

LAST WAR Saison 1



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1. Introduction

📢 SEASON 1 IS COMING! 📢

Season 1 brings a major set of changes that can quickly leave you confused.

It will unfold over 8 weeks, with new features arriving every week.

Here, I will present as many things as possible to help you approach Season 1 with complete peace of mind.

Now the serious business begins. Prepare your troops, strengthen your bases, and be ready to give it everything you've got. This season will be an opportunity to show our strength, our unity, and our ability to move forward together.

We are counting on everyone's activity: teamwork, presence, communication, and good vibes will make the difference. Every player will have a role to play in taking us as far as possible.

Let's stay united, motivated, and ambitious. We play to improve, to win... and above all, to make our mark in this Season 1. 🙌

Together, we make noise. 📢



2. New Resources and New Buildings

With Season 1, new resources are introduced in addition to the basic ones (Iron / Bread / Gold).

There are three new resources that will be available from the very start of Season 1.

Immune Proteins



Used for the construction and upgrading of the Virus Research Institute and military bases.

You can obtain Immune Proteins through:

- The Protein Farm,
- Rewards for killing zombies at the first level,
- Completing Season 1 objectives for increasing virus resistance,
- Using the "Hero's Return" recruitment ticket.



Mutant Crystals



Used to build and upgrade the Protein Farm and military bases.

You can obtain Mutant Crystals through:

- Rewards for killing a zombie at the first level,,
- Completing seasonal quest missions,
- Reaching Season 1 objectives for increasing virus resistance,
- Killing the first Doom Walker of the day,
- Genetic recombination,
- Using the "**Hero's Return**" recruitment ticket,
- The Weekly Pass and the Seasonal Battle Pass.



Gene Fragments



There are 6 types of Gene Fragments. Recombine them to obtain Mutant Crystals and rewards. Gene Fragments can also be exchanged with your allies.

You can obtain Gene Fragments by:

- Completing radar missions: killing Doom Elites, collecting resources, and killing Doom Walkers gives Types I, II, and III,
- Killing Crimson Zombies (all levels) gives Types I, II, and III,
- Killing Infected Zombies (all levels) gives Types I, II, and III,
- Killing Doom Elites (all levels) gives Types I, II, and III,
- Healing allies gives Types IV, V, and VI (check your mailbox to claim them),
- Attacking cities.

Regarding all these resources, you will find them just below Bread, Iron, and Gold. Be sure to check your inventory as well, since these resources are also available there through rewards.



These resources are useful for upgrading the new buildings that will be available during Season 1.

These buildings can only be constructed outside the perimeter of your base. Some appear at the start of the season, while others will follow later.

First of all, there is the **Virus Research Institute**, which allows you to improve virus resistance.



You will need Immune Proteins to upgrade the Virus Research Institute. Keep in mind that this building can be upgraded all the way to level 30, regardless of your HQ level.

Next come the Protein Farms. These new buildings produce Immune Proteins.

There are a total of 5 Protein Farms available (the fifth one is only available with the Season Weekly Pass).

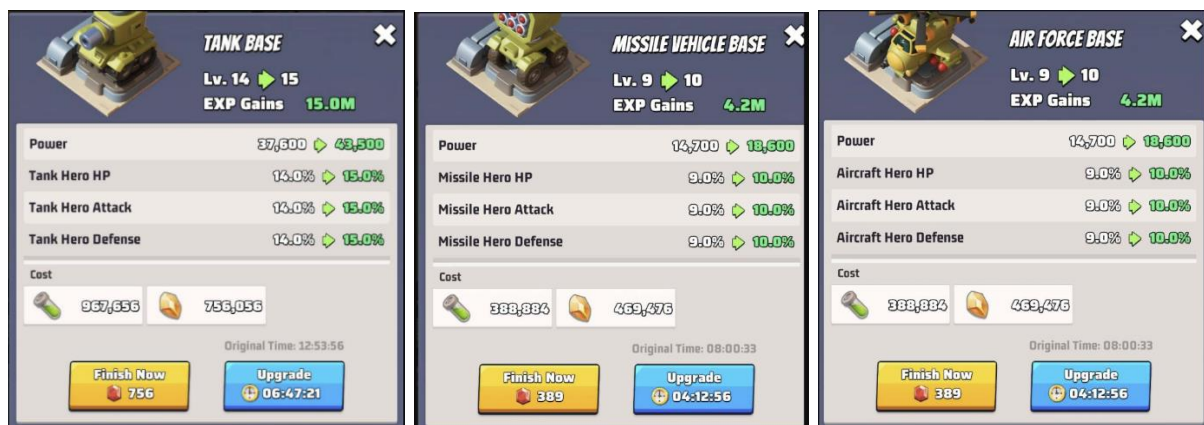


To upgrade your farms, you will need Mutant Crystals. Just like the Research Institute, this building can be upgraded to level 30 regardless of your HQ level.

You will unlock each new Protein Farm once the previous one reaches level 10. This means you must upgrade them one by one to level 10, and only once the first 4 are unlocked can you continue upgrading them one by one (level 10 → 11 → 12, etc.).

Finally, starting from the third week of Season 1, **Military Buildings** will begin to appear.

To upgrade them, you will need Immune Proteins and Mutant Crystals. These buildings can be upgraded up to level 30 regardless of your HQ level. Each level upgrade increases the HP, Attack, and Defense of the corresponding hero type by 1%.



Be sure to prioritize upgrading the building that matches your T1 troop type (for example: if your T1 is Tank, then focus on the Tank Military Building).

3. New Map

New season means new map!

At the start of the season, we will all be teleported together onto a brand-new map that is much larger.

Make sure to prepare Advanced Teleporters in advance, because we will need to move around a lot to capture cities as well as Military Strongholds (fortresses that also provide extra bonuses).

Military Strongholds are surrounded by small zombies that must be defeated before attacking the Corruptor and then capturing the fortress.

Just like in the pre-season, cities will unlock progressively week after week. Make sure everyone takes part in capturing cities and fortresses to benefit from the very valuable rewards.

Here is what the new map will look like (very big, right?!).



4. The infectious Virus

This new season introduces the concept of a virus and virus resistance. As mentioned earlier, you can increase your resistance through the Institute.

Okay, but what is it for?

During this season, everything you attack (whether small zombies, elite monsters, or bosses) is infected by default with the virus.

You therefore need a minimum level of virus resistance in order to defeat your opponent.

As shown below for example, to defeat a Level 7 Zombie, the game will require a virus resistance of 700. Otherwise, your damage will be heavily reduced.

Here, the player only has 300 resistances, so if they attack the zombie, they will deal 99.8% less damage (which means the fight is lost before it even begins).



Keep in mind that if your infected troops return to your **HQ**, it will become infected as well. The more infected troops you have inside your HQ, the stronger the penalties affecting your units will be.



1. **Hospital Stay** (activates with stacks ≥ 1): Every 300 to 200 seconds, one unit becomes critically wounded.
2. **Low Morale** (activates with stacks ≥ 20): Damage dealt becomes less effective (-4% to -20%).
3. **Deadly Virus** (activates with stacks ≥ 40): Increased enemy unit casualty rate (+4% to +10%).
4. **Severe Infection** (activates with stacks ≥ 60): Infection carried by troops increases by 11% to 15% when they leave.
5. **Viral Plague** (activates with stacks ≥ 80): Your troops have a chance to infect the enemy even in defeat, with a probability of 8% to 10%.

You may ask: **how do we cure the virus then?**

Nothing could be simpler. Your allies just need to click on your **HQ** and then on the syringe icon. This sends our spy planes to your HQ in order to heal you.



For every healing action you perform, you receive a Gene Fragment as a reward (Type IV, V, or VI).

Check your mailbox → Events section, and claim your rewards.

So, if killing a zombie or an elite gives you virus stacks, you may ask: what's the point of killing them?

The main benefit is that for each zombie or elite level milestone you defeat, you receive a reward for your first kill at that tier.

For example, as long as I have not defeated the Level 5 Elite Zombie, it will be impossible for me to attack Level 6.

As you can see below, each cleared tier rewards you with Proteins, Diamonds, Crystals, as well as a new type of recruitment ticket.

That is why it is very important to kill the highest level possible whenever your resistance allows it.



If your virus resistance is low, considering the heavy damage reduction penalty, rallying against a Destiny Elite may result in massive troop losses, whether the outcome is victory or defeat.

To avoid this, you can ask for help from your allies:

- Create a squad with only one hero, choosing the one with the lowest Command attribute (to bring fewer troops).
- Launch a rally against the Destiny Elite monsters, inviting allies who have enough virus resistance to kill the zombies.

Another very important point: to capture strongholds, you will need to kill Corruptors, which act as guardians.

They are extremely powerful, and remember that attacking them will always infect you, no matter your virus resistance.

To defeat these large monsters, you must ensure that players with high resistance and strong team power are the ones joining the rallies. Otherwise, we will all lose a large number of units for nothing.

5. Heroes and Exclusive Weapons

Season 1 also brings updates regarding heroes and weapons, with their availability changing over time.

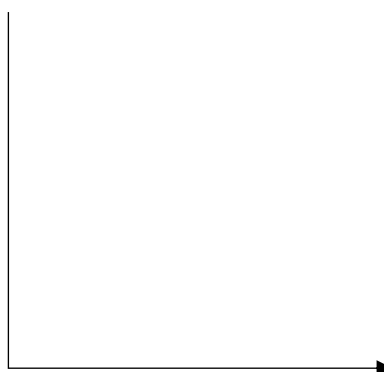
If you have not managed to obtain certain heroes before, you now have a chance to catch up.

A new type of recruitment ticket will be available from the very start of Season 1: the **"Hero's Return" ticket**, mentioned earlier.



With this recruitment ticket, you will be able to obtain fragments of most UR heroes from the very first day of Season 1.

These tickets provide the same number of points as regular hero recruitment tickets during **Armament Rush** and **Duel** events. As shown, they allow you to obtain fragments of **Skyler** and **Williams**.





Season 1 also introduces a new feature that will significantly increase the power of certain heroes.

These are Exclusive Weapons.

In Season 1, three exclusive weapons will be available through passes:

- Kim's exclusive weapon for your **Tank team**,
- DVA's exclusive weapon for your **Air team**,
- Tesla's exclusive weapon for your **Missile team**.

Exclusive weapons unlock new vehicle styles and new skills at levels 1, 10, 20, and 30.

Upgrading these weapons significantly increases various attributes and also raises the maximum levels of existing skills.

It takes exactly 50 exclusive weapon fragments of Kim / DVA / Tesla to unlock the corresponding hero's weapon.

After that, universal weapon fragments will be available to upgrade whichever weapon you choose.



Another very important point regarding heroes is Mason's upgrade from SSR to UR starting in the second week.

🔒 VERY IMPORTANT: You must perform Mason's UR upgrade on Thursday only. Doing it on any other day will result in a significant loss of VS points.

To be able to upgrade Mason to UR, there is a requirement:

- **Mason must already be 5★**

Additionally, since all skill medals and all fragments spent in the Hall of Fame related to Mason will be refunded, it is important to invest everything into him before upgrading him to UR.

Example:

If I upgrade all of Mason's skills to level 30, after the UR transition I will receive, via my mailbox, all the skill medals used to reach level 30.

This allows me to gain a large amount of VS points through this method.

After Mason's UR upgrade:

- **Mason will be reset to 3★,**
- **All skills will be reset to level 1 (new skills will become available after the upgrade, see section below),**
- **The hero's level (XP level) will remain unchanged,**
- **You will lose Mason's current Hall of Fame bonus effects.**

Refunds from the UR Upgrade:

- **Fragments used for Mason's promotion in the Hall of Fame:**

- **All fragments used in the Hall of Fame** (universal fragments  and

Mason Fragments ) **will be refunded and sent by mail. HOWEVER ,**

they will all be converted into Mason fragments.

- **Skill medals:**

All skill medals previously spent on Mason's skills will be refunded and sent to your mailbox.

6. Passes

To inform you in advance, different passes will be available throughout Season 1:

- **Seasonal Battle Pass** (part one: €11.99 and part two: €23.99)
- **Weekly Subscription** (€5.99)
 - ✓ Extra Protein Farm: as long as the weekly subscription is active, it will produce Immune Proteins. This feature ends when the subscription expires.
 - ✓ Instant +250 Virus Resistance bonus (expires with the pass)
 - ✓ Marching Speed bonus (expires with the pass)
 - ✓ 20,000 Mutant Crystals
 - ✓ 500 VIP points
 - ✓ Daily:
 - 50 stamina points
 - 20,000 Mutant Crystals
 - 60 generic 5-minute speed-ups
- **Kimberly Exclusive Weapon Battle Pass** (€23.99)
- **DVA Exclusive Weapon Battle Pass** (€23.99)
- **Tesla Exclusive Weapon Battle Pass** (€23.99)

Here is what you will get from the exclusive weapon passes (same for all three heroes).

