Cheat code WoW // Compo 055

This doc aims to teach you how to use the 055 in war for wonders.

1- 055 :

055 is a composition not very used in wonder wars. It requires some understanding of the game, and especially in war for wonders to work well. Which explains why we rarely see it.

Characteristics of 055 :

055 is one of the strongest counters against a 424 composition. 055 can defeat a much stronger opponent and does not require carpets, as it can win against any phalanx/wedge. However it needs to be perfectly executed to work.

Target :

055 needs precise targets to work.
It can defeat any 424 variant, Whether it is 857, 947, 659, 758 etc… As long as the opponent has 2 INFANTRY HEROES in his composition.
It can still defeat a 424 with a single infantry hero, though it might be slightly harder.

Infantry buffers :

055 has multiple requirements to work well.
055 always requires the presence of 50.000 INFANTRY **T4.** The limit being 60.000. If this limit is exceeded or the infantry is not enough, 055 will most likely be failing often.
I recommend to use 50.000 infantry all the time.

Formation :

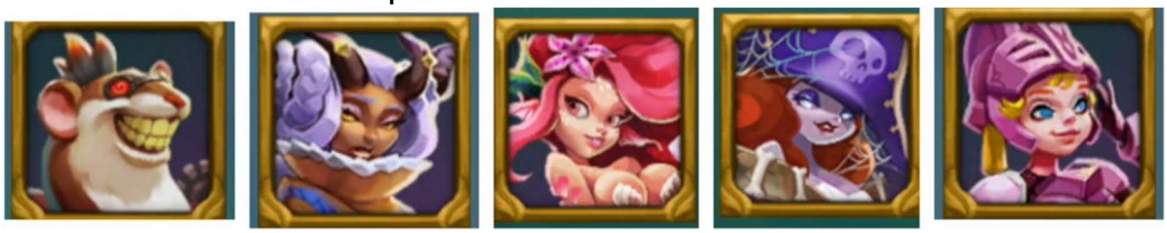
The only formation possible is INFANTRY WEDGE.
In most cases, an opponent will try to hold the 055 in ranged phalanx. The purpose of infantry wedge for 055 is to penetrate the ranged phalanx quickly on the side, in order to hit the infantry and cavalry located on the back.
This is why we will privilege ranged attack (to penetrate the frontline) and cavalry health (to hold the enemies front ranged attack as long as possible).

Heroes :

The heroes are even more important in the making of an 055.
It will require 4 ranged heroes and a single cavalry hero.
As explained above, 055 will need a high ranged troops power, and a very resistant cavalry. Which is why we'll need the 800% squad attack given by the 4 ranged heroes, as well as a single cavalry hero to support the cavalry.

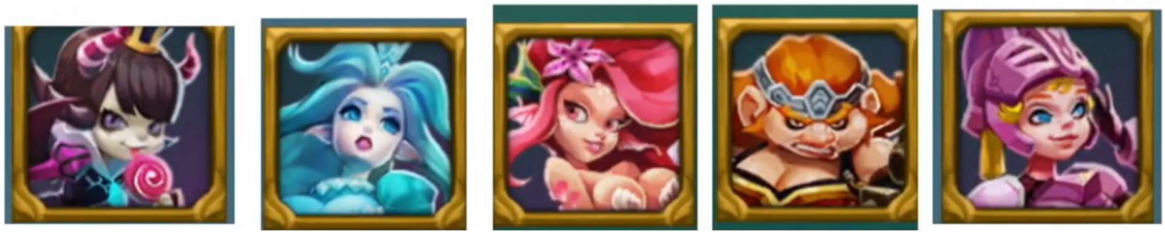
Comps :

P2P recommended composition :

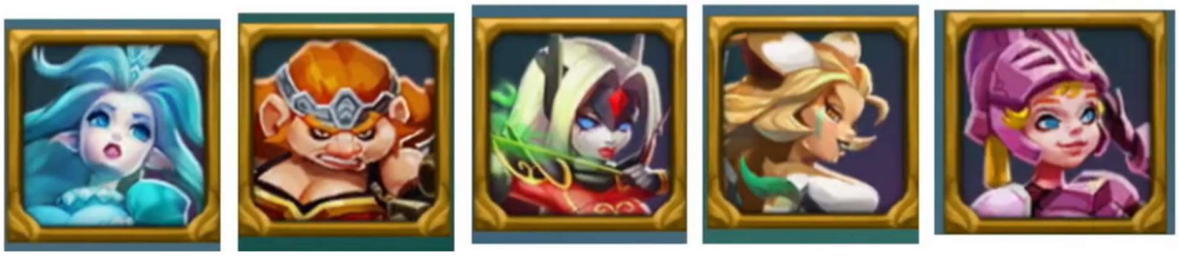


Note : Rose Knight is **NOT** replaceable, because she will provide more cavalry health (50%) compared to lore weaver or storm fox (25%) while having the same amount of army attack.

Here is another possibility if not all the ranged heroes are available :



F2P lineup :



(Goblin Bomblin would actually be better than the black crow, my mistake but too bored to change the pictures)

Familiers :

For P2Ps, here's the recommended lineup :

(Note that these pictures are old, since then, Jade Wyrm has become a better choice than frostwing.)

As possible replacement :

Saberfang is one of the best heroes when cavalry is supposed to take damage. Having it will highly boost the chances of success.

For F2Ps, these two are the two only mandatory ones :

These fams can accompany, but cannot replace gryphon or goblin :

Gear :

Gear priority should be as the heroes :
Range attack / army attack + cavalry health / army health (cavalry attack if possible as well, but cannot be higher than the ranged.)

One of the « budget » gears could look like this :

Any gear piece having ranged attack or cavalry health can go inside the set. Though, keep in mind that the cavalry also needs attack stats, even if the ranged need them more. Try having for example a 700% ranged 600% cavalry balance, along as the maximum of cavalry health as possible.

I hope this has been helpful !