Last War Strategy Guide

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# Game phases

## Very Early Game

## Early Game (The growth phase)

## Early Game (The powerup phase)

## Mid Game

## Late Game

# 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.

# The Map

Zoom levels defined

Cities and Districts

The Capitol

# Alliance Help and the Alliance Center

I will be submitting a defect in regard to the information here as I feel that there are two errors in regards to how help is done and the quick deployment of survivors in the alliance center. Should they fix these errors I will adjust this section to reflect that and most of what will be left is just for information purposes only and greatly simplify things.

Upgrading your alliance center will increase the number of help you can receive up to what appears to be 17. I need to validate this and at what level it happens. Once I do I will update it here.

## Survivors

There is a what I feel is a defect in the way auto deploy selects the survivors to deploy in the alliance center. This is the only building that I have noticed this issue but it is a massive boost to the help you receive from alliance members as your survivors get to higher star levels. This is based on a simple math proof that if you take any two sets of numbers that add up to the same value the maximum product will be achieved using the numbers that are closest together. For example, for a sum of 20 1X19 is 19 but 10x10 is 100. This fact will add up fast with your survivors and help.

Each survivor can have to abilities. The first is number of extra times you can receive alliance help. The second is additional time that each help will give you. So the total help time will be the number of helps you can get times the amount of help you get each time. The defect causes the quick deploy to pick survivors with the greatest number of helps only and does not take into account the amount of help you get. So if you have one with a help of 3 and one with a help of 2 but an additional 1 min of help time swap out the 3 helps for the 2. This will increase your total help time.

For me I had 3 with only 3 helps and three with 2 helps plus time. The change out changed me from 28 to 25 helps but increased my time per help from about 8mins to 20mins. This means doing this changed my max help from about 8hrs to over 20hrs of help received. This also has a cool effect that it takes less time to get 25 helps then to get 28.

## Tech Research

There is very important research that can be done to increase the time you get from each help to up to 300 seconds or 5 mins. This is done via the alliance research and this should be prioritized over others because it will affect how fast you heal troops, construct buildings and do research. The gains may seam little but even 30 seconds added when you get 25 helps is 750s for one tech level or 12.5m of total help. At max level this will be 7,500 seconds or 125 mins or over 2hrs of time off what you do. When you add this to what your survivors do it can give you several hours of free time.

# Heros Combat and Power

## Hero Levels

Like everything in this game as the hero’s level increases so does the cost to advance to the next level. Also, your hero is capped at a maximum level based on the level of your headquarters’. For every level on your headquarters your heroes level cap will be raised by 5. This puts the maximum level for your heroes at 150 since the max headquarters’ level is 30. Since every level you gain mostly gives less of a power boot to the hero leveling heroes in a squad evenly at 5 level chunks will yield the greatest power for the lowest cost in experience. There are a few exceptions to this very early having to do with maximum skill level but they are very early and are not a very large factor to warrant adjustment to doing it evenly. Also, as your headquarters gets higher the time to get to the next HQ level will increase and you will find that all your main squad’s heroes will reach their max level very quickly in respect to the HQ. Use this time to give experience to your lower-level squads as this will help you in many other areas like Secret Tasks and war. The best power boost will come at the next even level devisable by 5 plus 1 which will be the first level the hero gets after a HQ upgrade. So as soon as your HQ goes up add 1 level to every hero then go back with what’s left over to top them off in order from strongest to weakest.

|  |  |
| --- | --- |
|  |  |
| On the left is the cost in exp and on the bottom is the level. | On the left is the cost in exp and on the bottom is the level. |

The data on the power cost for each level is much harder to collect because it is different for each hero and I’m unable to find out anywhere at this time. I used Cage to get this data but the general shape will be the same just the actual values will be different. From the little data I do have we can see that as your level goes up the cost to gain the same amount of power goes in a upward trend every 5 levels.

Hero Tier

Hero Skills

The Wall

Equipment

Troops

Technology and Research

Diroctorations

Buildings

Garages

Other Boosts

# Troop Training and Other Related Items

## Barracks, Upgrading and Use

As you progress though the game it is best to stagger your barracks so that you can train or level troops in a continuous way for maximum points. The time to train a single troop from to you max available level is the same as training them from 1 under then minimum level and promoting them to your max level. This does cost a little more in RSS then the direct method but the point gain in vs and arms race is well worth it.

|  |  |  |
| --- | --- | --- |
| Here we see the maximum troop level that can be trained out of each barracks. Please note that with every other building you HQ must be at or above that level in order to be able to upgrade the building to the next level | Barracks Level | Max Troop Level |
| 1 – 3 | T1 |
| 4 – 5 | T2 |
| 6 – 9 | T3 |
| 10 – 13 | T4 |
| 14 – 16 | T5 |
| 17 – 19 | T6 |
| 20 – 23 | T7 |
| 24 – 26 | T8 |
| 27 – 29 | T9 |
| 30 | T10 |

|  |  |  |
| --- | --- | --- |
| This table shows how you should have your barracks staggered for maximum vs and arms race points. As you approach you can level you barracks to 1 level below the next one so you have the least amount of work to do when your HQ advances to the next grouping. Level 30 has to parts those with and without T10s’. Data under 16 is not included because by the time VS has started you should be at least HQ 17 and if you are below 17 VS will be very difficult to do no matter how you approach it. Get your HQ up ASAP. | HQ Level | Barracks Levels |
| 17 – 19 | 17, 14, 10, 6 |
| 20 – 23 | 20, 17, 14, 10 |
| 24 – 26 | 24, 20, 17, 14 |
| 27 – 30-T10 | 27, 24, 20, 17 |
| 30+T10 | 30, 27, 24, 20 |

## Troops for VS. Day 5 Strategy

So, when not on VS Day 5 you will train from all barracks troops that are 1 level below what the lowest barracks you have can train. For example, if my HQ is level 20, I would train T3 out of all barracks. Do not use speedups to complete them faster unless you are in dire need of more higher-level troops. This can be done by selecting the desired troop level and clicking the Train button. The time to train 1 unit 1 level is constant regardless of the starting or ending level. In fact, you can figure out the time to train or promote any unit using the training time of 21.1s/lvl. What this means is the time to train or promote is 21.1 seconds per level of the train or promote. For example, promoting a unit from level 5 to level 10 will take 105.5 seconds. Or training a T10 outright will take 211s. Please note that this is without any buffs or Tech research bonuses. You can get your training time by using the equation of . All training times given here are without any adjustments and all points are assuming you have 100% VS research completed.

On VS Day 5 you will then promote units from one level below what the maximum level the barracks can support. This will take 2.11s/troop to do. This will yield the maximum points using the least number of speedups. Training troops gives the most points for the RSS cost vs. any other thing that you can use speedups on. If you are at lease HQ level 20 you should have no issues getting 7.2m points to get all 9 chests each week assuming you have all your VS research completed. Under HQ level 17 is not covered because you will struggle to get enough troops trained for 7.2m points.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| HQ Level | Barracks Levels | # Units | Training Time | Start Level | End Level |
| 17 | 17, 14, 10, 6 | 13,091 | 77 hrs | T2 | T6 |
| 20 | 20, 17, 14, 10 | 11,077 | 65 hrs | T3 | T7 |
| 24 | 24, 20, 17, 14 | 9,600 | 56 hrs | T4 | T8 |
| 27 | 27, 24, 20, 17 | 8,471 | 50 hrs | T5 | T9 |
| 30 | 30, 27, 24, 20 | 7579 | 44 hrs | T6 | T10 |

## Killing Troops Efferently and Safely

The best was to kill troops is organically. This mean you are not doing anything special to kill troops it just happens as part of your normal game play. There are two main events that happen that will kill large amounts of troops. Knowing how many you will loose or intend to lose during these times will help you greatly in killing only how many you need to get the required number of points in VS.

It is a good idea to keep on hand enough troops at your maximum available level to be able to run at least 6 full squads. This way you will never run out of your highest-level troops should you need them in an emergency. If you are not able to fill your squads with troops you will run into problems like gathering less resources then normal or getting less resources for each plunder you do on an enemy base. If you don’t have any troops for a squad left in your base you will to be able to use that squad until you train more. Also, if you send a squad out with lower then you max troop level then you will not be able to take down the same level of zombies that you normally can. Please watch out for the warning that the game shows you when you initiate an attack as this will save you unnecessary troop loss.

### Zombie Invasion

Zombie Invasion happens twice a week and you will can control how many troops you lose by selecting the correct level boss to fight. It is never recommended to fight a boss with a higher power then your squad is as you may not win the fight and then others that were not expecting to lose troops will. Please be mindful of your fellow alliance members. Yes, you may only loose around 100 per battel but the zombie invasion event is gives so many rewards you should kill not less then 100 bosses for the great rewards. Killing over 500 will get you placed very high on the leader boards. So, losing 100 troops for each boss hit will kill 10k units. More then enough to train for points. If you are trying to make the leader board then you will need to lose less then 20 so you can kill over 500 bosses with 10k troop loss.

*(Please see the Zombie Invasion section.)*

### Marshal’s Guard aka Alliance Exercise

Marshal’s Guard is another major drain on troops specially for members that struggle to get max points. As the exercise level gets higher you will lose more troops for each fight. Currently I lose about 110 each round and run 9 rallies only. This will kill just under 1k troops each time. This event is run about 3 times a week for around 3k unit deaths. If I need to kill more, I can join rallies to kill extra. Please be mindful of your fellow alliance members and if you hit max rewards quickly do not join the R4 and R5 rallies and leave them for those that struggle. If I join max rallies and run as many as I can I’b able to kill about 9k unites a week like this.

*(Please see the Marshal’s Guard Section.)*

### Less Desirable Ways of killing Troops

You can also kill troops using a squad that is equal in power to a doom elite. Please do not get under its power or others that are not expecting to fight will loose troops and you can kill everyone’s squads that join since they were not expecting it. Doom Walkers are a bad way to kill troops. If you do not kill the squad you are teaming up with others must pull your weight and will take higher than expected loses. If you must kill troops with a Doom Walker first announce it in alliance chat and attack the highest-level walker you can find. This will help others know that you do not expect to take the Walker down and everyone that joins will die.

# The Zombie Invasion

## A note on ROI

ROI is a term used in investing and stands for Return On Investment. It is a percentage gain you will get for every dollar invested. Here in the game, we have other things we use to determine this. Part of the problem here is the value of things are variable depending how you obtained it and what your headquarters level is. Using my current situation as a base line we can estimate the ROI for attacking zombies to decide what is the best value zombies to attack. I’m currently HQ level 27 and the squad power I’m using to figure out these numbers is 14.86. There are many things that will go into the cost bust since they do not change from attack to attack we can ignore this and just use percentages to get a good comparison.

In this RIO we are only going to look at the costs of food and iron for troop training or healing vs the amount of food and iron give. We will then compare the differences between boss levels to see how much the other items go up. In the end the best value for you expense is going to be the level 5 boss but the roi on others is still acceptable up to a point.

For me I have T9 troops and they cost (in total of food and iron) 11,384 units of rss to train and 3,462 rss to heal. This does not include any bonuses I receive off the cost but the bonuses are minimal at this time and are only 5% for training and 1% for healing. Given that we see this as our ROI, keep in mind these numbers will vary because of the randomness used in the game so sometimes it will be more or less but this will be close to the average.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Boss Level | Boss Power | Boss/Squad | RSS gained | RSS spent | ROI |
| 5 | 4.8M | 32% | 1.09M | 14.85k | 7336% |
| 10 | 7.5M | 50% | 1.17M | 78.69k | 1387% |
| 15 | 9.4M | 63% | 1.20M | 128k | 843% |
| 20 | 11.5M | 77% | 1.27M | 210k | 505% |
| 25 | 12.6M | 85% | 1.30M | 521k | 150% |
| 30 | 14.0M | 94% | 1.37M | 712k | 92% |
| 35 | 16.4M | 110% | 1.44M | 1.10M | 30.53% |

# The Tech Trees and Research

## General Guidelines for what to research

## Development

## Economy

## Hero

## Units

## The Garages

## VS

## Intercity Truck

## Special Forces

## Siege to Seize

## Defense Fortifications

# 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.

## Attack Types and Cost in Stamina

* Base hit – 5pts
* Direct zombie attack (non-rally) – 10 pts
* Any Rally – 20 pts

## 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. You will acquire 388 unites of stamina each day this way and the stamina you get from the 2x50 free must be claimed each day or lost. Carrying active stamina over to the day is not a bad thing just be sure to use it up before your timer will stop.

### 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 losing 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.

#### Radar and General Rallies

Yes, you need to watch your stamina use but when used properly for radar and doom rallies you will be able to maximize the benefits from the stamina use and reduce the amount you need to use in lower value ways like for radar tasks or rallies. You get 388 units of organic stamina each which means you could run about 14 rallies each day if used wisely. Some general guide lines to remember when using your stamina are:

* Never use stamina unless there is an active event in arms or vs. Remember we want to save for zombies and other needed areas for better return but we have to use it so use it at the best time.
* If you are getting close to full first go to the radar and complete all tasks there but remember not to collect the radar awards until their best time. This help spend some stamina quickly so you don’t stop your clock.
* Never base hit more then 5 times in a day unless there is an event for stamina use or kills. This will use a max of 25 stamina as each base hit only costs only 5 pts.
* Never start more then one rally for a Doom Walker. Only start the walker rally if you have not joined any walker rallies that day. The first blood award is acquired by either starting or joining a rally and any more then 1 takedown will not yield much of any reward. Feel free to join as many as you like to reach your 20-rally limit. If you want to be able to run a walker rally, remember to do it before you join any to maximize your rewards.
* To save on backpack stamina buy the stamina for 300 diamonds if you can first as this stamina goes directly into active and since its 100 units will always put you very close to stopping the clock.
* Watch what events are coming up that require stamina and try to have active stamina as close to 199 as you can before the event. This includes vs and arms race along with any other events that come up. This will give you a few extra units to have before you need to get any in any non-organic way.
* After you have obtained first blood on the normal zombies do not attack them anymore unless you need to burn 10 stamina before you log off to get as close to 0 as possible. At 9 you will have just under 16 hours to log back in or the clock will stop.
* Always keep some stamina on hand for last minute use. This is so if something comes up at the last second you will not have to acquire from non-organic sources. Things like KOS order, needing to base hit should be kept in mind here.

# Reading Battle Reports

## The Overview Tab

|  |  |
| --- | --- |
| The over tab shows a brief summary of the battle. Here you can see the number of troops that were removed from the battle either because of death or injury. Also, here you can get information about the overall strength of the squads and suggestions on what is needed to win this battle. |  |

## The Heroes Tab

|  |  |
| --- | --- |
| On heroes tab you can get a breakdown of what is going into the heroes’ power.  Some important things to note in this under gear you can see that even though this commander has upgraded gear beyond level with starts the rest of his gear is all less then 20. This is an unbalanced approach and does not work as well if you use a more balanced approach as I did. For the less or the same quantity of resources that went into getting the level 40 gear I was able to get more power out of it. It is suggested to go in blocks of 10 for the gear. Get are item to 10 in the same order you added the gear then 20 and then 30 then 40. The star levels should be added on in the same order also 1 star at a time.  Still should be done in even ways also. Getting all to 10 then 20 and above. Here In this battle Hero Skill is evenly matched. |  |

## The Army Tab

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| This tab contains to more amount of information and is very critical to how power in battle is figured out. Much of what is on here does not show up in squad power and is why you can lose a fight with much higher squad power then our opponent.  On the first section is a break down of what is going into the total power of the fight. Here we can see where we’re are falling short and then move on to that section. An important thing to note here the largest difference is from decorations. You will find this very common in the higher-ranking players that spend money. Decorations are an important part of your power and take a very long time to acquire and upgrade. Here also my unites are a bit lighter than my opponents.  Drones are fairly simple with only the drone level and its components levels. Here you can see even a small difference in levels can be effective as I have 6 levels on him giving me about 300k extra power.  The next section on Tech will reveal which tech trees can be focused on to gain more power. As you once again can see even though my Hero tree is 7% lower and my Special Forces are 6% lower it is made up by being more powerful in Units by 8%. Under the tree summary we can see how each of the different aspects of the research effect the combat in different ways. Here this is an all-tank battle so any stats that are not for tanks will not apply and should be ignored. The red and green arrows allow you to quickly see what could be focused on to figure out how to gain an advantage here. Also note that once again my extra power is in my units and we can see even small differences here effect the tech power advantage the most. This is because as your Heroes get higher in level, they can carry more troops and actually the power of from your troops becomes greater than that of the heroes.  Under decorations we see the typical pattern with higher spending players. The gold UR decorations are 8 levels over with the purple being an additional two. Decorations are one of the largest hidden aspects to you power of the squad and will often be the deciding factor to who won.  On the unites section we can see that the opponent has 36 more troops giving him a higher moral ratting in combination with tech that boosts this. Here is another hidden power factor that is important to look at fixing. Hero level, hero type center, in this case tank, and survivors all go into how many troops a single hero may have. This is why even adding 1 more troop to a hero is amplified by 5x and why even small changes in their attributes can make massive differences in a battle. Having a higher morale is very important in a fight as it is once again a hidden aspect to power that can’t be determined until the battle has started. |  |

The last section is the Wall of Honor often referred to as the wall in game chat. Getting your heroes here quickly can make all the difference. Even just having lots of level on Wall of Honor heroes will be better then having 1 massive hero on the wall. Since we are still in early game the focus on takes gives the highest advantage because the first full gold UR squad you will be able to assemble is of tanks.

## Statistics Tab

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| The statistics that will show you quickly how all the stats effected the battle. You will want to check this tab out often when doing continuous attacks on enemies. Units that are killed or hospitalized will not be available for the next right when you string them together. As we can see here only 299 of my 1,999 troops will be available for another round. This is only 15%. If it was less then 2%, I would be able to go a few founds before having to get more troops.   |  |  | | --- | --- | | Also clicking on the magnifying glass will show you a break down of the type of damage done. |  | |  |

# Events

## Desert Storm

The desert Storm (DS in chat) occurs weekly and you need to sign up for this event. It takes place in a parallel universe so any losses that occur to troops do not carry back after the event wins and you start the event with a full load of the maximum number of troops at the highest level you can train before the event. But using any other kind of resource will (i.e. Diamonds and speedups). This event gives great rewards even if you don’t win. You are encouraged to sign up for the event but if you do, please be sure to be available with it is run. The start time of this event and who gets to participate are decided by the R4’s and R5. If you are awarded a primary seat and don’t show up you are hurting your team mates that were not able to join and the ones that did because they will be short players. Please let leadership know if you are signed up and will not be able to attend so the alternates know who needs to be available.

## Strategy (1)