Farming Soldiers Inc

A Guide of Various Farming Methods for Search & Destroy Missions

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3/21/2014
# Table of Contents

Before Starting .............................................................................................................................................................................................................................................................................................................. 3

Programs That May Assist You .............................................................................................................................................................................................................................................................................................................. 3

Core Concepts ......................................................................................................................................................................................................................................................................................................................... 3

When to Use These Methods .............................................................................................................................................................................................................................................................................................................. 3

When Not to Use These Methods .............................................................................................................................................................................................................................................................................................................. 3

Legal Stuff ....................................................................................................................................................................................................................................................................................................................................................... 3

The Bank Method – Paying Back a Debt .............................................................................................................................................................................................................................................................................................................. 4

Plarium Gifts, Ironically Worthless .............................................................................................................................................................................................................................................................................................................. 4

Calculating the Value of Your Reward .............................................................................................................................................................................................................................................................................................................. 4

Calculating the Bank Value ................................................................................................................................................................................................................................................................................................................................................ 4

Repaying your bank ........................................................................................................................................................................................................................................................................................................................................... 5

Drill Instructors and You – a Waste of Reward .............................................................................................................................................................................................................................................................................................................. 5

Reserving Your Anticipated Reward Mission .............................................................................................................................................................................................................................................................................................................. 5

Getting Your Hard Earned Reward ................................................................................................................................................................................................................................................................................................................................................ 6

Plarium’s Official Stance on S&D Rewards ................................................................................................................................................................................................................................................................................................................................................ 6

Split-Rewards ......................................................................................................................................................................................................................................................................................................................................................... 7

Forcing a split ......................................................................................................................................................................................................................................................................................................................................................... 7

Calculating Your New Bank Value After a Split-Reward ................................................................................................................................................................................................................................................................................................................................................ 7

Anomalies or Chaining Rewards ................................................................................................................................................................................................................................................................................................................................................ 8

Three-way Split-Rewards ................................................................................................................................................................................................................................................................................................................................................. 8

Chaining Rewards ......................................................................................................................................................................................................................................................................................................................................................... 8

Example of a Forced Split-Reward ................................................................................................................................................................................................................................................................................................................................................ 8

Resetting the Bank ......................................................................................................................................................................................................................................................................................................................................................... 8

Techniques for Clearing Missions ................................................................................................................................................................................................................................................................................................................................................ 9

Clearing for Maximum Loss or Farming ................................................................................................................................................................................................................................................................................................................................................ 9

Using Thunderheads as the ultimate Fodder for Farming ................................................................................................................................................................................................................................................................................................................................................ 10

Scouting Assault Missions ...................................................................................................................................................................................................................................................................................................................................................... 10

References and Charts ...................................................................................................................................................................................................................................................................................................................................................... 11

Unit Value Calculator with OP, DP and Resource Values .............................................................................................................................................................................................................................................................................................................................................. 11

Bank Tracking Spreadsheet to Track Your Progress .............................................................................................................................................................................................................................................................................................................................................. 12

ZHG Presence Chart ...................................................................................................................................................................................................................................................................................................................................................... 12

System in a Nutshell (TL; DR version) .............................................................................................................................................................................................................................................................................................................................................. 13

Redistribution and Sharing ...................................................................................................................................................................................................................................................................................................................................................... 13
Before Starting
Before you begin using this guide, it is expected that you have a basic understanding of the following:

- Differences between Assault and Defend missions
- Differences between Offensive and Defensive units
- Differences between Offensive Points and Defensive Point Average
- Basic mathematical functions, such as addition, subtraction, multiplication, division and percentages
- Risk assessment, and consequences of mistakes when calculating

Programs That May Assist You
I personally use Microsoft Office Excel 2007. While this is a premium 3rd party tool, there are other free utilities offered by some websites such as Google Drive (http://www.google.com/drive) or installed applications such as Apache OpenOffice (http://www.openoffice.org).

In Microsoft Windows, the built in calculator is an invaluable tool. Notepad is also an excellent utility for quickly copying and pasting data from the game.

In Macintosh OS X, the Calculator and Notes apps are equally useful.

Core Concepts
There are certain core ideas that are needed to clearly understand and use this guide to Plarium LTD’s Soldiers Inc Search & Destroy. These ideas will help players to better understand the system and get rewards up to L125 S&D.

1) S&D Works on a bank system
2) S&D Rewards are given once the bank has been paid, plus interest
3) Any Reward that includes units reset the bank
4) Units must not be considered individually, but as currency
5) Prizes are determined by the level of the mission at the time of rewarded
6) Syndicate Units should never be used for S&D as they have no resource value
7) Regular Units lost on Syndicate or Scripted missions are not counted towards your S&D bank

When to Use These Methods
Use these methods to grow your army more quickly than building them yourself. Correctly farming S&D missions can reward you with a sizeable army in a short period of time.

When Not to Use These Methods
It is not recommended to use these methods on missions that are scripted, such as side-missions, or farming for:

- Experience
- Global Quest Items
- Global Quest Top 100 Diamond Reward
- Any Syndicate Missions

Legal Stuff
Soldiers Inc is a Facebook game application that is free to play, all rights reserved.

One Last Thing...
Nothing in this game is a guarantee, especially when dealing with mathematical algorithms. There are variances, changes and randomness added all the time. This guide is current to version 477 of Plarium LTD’s Soldiers Inc.
The Bank Method – Paying Back a Debt

The bank concept is not new to Soldiers Inc. The bank represents a total value of the last reward you received from a regular S&D mission. This value must be considered a loan, and the next reward will arrive after successfully eliminating a mission once the loan has been satisfied, with interest.

Plarium Gifts, Ironically Worthless

With Version 477 of Soldiers Inc, Plarium started including 100 resources of each type (Fuel, Munitions, Rations) on every successfully eliminated mission, regardless of reward or level. These ‘gifts,’ are not counted in the reward.

Calculating the Value of Your Reward

Soldiers Inc provides you with a wonderful way to grow your army without having to manufacture it all yourself. This reward has a value, and these methods you will read about use the resource value to calculate the reward’s worth.

In the following picture example, we see that a reward included resources as well as units:

Example 1: Reward from a L69 Defensive Mission

The actual resources indicated on the left are easy to calculate: Add all the visible amounts and subtract 300 (from the Gift, which has been officially stated it does not count towards your reward value by John Black himself)

\[
\begin{align*}
72,410 \quad \text{Fuel} \\
+ \quad 72,664 \quad \text{Munitions} \\
+ \quad 67,769 \quad \text{Rations} \\
- \quad 300 \quad \text{Gift}
\end{align*}
\]

\[
= \quad 212,543 \quad \text{Resource Total}
\]

Next, we must figure out the actual value of the units. Using a Unit Value chart, we know that each Mohawk is worth 19,000, and each Firedrake is worth 7,500.

\[
\begin{align*}
5,947,000 \quad \text{Mohawk} \\
+ \quad 11,730,000 \quad \text{Firehawk}
\end{align*}
\]

\[
= \quad 17,677,000 \quad \text{Unit Total}
\]

Now we can simply add the two totals together to achieve the reward value.

\[
\begin{align*}
212,543 \quad \text{Resource Total} \\
+ \quad 17,677,000 \quad \text{Unit Total}
\end{align*}
\]

\[
= \quad 17,677,000 \quad \text{Reward Value}
\]

Calculating the Bank Value

The bank value, also known as ‘The Bank’ is what you need to repay before you get another reward. By adding 12.5% interest to the bank, you reduce the chance of coming in under your bank. Technically the bank should reward you as soon as you reach it, however, it doesn’t always. The Interest will reduce your efficiency in reaching the bank, but help ensure a reward when you arrive.

\[
\begin{align*}
17,677,000 \quad \text{Reward Value} \\
x \quad 1.125 \quad \text{12.5% Interest}
\end{align*}
\]

\[
= \quad 19,886,625 \quad \text{Bank Value}
\]

Can the interest be reduced? Yes, but you run the chance of underestimating and by undershooting the bank on a successful elimination, may either run out of missions or overspend by too much to make the next reward profitable.
Repaying your bank

Every time a buildable unit dies in a regular S&D mission, it counts towards repaying your bank. Mercenaries, Strategic and Syndicate units do not count, so they should not be used in regular S&D.

On the example to the right, we can see that 591 Firedrakes and 5 Rhinos were killed in action during a defensive mission. Using a Unit Value chart, we know that each Firedrake is worth 7,500, and each Rhino is worth 210.

\[
\begin{align*}
4,432,500 & \quad \text{Firedrake} \\
+ & \quad 1,050 \quad \text{Rhino} \\
= & \quad 4,433,550 \quad \text{Repayment Total}
\end{align*}
\]

The example on the right shows a repayment of 4,433,550. If our example Bank Value was set at 19,886,625, then we would subtract the Repayment Total to update the Bank Value.

\[
\begin{align*}
19,886,625 & \quad \text{Bank Value} \\
- & \quad 4,433,550 \quad \text{Repayment Total} \\
= & \quad 15,453,075 \quad \text{New Bank Value}
\end{align*}
\]

⚠️ Important: Don’t forget your scouts when calculating units spent!

Drill Instructors and You – a Waste of Reward

Drill Instructors (DI) are great if you are trying to mitigate production, increase travel speed or reduce cost of your military. By itself, the DI is worth nothing towards repaying your bank. When acquired with a reward, it takes away from the resources and units you win and skews the results, often resulting in a substantially less than desirable result, or even a Split-Payout (See the chapter titled Split-Reward). To avoid the DI, you should eliminate the Task Mission as soon as possible to take the DI out of play. This also unlocks the 2\textsuperscript{nd} half of the highest mission possible for farming.

Reserving Your Anticipated Reward Mission

It is possible to simply repay the bank and get another prize. But maximizing your efforts can pay off in larger rewards and improved efficiency.

In Soldiers Inc, the higher the mission level is, the larger the reward paid will be.

Using a ZHG Presence Chart, you can estimate the force strength you will need to successfully eliminate the mission. Use the sliders in the lower left corner of the unit selection window to slightly exceed the ZHG presence shown on the chart for that level. You may find better luck by also sending one additional unit, such as a Sapper, Rhino, Rifleman or Recon Operator along with your main force. Take note of the amount of units you are sending and then calculate the value of each in a grand total. Subtract this number from your Bank Value as an Adjustment. When your bank value reaches zero (0), eliminate the mission you had reserved for your reward.

⚠️ Critical: Don’t spend the units you need to beat the mission or you may find yourself unable to finish the run!
Getting Your Hard Earned Reward

Everyone ultimately wants to win a reward so they can continue to farm S&D and have a big army.

Always make sure you repay the bank on a mission that is higher than the mission you were last rewarded on. Because the reward is largely determined by the level on which you receive it. A reward on a Level 15 is nice, but the reward on a L20 will be even greater. If you regress in missions, you will receive a lesser reward due to the cap the game puts on the maximum reward per level (currently unknown).

Every time you win a reward that contains resources and/or units, you must discard and recalculate your bank. While this sounds time consuming (and it is), this new Bank Value will be how you continuously reevaluate and approach your available Search & Destroy missions.

There is one exception to this and this will be covered in the Split-Reward section.

Plarium’s Official Stance on S&D Rewards

In a letter to Plarium regarding S&D features and payouts, the following canned, official response was given explaining why players sometimes receive no reward:

Hello Sir,

This is John** with Plarium Support. Thank you for contacting us.

You will not necessarily receive a payout with each successful completion of Search and Destroy missions. As you engage Zheng Shi Locations, you are earning cumulative credit toward payouts of Units or Resources.

The way your credit pays out is randomized between different types and numbers of Units, Resources, or special mission items.

Don’t get discouraged, the longer you go between payouts, the larger your eventual bonus will be!

Don’t hesitate to contact us in the future. Have a good one.

** Note: Names were changed to protect the identity of the Plarium Staff member.

What can we take from this official response?

Plarium indirectly acknowledges a banking/credit system is used to reward the player based on units spent. They indicate that the reward is randomly chosen from a pool of units, resources and special mission items.

What we know that they didn’t indicate in this response is that you can also win Drill Instructors, Global Quest items and additional experience.

In addition to this letter, we also know that Syndicate Units do not count towards your S&D ‘credit,’ as well as Regular units in Syndicate Missions do not count towards your S&D ‘credit.’
**Split-Rewards**

Rewards typically are paid out when you repay the bank. There is one exception, when payouts occur prematurely, or a payout that is substantially lower than expected. By substantial, the reward is most likely to be between 25% and 75% of the bank value you started with. This is not necessarily a bad thing.

When you get a split-reward, your next mission has a high probability of also awarding you the remainder of your expected reward, with potential for additional rewards beyond the normal limit.

**Forcing a split**

While not an exact science, repaying your bank while beating a task mission to obtain the Drill Instructor can force a split-reward. This is achieved by attempting to repay the bank without interest, as close to zero (0) as possible while slightly exceeding the bank value. If your prize is substantially less than your starting bank value, you have a high probability of the mission resulting in a split-reward.

**The First-Half of the Split-Reward**

The first-half of the split reward is usually a shocker. Players become frustrated and frequently panic or blame the game for not rewarding an expected amount to compensate on the losses they took along the way.

The first-half of the split-reward will typically be 25% to 75% of what is expected. Spending hundreds of expensive units to only win 75 and a small amount of resources is a good indication. While the bank method would normally require you to recalculate after the reward, the second-half of the split-reward is your chance to exceed your previous expectations by a great deal when the two rewards are added together. Stop calculating the bank, and instead calculate the value of your reward. Set this aside for use with the second-half of the split-reward.

**The Second-Half of the Split-Reward**

After you calculated out your rewards from the first-half of the split-reward, you should immediately attempt to eliminate the highest non-task mission available. Assault or Defend is the user’s choice, depending on the type of units the player would rather acquire.

The rewards of the second-half of the split-reward should then be calculated. Add the two halves of the split-reward together and you should now have exceeded the initial bank value.

**Calculating Your New Bank Value After a Split-Reward**

While the rewards were combined, the new bank value is not. The new bank value is the face value of the last reward given to the player.
Anomalies or Chaining Rewards

Three-way Split-Rewards
I have personally only encountered one instance where I potentially had a three-way-split. I have been unable to duplicate this anomaly, and thus, would not rely on it existing.

Chaining Rewards
Starting from a low reward, especially after resetting your bank, it is possible to chain successive missions for many payouts in a row. As long as the bank value has been met or exceeded, the next successful elimination of a mission will be rewarded. Chain rewards are not considered part of split-rewards because the rewards are progressive and not a subset of the expected amount.

Example of a Forced Split-Reward
This split was forced by deliberately beating a L83 when the bank had approached zero (0) without reserving any for the mission. I keep good notes so I don’t need to reserve it on paper.

This is a split because a L83 should be paying out more than 491 Thunderheads. Because I was deliberately trying to reset my bank to a lower level, I took out a L45 mission immediately following this L83 victory.

My follow-up mission being a L45 was substantially less.
The prize together is 491 Thunderheads, 210 Mohawks and 41 Firedrakes, but my new bank is only 210 Mohawks and 41 Firedrakes, leaving the Thunderheads free to use elsewhere.

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>11,920,007</td>
<td>3,990,000</td>
<td>307,500</td>
</tr>
<tr>
<td>Thunderhead</td>
<td>Mohawk</td>
<td>Firehawk</td>
</tr>
</tbody>
</table>

\[ \begin{align*}
11,920,007 & \text{ Thunderhead} \\
+ 3,990,000 & \text{ Mohawk} \\
+ 307,500 & \text{ Firehawk} \\
= 16,217,507 & \text{ Split-Reward Value}
\end{align*} \]

Example 5: First-half of a forced split-reward

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>3,990,000</td>
<td>307,500</td>
<td></td>
</tr>
<tr>
<td>Mohawk</td>
<td>Firehawk</td>
<td></td>
</tr>
</tbody>
</table>

\[ \begin{align*}
3,990,000 & \text{ Mohawk} \\
+ 307,500 & \text{ Firehawk} \\
= 4,297,500 & \text{ New Bank Value}
\end{align*} \]

Example 6: Second-half of a forced split-reward

Resetting the Bank
By forcing or recognizing a split-reward, you can deliberately reset the bank by downgrading your next mission to an extremely low level (even L1). This will give you a capped mission reward, which can then quickly and easily be chained to ramp up a new army from the rewards you get extremely fast.

This technique is very useful if you have a reward that leaves you uncertain you can meet the new bank with the units you have. Rather than losing everything, you can simply reset the bank and start over again.
Techniques for Clearing Missions
Depending on how you are playing your S&D missions, you can attack the missions to simply clear them as fast as possible and EXP, clear them for minimum loss or clear them for maximum farming.

Clearing for EXP and Speed
To clear the missions as fast as possible, you can send as many units as you can of the same mission type. Assault mission should always be scouted prior to sending the invasion force. Defense mission can be scouted to verify the ZHG OP you will be facing for fine tuning.

Clearing for Minimum Loss
To clear the missions for minimum loss, you will want to send a force that’s at least 10x higher than the presence shown or higher. This way, your units are less likely to incur loss due to the battlefield percentage and clear the mission, gain exp and other items such as Global Quest items.

Clearing missions with minimum loss is of no benefit to farming except during the second half of a split-reward.

Clearing for Maximum Loss or Farming
You may ask yourself why someone would want to lose units as fast as possible. The answer is to fill the bank as quickly as possible in order to maximize the available S&D missions that are seen on the player’s screen.

Clearing for Max Loss requires careful calculation of the ZHG presence by either scouting or using a ZHG Presence Chart.

When clearing for Maximum loss, your best and most efficient results will come when you lose one unit. By sending as close to the estimated ZHG presence as possible and a single light infantry, the following scenario usually occurs:

You want to lose units. The only way to repay the bank is by losing units, so in farming, you need to find a way to reduce time and effort to maximize rewards.

Most Efficient Reward Possible
Theoretically your best reward will come by eliminating the DI, grinding missions down until the adjusted bank is met, then beating the reserved mission while exceeding the bank by 1. But because the bank doesn’t always give a reward while doing this, it should not be relied upon, thus we use a 12.5% interest buffer.
Using Thunderheads as the ultimate Fodder for Farming

Now you may think it sounds crazy, but while Thunderheads have the best potential for an offensive weapon in the game, from a farming standpoint they are solid gold... to use as fodder. Here’s why.

Untrained Thunderheads have an OP of 1,680. Untrained Mohawks have an OP of 1,440. With a L8 contract, the Mohawk outperforms an untrained Thunderhead for best current unit for both speed and power at 1,699.2. At L20, the Mohawk has an OP of 2,016, outperforming the Untrained Thunderhead by 16.7%. The other benefit is that the Mohawk is worth 19,000 resources, while the Thunderhead is worth 24,277. That means the now lesser powered Thunderheads are worth 5,277 more resources. Each Thunderhead that is killed off adds 27.7% more value to the bank than each Mohawk killed in action. This point alone makes the Thunderhead the ultimate pawn in the game of S&D.

Never Learn the Contract for Thunderheads

From a side benefit, not training Thunderheads means every day you get a Combat Aviation – Platinum referral, which you can also sell for resources or services. This creates additional value, since you can now fill the bank faster and sell the extra referrals that flow in every day. Once trained, the Platinum referrals stop arriving as all units have been trained.

If you already trained the contract, a Thunderhead will exceed a fully upgraded Mohawk at L10 and beyond, however the benefits sill outweighs the negatives of sacrificing your Thunderheads in S&D.

Scouting Assault Missions

Assault missions differ from Defensive missions because you cannot discern the ZHG force you are attacking until the battle is over. This is by design, because you can skew the average DP as much as 300% by the units you send. Scouts count towards your S&D bank so feel free to use thunderheads if you want.

Reading the Results of Scout Missions

By sending one or two decent units at an assault mission, you can quickly figure out what units NOT to send. Since we can’t actually recon the S&D missions, this is our only way.

Note: On higher level missions, more than one thunderhead may be required as the force grows to over 3M DP on L125.

Example 7: Scout reports from a L84 mission

In the above example, we can see that ZHG is strongest against Air units. By sending a wave of only Thunderheads at this mission, the expected presence of 817,280 DP grows by nearly 300% to 2,451,840 DP. Logically, the best way to beat this mission is to send either Armor, or Heavy Infantry. In the interest of saving time, you may want to simply send Za’am tanks at this mission with a total OP of 820,000.

⚠️ Important: Don’t forget your scouts when calculating units spent!
# References and Charts

Here are some handy charts to use when selecting units for missions.

## Unit Value Calculator with OP, DP and Resource Values

Here is a list of all the valid units you can play in S&D that hold resource value, the Mercenary is an exception but included as a point of reference. Do not use Syndicate or Strategic Units for S&D missions as they won’t repay the bank.

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>OP</th>
<th>DP (Avg)</th>
<th>Res Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran Mz-29 Firedrake</td>
<td>126</td>
<td>616.75</td>
<td>7500</td>
</tr>
<tr>
<td>Mz-29 Firedrake</td>
<td>120</td>
<td>587.5</td>
<td>7500</td>
</tr>
<tr>
<td>Veteran Mauler AFV</td>
<td>105</td>
<td>435.75</td>
<td>5300</td>
</tr>
<tr>
<td>Veteran M22043 Creighton</td>
<td>84</td>
<td>420</td>
<td>5000</td>
</tr>
<tr>
<td>Mauler AFV</td>
<td>100</td>
<td>415</td>
<td>5300</td>
</tr>
<tr>
<td>M22043 Creighton</td>
<td>80</td>
<td>400</td>
<td>5000</td>
</tr>
<tr>
<td>Veteran Mortar Infantry</td>
<td>52</td>
<td>157</td>
<td>1900</td>
</tr>
<tr>
<td>Veteran Heavy Sniper</td>
<td>42</td>
<td>157</td>
<td>1760</td>
</tr>
<tr>
<td>Vector</td>
<td>50</td>
<td>150</td>
<td>890</td>
</tr>
<tr>
<td>Mortar Infantry</td>
<td>50</td>
<td>150</td>
<td>1900</td>
</tr>
<tr>
<td>Heavy Sniper</td>
<td>40</td>
<td>150</td>
<td>1760</td>
</tr>
<tr>
<td>Rhino</td>
<td>15</td>
<td>30</td>
<td>210</td>
</tr>
<tr>
<td>Veteran Light Sniper</td>
<td>16</td>
<td>23.25</td>
<td>192</td>
</tr>
<tr>
<td>Light Sniper</td>
<td>15</td>
<td>22</td>
<td>192</td>
</tr>
<tr>
<td>Veteran Sapper</td>
<td>10</td>
<td>20</td>
<td>120</td>
</tr>
<tr>
<td>Sapper</td>
<td>10</td>
<td>19</td>
<td>120</td>
</tr>
<tr>
<td>Mercenary</td>
<td>50</td>
<td>60</td>
<td>0</td>
</tr>
<tr>
<td>Rifleman</td>
<td>40</td>
<td>6.75</td>
<td>300</td>
</tr>
<tr>
<td>Veteran Rifleman</td>
<td>42</td>
<td>7</td>
<td>300</td>
</tr>
<tr>
<td>Recon Operator</td>
<td>60</td>
<td>10</td>
<td>520</td>
</tr>
<tr>
<td>Veteran Recon Operator</td>
<td>63</td>
<td>10.5</td>
<td>520</td>
</tr>
<tr>
<td>Viper</td>
<td>75</td>
<td>14</td>
<td>500</td>
</tr>
<tr>
<td>Assault Infantry</td>
<td>240</td>
<td>42.5</td>
<td>2166</td>
</tr>
<tr>
<td>Veteran Assault Infantry</td>
<td>252</td>
<td>45</td>
<td>2166</td>
</tr>
<tr>
<td>Heavy Support Infantry</td>
<td>360</td>
<td>42.5</td>
<td>3520</td>
</tr>
<tr>
<td>Cheetah</td>
<td>360</td>
<td>90</td>
<td>1880</td>
</tr>
<tr>
<td>Veteran Heavy Support Infantry</td>
<td>378</td>
<td>45</td>
<td>1880</td>
</tr>
<tr>
<td>M167A2 Vindicator</td>
<td>720</td>
<td>90</td>
<td>7823</td>
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<tr>
<td>Veteran M167A2 Vindicator</td>
<td>756</td>
<td>94.5</td>
<td>7823</td>
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<tr>
<td>Za'am MK VI</td>
<td>900</td>
<td>90</td>
<td>10610</td>
</tr>
<tr>
<td>Veteran Za'am MK VI</td>
<td>945</td>
<td>94.5</td>
<td>10610</td>
</tr>
<tr>
<td>AH-24 Mowhawk</td>
<td>1440</td>
<td>93.5</td>
<td>19000</td>
</tr>
<tr>
<td>Veteran AH-24 Mowhawk</td>
<td>1512</td>
<td>98</td>
<td>19000</td>
</tr>
<tr>
<td>AH-72 Thunderhead</td>
<td>1680</td>
<td>93.5</td>
<td>24277</td>
</tr>
<tr>
<td>Veteran AH-72 Thunderhead</td>
<td>1764</td>
<td>98</td>
<td>24277</td>
</tr>
</tbody>
</table>
Bank Tracking Spreadsheet to Track Your Progress

Use this handy tracking sheet to keep track of your progress. I might recommend printing these out and keeping track of them for future reference until you get the pattern down.

<table>
<thead>
<tr>
<th>x 1.125</th>
<th>Start with your Reward Value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Multiply by 1.25 for your Interest</td>
</tr>
<tr>
<td></td>
<td>= Bank Value after Interest</td>
</tr>
<tr>
<td></td>
<td>- Subtract the Reward Mission Reserve</td>
</tr>
<tr>
<td></td>
<td>= This is your Adjusted Bank</td>
</tr>
</tbody>
</table>

Save your records!

ZHG Presence Chart

A current ZHG Presence Chart can be found on the Soldiers, Inc Unit Value Calculator group or by clicking here:

[https://www.facebook.com/groups/sitroopcalculator/](https://www.facebook.com/groups/sitroopcalculator/)
System in a Nutshell (TL; DR version)

1) Starting from an actual REWARD, calculate your REWARD’S VALUE in resources. Multiply this number by 1.125 to account for interest and set this number aside as the BANK.

2) Use a ZHG Presence Chart and/or SCOUT both task missions available that day

3) Calculate, Adjust and Eliminate the LEAST DESIRED of the two task missions, FREEING the DI from the reward

4) Calculate and subtract the DEAD UNITS (including the SCOUTs) from your BANK

5) Calculate and Plan for a 51% VICTORY on the now freed highest mission, and subtract this value from the BANK

6) Calculate, Adjust and/or Eliminate other missions, each time subtracting the dead resource values from the BANK

7) When the BANK reaches or goes below 0, Eliminate the highest mission you planned for above.

8) BANK resets with maximum payout, calculate and set as new BANK value.

9) Wait until server reset to repeat for new task missions or continue to eliminate other missions as desired.

Note: Defeating Non-Progressive missions will never increase your REWARD. While you must repay the BANK to get another reward, this concept is based on the fact that if your reward comes from a higher level mission from your previous reward, your next BANK must also increase.

Special Thanks
I’d like to thank Ace Allen, David Bernstein, Tim Brown, Damien Pugh and others I may have forgotten about. Thanks to Plarium, LTD for a great game and the Soldiers Inc Community for the support I have received. – Jeff Maginniss

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