

Soldiers Inc. Game Guide

Soldiers Inc. is a pay to win mobile phone strategy game. This game will cost you money.

This is a short game overview that can be read in 10 mins. This guide was written to expose some of the game mechanics which are not obvious, so here's a "hack" to play Soldiers Inc. the smart way.

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Game overview

You have a base, max level 150, with infantry, mechanized infantry, armor (tanks) and aviation. There are alliance headquarters and there are blacksites, blacksites are a boosters to the alliance.



Figure 1 Base

Rank and Alliances

The alliances rank against each other by dominance points. The dominance points are earned by achievements by the players in the alliance. Each alliance can hold 100 full members and 20 trainees.

Achievements

Some alliance achievements like Hostile Takeover and Sole Supplier add power to your troops. Some technology in the alliance HQ add power to your troops.



Figure 2 Hostile Takeover and Sole Supplier

Headquarter, blacksites and attacks

The Alliance HQ has a level between 1 and 20, blacksites have levels between 1 and 10. If an enemy attack a blacksite or a HQ and has 51% more power compared to the power inside the HQ or blacksite then they will win and the HQ or blacksite will be downgraded. Downgrade is losing a level, the ownership of the blacksite is then transferred to the enemy. Another alliance cannot obtain ownership of your HQ.



Figure 3 HQ and Blacksites

Power, currencies, and levels

Some players have billions (1,000,000,000) of power, even double digit billions. There are 3 resources in the game: oil, ammo and rations. There are 2 currencies in the game: diamonds and gold. There is a certain portion of luck involved in getting some of the much needed hero gear, which is weapon boosters or mercenaries, which is army skills boosters. There are buildings to upgrade, army skills to upgrade, mercenaries to train, etc. Every week, even every day there are tasks you can perform to win something, mainly XP, which will help you upgrade your base towards level 150. As your base grows level by level your base and army gains a little boost.



Figure 4 Diamonds and Gold

Oil, Ammo, Rations and diamonds in the top most bar and Intel files, Building blocks, Screws, Medals and Gold in the bottom.

How your soldiers gain power

Your army consists of units from 4 groups (light infantry, mechanized infantry, armor and combat aviation). A unit has an **offense** capability and a **defense** capability. The offense or defense power of a unit consists of a base and then addon. See below: 1800+2880.



Figure 5 Base and Addon

The base is fixed for everyone, the addon depends the development of your base and alliance. If the base offense is 100 and you apply a base skin then you gain 10% of 100 which means the power is now 100+10 = 110. The chart shows max percentage addon and should give you an idea of where to prioritize.

Playing the game enables you to increase the addon part of your units. Below is a chart of which things can add most to your army's power when upgraded fully.

Priority	Pct %	Description	Dependent	Volatility
1	112%	Grade V Mercenaries	Luck and money	Can be damaged
2	70%	Hero Gear	Luck	Can be switched
3	40%	Advanced Training Center (ATC)	Stat points / Level / Diamonds	Can be switched
4	35%	Tech tree	Intel files / gameplay	Permanent
5	33%	Blacksite enhanced unit	Alliance	Can die
6	30%	Munitions Factories	Building blocks	Permanent
7	30%	Wellheads	Building blocks	Permanent
8	20%	Offense/Defense boost	Diamonds	Temporary
9	20%	Annexes	Screws	Can be damaged
10	20%	HQ tech	Alliance	Can be damaged
11	20%	Abilities	Level	Permanent
12	15%	Hangar, Armor depot, Hydraulics bay, Barracks	Building blocks	Permanent
13	12%	Nanotech Lab	Resources	Can be switched
14	10%	Base skin	Money / monthly super quest	Temporary
15	10%	Elite level	Gameplay	Temporary
16	10%	Offense/Defense strength	Base level	Permanent
17	10%	Hostile takeover achievement	Alliance	Permanent
18	10%	Sole supplier achievement	Alliance	Permanent

The items which can be switched means that you can switch mercenaries from offensive to defensive mercenaries and same goes for hero gear, stat points and nano tech. The chart should help you prioritize.

Mercenaries

Mercenaries rank as the most important thing to influence your power. It is a boring mini game which includes luck and real money to spend. The mini game uses gold as resource. The game is you killing respawning zeppelins.



Figure 6 Zeppelin

Zeppelins have a level and as your mercenary wins he/she gains power to engage another zeppelin on a new level. The merc can later be applied to tasks. The merc's comes in 5 grades I (grey), II (green), III (blue), IV (orange) and V (red). Grade III is called basic, IV is called advanced and V is called elite. Below is an Elite 6 star HQ attack merc.

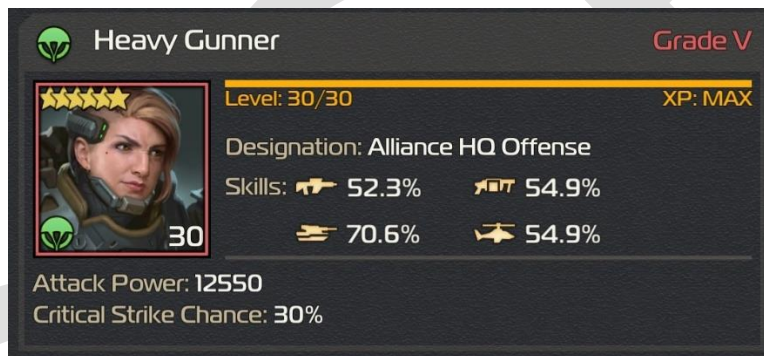


Figure 7 Grade V Mercenary

The picture shows an increase in Mechanized Infantry, Armor and Combat Aviation capability which means that the merc has some applied Skill Core's. You can win an Elite Contract (Grade V merc opportunity) by playing the Mercenary XP Tournament and becoming no. 1-3 or you can buy them with real money right after a Mercenary XP Tournament. There is NO guarantee that a purchase of an Elite contract will give you an Elite merc, this is the luck part of the mini game. Do not spend time, skill points or promotions on grade I, II, III merc's. These are only fodder for grade IV and V merc's. There is not honest trick to this mini game, it is a grind, and it costs money.

Hero Gear

Hero gear ranks as the 2nd most important thing to influence your power. Hero gear is obtained by playing a mini game in Soldiers Inc called [Special Ops](#). This game is simply fighting virtual enemies. Spec Ops will be explained in detail later, but for now watch out, you can lose your entire army and zero yourself if you play it wrong.

The picture shows a player with maximum defensive hero gear applied.

The hero gear is divided into 4 for offensive (to the left) and 4 for defensive (to the right) and the gear comes in 4 types: normal, [uncommon](#), [rare](#) and [legendary](#). The 4 types are divided into 4 tiers.

Tier	Unit type	Includes
I	Infantry	
II	Mechanized Infantry	+ tier I
III	Armor	+ tier I, II
IV	Combat Aviation	+ tier I, II, III

You can upgrade your hero gear +5 times, this costs Hero Cash which you can earn by playing tournaments. Each hero gear item comes with a base percent and then you can increase that percentage by upgrading 5 times. Gear with a base percentage close to 9% is super. Do not upgrade normal, [uncommon](#) and [rare](#) hero gear, it is a waste of hero cash.



Figure 8 Hero Cash

The top items to keep are Tier IV Legendary of these types:

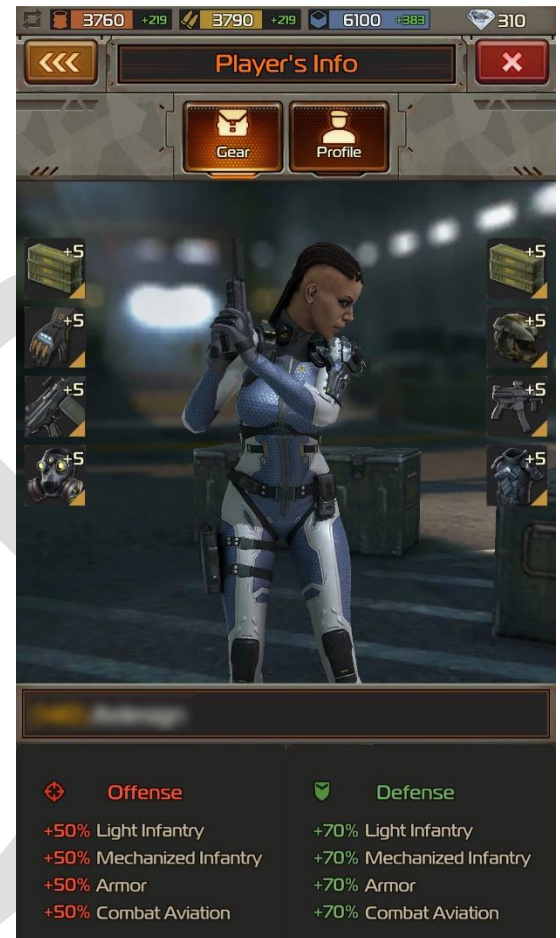
Offensive Hero Gear	Defensive Hero Gear
Termite Charge	Explosive Projectile
SureFire Battle Gloves	Elite I Combat Helmet
Warthog LMG	Rage SMG
Cyclops Promask	Warlord Heavy Armor

The gear is shown in the picture above, however 2 times Explosive Projectiles are applied, so the player is set up for defense. An even maxed out split between offensive and defensive would be 60% 60%.

The gear comes in crates, you need a key to unlock the crate, this can be won or bought.



Figure 9 Hero Gear crates



Resource production and Ration consumption

The 3 resources oil, ammo and rations are produced at your base. You can always buy more from the Store, using diamonds and you can raid another base and rob a part of the resources of that base. The game sets a limit to maximum 50000 resources per base per week, so if you raid another base and get 50000 oil then you will not be able to get more resources from that base for 1 week.

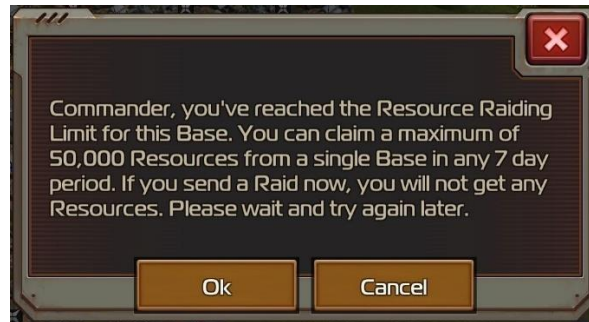


Figure 10 Max resource limit

Your army constantly consumes rations. A large army consumes a lot of rations. You will not be able to keep up with rations for your army and it doesn't matter because your infantry will not die if your ration count becomes negative. The rations matter when you need to upgrade something. You will get resources as prize for logging in, playing daily quests, raiding, competing in tournaments etc.

The ration consumption matters when you raid, attack or send defense to other bases, blacksites and HQ. You send capacity is 50000 and each unit consumes 3, without consumption reduction. You can reduce your ration consumption in the Tech Center under the Economy tab by upgrading the ration consumption level of any of the 4 army categories. Max is 36%.

You can further reduce it in the Control Tower. Max is 45%. You can also apply consumption reducer in the Inventory under the Combat tab. Max is 50%. Enhancing your army by using Serum from a blacksite further reduces consumption by 33%.



Figure 12 Enhanced and normal

Reducing your ration consumption gives you the ability to send more troops in an attack. The Squad Limit (PvP) item in the Economy tab in Tech Center also enables you to send a larger army.



Figure 11 Reducers

Your abilities will further give you a reduction in consumption as you progress through the levels, max is 22% in the ability tree. The things which have influence on your consumption are shown below.



Reduction	Location	Effect
50%	Inventory -> Combat -> Ration Consumption Reducer	Temporary
45%	Control Tower -> Reduced Consumption	Permanent
36%	Economy -> Ration Consumption	Permanent
33%	Blacksite -> Enhanced unit	Can die
22%	Ability -> Ration Consumption	Permanent

The other resources we haven't touched are Intel files, Building blocks, Screws and medals. Have a look at them in [Power, currencies and levels](#). Intel files are used to research the top levels of units. Building blocks are used to upgrade the top levels of buildings. Screws are used to upgrade your annexes and Medals are for stat points, see [priority 3 regarding ATC](#). You can buy medals with diamonds.

Special Ops

SpecOps is a mini game which primary function is to give you Hero Gear. You can also grow you army by playing SpecOps and you can gain a lot of XP (experience points) and thus Levels yielding medals. You must attack or defend virtual armies. There are 135 levels in SpecOps and they respawn in random order after a cool down time as you complete them.



Example: an Op of level 22 will require you to have an army with minimum 12000 power to win or defend. There are charts with how much power is needed per Op level. The units making up your 12000 power army will die, you can revive about 70% of them using diamonds.

As you play op levels you get hero gear and crates. The gear is divided into brackets and their approximate levels are listed below. There are some constraints, like you need have Razor's researched to get tier IV gear even if you play a level 80 Op. Read about what tiers are good for under [Hero Gear](#).

Level	Gear tier
1 to ~20	I
~20 to ~45	II
~45 to ~70	III
~70 and up	IV

There are a lot of mystery surrounding the SpecOps mini game. The main reason is that part of the game is unknown. The mystery is about: "what causes legendary gear payout?", "what causes army payout?", "never play skull ops" etc.

SpecOps for growing army

Sometimes you win an Op you get some units returning from the Op, that is called a payout. Like you came back from winning a battle with some loot.

The example to the right shows winning a level 135 Op and getting a payout of 2582 Titans and 1292 Behemoth's. The loss is 854 Equalizers and 854 Razors. When reviving at 75% discount it will cost about 56200 diamonds to get the maximum possible 70% back of those lost Equalizers and Razors.

That single Op was done with no hero gear applied, meaning the loss was bigger than normal, but so was the payout. Payout is NOT guaranteed, mainly since payout is tied resources spent and a bit of luck.

To spend a lot of resources for high payout's you must use high resource units which costs the most oil, ammo and rations to produce. These are combat aviation units and strategic units.

Equalizers cost 84000 resources (rss), Razors are 63000 rss. So, that single Op involved 125 million resources sent into the Op and a payout which amount to 166 million rss. So to push things you need sufficient Combat Aviation.



Rule #1: Only use Combat Aviation units for playing SpecOps

As payout is not guaranteed you need to know when to quit. Do not do that one extra Op level when you have just won, this leads to the 2nd important thing.

Rule #2: "Quit while you are ahead"

The approach shown above had an extensive cost as no hero gear was used, it is costly and risky. If the game decided NOT to do a payout then the loss is severe. This method is the rich method.

Lean is safer

Another SpecOps method is to arm your units to the max. Putting on full hero gear, annexes and everything which increases your power including a Special Op mercenary and then hit the Op with just enough power to win, no more. See the [chart](#) about what makes your army stronger. If you do not get a payout then the loss is way smaller and you still get some hero gear and you can still just do another Op.

You may have to hit more Op's before you get a payout, but if you have the power then it's a safer path, although it takes more time. When you play this way you should use the best high resource unit for the job. Meaning use Razors for defensive Op's and Equalizers for offensive Op's.

Rule #3: "Find your own SpecOps style"

As SpecOps is tied to resources spent then it more advantageous to get payout as armor units if you play for defense. Let the math show the difference. The example Op had a payout of 166 million resources. If those 166 million were spent on defensive armor units you would get either 12338 Sekira's or 7931 Annihilators.

Resources	166569000		
Unit	No of units	Base power	
Sekira cost 13500	12338	6169222	
Annihilator cost 21000	7932	5710937	
Behemoth cost 30000	1292	1162800	
Titan cost 49500	2582	3098400	4261200

It's very seldom that you can get a payout in mechanized infantry or infantry. These unit types give even more power per resource spent than armor units. But as shown above, with only base power calculated. The payout gives 4.2 million power, but if the payout had been done in Annihilators you would get 5.7 million power as payout. If it was paid out in Sekira's you would get 6.1 million power.

If you play SpecOps the lean way you get a leaner payout of lesser units, but gain more power.

The reason why this is particular advantageous to get a payout in armor units when playing defensive is that you do not have to send these units into attacks.

The consumption for sending 1000 Behemoth is equal to the consumption of sending 1000 Equalizers, but the power is much higher for the Equalizers, meaning that if you play a SpecOps game to gain offensive units you may want payout in higher resource units, like Titans and Equalizers because they pack more power to the punch when you perform attacks. This may call for the Rich approach. You can use both Rich and Lean methods, its not a fixed thing.

Rule 4: "Lean for defense, Rich for offense"

"You need money to make money" is a well known quote and with SpecOps you need power to grow power. Meaning that you have to have a decent amount of disposable combat aviation units to throw into the Ops and you also need a decent amount of diamonds to 75% discount revive your lost units. A rule of thumb is that you should not play SpecOps aggressively unless you have 30-40 million power and atleast 50000 diamonds.

The Orion heavy transport unit is resource wise equal to an Equalizer and if you have sufficient to spare then throwing them into SpecOps increases your payout's.



Growing the easy way - tournaments

Power players grind SpecOps and spend money to grow, there are other cheaper ways if you are lucky to be in an alliance with a few heavy hitters.

Every week there are Events and among these you can often find Alliance Tournaments. These have a minimum participation limit which could be 250XP to 2000XP. Meaning that if you can participate in the alliance tournament event and get the minimum amount of XP then you will get the full prize. The heavy hitters will do most of the work and you can piggyback on their work. You aid the entire alliance in the process and reap the full benefit.



The PvP tournaments can be done risk free if you can find a friendly player in another alliance. Your friend attacks you and you revive the loss. Both score points and no real war erupts. This can be taken to the next level if you have farm bases at your disposal. You can use these to attack your base and perhaps even empty your base and let the base defense do all the work, risking no army.

For HQ tournaments; if you have farm bases to your disposal you can sacrifice the troops of farms by putting them in the farm HQ and then attacking with full force. The ratio is 1 to 10, meaning you lose 1 and they lose 10 so it is very cheap. It may even be double advantageous if you stack up troops from several farm bases in the farm HQ and drop enough add-on power to take a slight loss when attacking, that way the farm bases gain tournament XP as well as you. Perhaps even enough to both parties to win.



The tournaments which have multipliers are the ones with better prizes. However, do know that very often you break even on power or lose a little. The gain is items, XP and thus levels.

The payout prizes for tournaments most often involve high rss units and items. Pay attention to the tournaments that payout building blocks and hero cash. You need both.

Base defense

Your army has defense capability, and your base has defense capability. Your base also has base defense add-on bonus. If you click your Command Center building and click Base Stats you can see your base defense and base defense bonus. Get these as high as possible as fast as possible. Once you reach level ~80+ players often think twice before hitting a base because base defense bonus often is around 500%, that means it expensive to do a hit.



There is no point in growing your army if your base cannot keep it safe. So evolve your base defense as your army grows.

Growing your base defense and base defense bonus cost diamonds and besides winning these in tournaments you need to buy them. Luckily it is a onetime purchase.

If you get attacked, then your base defense is the core thing that will kill enemy troops. These structures are your turrets, emplacements, and your basic and advanced defense annexes. All of these can be damaged, which means they can go to zero base defense. You can reach 116270 power in base defense.

On top of that the base defense you have an add-on which is a percentage that adds to your base defense. The bonus percentage comes from turrets, emplacements, the color guard, radar, gate, defense add-on's and base skin plus base defense bonus boost. You can reach 560%.

In addition you have a Security System which targets specific unit types. Maxed out it will give you 180000 power, however as it targeted specific unit types you will only get defense according to the type of unit the attacker chose. So maximum defense the security system can give you for a single unit type like aviation is 40000.

Security System unit	Target
EMP	All
Fence	Light Infantry
Trip Mine	Mechanized Infantry
Spider Drone	Armor
Aerial Drone	Combat Aviation

As base defense comes first it is important to take out the annexes first. Next thing is to take out the security systems and the structures which can be damaged that add to the defense bonus, this can be done with missiles. Once these components are neutralized only the Base Defense Mercenary and the army inside the base is left to kill.

The Sole Supplier alliance achievement has an influence on you base defense.

Base Defense	Base defense	Count	Sole Supplier	Total
Turrets	800	10	800	8800
Emplacements	700	11	770	8470
Advanced Defense Annex	60000	1	6000	66000
Basic Defense Annex	30000	1	3000	33000
Sole Supplier alliance achivement	10%			<u>116270</u>

The Security System Defense is calculated in the chart below.

Security System Defense	Power	Limit	Max
EMP Bomb	50	200	10000
Fence	250	80	20000
Trip Mine	250	80	20000
Spider Drone	250	80	20000
Aerial Drone	250	80	20000
EMP Bomb Mk II	50	200	10000
Fence Mk II	250	80	20000
Trip Mine Mk II	250	80	20000
Spider Drone Mk II	250	80	20000
Aerial Drone Mk II	250	80	20000
Total			<u>180000</u>

The Base Defense Bonus is calculated in the chart below (maxed out).

Base Defense Bonus	Max	Volatility
Turrets	80%	Can be damaged
Emplacements	77%	Can be damaged
Color guard	48%	Permanent
Radar	10%	Permanent
Defense Add-ons	300%	Permanent
Gates	15%	Permanent
Base skins	10%	Temporary
Base Defense Bonus Boost	20%	Temporary
Base Defense Bonus	<u>560%</u>	

About

This guide was written to help new players avoid some of the pitfalls which takes a long time to learn. It was not meant to cover every corner of the game, nor to be extensive. Below you will find quotes I have heard over the years playing Soldiers Inc.

"I fucking hate Ops"

"Don't play Skull Ops"

"Always send missiles first"

"E&D cannot be trusted"

"When is 75% revive on?"

"Plarium fucked up again"

"LOL – he used defensive ops in attacks"

"Catch their offense on blacksites"

"Pull – pull – pull!"

"Do not transfer serum"

"Cache's are fair game"

"Where is the safe base?"

"Do you have a screenshot?"

"You need to use LINE App"

"Kick him"

"He's zeroed"

"Coalitions killed the game"

"It's a war game"

"He is a cheater"

"The ratio is fucked"

"You cannot defend 10+ blacksites"

"He's a spy"

"He has no defense in blacksites"

"Where are the farms?"