

LAST WAR



Practical Guide for Members and New Members

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1. Introduction

Our alliance TFEA is located on server (war zone) 2080.

This server contains around fifty alliances that can include up to 100 members each, as well as several independent players without an alliance (often beginners, easily identifiable by their low Headquarters level and by the absence of an alliance tag before their nickname).

The term NAP20 refers to the 20 best alliances on the server.

The TOP 5 represents the five strongest alliances on the server — and we are part of them.

The fundamental principle is the unity of the server. Each member must contribute to maintaining this unity by respecting the instructions given by the R4 and R5 leaders of our alliance, as well as those from the server president who regularly sends messages to all players.

The purpose of this guide is to present the best practices to follow as quickly as possible so that you can participate effectively in maintaining server unity while progressing in the game efficiently.

Enjoy the guide!

2. Raiding

2.1 Trucks

We mentioned earlier the importance of server unity. This unity starts with one essential rule: it is strictly forbidden for anyone to raid other members of our server (war zone) 2080. Sanctions may be applied in case of repeated violations.

Here is a simple tip to avoid making mistakes and only target trucks from other servers: activate the checkbox in the top left of your screen. To obtain the best possible rewards, prioritize raiding trucks that contain two UR fragments.



I like this truck, so I tap on "Raid!". Of course, I helped myself 😊

I am then redirected to server (war zone) 2081.

Redirection vers la Zone de Guerre: 2081

This action takes you directly to another server, where you can freely explore the map of this new server (war zone) and raid the trucks of your choice (up to 4 attacks per day). Each truck can be attacked twice.

You can repeat all the previous steps if you want to explore other servers (war zones).

2.2 Secret Tasks

The trick is exactly the same as for trucks. Act as if you are targeting a truck, but once you arrive on the map of the other server (war zone), ignore the targeted truck and freely explore the map to look for secret tasks (up to 5 raids per day). For better rewards, prioritize at least the UR (gold) ones.



In addition, to help you, the R4 and R5 place a dedicated marker on a random mine, which allows you to be redirected directly to another server. In this example, server 2081.



Mistakes can happen! If this happens and you raid a secret task on our server, we ask you to contact the player you raided immediately and apologize right away. This is essential to avoid drama and to quickly calm any potential tensions.

3. Resource Management

As you know, in Last War there are currently 4 different types of resources:

- Food,
- Iron,
- Gold,
- Diamonds.

Resources are mainly used to upgrade your buildings, but they also allow you to start technological research, train troops, and improve your heroes' equipment (using gold).

Regarding diamonds, it is extremely important to manage them properly because they are a rare and difficult resource to obtain.

You should only spend them on the 30-day VIP for 10K diamonds (the bonuses are too important to go without).

Depending on your needs, diamonds can also be used to buy items in the VIP shop.

In this shop, you should prioritize stamina and speed-ups (5 min, 1 h, 3 h, and 8 h), depending on how many diamonds you have and what you need.

Also remember that diamonds can be used for alliance technology donations, but this is not mandatory—it depends on how you manage your resources and your generosity 😊.

4. Buildings

You should only upgrade the buildings required to level up your Headquarters (HQ). Since this requires a lot of time and resources, it is best to follow this approach until HQ level 27, which unlocks T9 troops.

headquarters Level 7	Wall 6	Tank Center 6
headquarters Level 8	Tech Center 7	Alliance Center 7
headquarters Level 9	Tech Center 8	Tank Center 8
headquarters Level 10	Tech Center 9	Hospital 9
headquarters Level 11	Tech Center 10	Wall 10
headquarters Level 12	Tech Center 11	Barracks 11
headquarters Level 13	Tech Center 12	Tank Center 12
headquarters Level 14	Tech Center 13	drill ground 13
headquarters Level 15	Tech Center 14	Wall 14
headquarters Level 16	Tech Center 15	Alliance Center 15
headquarters Level 17	Tech Center 16	Tank Center 16
headquarters Level 18	Tech Center 17	Hospital 17
headquarters Level 19	Tech Center 18	Wall 18
headquarters Level 20	Tech Center 19	Barracks 19
headquarters Level 21	Tech Center 20	Tank Center 20
headquarters Level 22	Tech Center 21	drill ground 21
headquarters Level 23	Tech Center 22	Wall 22
headquarters Level 24	Tech Center 23	Alliance Center 23
headquarters Level 25	Tech Center 24	Tank Center 24
headquarters Level 26	Tech Center 25	Hospital 25
headquarters Level 27	Tech Center 26	Wall 26
headquarters Level 28	Tech Center 27	Barracks 27
headquarters Level 29	Tech Center 28	Tank Center 28
headquarters Level 30	Tech Center 29	drill ground 29

Barracks

Barracks should be upgraded in steps.

For example, if I can currently train T8 units at most, I need a level 24 barracks.

Therefore, my barracks should allow me to train level 5 / 6 / 7 / 8 troops.

So I would need barracks at levels 24 / 20 / 17 / 14.

This allows you to train lower-level troops first and then promote them later.

Tank / Aircraft / Missile Centers

Upgrading these centers depends on your T1 (main team).

If you are building a Tank team, you should upgrade the Tank Center.

If you are building an Aircraft team, you should upgrade the Aircraft Center.

5. Heroes

There are three types of heroes:

- Tank,
- Aircraft,
- Missile

Tank heroes are weak against Aircraft heroes.

Aircraft heroes are weak against Missile heroes.

And Missile heroes are weak against Tank heroes.

If you are part of the Free-to-Play players, it is recommended to start with a Tank team (here is an example of a current tank team).



For the Tank Team, your top priority should be to use your Universal UR Fragments on Kim until she reaches 5★.

For Murphy and Marshall, you can obtain their fragments through the Tavern by recruiting heroes.

You will still be missing William and Stetman. For these heroes, you will either need to pay or wait until they become available in the Tavern or through special events in the future.

For the Aircraft Team, this team is generally more suited for players who spend a bit of money in the game. However, the principle remains the same as the Tank team: prioritize your UR Aircraft heroes and upgrade DVA first (for reference, DVA is the strongest hero in the game).

For all teams, it is very important to position your heroes correctly. Heroes with a shield icon are the ones that will absorb damage (defensive heroes), so they must be placed in the front line.

The other heroes should be placed in the back line as support or DPS (offensive heroes).

Heroes can also be equipped with weapons:

Offensive heroes → weapons on the left side (Railgun and Data Chip)

Defensive heroes → weapons on the right side (Reactive Armor and Radar)

All your weapons, both offensive and defensive, should be UR level.

All other weapons SR / SSR (blue and purple) should be dismantled in the "Equipment Factory" building in order to obtain ceramic, which is used to craft UR (gold) weapons.

Finally, regarding hero skills, you should only upgrade the skills of UR heroes, because this requires more and more skill medals, which are difficult to obtain.

6. VS and the Arms Race

6.1 VS

Each day of the week has specific tasks that must be completed in order to open your chests and help the alliance win the duel.

To see the tasks you need to complete, simply go to:

VS tab → "Duel Progression" → "Weekly Schedule".

You can click on each day to see the required tasks.

Monday: Radar Training

- ☐ Use your stamina (during the Arms Race event "Drone Boost")
- ☐ Complete your radar tasks (that you accumulated during the weekend)
- ☐ Use your drone combat data and drone parts (during the "Drone Boost" Arms Race)
- ☐ Send your teams to gather resources from mines
Teams are often sent the night before (Sunday evening) to high-level mines so that the gathering finishes after the server reset (after 3:00 AM). During the rest of the day, if you are not actively playing, send your T2 and T3 teams (and T4 if you have one) to gather resources in order to generate passive points.

Collection points are counted when the gathering ends or when you recall your teams. Regarding hero experience, it should only be used when you are facing a difficult VS and need to push to win.

Tuesday: Base Expansion

- ☐ Use your construction speed-ups and open your gifts. These gifts correspond to buildings you have not yet opened, which should be saved until Tuesday to maximize points (during the Arms Race "City Buildings").
- ☐ Send your trucks as UR trucks (gold) throughout the day.
- ☐ Do the same for your secret tasks, sending them as UR secret tasks (gold). We still see too many **SR and SSR tasks on this day**, and we remind you that **they give NO points**.
- ☐ Finally, recruit your survivors in the Tavern throughout the day.

Wednesday: The Age of Science

- ☐ Use your research speed-ups (during the Arms Race "Technology Research")
- ☐ Use your valor badges (used for VS research or Special Forces research)
- ☐ Complete your radar tasks (that you accumulated on Tuesday)
- ☐ Finally, open your drone component chests

Thursday: Hero Training

- ☐ Recruit heroes in the Tavern,
- ☐ Increase your heroes' levels using hero experience
- ☐ Use your hero fragments (UR / SSR / SR – Gold / Purple / Blue)
- ☐ Use your skill medals (on the UR heroes of your T1 team)

This is the easiest day of the week to earn VS points.

Friday: Total Mobilization

- ☐ Complete your radar tasks (that you accumulated on Thursday)
- ☐ Use, as on Tuesday and Wednesday, your construction and research speed-ups
- ☐ This is also the day to train your units (units that you trained at low levels during the week to promote them on Friday)

Saturday: Enemy Hunt

On this day, our VS opponents can teleport to our server and attack your base. This is why it is very important to activate your shield on Friday night before going to sleep. This will prevent you from being attacked, losing troops, and losing power. To earn VS points on Saturday, you must:
Kill enemy units from the opposing VS alliance
Heal your troops that were wounded during attacks
And just like on Tuesday, send your trucks and secret tasks as UR (gold).



6.2 Arms Race

Now that you have the explanations for each task to complete every day, to make it easier for you to earn VS points, it is essential to increase your technological research related to the "Alliance Duel." The higher it is, the more points your daily tasks will give you.

For example, completing a radar task gives 25,000 points per radar task. Knowing that some players can store up to 35 radar tasks, the calculation is simple:
 $35 \times 25,000 = 875,000$ points just from stored radar tasks.

And since more tasks will be refreshed during the day, radar tasks alone can allow you to open the first 5 VS chests.

Each week, you should therefore save your resources for the specific VS day. For example, we will only recruit heroes on Thursday, and survivors on Tuesday. The same applies to all the tasks required for each VS day.

The more you manage to save between each VS, the more points you will score, which means more rewards for you while also helping the alliance.

Since earlier we have been talking about CAA / Arms Race.

What is it?

Simply go to "Events" and open the "Arms Race" tab.



You can see that there are three chests to open during each Arms Race.

An Arms Race lasts 4 hours, and during this time you have specific tasks to complete (use your stamina, use building speed-ups, research speed-ups, etc.).

To help your progression, you should try to complete at least 3 Arms Races in order to reach the 18 points required for the chest above.

This chest allows you to obtain 200 diamonds every day, 6 hero recruitment tickets, and 2 universal UR (gold) fragments.

In addition, each small Arms Race chest you open gives you resources, speed-ups, and skill medals. These are valuable resources for your progression.

7. La téléportation

As you know in Last War, there are different basic teleportation methods:

- Teleportation via the Alliance Rally Point
- Advanced Teleport, which can be purchased in the Alliance Shop
- 3 additional Advanced Teleports, which can be bought for 600 diamonds each in the VIP Shop

But in addition to all that, there is also teleportation during the Saturday VS.

To score points, we go to the enemy server (VS tab → Alliance Assault → Attack).

You should know that you can teleport to their server as many times as you want on Saturday, with only a 5-minute cooldown between each trip.

HOWEVER!

When returning to the hive, you can choose the location of your HQ yourself. You do not need to teleport to the rally point, which is often very far from the alliance hive.

You simply need to return to Server 2080, then move the map with your fingers to the hive, and reposition your HQ so it is properly aligned with the other players.

PS: When returning to the hive, you must absolutely leave space around the Marshal for the R4–R5 members.

8. The Marshal

Before even starting the Marshal event, everyone must first make their “wrench” donations.

This increases the number of levels available in the Marshal event, and each donation gives you 500 alliance coins for the Alliance Shop.



At the very beginning of the Marshal event, you need to send one of your aircraft to spy on an enemy HQ.

This allows you to activate War Fever, giving you a 1% damage bonus.

Regarding rallies, you should start a rally with your T2 troop, using only one blue hero.

This allows alliance members to join the rally while causing you to lose very few troops.

Your T1 troop, on the other hand, should join other players' rallies, prioritizing those started by R4 members.

This is because R4 members receive a bonus of 2.5% to 5% extra damage through the Marshal rally bonus.

9. Bonus

Regarding radar tasks, on the days when you need to save them for the VS, make sure they stack at 34/35.

Still regarding radar tasks, when you find excavators or drones, remember to share their location in the alliance chat so everyone can benefit from them.

This is because there are two types of rewards:

- the reward obtained by being inside the excavator or drone,
- and the reward you get by clicking on it when the timer ends.

For the train, please try to give 3 tickets.

This allows the driver to refresh the train and obtain better rewards for everyone who is randomly selected by the game to be in the wagon you entered.