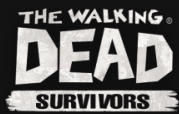


BATTLE EXPLANATION

Created by Ptels



BATTLE EXPLANATION

VERSION 5.0.4

Battle Explanation	Description
Total	Total troop capacity in the attacking/defending formations <ul style="list-style-type: none">Can go up depending on survivors level, survivors skills, squares level, dog skills, recruits skill, technology, elite levels
Wounded	Number of troops wounded in the attack or defense. Wounded troops go straight to the hospital <ul style="list-style-type: none">In defensive form, the troops will get automatically wounded when defeated unless the attacker have No Mercy technology which can turn wounded to losses (s1 tech up to -15% and s2 tech up to -15%)In attacking form, the troops will get losses unless the attacker have Resilience technology which will increase conversion rate from losses to wounded when attacking someone's town (s1 tech up to 30%)
Wounded (idle fighters)	Number of idle fighters troop (troop that is not in formation) and not under the protection of guard tower (up to 7.5k troops at level 25) that gets wounded when the defensive formation gets defeated (around 10% each hit)
Losses	Number of troops wounded in the attack or defense. Wounded troops go straight to the hospital <ul style="list-style-type: none">In defensive form, the troops will get automatically wounded when defeated unless the attacker have No Mercy technology which can turn wounded to losses (s1 tech up to -15% and s2 tech up to -15%)In attacking form, the troops will get losses unless the attacker have Resilience technology which will increase conversion rate from losses to wounded when attacking someone's town (s1 tech up to 30%)
Kills	Number of Wounded + Losses
Survived	Number of troops that survived the battle in the formation (Survived = Total - Wounded - Losses)
Durability Damage	Damage to the durability of the wall (defensive). Damage will happen only if the formation is defeated and the number depends on the number of troops (melee > cavalry > shooter, melee highest damage)

Offensive Victory																							
VS																							
<table><tr><td>14,453</td><td>Total</td><td>30,865</td></tr><tr><td>745</td><td>Wounded</td><td>10,432</td></tr><tr><td>-</td><td>Wounded (idle fighters)</td><td>45,011</td></tr><tr><td>1,729</td><td>Losses</td><td>1,836</td></tr><tr><td>12,268</td><td>Kills</td><td>2,474</td></tr><tr><td>11,979</td><td>Survived</td><td>18,397</td></tr><tr><td>405</td><td>Durability Damage</td><td>--</td></tr></table>			14,453	Total	30,865	745	Wounded	10,432	-	Wounded (idle fighters)	45,011	1,729	Losses	1,836	12,268	Kills	2,474	11,979	Survived	18,397	405	Durability Damage	--
14,453	Total	30,865																					
745	Wounded	10,432																					
-	Wounded (idle fighters)	45,011																					
1,729	Losses	1,836																					
12,268	Kills	2,474																					
11,979	Survived	18,397																					
405	Durability Damage	--																					
<p>30% killed fighters converted to wounded (due to your Technology).</p>																							

Information displayed here maybe subject to change in future updates

ptels

Revision #1
Created 31 May 2023 03:12:20 by Ptels
Updated 31 May 2023 03:13:16 by Ptels