

## War Commander Hints Part 5

### Base Setup

Attached below is a screen shot of my base. It looks like a mess. There is a reason for this. The “mess” hides how the base is set up. Here’s a general summary of the configuration.

At the center of the base is the Command Center. It, and other close buildings, are protected by a glowing shield generator.

Around the Command Center are the Power Plants, Watch Towers and Bunkers. The Watch Towers and Bunkers are manned with infantry, most of which shot anti-aircraft missiles.

Around the Command Center, Power Plants, Watch Towers and Bunkers are a ring of defense platforms each with a turret. This ring of Watch Towers, Bunkers, and Turrets produces a field of overlapping fire. If an enemy plane, for example, enters that field, it gets hit with multiple weapons.

Outside the ring of turrets are all the rest of the buildings. They act as a buffer to slow down attacking land weapons (tanks and infantry). This gives my weapons some time to knock out the attacking tanks and infantry.

Around the entire base is a wall of level 7 barricades (maxed out level). Outside the barricade are event trophies I have won. The trophies are decorative but do cause some players pause because they indicate a strong player.

My base has a platoon of weapons deployed in the base. Some are in plain sight and others are hidden. I also have two helipads and

two drone silos full of weapons, as well as some other surprises hidden in that “mess.”

Is my base invincible? LOL! No! My base is destroyed a couple of times a week. No matter how strong you get, there are stronger players than you. I consider it a “moral victory” if I cause the attacking player to lose a platoon or two of weapons.

My level 50 base ...



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<https://warcommander.fandom.com/wiki/Tutorial>