

## How to be a Clear and Present Danger to All

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Allow me to begin by saying that World War requires dedication to camping or a very deep wallet to have any form of significant power in game. This isn't the way to play the game for all, some are willing to spend thousands while others just play it for the social networking aspect and are willing to have very weak buildings, it all depends what you want and how much effort you're willing to put into having a strong profile. However, if you are one of the types I mentioned above, just ignore this guide, it won't help you. If you are willing to abide by what I say, then by all means continue to read, without further ado this is my way to play the game:

### 1) Necessary Basic Knowledge

Here are a few math formulas you need to know:

Law of Thirty: This is the maximum amount of allies you can bring into a fight (currently 5X your current level) multiplied against the maximum amount of units one ally can bring into a fight (Currently 6 units per ally) which forms a constant of thirty which aids in the more complex math formulas you need to know. (Essentially 5 x 6 People)

Maximum amount of units available for any given attack: This is the law of thirty multiplied against your current level. Ex:  $30 \times 95 = 2850$  units at level 95 vs. Any opponent.

Average Attack power needed to beat a defense: Total Unit Defense plus Total Building Defense divided by Current Level multiplied against the Law of Thirty (simply 30). This can be used to mathematically determine what can beat an opponent's defense and what can beat yours. This is also helpful for setting benchmarks to aim for. However, due to built-in designs such as skill points, this isn't necessarily the case in all battles but it is for the most part accurate of what will happen.

### 2) Setting up your Account

\*\*Please note that this is the most effective at low levels (under level 20) but this will work up to level 60 where you receive the last current income building.

Firstly, choose a country that benefits you unit wise such as Great Britain, United States, or Germany though while there's nothing wrong with Russia or China, they don't really help bonus wise. Make no mistake, while the country bonus does help, it's not as significant as people may imagine so those who insist on being Russia or China will not be harmed seriously (especially if you want to do missions where Russia's energy bonus is very helpful).

Rather than the common mistake of starting off and leveling up to level 25 with only a few income buildings and then camping you should start off around level 7 or 8 and begin to camp. While this doesn't make for a very exciting game it will benefit you in the long run so camp up to 5 million and then build up defense buildings all while not actively leveling (you will be attacked by other players but will not level significantly). The reason for this is so that you may build up a strong income and defense base for higher levels. After reaching 5 million in income and a few hundred bunkers and guard towers each, camp for 10 million without leveling past levels 7-9. Then buy enough defensive buildings so that the building defense point value is greater than the maximum attack point value

of the best attack unit available. (Example would be the harrier with attack of 24 x 30 x level 8 = maximum attack point value at your current level)

This strategy will work for levels up to level 60 but remember that defense buildings will become more expensive and you will be gradually required to buy defensive units (if you didn't buy them before which is recommended). The trick of this strategy is to set reasonable goals while not staying on one level for too long since long term camping works best when you have all the income buildings (but leveling up too fast is even worse!). Past level 60 is the same drill but you will definitely need defensive units.

Here is what defensive units you will need to be able to support once you reach the level they are unlocked:

Key: A=Attack, D=Defense, Upkeep=Hell :)

Aircraft Carrier (40A 60D \$15,000 Upkeep) or Horizon Frigate (45A 65D \$22,000 Upkeep)

Scorpene Sub (74A 74D \$58,000 Upkeep)

Elite Dreadnought (94A 78D \$78,000 Upkeep)

Astute Class Submarine (95A 93D \$81,000 Upkeep)

FSF-1 Sea Fighter (85A 105D \$84,000 Upkeep)

CG(X) Guided Missile Cruiser (95A 115D \$150,000 Upkeep)

As long as you can support defensive units you are in good shape so if you can reach \$900 million by level 200 you are good. However, you will be at a disadvantage in attack and may need to make sacrifices in defense if you want to win against a strong opponent. By level 100, it's extremely advisable to have at least \$700 million to \$1 billion in income as well as at least 200,000 in building defense points.

3) Attacking:

This is the most widely botched area of playing the game because 1) you tend to level too fast and are dead long term once you reach a certain level, 2) you make someone angry because they think you are singling them out and take it personal, and 3) to have effective attack units usually means having aircraft which tend to have high attack but low defense and high upkeep which prevents many players from having both specialized attack and defense units. These are the two ways to remedy that problem: 1) Either build up income or make sacrifice in the way of defense units or 2) Use disposable units. Disposable units are the RPG-7 of World War, cheap, effective, and don't have ridiculously high upkeeps. This means some guy with a \$400 million income can effectively fight a guy with a \$1 billion income so long as the stronger guys building defense is low enough and he is employing the max amount of unit defense. If disposables aren't enough, that's where you will need standard planes. If you can afford the AV-22 War Osprey Gunship (182A 16D \$100,000 Upkeep) or the SU-47 (190A 18D \$170,000 Upkeep, also PAK FA in game) then you will be a pretty formidable opponent. The disadvantage for attack units are however the high price, high upkeep, and high casualty rate so if you don't need them don't buy them.

This is the end of this tip (or strategy guide for its length) and I hope that this helps!