Last War Strategy Guide

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# Player Types

For the purpose of this strategy guild player are broken down into types or groups. This will help you in using this guide and Appling the various types of strategies to your game play. Most players will fall somewhere in between each of these extremes and you can choose which parts you feel will benefit you the most.

Free To Play (FTP)  
The FTP player never spends any cash to play the game. Just because you don’t spend any IRL money on the game does not mean you will not be able to enjoy the game or even be able to be completive in the game it will just take more work on your part. Much of the game is base on IRL time and you will need to be patient and have a lot of self-control or no cash to be able to do this method.

## Moderate Spender

Most players full under this category. Here some IRL cash is used in the game to gain an advantage but the budget for the game is very strict and limited. If you spend less then $50 USD a week in the game you fall under this category.

## Heavy Spender

Here you either don’t have a budget or will spend some cash on the game at will to get a major advantage. You will find many high-ranking players here and expenditures can range from $50 USD to somewhere around $200 USD. Here as well as any time you spend IRL cash on the game you must do it properly to maximize your value for the cost. Here many do not spend properly and create a lot of wast because a better value could have been obtained if the purchase was done properly on the correct item(s).

## Whales

These are the top spenders in the game. You may only a few of them in your alliance and less then 10 on an entire server. They are very important players to have in an alliance but without other good members of other types they will get way less value for their cash. They have no budget and can drop thousands of dollars in a single day. They will have very high VIP levels early in the game. Treat them well they can make or break an allice. Here most are very inefficient in the use of there case since they don’t care about how much they spend or when. Even a whale can benefit from changing there spending habits can get more out of what they are spending. Just because someone is a whale does not mean others will not outpace their growth but in the early to mid-game they will always be in the lead. As you get farther though the game the gap with the lower spending levels will decrease specially if they don’t spend their cash wisely.

# Stamina

Stamina is normally accumulated over time naturally but can also be acquired from both free and pay sources. It is used to launch rallies, do radar tasks and attack zombies and other players. Stamina is a very precious resource in the game that most people use improperly. It can only be obtained in very limited quantities. There are some events that happen that will allow you to obtain more be for the most part in a week you will only be able to acquire about 850 backpack stamina a week and 388 active stamina per day. Getting more then this is difficult and can get costly in either diamonds or IRL cash. This means if done correctly just from the main sources you can have at most available for use in a single day of 1,138. Yes, you can have more but you will need to scavenge and save it to do so. I have managed to save up over 7,000 stamina but that takes two weeks and gets very costly, in the order of $100 USD a week or more.

## Types

### Active Stamina

This is what is ready for use currently. This is where the organically obtained stamina go and effects the timer for getting more. You can have more then 120 in the active bucket but it will stop your timer and you should not allow this to happen for any length of time. A few seconds to a minute is not bad at times when you know you will need a lot of it and don’t have time to replenish it as you go.

### Diamond Stamina

This is stamina that you purchased though the Regain Stamina page. It goes directly into active stamina so make sure you are going to use it quickly so that you do not go over 119 stamina points. This is the most expensive (value in diamonds) stamina you can purchase.

### Backpack Stamina

This is the form that most of the stamina you have will be. It comes in two sizes of 50 units and 10 units and how much you have can be viewed in either the Regain Stamina page or in you backpack on the Special tab.

## How to obtain

### Acquiring Organically

Every 5 minutes you are given 1 free point of stamina up to a maximum of 120. If you go over 119 points of stamina the timer will stop and rest to 5 minutes until you have less then 120 points again. You also are given 50 stamina twice a day on the that must be used or they will be lost. This will be your main source of stamina for most days in the game if use correctly.

### Regain Stamina page

You may also purchase stamina from the Regain Stamina page. Each day you may purchase 100 additional Stamina for an increasing amount up to a max of 3 times. The cost goes 300, 500, 1000 diamonds. This method causes the value of the stamina obtained to increase and is one of the lest efficient ways of obtaining it but is a very necessary source to use during times of high use. Use of this once a day is a must and all three during certain times because you will never have enough even if you have 10,000 units saved. You purchase it here to save the more limited sources for the important events.

### VIP Store

You can purchase 50 backpack stamina in the VIP store for 300 diamonds up to 5 times a week. You must empty the VIP store of stamina each week as you will need all of it.

### Weekly Deal

Here you can purchase for $10 USD ten 50 stamina regen units up to 5 times each week. If you are not

### Monthly Pass

The Monthly Pass is one of those must buys for any non-FTP person. It is $25 USD and you will get two 50 stamina backpack items each day. There are other benefits to the Monthly pass that are covered here.

### Other cash methods

Throughout the game there will be times that backpack stamina will be available for purchase using either cash or some form of points. These include but are not limited to (Zombie Invasion event, Wanted Code boss, Visitors, etc.). Each of the non-cash forms are a must for all play styles.

## Proper Stamina Usage

For the most part if done correctly you should never use the backpack stamina unless you have to for an event. Save all your stamina for very special times to get the most out of this extremely precious resource. You will need your stamina for the two major events of war and Zombie Invasion. Use only what you must for war as it is a very big waist of use since only your first 5 attacks on a base each day will yield any significant resource gain and the next 5 return only 10% of the first attack. After 10 attacks each day you will only get 1% of the maximum resources from the attack making it extremely costly to do. The bulk of the stamina use will be for the Zombie Invasion in one of two methods.

### War Days

These days do come in a few different ways and you want to make sure you have enough stamina available to wage the war. A good rule of thumb is to have about 1,000 backpack stamina available to wage war plus whatever you can obtain organically.

### For Food, Iron or Gold

This method only returns any Signiant value when done a maximum of 5 times. If you are not at war or fulfilling a Kill on Sight (KOS) order never attack more then 5 times a day for this as the second 5 times will only return 10% of the first 5 and 1% thereafter.

### Zombie Invasion Event

This is what you saved all your stamina for and will get the most for it during this event that happens every other week starting on Wednesday and lasting 3 days. There are several different ways to benifet from this event depending on your HQ level and squad power.

#### Spawning Zombie Bosses

Here you attack the gold level 10 zombies on the map. They are very weak and easy to kill with around 600k power. Players with power below 9m should spend as much stamina on this as they can obtain. They will drop hero experience, drone data, resources and other items of much greater value than anything else in the game. Each zombie that you kill has a chance to spawn a zombie boss. If the boss you spawn is killed within 4 hours of spawning you will receive a very good finder’s fee in the form of event points that can be used in the event store to purchase many very good items. You goal should be to empty the store as much as you can each event. Each boss you spawn will appear in on the event page for your alliance so there is no need to post the bosses you find in alliance chat. Only post bosses you spawn in world chat if there is not one in your allice that will be able to kill it before the 4-hour window closed and for your finder fee. Posting bosses in a chat room other than the allice chat will only help to strengthen your rival alliances which should be avoided. Try to keep your bosses known to only your alliance to benefit you and your allies the most. When spawning bosses be sure to check for alliance members online that can start the rallies for you to join to get a free ride for even more event points and other rewards.

#### Zombie Boss Spotters

This is a very thankless and time-consuming job that will need to be done when all the bosses that are able to be killed are gone. Hopefully you have at least 1 person in your allice willing to do this. But the spotter has the advantage of knowing will the boss rally will start and can often get in most of them even though boss rallies will fill within 1 or 2 seconds during prime time. If there is not a spotter online the best way I have found is to do a grid search as my attacking squad is in route either to the target or returning and place a book mark on what I find that I’m able to kill. This way I work up a queue of targets and can run back-to-back rallies even with multiple squads. I’ve been known to run over 300 rallies in about 4 hors using this and the other methods of finding targets.

#### Boss Extermination Crew

These are going to be the heavy hitters in your alliance. You should have not less then 9.5m power in your squad to even start a rally for the lowest level 5 bosses. The reason for this is troop loss. Even a small loss in troops will become very costly when you run 100’s of rallies. If you loose 100 troops, like when you attack a level 5 boss with 7m power, that will come out to 10,000 troops killed and you are done. You need to be able to attack in the order of 300 or more if you even want to place in the leader board. Also, the cost in time, resources and possibly speedups will destroy you Return on Investment (ROI). A good rule of thumb is to try and loose less the 30 troops each attack. If you are over this it will limit the number you can do before you run out of troops. At an ideal of 10 deaths, you can run 300 rallies loosing only about 3,000 troops and you will place most likely in the top 10 of the leader board for the event and be able to empty all primary items from the event store.