

The information here is shamelessly translated/stolen from <https://bbs.nga.cn/read.php?tid=16173232&rand=758>. Many thanks to 杯具终产物. 转载这些资料是为了让美服萌新见识一下, 请多多谅解。

PART 1 - RELEVANT FORMULAE AND CALCULATIONS

Before we begin talking about the analysis, let's clarify one thing: how is autobattle experience calculated?

Every map has a **Base XP Value**. As you can see below, the base XP of the commonly-seen 7-1 map is 315.



From there, using the aforementioned Base XP Value, we can then calculate how much XP each person earns.

Starting XP = (Base XP Value * 10) / number of participating echelons.

Actual XP Gained By An Individual Doll = Starting XP * Dummy Link Multiplier * XP Dropoff Multiplier (* 1.2 for echelon leaders)

The XP Dropoff Multiplier is as follows:

Level is 0-9 levels above the Level Cap: 0.8

Level is 10-19 levels above the Level Cap: 0.6

Level is 20-29 levels above the Level Cap: 0.4

Level is 30-39 levels above the Level Cap: 0.2

Level is 40+ levels above the Level Cap: Flat 10 xp ignoring all other effects.



As an example, we will use two level 100 echelons to run a 7-1 autobattle and we see that each autobattle gains us 39312 XP.

Starting XP = $(315 * 10) / 2 = 1575$

For Level 100 x5 dolls (non echelon leaders), each one gains $1575 * 3$ (Dummy Link Multiplier) * 0.8 (XP Dropoff Multiplier) = 3780 XP

The echelon leader gets 4536 XP

The total XP gained is $4536 \times 2 + 3780 \times 8 = 39312$, which lines up with the displayed values.

Why have I gone to so much trouble to explain the XP calculation for autobattles? Some clever readers may have realized that it is because of this point:

Starting XP = (Base XP Value * 10) / number of participating echelons.

The monthly autobattle card allows you to deploy one echelon instead of two echelons on autobattles. This change effectively **DOUBLES** the amount of XP each doll gains.

Therefore, when a monthly card is used and you run a 7-1 autobattle, you gain 58968 XP - *on average TRIPLE the per-doll yield from before!*



PART 2 - AUTOBATTLE INVESTMENT AND RETURNS

(autobattle overall chart) <https://imgur.com/GsatXC3>

The autobattle overall chart is very long and complex, so let's simplify it a little. We will only show maps with Level Caps of 90+ and rank them in terms of XP/time unit.

(top 15 autobattle maps by time) <https://imgur.com/81WM0tt>

(all autobattle maps by time) <https://imgur.com/AbwFk4J>

For people who don't read chink, the entries are:

Map / CE Required / Echelons Required / Manpower Required / Ammo Required / Rations Required / Parts Required / Time required / Base XP Value / Level Cap / Drop Chances / XP per hour / XP per resource

(TL Note:

XP per hour is Base XP Value / Time required (in hours)

XP per resource is Base XP Value / [MP + Rations + Ammo + (3*Parts)])

We also have

(top 15 autobattle maps by resources spent) <https://imgur.com/RUnLMZP>

(all autobattle maps by resources spent) <https://imgur.com/sZAWDSG>

CONCLUSION

As you can see, 11-5 and 7-1 are both good autobattle spots, with outstanding XP and resource efficiency.

Beneath them is 8-3N in terms of XP and resource efficiency, but there's a considerable gap there (and it's a night battle)

As for the monthly autobattle card... if you like levelling with autobattles, it'll increase your efficiency by 3x (because of reducing the requirements from 2 echelons to 1) so it's recommended that you get one.

The full autobattle investment-return chart can also be found here.

https://pan.baidu.com/s/14HISGoPvtqJ6STWC1_JKqw

Thanks to 彩虹 for helping with the formula and 龟 for helping to mine the relevant data

APPENDIX - AUTOBATTLE VS DRAGGING

One example raised later on in the thread is corpse-dragging 11-5 vs autobattling 7-1.

Autobattling 7-1 with a card costs 1080 (parts have triple weightage) resources for $315 * 10 * 1.5 = 4725$ nonleader Starting XP.

Dragging 11-5 gives $550 * 5$ XP for 60 manpower, 60 ammo, 30 rations and 80 manpower, 20 parts or 2750 nonleader starting XP for 290 resources.

So in the end, corpsedragging 11-5 is still more efficient... if you can corpse-drag it (SOPMOD3 and 416 are apparently very good DPS carries).

There are stories about people sending out amped autobattles and getting enough overflow XP to instantly max out their surplus XP store, which means their batteries vanish as they try to make more combat reports.

Note also that sending out 2 teams at triple efficiency does not mean 6x the gains, since you're also spending double the resources.