

War Commander Hints Part 3

Buildings - General

- 1) All buildings start at level 1, some can be built up to level 40. You can't upgrade some buildings without first upgrading others. You need oil and metal to upgrade buildings, most of those two resources can be obtained from rogue bases on the world map, or from attacking other player bases. Your own base can also make a small supply of those materials.
- 2) Some buildings are more important than others. To me, the most important are the Command Center (CC), the Academy, and the Tech Center. The CC is needed for other building upgrades. The Academy and the Tech Center must be upgraded before you can upgrade your weapons.



Level 40 Academy
(maximum level)

- 3) The barricades are not particularly useful. They can easily be destroyed or flown over entirely. They take a long time to build and use a lot of resources (metal, oil, and thorium) to

upgrade. Upgrading them can rapidly increase your player level without adding much to your overall base strength.

- 4) Watchtowers and bunkers can be manned with infantry and can offer some strong base defense.
- 5) You can hide infantry and vehicles “under” buildings. The Command Center is a big hiding place. (You just place a building on top of a weapon or two.)
- 6) Destroyed power plants can reduce the rate of turret fire. Protect your power plants.
- 7) As you increase in levels, you get more buildings.
- 8) You need oil and metal to increase the level of buildings. You get oil, metal and thorium mostly from rouge bases on the world map or from defeating enemy bases.
- 9) I have a downloadable spreadsheet of all the buildings available to a level 50 player.

Platforms, Turrets, and More

- 1) There are different types of platforms. Those different types of platforms can hold different kinds of turrets (weapons). Make sure to put turrets on the top of your platforms. Keep upgrading your turrets and platforms. As you increase in player levels, you get more platforms and turrets.
- 2) Some turrets hit only air, some hit only land weapons (vehicles and infantry), some hit both. I’ve found that weapons that hit both don’t really “do the job” against either.

- 3) When deciding on types of turrets, remember you also have watchtowers and bunkers, as well as a platoon of base defenders. You'll also eventually get 2 drone silos and 2 helipads. They can also hold weapons for your base.
- 4) Finding the right combination and placement of turrets, bunkers, defensive and offensive base defenders, etc. is the key to a strong base.



Level 19 Defense Platform and
Level 10 Avalanche machine guns

- 5) Be prepared to have your base defeated! It will happen over and over. There are always stronger players in the game. Your base rebuilds itself – at no cost. While it's rebuilding, the base is under a protective dome so no one else can hit you while you are repairing.
- 6) If your base is defeated you do lose SOME of your metal, oil and thorium you had in storage (if any). If you defeat a base, and your base has room you hold it, you win the oil, metal and thorium provided in the other base's loss.
- 7) I use the time my base is rebuilding to add resources back to my base. If your base is being protected because it was defeated, and you chose to attack another base or platoon, your base loses its protection. You can attack rogue bases

for oil, metal and thorium, however, without loss of your protection.

- 8) There is a game chat. Some players like to brag, for example, "Your base was weak." You can respond, or not. It's up to you. I'm not one to chat a lot, so I just ignore them.
- 9) You need oil and metal to increase the level of platforms.
- 10) If you are serious about the game, play it daily to make upgrades and resources.