

War Commander Hints Part 4

Weapons

- 1) There are three types of weapons: infantry, vehicles and air.
You will have the option, over time, to get a LOT different kinds of weapons. Some are better than others, some are a lot better. Some are useless. Check out the weapon's health and DPS (Damage Per Second) to see if the weapon is useful.
- 2) They all have different levels, increasing a level makes them stronger. You can also "workshop" them to make them even better.
- 3) You need oil and metal to increase the level of weapons.
- 4) You need oil, metal, and thorium to produce most of the more powerful weapons.
- 5) Increasing a weapon one level, say from level to 6 to 7, gives that weapon more strength and allow it to cause more damage.
- 6) Increasing a weapon one level, say from level to 6 to 7, does NOT give you that much more firepower or strength.
- 7) BIG HINT: Spending gold to increase a weapon one level is generally expensive, and not worth the expense.
- 8) You do need to consistently increase the level of weapons – do it consistently over time. Try to concentrate your resources upgrading the best weapons you have.
- 9) If a weapon becomes useless to you, don't bother to keep upgrading it. Eventually you'll get an armory where you can store your "old" and "weak" weapons.
- 10) At the lower levels tanks and some air are best.

- 11) At the upper levels, when you are presented with the opportunity, make sure to get the following aircraft: **Malachi** and **Lilith 1** (they are high altitude aircraft great for getting thorium, oil and metal). Also, high altitude aircraft **Warlord Harkon 1** and **Legendary Orion 1** are great to use when attacking bases. Use them with care, all upper-level aircraft can be shot down by weapons that only target air. There are not many weapons that only target air, but there are a few.
- 12) Useful land weapons: **Sea Wizard 1** and **Screamer 1**. These are useful for base defense against air (hide them under a building). These weapons force the attacker to use tanks and infantry – so be ready. The Sea Wizard 1 can attack air, the Screamer 1 dramatically shows down attacking aircraft.
- 13) There are other infantry, tanks, and air units that are useful, but the above ones I have successfully used for the longest time. I have included a downloadable spreadsheet of some of my current weapons.

