloaded 60 million times.
Revenue: 2020 — 70 million.

Earned more than \$1.1 billion.
23% or \$262 million comes from the US.



Mobile Strike
by Machine Zone.

Multiplayer online strategy title Mobile Strike has brought in over \$1 billion in revenue.

Mobile strategy game has made more than \$1.3 billion since launch in 2015.

Revenue \$1 .38 billion.



Clash of Clans.
by Supercell.

Released in 2012

Sensor Tower ranks Clash of Clans' total revenue at \$6.4 billion globally since its launch.
In 2016 Tencent acquired 84.3% of Supercell for \$8.6 billion.

Japan's SoftBank valued Supercell at \$10.2 billion.

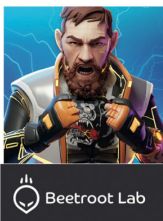
Revenue: \$6.4 billion.



Game of War: Fire Age.
by Machine Zone.

This MMO strategy title has made over \$2.8 billion in revenue since its 2013 launch.

Revenue: \$2 .8 billion.



Dystopia: Strategy game
Teamed up with UFC star Conor McGregor

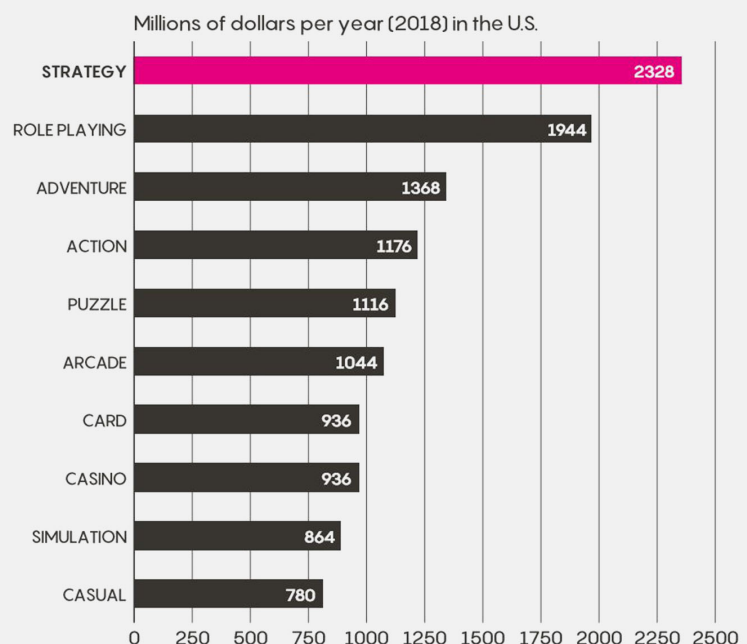
DOWNLOADS 500,000+

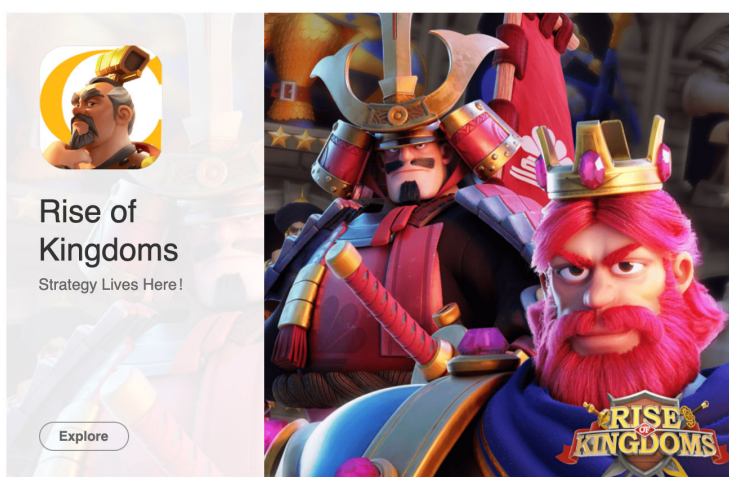
Development, testing, and licensing have reached €8 million (\$9.46 million).

Davis Ziedins, co-founder of Beetroot Lab, said that "based on the monetization data received in the year-long soft launch phase, "Dystopia: Contest of Heroes" potential estimated revenue is \$225 million within 24 months."

Strategy game

Popularity





Revenue:

Peak revenue happened at the end of 2020—70 million.

As of writing this article, Rise of Kingdoms earned more than \$1.1 billion. 23% or \$262 million comes from the US.

Other markets that bring a significant amount of revenue for this game are in the East — South Korea, China, Japan, Hong Kong, Taiwan, Singapore.

Rise of Kingdoms – STATS

Downloaded more than 60 million times

64% players are men,

36% are women.

Age:

The average age of a RoK player is 31.

20% of players are younger than 24.

29% are in the 25 to 34 age group.

23% are in the 35 to 44 age group.

20% are in the 45 to 54 age group.

9% are older than 55.

Time Spent:

Players spend more than 3 minutes a day playing.

57% spend more than 10 minutes.

21% play for 1 to 10 hours a day!

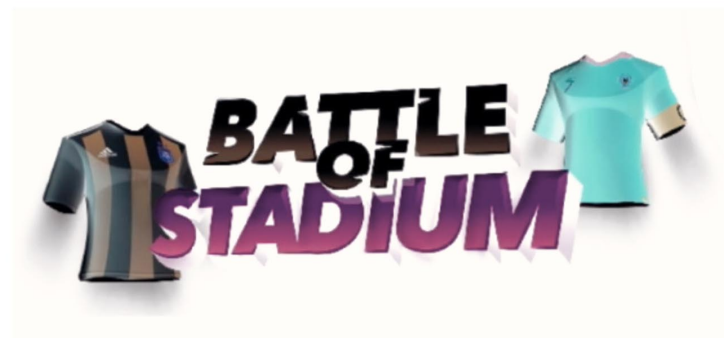
Average Session Duration:

68% of RoK users play for more than 1 minute and 48% play for more than 3 minutes per session, which is good.

25% of users play for 3 to 10 minutes per session, and 20% play for 10 to 30 minutes.

Basebuilder

Strategy game / Algoritme inspiration



Boom Beach - Base builder

Boom Beach har samlet mere end \$ 820 millioner i omsætning siden lanceringen i november 2013.

Ifølge Sensor Tower fandt Boom Beach en stor del af sin succes i USA, som udgjorde 44 procent af de samlede spillerudgifter til \$ 361 millioner.

Kina var det næststørste land med hensyn til bidrag og udgjorde 10 procent af spillernes indtægter.

iOS App Store viste sig at være mere populær til køb i apps. Brugere samlede \$ 512 millioner af den samlede omsætning, hvilket udgør 62 procent.

På trods af ikke at bidrage så meget økonomisk udgjorde Google Play-brugere imidlertid 53 procent af Boom Beachs 140 millioner downloads.

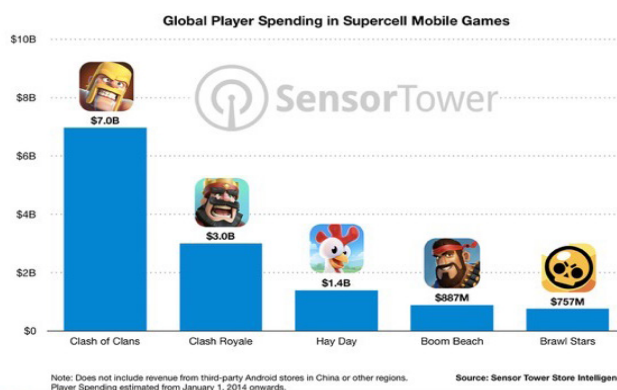
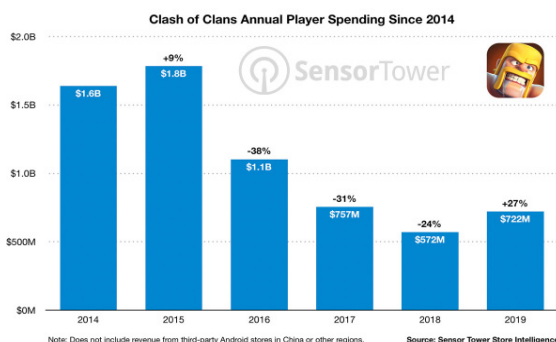
Med hensyn til indtægter blandt alle mobilspil i august kom Boom Beach ind på 284.

Forretningen blomstrer

Et gennemsnit på 1,5 mio. \$ i daglig omsætning skubbede Clash Royale til 2,2 mia. \$ i livstidsindtjening, mens dets andet hit-strategispil Clash of Clans har brutto over 6 mia.

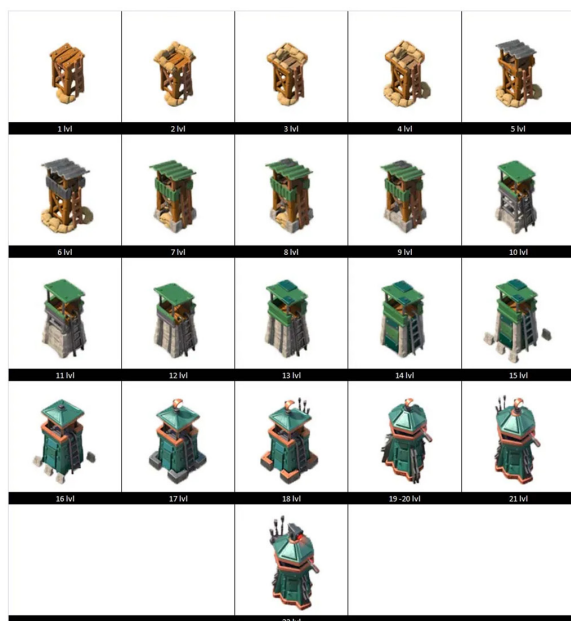
Supercells soft-lancerede titel Brawl Stars oplevede i mellemtiden indtægterne steget med 616 procent i juli efter frigivelsen på Android og udvidelse til flere lande.

Ifølge Sensor Tower tjente den holdbaserede arena-shooter 1,3 millioner dollars i den måned.





Sniper Tower.



The Sniper Tower is the first defensive building in the Boom Beach that is open from the 1st level of Headquarters. Looks like classical tower for shooting with a sniper on the top of it which is armed by powerful rifle.

The damage from the Sniper Tower in Boom Beach depends on its level. The rate of fire is 1 shot per 1.4 sec.

Amount of available Sniper Towers in the Boom Beach is from 1 to 6 according to the level of Headquarters: from the 1st level of Headquarters is only 1 Sniper Tower available; from the 2th level – 2 Sniper Towers are available; from the 5th level – 3 towers; from the 8th level – 4 towers; from the 12th – 5 towers and from the 15th – 6 towers.

The Sniper Tower in Boom Beach has 22 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl	Health	Damage per sec.	Damage per shot	Cost of upgrade			HQ lvl	Time of upgrade
				Wood	Stone	Iron		
1	1 700	40	56	100	-	-	1	-
2	1 850	44	61,6	200	-	-	1	5 minutes
3	2 010	48	67,2	760	-	-	2	20 minutes
4	2 190	53	74,2	2 070	-	-	3	1 hour
5	2 380	59	82,6	4 700	-	-	4	1 hour 15 minutes
6	2 600	64	89,6	9 300	-	-	5	1 hour 45 minutes
7	2 800	71	99,4	12 500	2 200	-	6	2 hours 15 minutes
8	3 100	78	109,2	19 100	3 800	-	7	2 hours 30 minutes
9	3 300	86	120,4	32 000	7 100	-	8	3 hours 30 minutes
10	3 600	94	131,6	52 000	12 300	3 300	9	4 hours
11	4 000	104	145,6	83 000	20 800	6 700	10	5 hours
12	4 300	114	159,6	115 000	42 000	12 000	11	6 hours
13	4 700	126	176,4	177 000	83 000	21 800	12	7 hours
14	5 100	138	193,2	255 000	153 000	44 000	13	8 hours
15	5 500	152	212,8	360 000	315 000	87 000	14	10 hours
16	6 000	167	233,8	630 000	480 000	175 000	15	12 hours
17	6 600	184	257,6	910 000	810 000	360 000	16	14 hours
18	7 100	202	282,8	1 320 000	1 090 000	690 000	17	16 hours
19	7 800	222	310,8	1 650 000	1 500 000	990 000	18	20 hours
20	8 400	245	343,0	2 100 000	2 100 000	2 090 000	20	1 day
21	9 200	269	376,6	2 760 000	2 530 000	2 300 000	21	1 day 2 hours
22	10 000	296	414,4	3 380 000	3 100 000	2 820 000	22	1 day 1 hours



Mortar.

The Mortar in Boom Beach is the second of the eight main types of defensive buildings and is available from the 3rd level of Headquarters. The Mortar in Boom Beach is a prototype of classical mortar in late Middle Ages (except of the last levels) that shoots with explosive bombs. Distinctive feature of the Mortar is ability to cause damage for group of enemy troops (an every unit gets damage near explosion of mortar shell).

The damage from the Mortar in Boom Beach depends on its level. The rate of fire is low – 1 shot per 5 sec.

Amount of available Mortars in the Boom Beach is from 1 to 4 according to the level of Headquarters: from the 3rd level of Headquarters is only 1 Mortar available; from the 7th level – 2 Mortars are available; from the 12th level – 3 Mortars and from the 18th – 4 ones.

The Mortar in Boom Beach has 22 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl	Health	Damage per sec.	Damage per shot	Cost of upgrade			HQ lvl	Time of upgrade
				Wood	Stone	Iron		
1	2 000	13	65	1 180	-	-	3	30 minutes
2	2 180	14	70,0	2 360	-	-	3	1 hour
3	2 370	16	80,0	5 900	-	-	4	1 hour 45 minutes
4	2 600	17	85,0	11 500	-	-	5	2 hours 15 minutes
5	2 800	19	95,0	15 500	2 730	-	6	2 hours 45 minutes
6	3 000	21	105,0	23 500	4 700	-	7	3 hours 15 minutes
7	3 300	23	115,0	40 000	8 700	-	8	4 hours
8	3 600	25	125,0	63 000	15 000	4 000	9	5 hours
9	3 900	28	140,0	101 000	25 200	8 200	10	6 hours
10	4 300	31	155,0	140 000	50 000	14 600	11	7 hours
11	4 600	34	170,0	217 000	102 000	26 700	12	8 hours
12	5 100	37	185,0	320 000	191 000	54 000	13	10 hours
13	5 500	41	205,0	460 000	400 000	110 000	14	12 hours
14	6 000	45	225,0	810 000	610 000	224 000	15	14 hours
15	6 500	49	245,0	1 180 000	1 050 000	460 000	16	16 hours
16	7 100	54	270,0	1 720 000	1 420 000	900 000	17	18 hours
17	7 700	60	300,0	2 170 000	1 980 000	1 300 000	18	20 hours
18	8 400	66	330,0	2 520 000	2 450 000	1 920 000	19	1 day
19	9 100	72	360,0	2 880 000	2 880 000	2 870 000	20	1 day 4 hours
20	9 900	80	400,0	2 960 000	2 970 000	2 950 000	20	1 day 8 hours
21	10 800	87	435,0	3 420 000	3 100 000	3 070 000	21	1 day 10 hours
22	11 880	96	480,0	3 750 000	3 400 000	3 360 000	22	1 day 12 hours



Machine Gun.










The Machine Gun in Boom Beach is the third of the eight main types of defensive buildings and is available from the 4th level of Headquarters. It features a high rate of fire (10 shoots per 1 sec) with medium range of fire and relatively low damage power. Shooting accuracy of Machine Gun is low but it increases with decreasing distance to the target.

The Machine Gun in Boom Beach is an effective defensive tool against Rifleman, Zooka and Warrior. Not effective against other units due to low damage power.

Amount of available Machine

Guns in the Boom Beach is from 1 to 5 according to the level of Headquarters: from the 4th level of Headquarters is only 1 Machine Gun available; from the 6th level – 2 Machine Guns are available; from the 10th level – 3 ones; from the 13th – 4 ones and from the 16th – 5 ones.

The Machine Gun in Boom Beach has 22 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl 	Health 	Damage per sec. 	Damage per shot 	Cost of upgrade			HQ lvl 	Time of upgrade 
				Wood 	Stone 	Iron 		
1	1 600	12	8,7	3 300	-	-	4	1 hour
2	1 740	14	10	4 600	-	-	4	1 hour 15 minutes
3	1 890	15	11,1	8 800	-	-	5	1 hour 45 minutes
4	2 060	18	12,6	10 000	-	-	5	2 hours
5	2 240	20	14,2	13 200	2 320	-	6	2 hours 15 minutes
6	2 440	22	16,0	14 900	2 610	-	6	2 hours 30 minutes
7	2 700	25	18,0	22 500	4 500	-	7	3 hours
8	2 900	29	20,3	38 000	8 400	-	8	4 hours
9	3 100	32	22,9	60 000	14 400	3 800	9	5 hours
10	3 400	36	25,8	97 000	24 300	7 800	10	6 hours
11	3 700	41	29,1	134 000	49 000	14 000	11	7 hours
12	4 000	47	32,9	205 000	96 000	25 200	12	8 hours
13	4 400	53	37,1	295 000	177 000	50 000	13	10 hours
14	4 800	59	41,8	420 000	360 000	100 000	14	12 hours
15	5 200	67	47,1	730 000	550 000	201 000	15	14 hours
16	5 700	76	53,2	1 040 000	930 000	410 000	16	16 hours
17	6 200	85	59,9	1 510 000	1 240 000	790 000	17	18 hours
18	6 700	96	67,6	1 880 000	1 710 000	1 120 000	18	20 hours
19	7 300	108	76,2	2 150 000	2 090 000	1 640 000	19	22 hours
20	7 900	122	85,9	2 430 000	2 430 000	2 420 000	20	1 day
21	8 600	138	96,9	2 760 000	2 540 000	2 980 000	21	1 day 2 hours
22	9 460	156	109,3	3 150 000	2 900 000	3 400 000	22	1 day 4 hours



Cannon.

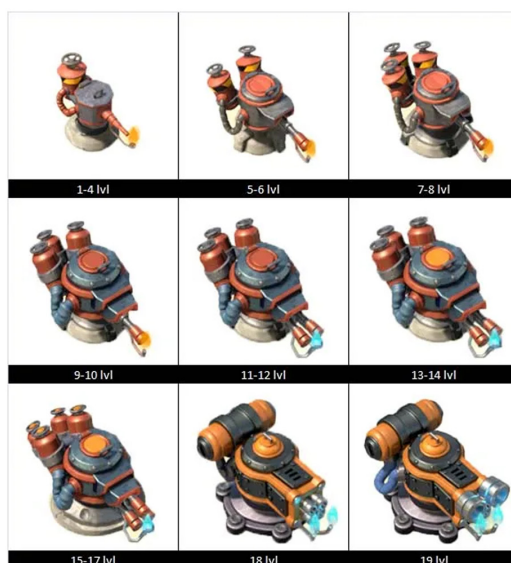
The Cannon is the fourth from the eight defensive buildings in Boom Beach and is available from the 6th level of Headquarters. The Cannon makes single shots by shells with high damage power but has low rate of fire (1 shot per 3 sec).

The Cannon in Boom Beach is very effective against units with huge stock of health (Heavy, Tank, Scorcher) and less effective against other kind of troops due to low rate of fire. It is recommended to install Machine Gun or Sniper Tower near the Cannon to cover it from enemy infantry.

Amount of available Cannons in the Boom Beach is from 1 to 6 according to the level of Headquarters: from the 6th level of Headquarters is only 1 Cannon available; from the 8th level – 2 Cannons are available; from the 10th level – 3 ones; from the 11th – 4 ones; from the 16th – 5 ones and from the 19th – 6 ones.

The Cannon in Boom Beach has 22 levels also. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl	Health	Damage per sec.	Damage per shot	Cost of upgrade			HQ lvl	Time of upgrade
				Wood	Stone	Iron		
1	2 000	140	420	11 600	2 030	-	6	2 hours
2	2 180	154	462	13 200	2 320	-	6	2 hours 15 minutes
3	2 370	169	507	19 600	3 900	-	7	2 hours 45 minutes
4	2 600	186	558	32 000	7 100	-	8	3 hours 30 minutes
5	2 800	205	615	50 000	12 000	3 200	9	4 hours
6	3 000	225	675	79 000	19 800	6 400	10	5 hours
7	3 300	248	744	107 000	39 000	11 200	11	6 hours
8	3 600	273	819	161 000	76 000	19 800	12	7 hours
9	3 900	300	900	227 000	136 000	39 000	13	8 hours
10	4 300	330	990	314 000	274 000	76 000	14	9 hours
11	4 600	363	1 089	540 000	410 000	149 000	15	10 hours
12	5 100	399	1 197	610 000	460 000	168 000	15	12 hours
13	5 500	439	1 317	850 000	760 000	330 000	16	14 hours
14	6 000	483	1 449	950 000	850 000	370 000	16	16 hours
15	6 500	532	1 596	1 350 000	1 110 000	700 000	17	18 hours
16	7 100	585	1 755	1 480 000	1 220 000	770 000	17	20 hours
17	7 700	643	1 929	1 810 000	1 650 000	1 080 000	18	22 hours
18	8 400	708	2 124	1 970 000	1 800 000	1 180 000	18	1 day
19	9 100	778	2 334	2 220 000	2 160 000	1 700 000	19	1 day 4 hours
20	9 900	856	2 568	2 470 000	2 470 000	2 460 000	20	1 day 8 hours
21	10 800	942	2 826	2 750 000	2 990 000	3 230 000	21	1 day 10 hours
22	11 880	1 036	3 108	3 130 000	3 400 000	3 670 000	22	1 day 12 hours












Flamethrower.

The Flamethrower in Boom Beach is the fifth of eight main defensive buildings in the game and is available from the 9th level of Headquarters. It has short range of attack and relatively high damage power. The feature of the Flamethrower is ability to attack a few targets simultaneously. All targets attacked by Flamethrower continue to burn during 5 sec after attack taking an extra damage.

The weakest side of Flamethrower is short range of attack. Due to that flaw it almost powerless against Zooka, Tank and Grenadier. The most effective Flamethrower is near the Headquarters for defense against Warriors. The Flamethrower is also effective installed on the shore to attack enemy troops during their landing ashore.

Amount of available Flamethrowers in the Boom Beach is from 1 to 4 according to the level of Headquarters: from the 9th level of Headquarters is only 1 Flamethrower available; from the 11th level – 2 Flamethrowers are available; from the 14th level – 3 ones and from the 17th – 4 ones.

The Flamethrower in Boom Beach has 19 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl 	Health 	Damage per sec. 	Add. damage for 5 sec. 	Cost of upgrade			HQ lvl 	Time of upgrade 
				Wood 	Stone 	Iron 		
1	2 300	72	60	31 500	7 500	2 000	9	2 hours 45 minutes
2	2 500	79	66	44 000	10 500	2 800	9	3 hours 45 minutes
3	2 700	87	73	69 000	17 300	5 600	10	4 hours
4	3 000	96	80	94 000	34 000	9 800	11	5 hours
5	3 200	105	88	107 000	39 000	11 200	11	6 hours
6	3 500	116	97	161 000	76 000	19 800	12	7 hours
7	3 800	127	106	244 000	147 000	42 000	13	8 hours
8	4 200	140	117	340 000	295 000	81 000	14	9 hours
9	4 500	154	129	360 000	315 000	87 000	14	10 hours
10	4 900	169	141	620 000	470 000	172 000	15	12 hours
11	5 300	187	156	870 000	780 000	340 000	16	14 hours
12	5 800	205	171	1 320 000	1 090 000	690 000	17	16 hours
13	6 300	225	188	1 400 000	1 150 000	730 000	17	18 hours
14	6 900	248	207	1 710 000	1 560 000	1 020 000	18	20 hours
15	7 500	273	228	1 920 000	1 870 000	1 470 000	19	22 hours
16	8 200	301	251	2 140 000	2 140 000	2 130 000	20	1 day
17	8 900	331	276	2 260 000	2 270 000	2 260 000	20	1 day 4 hours
18	9 600	363	303	2 370 000	2 790 000	2 580 000	21	1 day 6 hours
19	10 560	399	333	2 710 000	3 190 000	2 950 000	22	1 day 8 hours



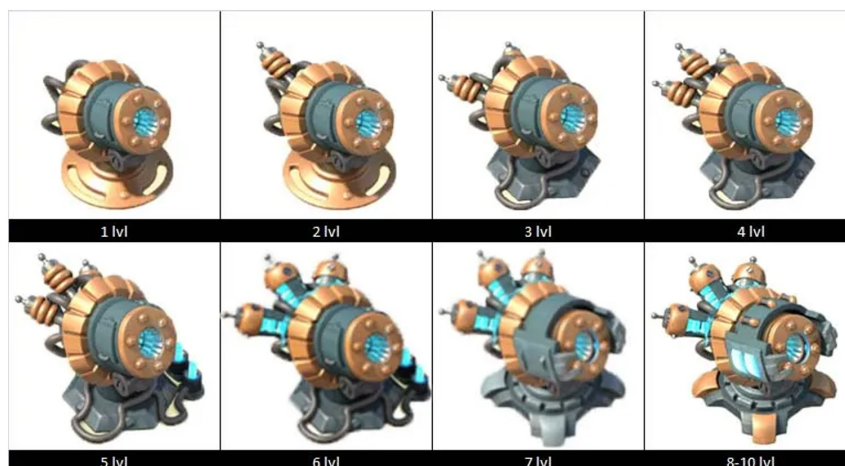
Rocket Launcher.

The Rocket Launcher in Boom Beach is the 7th of eight main types of defensive buildings and is available from the 13th level of Headquarters. It shoots a volley from six missiles in series one after another. The pause between volleys is 5 seconds (time for reloading). The Rocket Launcher has the biggest range of fire in compare with other defensive weapons. The damage power is relatively small but it increases after each upgrade. Distinctive feature of the Rocket Launcher is ability to cause damage for group of enemy troops (an every unit gets damage near explosion of missile). It is an excellent means of defense against Rifleman, Zooka, Grenadier, Cryoneer and Warrior. Less effective against units with big stock of health.

Amount of available Rocket Launchers in the Boom Beach is from 1 to 3 according to the level of Headquarters: from the 13th level of Headquarters is only 1 Rocket Launcher available; from the 16th level – 2 ones are available and from the 19th – 3 ones.

The Rocket Launcher in Boom Beach has 14 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl	Health	Damage per sec.	Damage per shot	Damage per salvo	Cost of upgrade			HQ lvl	Time of upgrade
					Wood	Stone	Iron		
1	4 000	20	22,75	136,5	142 000	85 000	24 300	13	5 hours
2	4 400	22	25,20	151,2	198 000	119 000	34 000	13	6 hours
3	4 800	24	27,65	165,9	275 000	240 000	66 000	14	7 hours
4	5 200	27	30,45	182,7	314 000	274 000	76 000	14	8 hours
5	5 700	29	33,25	199,5	540 000	410 000	149 000	15	10 hours
6	6 300	32	36,75	220,5	760 000	680 000	298 000	16	12 hours
7	6 900	35	40,25	241,5	850 000	760 000	330 000	16	14 hours
8	7 500	39	44,45	266,7	1 210 000	1 000 000	630 000	17	16 hours
9	8 200	43	48,65	291,9	1 480 000	1 350 000	890 000	18	18 hours
10	9 000	47	53,55	321,3	1 850 000	1 800 000	1 420 000	19	20 hours
11	9 800	52	59,15	354,9	1 920 000	1 870 000	1 470 000	19	1 day
12	10 700	57	64,75	388,5	2 060 000	2 060 000	2 050 000	20	1 day 4 hours
13	11 800	63	71,40	428,4	2 470 000	2 470 000	2 460 000	20	1 day 8 hours
14	12 980	69	78,40	470,4	4 210 000	3 590 000	3 900 000	21	1 day 10 hours













Shock Launcher.

The Shock Launcher in Boom Beach is the last type of defensive buildings and is available from the 17th level of Headquarters. It fires shock bombs (looks like some kind of electrical pulse when it flies) which puts out of action all enemy troops for the short period of time. All troops which hit to the bomb action area can't move and shoot. The rate of fire of Shock Launcher is 1 shoot per 5 sec. The damage power is low but big range of fire. Distinctive feature of the Shock Launcher is the biggest stock of health from the all defensive buildings. It is an excellent means of defense against all kinds of units.

Amount of available Shock Launchers in the Boom Beach is from 1 to 2 according to the level of Headquarters: from the 17th level of Headquarters is only 1 Shock Launcher available and from the 20th level – 2 ones are available.

The Shock Launcher in Boom Beach has 10 levels. The upgrade process changes its appearance, increases the damage power and stock of health.

Lvl 	Health 	Damage per sec. 	Damage per shot 	Duration 	Cost of upgrade			HQ lvl 	Time of upgrade 
					Wood 	Stone 	Iron 		
1	7 000	12	60	1,4 seconds	810 000	670 000	420 000	17	8 hours
2	7 700	13	65	1,6 seconds	940 000	780 000	490 000	17	10 hours
3	8 470	14	70	1,8 seconds	1 150 000	1 050 000	690 000	18	12 hours
4	9 300	15	75	2,0 seconds	1 480 000	1 350 000	890 000	18	14 hours
5	10 200	17	85	2,2 seconds	1 670 000	1 620 000	1 270 000	19	18 hours
6	11 300	19	95	2,4 seconds	2 040 000	1 980 000	1 560 000	19	20 hours
7	12 400	21	105	2,6 seconds	2 470 000	2 470 000	2 460 000	20	1 day
8	13 600	23	115	2,8 seconds	2 880 000	2 880 000	2 870 000	20	1 day 6 hours
9	15 000	25	125	3,0 seconds	3 300 000	3 300 000	3 300 000	20	1 day 12 hours
10	16 500	28	140	3,1 seconds	4 320 000	4 700 000	5 080 000	21	1 day 14 hours



Mine.

The Mine in Boom Beach is a kind of analogue of the classical anti-personnel fragmentation mines. When anyone from all enemy units comes close to the mine it explodes causing damage to all nearby troops. The Mine in Boom Beach has a middle damage power and is effective defensive tool against Rifleman and Zooka. Distinctive features of Mines (all 3 types) from other defensive tools are absence of influence from “blue” statues and way of upgrade (with the help of Armory).

Mines in Boom Beach are available from the 2nd level of Headquarters. Amount of available mines is from 3 to 24 ones: from the 2nd level of Headquarters only 3 mines are available; from the 4th level – 6 ones are available; from the 6th – 9 ones; from the 8th – 12 ones; from the 11th – 15 ones; from the 14th – 18 mines; from the 17th – 21 mines and from the and from the 20th – 24 ones.

The Mine in Boom Beach has 22 levels. The upgrade process changes only damage power.

Lvl	Damage	Cost of upgrade	Cost of installation	Armory lvl	Time of upgrade
1	40	-	20	-	-
2	44	5 300	33	1	1 hour
3	48	13 600	50	2	1 hour
4	53	29 900	80	3	2 hours
5	59	60 000	120	4	3 hours
6	64	123 000	170	5	5 hours
7	71	169 000	240	6	6 hours
8	78	261 000	340	7	8 hours
9	86	360 000	480	8	9 hours
10	94	370 000	700	9	9 hours
11	104	470 000	1 000	10	10 hours
12	114	870 000	1 400	11	13 hours
13	126	1 190 000	2 000	12	15 hours
14	138	1 220 000	2 800	13	15 hours
15	152	1 880 000	3 900	14	19 hours
16	167	2 550 000	5 000	15	21 hours
17	184	3 050 000	7 000	16	21 hours
18	202	3 600 000	10 000	17	23 hours
19	222	3 600 000	14 000	18	1 day
20	245	3 700 000	20 000	19	1 day 1 hour
21	269	3 800 000	27 000	20	1 day 2 hours
22	296	4 000 000	35 000	21	1 day 4 hours



Boom Mine.

The Boom Mine in Boom Beach is a kind of analogue of the classical anti-tank mine with enormous damage power. Boom Mine is not able to cause damage to a group of troops. This mine designed as an additional means of protection against units with big stock of health (Tank, Scorcher, Heavy etc.). Distinctive features of Mines (all 3 types) from other defensive tools are absence of influence from “blue” statues and way of upgrade (with the help of Armory).

The Boom Mine in Boom Beach is available from the 10th level of Headquarters. Amount of available mines is from 1 to 6: from the 10th level of Headquarters only 1 Boom Mine is available; from the 12th level – 2 ones are available; from the 14th – 3 ones; from the 16th – 4 ones; from the 18th – 5 ones and from the and from the 20th – 6 ones.

The Boom Mine in Boom Beach has 18 levels. The upgrade process changes only damage power.

Lvl	Damage	Cost of upgrade	Cost of installation	Armory lvl	Time of upgrade
1	1 000	-	20	-	-
2	1 130	94 000	33	7	11 hours
3	1 270	193 000	50	8	13 hours
4	1 422	266 000	80	9	13 hours
5	1 586	276 000	120	10	14 hours
6	1 763	286 000	170	11	18 hours
7	1 954	370 000	240	12	21 hours
8	2 160	690 000	340	13	21 hours
9	2 383	950 000	480	14	1 day 2 hours
10	2 623	980 000	700	15	1 day 5 hours
11	2 883	1 520 000	1 000	16	1 day 5 hours
12	3 164	2 070 000	1 400	17	1 day 9 hours
13	3 467	2 130 000	2 000	17	1 day 9 hours
14	3 794	2 560 000	2 800	18	1 day 10 hours
15	4 148	3 000 000	3 900	19	1 day 12 hours
16	4 530	3 080 000	5 000	20	1 day 12 hours
17	4 942	3 300 000	6 500	21	1 day 14 hours
18	5 388	3 700 000	7 800	22	1 day 16 hours



Shock Mine.

The Shock Mine in Boom Beach after activation puts out of action all enemy troops for the short period of time and causes additional damage for them. All enemy units that are near the mine in the moment of it explosion freeze in a place and can't move and shoot. The Shock Mine equally effective against all types of troops in the Game.

It is recommended to install Shock Mines before other defensive buildings. In such case defensive weapons would be able to destroy enemy units when they are out of action.

Only 3 Shock Mines are available in the Game. All 3 mines unlocks from the 21 level of Headquarters.

The Boom Mine in Boom Beach has 5 levels only. The upgrade process changes damage power and duration of freeze effect.

Lvl	Damage	Duration	Cost of upgrade	Cost of installation	Armory lvl	Time of upgrade
1	38	6 seconds	-	50 000	-	-
2	42	6,5 seconds	2 900 000	55 000	21	21 hours
3	46	7 seconds	3 200 000	60 000	21	23 hours
4	51	7,5 seconds	3 600 000	65 000	22	1 day 1 hour
5	56	8 seconds	3 800 000	70 000	22	1 day 3 hour

Weapon Lab in Boom Beach is a round building with a predominance of blue color. This building becomes available from the 15th level of Headquarters and intended to create prototype defenses (very powerful but temporary defensive weapons). All prototype defenses made from prototype modules that we can earn in the Game.









There are 4 types of prototypes modules in Boom Beach: Critical Fuse, Complex Gear, Power Rod and Field Capacitor.








Weapon Lab in Boom Beach has 5 levels. Upgrading the Weapon Lab increases amount of defense prototypes that can be placed on own base (from 1 to 3) and unlocks more powerful prototypes.

On the first two levels of Weapon Lab we can have only one prototype defenses. After upgrading lab to the 3rd level we can install 2 protos. And with Weapon Lab of 5 level the quantity of available prototypes increases to 3.

Changes in a process of upgrading:



Lvl	Shock Blaster	Lazor Beam	Damage Amplifier	Doom Cannon	Shield Generator	Hot Pot	Grappler
							
1	I	I	I	I	I	0	I
2	II	II	I	I	I	I	I
3	II	II	II	II	II	II	II
4	III	III	II	II	II	III	III
5	III	III	III	III	III	III	III

Lvl	Health	Cost of upgrade			HQ lvl	Time of upgrade
						
1	2 000	1 047 000	800 000	293 000	15	1 day 6 hours
2	2 600	1 482 000	1 326 000	528 000	16	1 day 10 hours
3	3 300	2 400 000	1 995 000	1 268 000	17	1 day 14 hours
4	4 100	3 315 000	3 060 000	2 006 000	18	1 day 18 hours
5	5 000	4 655 000	4 655 000	4 655 000	19	2 days 12 hours







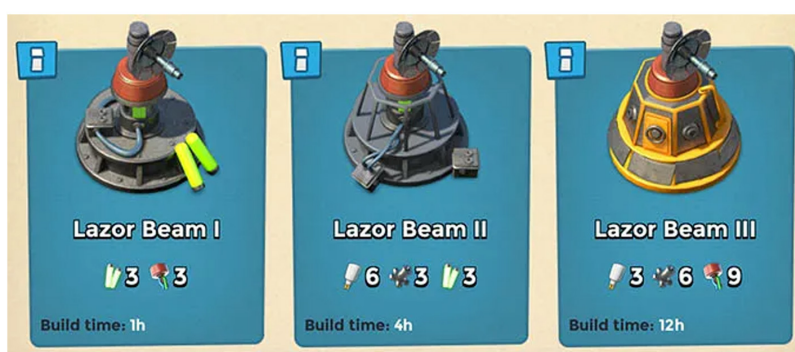
Shock Blaster.

The shock Blaster in Boom Beach is a prototype with high rate of fire (one shot per 0.08 sec), damage power and large range of fire. Externally Shock Blaster very similar to permanently installed tank's tower with twin trunks. In addition to high damage power, Shock Blasters bullets paralyze target for a short time. During the shooting, this prototype automatically switches between targets.

Due to high rate of fire, Shock Blaster is very effective against Rifleman, Zooka, Warrior, Cryoneer and Grenadier. Slightly less effective against Scorcher, Tank and Heavy due to their great stock of health.

The Shock Blaster in Boom Beach has 3 levels. Each level has different figures of health, damage power and shock duration. On each level, proto has different appearance.

Lvl	Health	Damage per. sec	Damage per shot	Shock duration	Building cost				Building time
									
I	15 000	500	64	0,6 sec.	3	3	-	-	1 hour
II	20 000	812	104	0,8 sec.	3	-	6	3	4 hours
III	25 000	1 125	144	1,0 sec.	-	9	6	3	12 hours







Lazor Beam.

The Lazor Beam in Boom Beach is a prototype that externally is very similar to a small round tower with satellite dish on top. It has a relatively average damage power and low rate of fire (one shot per 4 seconds). Distinctive feature of this proto is ability to cause damage for group of enemy troops (beams burn throughout any target causing damage to all units in its path)

Lazor Beam in Boom Beach is very effective against units with weak stock of health such as Zooka and Rifleman. Less effective against Warrior, Grenadier, Heavy and Cryoneer. The armor of Scorcher and Tank is almost unpenetrable for laser beams.

The Lazor in Boom Beach has 3 levels as the other protos. Each level has different figures of health and damage power. On each level, proto has different appearance.

Lvl	Health	Damage per. sec	Damage per shot	Building cost				Building time
								
I	15 000	32	128	-	-	3	3	1 hour
II	20 000	64	256	6	3	3	-	4 hours
III	25 000	96	384	3	6	-	9	12 hours











Damage Amplifier.

The Damage Amplifier in Boom Beach is a prototype, the main purpose of which is the increase of damage power of nearest defensive buildings. In fact, the Damage Amplifier doesn't cause any damage to the attacking troops on its own.

It is recommended to place different types of defensive buildings near Damage Amplifier. Such position allows balancing defense and makes it the same effective against different types of attacking combinations.

The efficiency of using this prototype weapons depends on types of defensive buildings located in the radius its action.

The Damage Amplifier in Boom Beach has 3 levels as the other protos. Each level has different figures of health and amplifying power. On each level, proto has different appearance.

Lvl	Health	Damage bonus	Building cost				Building time
							
I	20 000	50%	3	-	3	-	1 hour
II	27 500	75%	-	3	3	6	4 hours
III	35 000	100%	9	3	6	-	12 hours











Shield Generator.

The Shield Generator in Boom Beach is a prototype that creates a force field around the Headquarters that shields it from damage. The shield works until the generator isn't destroyed. The efficiency of this proto is directly depended on its location. It is recommended to place Shield Generator behind the Headquarters. Such position eliminates the possibility of destruction of generator before attack on the Headquarters. It's not recommended to place generator far from any defensive building. Such position of generator is great target for enemy's critters.

The Shield Generator is very effective against Warriors.

The Shield Generator in Boom Beach has 3 levels as the other protos. Each level has different figures of health and strength of shield. On each level, proto has different appearance.
Appearance:

Lvl 	Health 	Shield strength 	Building cost				Building time 
							
I	20 000	50%	-	3	3	-	1 hour
II	27 500	100%	6	3	-	3	4 hours
III	35 000	150%	9	-	3	6	12 hours

rappler.

The Grappler in Boom Beach is a prototype that shoots steel tongs into the midst of the offensive troops group and pulls out one unit.

Caused damage for enemy's unit isn't big from such operation but it is not the main destination of Grappler. The main purpose of this proto is separation of enemy's army and destruction units one by one.

The Grappler has great radius of action. The rate of fire is from 3 to 5 seconds (depends on its level).

This prototype is very effective against Scorchers and Tanks due to their small amount. Practically there is no benefit from using Grappler against mass infantry attack.

It is recommended to place Grappler near Cannons and Boom Cannons. In such position, the plucked from the group Tank or Scrocher would be destroyed very fast.



Lvl	Health	Damage per. sec	Damage per shot	Time between shots	Building cost				Building time
									
I	20 000	25	125	5 sec.	3	-	3	-	1 hour
II	25 000	25	100	4 sec.	3	3	3	3	4 hours
III	30 000	25	75	3 sec.	3	3	3	9	12 hours



Shield Generator.










The Shield Generator in Boom Beach is a prototype that creates a force field around the Headquarters that shields it from damage. The shield works until the generator isn't destroyed. The efficiency of this proto is directly depended on its location.

It is recommended to place Shield Generator behind the Headquarters. Such position eliminates the possibility of destruction of generator before attack on the Headquarters. It's not recommended to place generator far from any defensive building. Such position of generator is great target for enemy's critters.

The Shield Generator is very effective against Warriors.

The Shield Generator in Boom Beach has 3 levels as the other protos. Each level has different figures of health and strength of shield. On each level, proto has different appearance.

Appearance:

Lvl 	Health 	Damage per. sec 	Add. damage for 5 sec. 	Building cost				Building time 
								
I	10 000	600	500	-	3	3	-	1 hour
II	15 000	1 020	850	3	3	3	3	4 hours
III	20 000	1 440	1 200	6	6	3	3	12 hours

HQ 5 defense layout.

After upgrading the Headquarters to level 5 there are following defensive buildings available in the game: 3 Sniper Towers, 1 Mortar and 1 Machine Gun. In general 5 units. From the non-defensive buildings are available 3 Residences, the Vault, the Gold Storage, the Wood Storage, the Sculptor, the Sawmill, the Armory, the Radar and the Headquarters. To my mind, the optimal defense Base layout on this stage is the following:



The main moments:

Do not place buildings tightly together because in such position they are very vulnerable for enemy artillery. In such position one artillery hit in the middle of such multiple structure can damage or destroy all buildings;
Eliminate the possibility for enemy troops freely attack any building on the island. As you can see from the picture, in my variant of defense every building on the island is in the radius of attack of at least one defensive weapon

HQ 6 defense layout.

After reaching level 6 of Headquarters the new defensive weapon becomes available in the Game – the Cannon. Also it opens an ability to place an additional Machine Gun. In general 7 units of defensive buildings are available: the Cannon, 3 Sniper Towers, 2 Machine Guns and 1 Mortar. From non-defensive building only the Stone Storage opens.

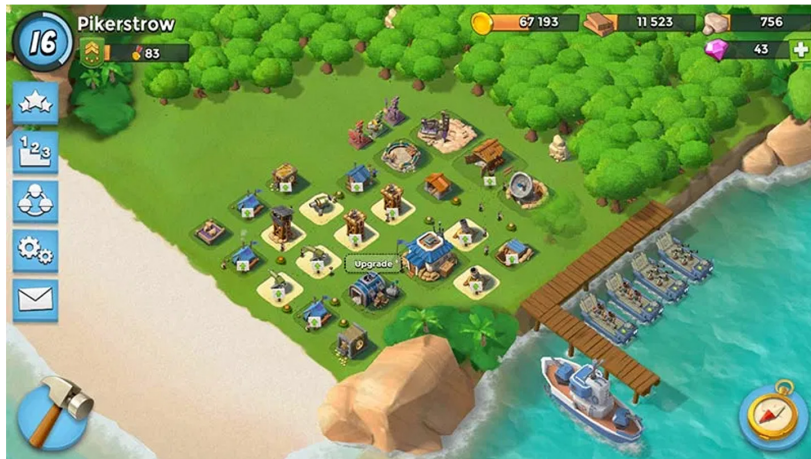
As you can see I placed all buildings into the radius of attack of at least one defensive weapon. The only weak point of such position is the possibility of freely attack the Sawmill from the rear. But the probability of such attack is low because on this stage of the game the Flare acts very short period of time and to send troops to the rear requires a lot of energy expenditures that is the unacceptable luxury



HQ 7 defense layout.

At the 7 level of Headquarters from the defensive buildings opens only one Mortar. Total amount of defensive buildings on this stage of the game is eight: the Cannon, 3 Sniper Towers, 2 Machine Guns and 2 Mortars. From the civil buildings an additional Gold Storage becomes available and new building – the Quarry.

The principles are the same – try to don't place buildings tightly together and try to place every building in the radius of attack of at least of one defensive building.



HQ 8 defense layout.

In the Boom Beach after upgrading the Headquarters to level 8 from the defensive buildings opens one more Cannon and Sniper Tower. From the non-defensive buildings we can place one more Wood Storage. Thus total amount of available buildings is 26 (include the Headquarters).



HQ 9 defense layout.

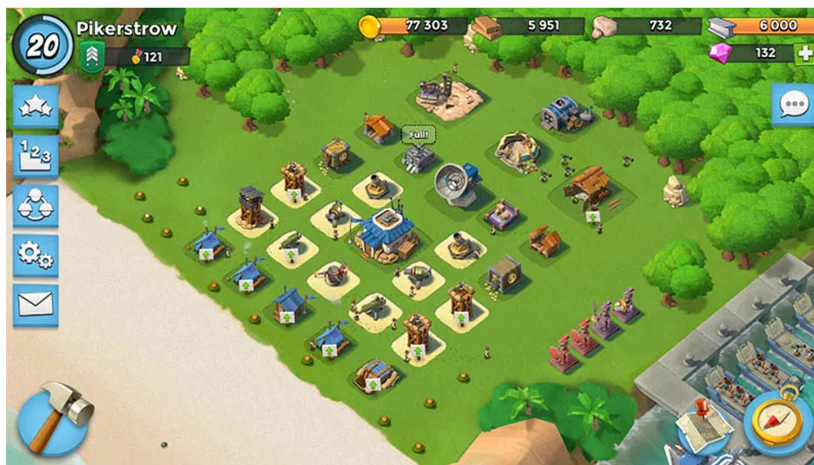
After upgrading the Headquarters to the level 9 there are following defensive buildings available in the Boom Beach: 4 Sniper Towers, 2 Mortars, 2 Cannons, 2 Machine Guns and 1 Flamethrower. Totally 11 of defensive buildings and 17 of civil buildings (don't see any reasons to listing all of them)

The main moments:

Place on the first line a few of civil buildings in order to divert of enemy troops attention on their destruction.

Do not place defensive buildings tightly each to other because in such position they are very vulnerable for enemy artillery. In such position, one artillery hit in the conjunction of two or more buildings causes damage for all buildings.

Try to place every building on the island in the radius of attack of at least of one defensive weapon.



HQ 10 defense layout.

After reaching the Headquarters level 10 the quantity of available defensive buildings in the Boom Beach increases on 2 units: opens one more Cannon and one more Machine Gun. In general 13 units of defensive buildings are available on that level of the game: 3 Cannons, 4 Sniper Towers, 3 Machine Guns, 2 Mortars and 1 Flamethrower. From non-defensive building becomes available the Iron Mine and the Stone Storage.

The principles to be followed are the same. The only weak point of such position is an opportunity of freely attack the Base from the rear. But the probability of such attack is very low on the early stages of the game due to unavailable Smoke Screen.



HQ 11 defense layout.

At the 11 level of Headquarters from the defensive buildings opens one more Cannon and one More Flamethrower. Thus we have available 4 Sniper Towers, 2 Mortars, 4 Cannons, 3 Machine Guns and 2 Flamethrowers. From the economical types of buildings opens only one more Residence.

As you can see from the picture, I placed two Residences on each flank of the defense. The main purpose of these building is diverting of enemy troops attention on their destruction. Also, due to the fact that flanks are the most vulnerable point they are firmly reinforced with mines.



HQ 12 defense layout.

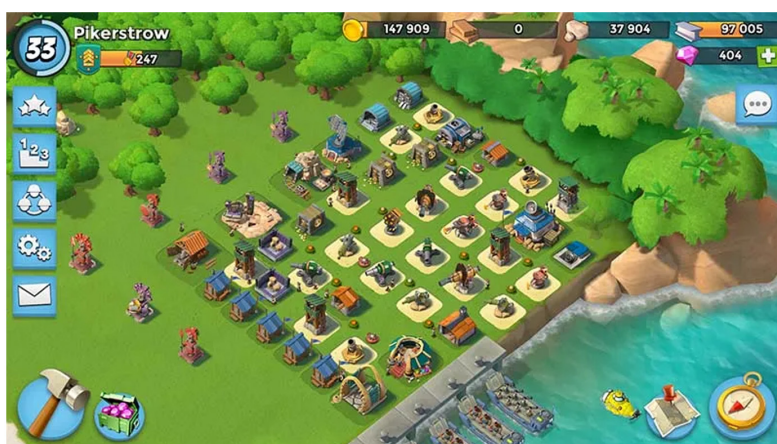
In the Boom Beach after upgrading the Headquarters to level 12 from the defensive buildings opens one Doom Cannon, one more Mortar and one more Sniper Tower. From the non-defensive buildings we can place one more Gold Storage. Thus total amount of available buildings is 39 (include the Headquarters).



HQ 13 defense layout.

After upgrading the HQ to the 13 level, the next defensive buildings become available in the Game: 1 Boom Cannon, 4 Cannons, 4 Machine Guns, 3 Mortars, 5 Sniper Towers and 2 Flamethrowers. The total quantity of available buildings is 43. The most effective defense layout on this level is next:

The principles to be followed are the same. The additional Boom Cannon should be also placed in the central part of the base, and the Flamethrower – near the HQ. Also I recommend to mask a part of mines using outlines of the buildings. Sniper Towers and Radar are good for that on this level.



HQ 15 defense layout.

The more you evolve and explore your map, the more often your island will appear on the maps of other players and the more attacks on your base will happen. On levels of Game with HQ 15 attacks of other players on our base is the pretty common. The main building that becomes available after reaching upgrading the HQ to the 15 lvl is definitely the Weapon Lab wich can produce the prototypes of weapons (about Weapon Lab you can read [here](#)). Except of this, on this level we have: 1 Rocket Launcher, 2 Boom Cannons, 3 Flame-throwers, 4 Cannons, 4 Machine Guns and 6 Sniper Towers.

In my opinion, at this level the best defense layout is the next:

If you noticed, the other buildings were moved farther from the Rocket Launcher. This is due to the fact that other players very often try to destroy RL by the Barrage directly from Gunboat before troops landing. Such moves help to save other buildings from unnecessary damage. Also, according to this, I don't recommend to install mines near the RL.





Rifleman.

Rifleman is the classic private in the truest sense of word with an average speed of movements and attack distance. Armed with a rifle with a rate of 1 shot per second. Training time is 1 minute. Takes 1 place on the Landing Craft.

Strengths: Very effective against Cannons and Boom Cannons due to their low rate of shooting. Also quite good against Sniper Towers.
Weaknesses: Very vulnerable for Rocket Launchers and Mortars due to their ability to cause damage for the group of troops. These buildings better destroy using Gunboat. Rifleman also is not effective against Flamethrower because of the same range of destruction.

Conclusion: It is recommended to use Rifleman in cases when you need to crash enemy by huge number of units (for example to capture some resource base with huge amount of Cannons, Boom-Cannons and Sniper Towers). Rifleman is great in combo with Tanks, Scorchers and Medics. In combination with other units is less effective.

Lvl	Damage per sec.	Damage per shot	Health	Cost of upgrade	Armory lvl
1	30	30	140	-	-
2	32	32	150	9 500	1
3	35	35	160	19 500	2
4	38	38	172	42 000	3
5	41	41	184	83 000	4
6	44	44	196	140 000	5
7	48	48	210	236 000	6
8	52	52	225	370 000	7
9	56	56	241	540 000	8
10	61	61	257	630 000	9
11	66	66	275	710 000	10
12	71	71	295	970 000	11
13	77	77	315	1 320 000	12
14	84	84	337	1 500 000	13
15	90	90	361	1 800 000	14
16	98	98	386	2 480 000	15
17	106	106	413	2 850 000	16
18	115	115	442	3 200 000	17
19	124	124	473	3 800 000	18
20	134	134	506	4 400 000	19
21	145	145	542	5 100 000	20
22	157	157	580	5 500 000	21



Heavy.

A sort of prototype of Rambo in the Game. Heavy has a huge stock of health and relatively low damage power. Available from the second level of Headquarters. Armed with rapid-fire machine gun with a small radius of destruction but a great rate of fire (10 shots per second). Training time is 6 minutes. Takes 4 places on the Landing Craft.

Strengths: great vitality. Attracts the attention of almost all defensive weapons and provides thereby an attack opportunity for other troops with bigger firepower almost without let or hindrance (for example for Zooka).

Weaknesses: little firepower. Heavy is not effective against Cannon and Boom Cannon which have tremendous power of damage per one shot and are able to destroy him from the first shot.

Conclusion: It is recommended to use Heavy on the early stage of Game (some players use them all the time). Heavy is excellent in one team with Zooka. These two units as if specially made each for other. In combo with other units Heavy is less effective.

Lvl 	Damage per sec. 	Damage per shot 	Health 	Cost of upgrade 	Armory lvl 
1	26	2,6	1 000	-	-
2	28	2,8	1 080	10 400	1
3	31	3,1	1 166	21 800	2
4	33	3,3	1 260	47 000	3
5	36	3,6	1 360	94 000	4
6	39	3,9	1 469	159 000	5
7	42	4,2	1 587	268 000	6
8	46	4,6	1 714	420 000	7
9	50	5,0	1 851	610 000	8
10	54	5,4	1 999	720 000	9
11	59	5,9	2 159	800 000	10
12	64	6,4	2 332	1 100 000	11
13	69	6,9	2 518	1 500 000	12
14	75	7,5	2 720	1 700 000	13
15	81	8,1	2 937	2 040 000	14
16	88	8,8	3 172	2 810 000	15
17	96	9,6	3 426	3 200 000	16
18	104	10,4	3 700	3 600 000	17
19	113	11,3	3 996	4 300 000	18
20	123	12,3	4 316	5 000 000	19
21	133	13,3	4 661	5 700 000	20
22	144	14,4	5 034	6 300 000	21



Zooka.

Zooka is one of the most powerful units in the Game. Fragile-looking girl which is armed with bazooka with long range of fire with minimum of health and huge damage power! Fire rate is one shot per 2 seconds. Zooka is available from the fifth level of Headquarters. Training time is 4 minutes. Takes 2 places on the Landing Craft.

Strengths: great firepower. Long range of fire. Zooka is effective against Flamethrower (it just can't reach out to Zooka), Cannons and Boom Cannons.

Weaknesses: small stock of health. Zooka is also very vulnerable for Rocket Launchers and Mortars due to their ability to cause damage for the group of troops. These buildings better destroy using Gunboat. Mines are also very dangerous for this unit.

Conclusion: Excellent in combination with Heavy and Scorcher as the latter has a huge stock of health and able to divert attention of almost all defensive weapons. In recent times many players actively use only Zooka with Smoke Screen (you can find video-example of such attack here on this site). They call such combo "SMOOKA". The effect from such attack is impressive.

Lvl	Damage per sec.	Damage per shot	Health	Cost of upgrade	Armory lvl
1	80	160	50	-	-
2	88	176	54	17 100	2
3	97	194	59	46 000	3
4	106	212	67	99 000	4
5	117	234	70	168 000	5
6	129	258	76	284 000	6
7	142	284	83	450 000	7
8	156	312	90	650 000	8
9	171	342	98	760 000	9
10	189	378	107	850 000	10
11	207	414	116	1 160 000	11
12	228	456	126	1 590 000	12
13	251	502	138	1 800 000	13
14	276	552	150	2 160 000	14
15	304	608	163	2 970 000	15
16	334	668	177	3 400 000	16
17	368	736	193	3 800 000	17
18	404	808	210	4 500 000	18
19	445	890	228	5 300 000	19
20	489	978	248	6 100 000	20
21	538	1 076	270	6 600 000	21



Warrior.

Warrior is available from the eighth level of Headquarters. A sort of prototype of an Indian which is armed with magical hammer. Warrior has ability of self-healing during process of destroying of enemies and also has a great speed of movement. Training time is 3 minutes. Takes 3 places on the Landing Craft.

Strengths: fast speed of movement and ability of self-healing.

Weaknesses: short range of attack. Warrior is the most vulnerable for Flamethrowers, Rocket Launchers and Mortars due to their ability to cause damage for the group of troops. Mines are also very dangerous for them. Doesn't effective in any combination.

Conclusion: As a rule Warriors are used only for attack on one building in Island – this is Headquarters. Players lead them between other buildings directly to the Headquarters using Smoke Screen. Then Warriors using their magical hammers crashes it.

P.S. As for me I don't like such tactics and use Warriors very seldom.

Lvl	Damage per sec.	Self-healing Per Hit	Health	Cost of upgrade	Armory lvl
1	160	40	400	-	-
2	169	42	424	155 000	5
3	179	44	449	294 000	6
4	189	46	475	470 000	7
5	200	48	503	680 000	8
6	212	50	533	800 000	9
7	224	52	564	900 000	10
8	237	54	597	1 230 000	11
9	251	56	633	1 680 000	12
10	266	58	670	1 900 000	13
11	281	60	710	2 280 000	14
12	297	62	751	3 140 000	15
13	315	64	796	3 600 000	16
14	333	66	843	4 000 000	17
15	352	68	892	4 500 000	17
16	373	70	945	4 800 000	18
17	394	72	1 001	5 600 000	19
18	417	74	1 060	6 400 000	20
19	441	76	1 123	7 000 000	21
20	467	78	1 189	7 500 000	22



Tank.

Tank is one of the most popular unit in the Game and become available from eleventh level of Headquarters. Powerful but slow. It has a big stock of health and great firepower. Tank requires an additional energy for landing ashore (2 units of energy). If to use Tanks in proper way they are almost unbeatable (especially with support of Medics). Rate of fire is 1 shot for 3.5 seconds. Construction time is 24 minutes. Takes 8 places on the Landing Craft.

Strengths: enormous damage power. Long range of fire. Almost impenetrable armor against Machine Guns and Mortars.

Weaknesses: slow and slow rate of fire. Long construction time. Weak against Cannon, Boom Cannon, Sniper Tower and Boom Mine.

Conclusion: Tank is excellent in one team with Medics and Scorchers. Also is not bad with Rifleman. In combination with other units is less effective.

P.S. Tanks and Scorchers is one of the powerful combo in the Game. I use such combo almost in 90% cases.

Lvl	Damage per sec.	Damage per shot	Health	Cost of upgrade	Armory lvl
1	140	490	2 000	-	-
2	153	535,5	2 156	620 000	9
3	166	581	2 320	1 030 000	10
4	181	633,5	2 510	1 890 000	11
5	198	693	2 700	2 480 000	12
6	215	752,5	2 910	2 570 000	13
7	235	822,5	3 140	3 900 000	14
8	256	896	3 380	5 000 000	15
9	279	976,5	3 650	5 200 000	15
10	304	1 064	3 930	5 400 000	16
11	331	1 158,5	4 240	6 300 000	17
12	361	1 263,5	4 570	7 300 000	18
13	394	1 379	4 930	7 400 000	19
14	429	1 501,5	5 310	7 500 000	20
15	468	1 638	5 720	7 600 000	20
16	510	1 785	6 170	7 700 000	21
17	556	1 946	6 650	7 900 000	22






Grenadier.

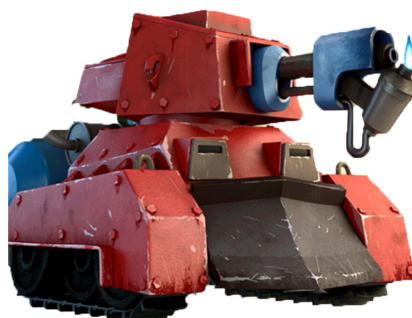
Grenadier is available from the 16 level of Headquarters. Looks like big slightly awkward fellow with a mustache and blue beret on the head. Armed only with grenades which he throws far but inaccurately. Grenadier has an average speed of movement. Training time is 15 minutes. Takes 6 places on the Landing Craft.

Strengths: great range of attack. Ability to cause damage to several buildings at the same time.

Weaknesses: the inaccuracy. Can cause damage to allied units with whom is in one team.

Conclusion: Quite good unit. Excellent in combination with Medics. Not bad in combo with Scorchers. In combination with other units need to use careful.

Lvl 	Damage per sec. 	Damage from 1 grenade 	Health 	Cost of upgrade 	Armory lvl 
1	100	200	450	-	-
2	108	216	477	4 000 000	16
3	116	232	506	4 600 000	17
4	124	248	536	5 200 000	17
5	134	268	568	5 500 000	18
6	144	288	602	5 900 000	18
7	154	308	638	6 500 000	19
8	166	332	680	7 000 000	19
9	178	356	720	7 400 000	20
10	192	384	760	7 800 000	20
11	206	412	806	8 100 000	21
12	222	444	854	8 700 000	22



Scorcher.

Scorcher is the most powerful unit in the Game which is available from the 16 level of Headquarters. Externally looks like Tank but has red color and flamethrower instead of cannon on the tower. Scorcher has a huge stock of health and can attack a few buildings at the same time. All buildings which was attacked by Scorcher continue to burn during 5 sec. after attack and receive additional damage. Construction time is 50 minutes. Takes 21 places on the Landing Craft.

Strengths: A huge stock of health (the most amount from the all units in the Game). Ability to attack several buildings at the same time. Ability to cause additional damage for buildings for 5 sec. after attack. Scorcher has almost impenetrable armor for Machine Guns, Sniper Towers, Mortars and Rocket Launchers.

Weaknesses: Long construction time. Requires a lot of an additional energy for landing ashore (12 units of energy).

Conclusion: To my opinion Scorcher is the most powerful unit in the Game. It's very difficult to repel simultaneous attack by 8 Scorchers. The Scorchers is great in combination with Tank and Zooka. Also not bad combo is Scorcher with Rifleman or Grenadier. The worst combination is Scorcher and Medic.

Lvl	Damage per sec.	Add. damage for 5 sec.	Health	Cost of upgrade	Armory lvl
1	455	1 050	25 000	-	-
2	500	1 155	26 800	5 400 000	18
3	551	1 272	28 600	5 900 000	18
4	605	1 398	30 600	6 500 000	19
5	665	1 536	32 800	7 100 000	19
6	733	1 692	35 000	7 200 000	19
7	806	1 860	37 500	7 600 000	20
8	886	2 046	40 000	8 000 000	20
9	975	2 250	43 000	8 300 000	21









Cryoneer.

Cryoneer is relatively new unit in the Game which is available from the 20 level of Headquarters. Externally the Cryoneer is nice looking and warm dressed girl which is armed with some freezing device that shoots rays and slow down rate of fire of enemy defensive buildings (on 50%). Training time is 8 minutes. Takes 4 places on the Landing Craft.
Strengths: A large range of defeat.

Weaknesses: Low damage power. Takes to many places on Landing Craft for its characteristics. The Cryoneer need to use only in combination with other units because alone this unit is fully useless (look demonstration video).

Weaknesses: Low damage power. Takes to many places on Landing Craft for its characteristics. The Cryoneer need to use only in combination with other units because alone this unit is fully useless (look demonstration video).

Conclusion: In my opinion the Cryoneer is the worst unit in the Boom Beach. Low damage power and other poor characteristics (number of places on Landing Craft and etc.) makes this unit unattractive and useless.

Lvl 	Damage per sec. 	Damage per shot 	Health 	Cost of upgrade 	Armory lvl 
1	95	7,12	700	-	-
2	100	7,50	763	7 400 000	20
3	105	7,87	832	7 600 000	20
4	110	8,25	907	7 800 000	20
5	115	8,62	988	8 000 000	20
6	121	9,07	1 077	8 200 000	20
7	127	9,52	1 174	8 400 000	21
8	134	10,05	1 280	8 600 000	22








Medic.

Medic is not intended for damage enemy buildings and war activity. The main aim of Medic is to treat own units, when they receive damage during attack. Externally Medic looks like ordinary military doctor: dressed in military uniform and helmet with a red cross on it. The Medic has an average speed of movement. Training time is 10 minutes. Takes 5 places on the Landing Craft.

The only downside is absence of ability to manage by Medic separately from other units. Unfortunately Medics choose potential “patients” on their own.

Medic is the most effective in the combination with Tank, Rifleman and Grenadier. Not recommended to use Medic in combo with other units.

Lvl 	Healing per second 	Health 	Cost of upgrade 	Armory lvl 
1	20	500	-	-
2	21	544	1 680 000	14
3	22	592	2 740 000	15
4	23	644	3 300 000	15
5	24	701	3 400 000	16
6	25	762	3 800 000	17
7	26	829	4 500 000	18
8	27	902	4 800 000	18
9	28	982	5 300 000	19
10	29	1 068	6 100 000	20
11	30	1 162	6 400 000	20
12	31	1 264	6 600 000	21
13	32	1 376	7 100 000	22



Sergeant Brick.

The first of two hero in the game that becomes available immediately after repairing of hero hut (at HQ 4 lvl). The hero nickname is Grenade Spammer ("every time the hero attacks a new target building, she throws a grenade at it"). Personal weapon of Sergeant Brick is an automatic rifle with high rate of fire. Sgt. Brick is a great attacker who fire enemy with a rage and makes great support to our troops in battle. She can fire 15 bullets in a row and than makes a little pause for reloading. Sergeant Brick has 22 levels. Every upgrade improves her health and damage power.

Lvl	Damage per sec.	Damage per shot	Damage from grenade	Health	Cost of upgrade	Time of upgrade	HQ lvl
1	80	6,00	320	1 000	-	-	4
2	87	6,52	350	1 080	25 000	6 h.	4
3	94	7,05	370	1 170	38 000	7 h.	5
4	101	7,57	410	1 260	82 000	9 h.	6
5	110	8,25	440	1 360	156 000	11 h.	7
6	119	8,92	470	1 470	248 000	13 h.	8
7	128	9,60	510	1 590	432 000	16 h.	9
8	139	10,42	560	1 710	643 000	18 h.	10
9	150	11,25	600	1 850	643 000	18 h.	10
10	163	12,22	650	2 000	912 000	20 h.	11
11	176	13,20	700	2 160	912 000	20 h.	12
12	190	14,25	760	2 330	1 134 000	22 h.	13
13	206	15,45	820	2 520	1 652 000	1 day 1 h.	14
14	223	16,72	890	2 720	2 160 000	1 day 3 h.	15
15	241	18,07	960	2 940	2 160 000	1 day 3 h.	16
16	261	19,57	1040	3 170	2 160 000	1 day 3 h.	16
17	282	21,15	1130	3 430	3 020 000	1 day 7 h.	17
18	305	22,87	1220	3 700	4 100 000	1 day 10 h.	18
19	331	24,82	1320	4 000	4 100 000	1 day 10 h.	19
20	358	26,85	1430	4 320	5 080 000	1 day 13 h.	20
21	387	29,02	1550	4 660	5 780 000	1 day 15 h.	21
22	419	31,42	1670	5 030	6 900 000	1 day 17 h.	22

Cluster Grenade. The first ability that is available immediately after Hero unlock. If you call this ability – sergeant will make one shot at the nearest building by grenade with explosive shrapnel that cover the area behind the target with many little explodes. The one huge minus of this ability is that targets hero choose by himself (as a rule it's the nearest building) and we can't make influent on his choice. The first shot consumes 3 units of energy; every next requires on 3 units more (the second – 6, the third – 9, etc.). The change of characteristics of Cluster Grenade after each upgrade is on the table below:



Lvl	Initial damage	Shrapnel damage	Cost of upgrade	Hero lvl	Time of upgrade
1	862	87	-	1	-
2	1 309	131	8	4	8 hours
3	1 988	199	16	8	16 hours
4	3 017	302	32	12	1 day 8 hours
5	4 580	458	64	16	2 day 16 hours

Iron Will. The second Sergeant Brick ability that opens after upgrading the hero to the level two. The Iron Will reduce the damage taken by your troops (troops must be near the hero in radius not more than 10 cells) for a short period of time. The damage reduction is 50%. The duration of reduction directly depends on the level of ability. First use of Iron Will consume 6 units of energy; each next requires 12 more (the second – 18; the third – 30, etc.). The change of characteristics after each upgrade is on the table below:



Lvl	Duration	Cost of upgrade	Hero lvl	Time of upgrade
1	6,0 sec.	-	2	-
2	7,0 sec.	8	4	8 hours
3	8,0 sec.	16	9	16 hours
4	9,0 sec.	32	13	1 day 8 hours
5	19,0 sec.	64	17	2 day 16 hours

Battle Orders. The third ability that opens after upgrading the hero to the level three. Using this ability, we can make our troops move and shoot faster for a short period of time (8 seconds). As in case with Iron Will, troops must be near the hero (in radius of not more than 10 cells). Each upgrade of ability increases the indicators of acceleration of movement and shooting. First use of ability consume 6 units of energy; each next requires 12 more (the second – 18; the third – 30, etc.). The change of characteristics after each upgrade is on the table below:



Lvl	Speed bonus	Damage bonus	Cost of upgrade	Hero lvl	Time of upgrade
1	40%	15%	-	3	-
2	42%	17%	8	6	8 hours
3	45%	19%	16	10	16 hours
4	47%	22%	32	14	1 day 8 hours
5	50%	25%	64	18	2 day 16 hours



Cpt. Everspark.

The second and last (to this moment) hero available in the Game. In contrast to Sergeant Brick, who immediately appears in the hut, Captain Everspark must be found on the archipelago, namely, in order to open the hero you need to defeat Colonel Gearheart's level 45 War Factory. The hero nickname is Robot Overlord (she spawns groups of critters every few seconds). The captain is armed with a weapon that shoots electric beams for a relatively long distance.

Cpt. Everspark has 13 levels. Every upgrade improves her health, damage power and reduce time interval between critters spawn.

Lvl	Damage per sec.	Damage per shot	Critter spawn rate	Health	Cost of upgrade	Time of upgrade	HQ lvl
1	80	64,00	5,5 sec.	1 500	-	-	15
2	87	69,60	5,4 sec.	1 590	903 000	1 day 3 h.	15
3	95	76,00	5,3 sec.	1 690	1 124 000	1 day 3 h.	16
4	104	83,20	5,2 sec.	1 790	1 637 000	1 day 3 h.	16
5	113	90,40	5,1 sec.	1 890	2 140 000	1 day 7 h.	17
6	123	98,40	5,0 sec.	2 010	2 996 000	1 day 10 h.	17
7	134	107,20	4,9 sec.	2 130	3 680 000	1 day 10 h.	18
8	146	116,80	4,8 sec.	2 260	4 066 000	1 day 10 h.	18
9	159	127,20	4,7 sec.	2 390	4 880 000	1 day 13 h.	19
10	174	139,20	4,6 sec.	2 530	5 486 000	1 day 15 h.	19
11	189	151,20	4,5 sec.	2 690	5 920 000	1 day 15 h.	20
12	206	164,80	4,4 sec.	2 850	6 380 000	1 day 17 h.	21
13	225	180,00	4,3 sec.	3 020	6 840 000	1 day 17 h.	22

Critters Swarm. The first ability that is available immediately after Hero unlock. If you activate this ability, the hero will deploy several critters (quantity depends on ability level) which distract enemy defensive buildings. The first use costs 8 units of energy; each next costs 7 units of energy more (the second – 15, the third – 22, etc.). After each upgrade increase the quantity of deployed critters.

Lvl	Critters deployed	Cost of upgrade	Hero lvl	Time of upgrade
1	8	-	1	-
2	10	8	4	8 hours
3	12	16	7	16 hours
4	14	32	9	1 day 8 hours
5	16	64	11	2 day 16 hours



Explosive Charges. The second Cpt.Everspark ability that opens after upgrading the hero to the level two. When the ability is active, the hero throws powerful bomb into the nearest building. The downside of this ability is that targets hero choose by himself and we can't make influent on his choice. Starting cost of this ability is 6 units of energy; each next requires 4 units of energy more. Each upgrade increases the damage power of the bomb.



Lvl	Damage	Cost of upgrade	Hero lvl	Time of upgrade
1	4 800	-	2	-
2	6 800	8	5	8 hours
3	8 800	16	8	16 hours
4	10 800	32	10	1 day 8 hours
5	12 800	64	12	2 day 16 hours

Universal Remote.

The third ability that opens after upgrading the hero to the level three. This ability helps hero to take control over one of enemy defensive buildings and switch it to struggle on our side for a short period of time (15 seconds). But this ability also has it own cons... The first is that the hero can't take control over a Prototype Defense and special weapons such as Super Mortar 3000 etc. The second is that the hero choose by himself which building to take under control. Another important moment is when the defensive building is under control of Cpt. Everspark a damage bonus will apply to it (it will do more damage than usually do).

The first use of the ability consumes 8 energy; each next – 7 energy more (the second – 15, the third – 22, etc.). Every upgrade of the ability increases damage bonus.




Lvl	Bonus damage	Cost of upgrade	Hero lvl	Time of upgrade
1	100%	-	3	-
2	125%	8	6	8 hours
3	150%	16	9	16 hours
4	175%	32	11	1 day 8 hours
5	200%	64	13	2 day 16 hours

Dr. Kavan.

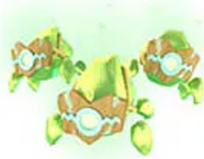
Doctor Kavan is the third and the last till this moment hero in the Boom Beach. Unlike the first two heroes, Dr. Kavan doesn't attack enemy buildings and has no own damage power. His main purpose is to support our troops on the battlefield by healing them (like Medic do) and reduce incoming damage! The speed of movement of the hero is medium; the heal range is short.

How to get Dr. Kavan? How to get the hero in the game? The answer is simple. For this we need to defeat the base of Lieutenant Hammerman 25 (available after upgrading HQ to the level 7), where hero is hold. There are 18 levels of Dr. Kavan in Boom Beach:


Lvl	Health	Heal per second	Damage reduction	Cost of upgrade	Upgrading time	HQ level
1	800	36	5,0%	-	-	
2	850	37	5,3%	360 000	15 h.	
3	900	39	5,6%	360 000	15 h.	
4	950	40	5,9%	535 500	17 h.	
5	1 010	42	6,2%	759 600	19 h.	
6	1 070	44	6,5%	759 600	19 hours	
7	1 130	46	6,8%	945 000	21 hours	
8	1 200	47	7,1%	1 377 000	23 hours	
9	1 280	49	7,4%	1 800 000	1 day 2 hours	
10	1 350	51	7,7%	1 800 000	1 day 2 hours	
11	1 430	53	8,0%	2 520 000	1 day 5 hours	
12	1 520	55	8,3%	3 420 000	1 day 8 hours	
13	1 610	58	8,6%	3 420 000	1 day 8 hours	
14	1 710	60	8,9%	4 230 000	1 day 11 hours	
15	1 810	62	9,2%	4 815 000	1 day 12 hours	
16	1 920	65	9,5%	4 815 000	1 day 12 hours	
17	2 030	67	9,8%	5 751 000	1 day 15 hours	
18	2 150	70	10,0%	6 408 000	1 day 16 hours	

7

Crystal Critters. Using this ability the hero spawns a bunch of crystal critters on the battlefield, which follow our attacking troops and heal them (30 of health per second) during a limited period of time (15 seconds). The first use of the ability consumes 8 units of GBE; each next requires on the 7 units more. Each next upgrade of ability increases the count of critters:

Level	Critters number	Cost of upgrade	Upgrading time	Hero lvl
1	4	-	-	3
2	6	8	8 hours	
3	8	16	16 hours	
4	10	32	1 day 8 hours	
5	12	64	2 day 16 hours	

Ice Shields. With the help of this ability, the hero creates a kind of crystal shield around every unit near him. The shields protect units from the fire of enemy defensive buildings. The shields have own hitpoints that increases with the each next upgrade of ability. The first use of Crystal Shields consumes 6 units of energy; each next requires on the 8 of energy more. Each upgrade of ability increases it duration period also.

Lvl	Initial damage	Shrapnel damage	Cost of upgrade	Hero lvl	Time of upgrade
1	8,0 sec.	140	-	-	
2	8,5 sec.	220	8	8 hours	
3	9,0 sec.	300	16	16 hours	5
4	9,5 sec.	380	32	1 day 8 hours	
5	10,0 sec.	460	64	2 day 16 hours	

Second Wind.

The third and the most interesting ability of the Dr. Kavan. The Second Wind allows reviving troops that have been previously destroyed on the battlefield. All units that were revived glow purple (in such way we can distinguish between them). Destroyed units returns on the battlefield in reverse order (the last die – the first revive). If you have no defeated troops, the hero will creates Riflemen. After each upgrading of the ability increases the number of places for revived units. For example, using the 1-st level ability we can revive 8 Riflemen or 1 Tank, and the ability of fifth level allow as to bring back 16 Riflemen or 2 Tanks (or 1 Scorcher). The first use of Second Wind requires 8 units of energy; each next – on the 10 units of energy more.

Level	Space for revived units	Cost of upgrade	Upgrading time	Hero level
1	8	-	-	3
2	10	8	8 hours	6
3	12	16	16 hours	10
4	14	32	1 day 8 hours	14
5	16	64	2 day 16 hours	18



Pvt. Bullit is the short-ranged troop and the fourth hero available in Boom Beach now. He is similar to Heavy outwardly and has almost the same speed of movement and damage characteristics. Distinctive features of Pvt. Bullit from other heroes are his health and damage power (the biggest among all heroes in Boom Beach)!

To unlock the Pvt. Bullit you need to destroy Lt. Hammerman 55 base first (and for this, you have to upgrade Radar to lvl 19).

Pvt. Bullit has 8 levels. Each upgrades improve his health, damage power and damage limit.

Lvl	Health	Damage per sec.	Damage limit	Cost of upgrade	Upgrading time	HQ level
1	18 000	680	2 000	-	-	19
2	19 440	748	1 900	5 751 000	1 day 15 h.	20
3	21 000	823	1 800	5 751 000	1 day 15 h.	20
4	22 670	905	1 700	5 751 000	1 day 15 h.	21
5	24 490	996	1 600	6 408 000	1 day 16 h.	21
6	26 450	1 095	1 500	6 408 000	1 day 16 h.	22
7	28 560	1 205	1 400	6 408 000	1 day 16 h.	22
8	30 850	1 325	1 300	6 858 000	1 day 16 h.	22



Taunt. Activating of this ability makes the hero attracts the attention of all nearest defensive buildings and keep shooting only in him (in radius of ability action). Moreover the ability (when it is active) significantly decrease hero's damage limit. Ability has 5 levels and each upgrade increase the damage limit. First activating consume 3 of energy; each next requires 2 energy more.

Energy Drink. This ability significantly increase the hero's speed of movement and speed of fire. Moreover, when the ability is active, the Bullitt's health regenerating. Ability also has 5 levels and each upgrade increase the speed bonus and level of regeneration. First use of Energy Drink consume 8 of energy; each next requires 2 energy more.







Lvl	Speed bonus	Regeneration	Cost of upgrade	Hero lvl	Time of upgrade
1	150	30%	-	-	1
2	175	35%	8	8 hours	3
3	200	40%	16	16 hours	4
4	225	45%	32	1 day 8 hours	5
5	250	50%	64	2 day 16 hours	6



Shock Knuckles.

Using this ability the hero attacks the nearest enemy defensive building with his fists, causing it to be shocked. Moreover, the shock effect receive a couple of nearest buildings. The ability also has five levels. Each upgrade increases damage and shock duration. The first use of Shock Knuckles consumes 3 of energy; each next – 6 of energy more.



Lvl 	Damage 	Shock duration 	Cost of upgrade 	Hero lvl 	Time of upgrade 
1	180	5.0 s	-	-	1
2	200	6.0 s	8	8 hours	3
3	220	7.0 s	16	16 hours	4
4	240	8.0 s	32	1 day 8 hours	5
5	260	9.0 s	64	2 day 16 hours	6