

Call of War



Attacking guide for new players in 1.0

The following guide was created by Torpedo28000 in 2019

The following guide aims at providing players, specifically new ones with a basic template and “formula” to follow to more effectively learn the game and fight off enemies. It will explain what specific troops to use in each stack, reasons to add / remove different troops and the strengths and limitations of each different army. This will involve a list of useful guides, followed by three different and useful armies - how to build and use them followed finally by some tips and advice to new players.

For further research into different strategies I will link to more in-depth guides about them but I simply want to explain what in my opinion are good stacks and strategies and how to put them all together. This guide will assume you know what each troop is and that you actually know how to use them (fire, attack, move, take provinces etc, if you don't, scroll down to find some basic guides that will explain that). But this guide is really designed for players in their first few games so more advanced strategies shouldn't be used yet. Simply having an effective army and having a basic idea of how to use should them help heaps.

Please note this is my opinion and how I see the positives and negatives of different strategies. so if you don't agree let me know. Additionally I will be linking other guides throughout this, I did not create any of them but believe they are very helpful

So before we begin: A very basic guide for those who need to know the very basics about the game including: how to move troops, how to build everything, pretty much everything needed to know before this guide can even make sense:

<https://docs.google.com/document/d/1FVg0FasVvPSI7XQhojKph7bG53QVnf6QsQGrjVgSi2E/edit>

For an incredibly in-depth guide about pretty much all aspects of the game:

https://docs.google.com/document/d/11LExRZ_GqNZYJpM82s24D0IAhfboT6d5odbKTFS4rHI/edit

And for a more condensed guide for how to play:

<https://docs.google.com/document/d/1Bsrgbb3NCLRtd7kM5KoceUG2l8HqoaMI8PeTMOgWBU/edit>

It's critical that you build up your economy in conjunction with your army, the player with the better economy can build more troops, which leads to a bigger army and thus a better chance of winning.

For guides on this check these:

<https://forum.callofwar.com/index.php?thread/23292-resource-production/>

<https://forum.callofwar.com/index.php?thread/26634-guide-to-economy/>

For those wishing to know how to start the game (up to day 8) check out:

<https://forum.callofwar.com/index.php?thread/26032-quickstarter-how-to-play-in-the-first-vital-days-of-the-game/>

All these stacks use max SBDE ratings, for information on this:

<https://forum.callofwar.com/index.php?thread/6551-state-based-damage-efficiency/>

A more advanced guide for mobile warfare for players who have maybe read this, have played a few more games and wish for a more advanced way to use their army:

<https://forum.callofwar.com/index.php?thread/26039-marshall-kiwi-s-doctrine-guide-land-doctrines-part-1/>

Finally the link to the forum page with all the other guides.

<https://forum.callofwar.com/index.php?board/56-community-created-guides-videos/>

Firstly, the type of army you build should be based off a few things:

1. You economy: if you have low oil production, a plane heavy army may not be possible as they require large amounts of oil. Low on food, you may wish to build more oil consuming units.
2. What your enemy has: if my enemy has a significant amount of AA in his army, I may not build a plane heavy army (This army type will be discussed later on). How to find out what your enemy has will be discussed later on.

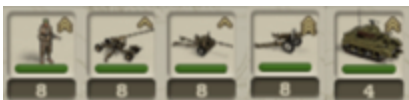
So now to begin:

Army 1:

Artillery armies:

Some basic divisions of this could be as follows:

Artillery (I will be referring to this as Arty throughout this), infantry, anti-tanks, and 2-4 LTs (light tanks), as a basic, add anti-air if the enemy has air.



- The AT is to counter enemy tanks.
- Inf to add more HP for engaging enemy arty, or if the enemy attacks with inf. It is a nice 'fodder troop'
- AA is only used if the enemy has planes.
- The Arty is the key part of this army. It allows you to fire and kill the enemy without engaging it.

You can also add some LT for some extra HP and defensive power as infantry is poor at attacking armour units. This also would allow you to split off troops to take the enemy's land. This will be explained later on. I would recommend a few of these in each stack.

The main goal of these armies is basically to kill the enemy without directly engaging them. This involves having artillery firing on the enemies, killing them while they sit there, retreat or move towards you, but ALWAYS without engaging the enemy in a standing fight.

You can change these armies up too depending on what you need more:

- If the enemy has lots of arty, maybe focus on more fodder (troops with higher HP) in your stacks. Inf is good for this, along with LTs. And less AT and AA.
- If the enemy has lots of tanks, put in more AT and maybe less inf.
- If the enemy has lots of planes. Get more AA and inf and not ATs in your stacks. Good points

Having arty is always with these armies. Don't build up 8 arty, 8 infantry, 8 AT, 8 AA if you don't need it the extra HP, have more armies with less fodder troops and more Arty, arty does the damage in these stacks, the rest of the troops are just there to protect the arty.

Additionally, if the enemy has lots of LTs for example, you can change your stacks to have 8 AT, 4 AA, and 4 inf. 8 arty should always be the goal, all other troops in the stack are situational. This will be something you get better at judging with time and experience.

Now, there are two main ways to set your arty and fodder troops, either you have your arty in your stack, this involves having ALL your troops up to SBDE max (8 for infantry) in the ONE stack. This means that if your enemy has arty too, your arty won't be at risk of being killed as easily by theirs as you have more troops do soak up the damage, however, the disadvantage of this is that if your troops are attacked by non-ranged troops (such as inf, or tanks) your arty will also be fighting. Arty has very low HP so it is NEVER advised to have them directly fighting the enemy I would do this if you are less active or the enemy has arty.



The other way is to have your troops in front of your arty and your arty behind, this means that if the enemy moves troops to attack, your arty will be safe behind the stack. This is better for players who are more active as they can micro their arty better and ensure the enemy doesn't have their own arty to hit your more exposed arty. Ensure that you defend not attack, defend with this stack if the enemy is moving towards you as this division has better stats defending.



How to use:

Basic steps to follow:

1. Determine where enemy troops are located.
- 2a. Send out appropriate numbers of troops to kill each enemy's stacks (focus on larger stacks not small ones.
- 2b. Send out smaller divisions to kill the smaller enemy ones. You do NOT want 1 troop to slip past your front lines and cause havoc among your economy.
3. Once enemy stacks have been killed, send out individual fast units to mop up left over land.

1. To determine where the enemy is located, send out spies and even if spies are sent out. Use planes to spy the enemy in range of your planes. Enemy troops may have moved since spies located them at day change.

Using spies to determine where the enemy is It is KEY to winning and being able to counter enemies.

- If you place 3+ military spies in a province with no other buildings in it there is a chance for a reveal all, use 5 for better chances. This will enable you to know where and what troops target has at day change. But remember, this does not lead to a guarantee that they spies will work, but it should work majority of the time. But it is definitely something you should do around day 6 onwards if you have the cash.





Simply get a plane interceptors and send it to patrol over a location. However, once the plane gets to the target it will attack (and receive damage), so as such, move it there, then quickly move it to a safe position. Therefore do not do this if you will not be on to remove it back so it does not attack.

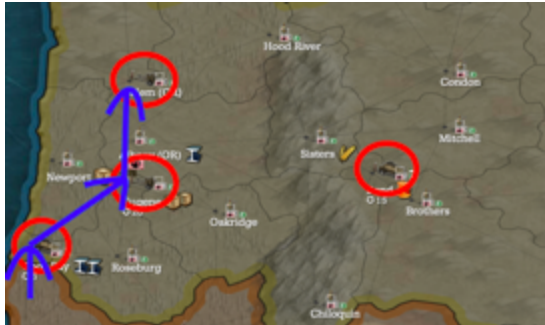


2a: Send out appropriate numbers of troops to kill each enemy stack (focus on larger stacks not small ones.

Send out enough troops to win a fight and defeat the enemy stacks, but not too many that you don't have enough troops to fight all your front, or leave an opening for the enemy. With time you will learn what to send out. Just remember, you want your army to shoot and whittle down the enemy and not directly engage them.

If your firing and the enemy moves towards you, retreat, on the hour fire your army and continue retreating. If this happens, I would recommend splitting your army ahead so that if the enemy engages your troops, your army will be safe to fire behind while your fodder troops do their job.

2b. Send out smaller divisions to kill the smaller enemy ones. You do NOT want 1 troop to slip past your front lines and cause havoc among your economy.



This photo highlights the stacks you would want to send stacks too. You would want to send stacks to the larger enemy stacks, and then smaller half or quarter strength stacks to clear out the individual infantry. Additionally, in blue would be a suggested line to attack to kill 3 sets of stacks. That way I only have to send out 1 stack to eliminate multiple targets. This is what you want to do. Send out stacks to clear out sections of the enemy.

Depending how many stacks I have would determine whether I send the same or a different stack to kill the 5 stack of troops.

You could send out 2 half stack divisions, 4 arty, 4 inf, 4 AT 4 AA etc, to clean up this. Or perhaps quarter strength stacks but with more arty: 4 arty, 2 inf, 2 AT, 2 AA.

3. Once enemy stacks have been killed, send out individual fast units to mop up left over land.

Now that the enemy stacks are dead, you want to quickly seize their land, send out fast troops such as armoured cars or motorised infantry to do this. Simply send them to the cities you want to take.



Example of attack:



As can be seen in this picture: I have scouted the enemy with my plane and determined what is there, no artillery so I am safe to engage the troops near Ljubljana. Furthermore, I have killed the troops in Maribor so I am able to take that land and move on to Zagreb. My plane is moving there now to scout. I will repeat this process and slowly kill every stack that I come in contact with.

A larger version of this.



If I was to land in Sagua La Grande with one full division of troops discussed above, I would know that this is enough as it would be large enough to kill all the stacks if they combined (look right below to see all the stacks sizes and troops in them) As such I would then I my entire stack to shell Grande, then move down to wipe out that single infantry, then down to Camaguey, then as I know the stack in Puerto Padre has an arty in it, ensure my arty was in the same stack as my inf and fire upon it. As I have more arty, I will obviously win. Then I'd hit Santiago de Cuba. At the same time, I would send out one LT and clean up all the empty land.

This is why spying the enemy is important and knowing what they have and where. It allows me to know how much to send and where to attack, it also lets me know if I can have my arty by itself, or if I should ensure it is protected from the enemy arty.

I would then do this on a larger scale against other enemies, sending out stacks to clean up certain locations and stacks. Once the enemies are dead. I will send out faster troops (AC, LT motorised infantry) to clean up the undefended land.



For a more detailed version of artillery.

<https://forum.callofwar.com/index.php?thread/26427-guide-to-artillery/>

Strengths of this strategy are the low oil cost (0 if no tanks are used), the fact you can kill troops without losing any of your own, the relatively balanced nature of it, it has arty, but can counter tanks with the AT, it can counter small air stacks with the AA coupled with the inf and HP of all the troops in the stack, and the simplicity of using it, and it's pretty low cost to replace, if you lose parts of it, it can be replaced pretty easily rebuilt. It also allows you to have a good air force or navy as it does not cost much oil or none. But if you do use it in conjunction with air, Ensure that you have some AC or motorised infantry to take the land the planes pave for you, more information about this strategy later down.

The weaknesses of this stack however are the very slow speed of it, inf units are very slow so ensure you have enough of these armies to ensure no one can get behind your lines and wreak havoc to your industry. While its well balanced, enough air power will beat it.

I would recommend using this army in conjunction with other armies.

Army 2:

SPA armies.

This army follows the same strategies as the previous one but instead of infantry, AT, AA and artillery you have:

I like two different types of these stacks:

Smaller and cheaper ones with:

Self-Propelled Artillery, (SPA) Light tanks (LT)

Add Self-Propelled Anti-Air (SPAA) if the enemy has planes.

The basic division: SPA and LT, is good for spamming these out and having lots of them and just simply having lots and lots of SPA to damage troops. These stacks are pretty cheap so you can get lots of them and spam them along every path.

Ways to use this is pretty much the same as normal arty stack. But:



Shell the enemies and once they are dead move in and take the province. Rinse and repeat.

Compared to the normal arty stacks the strengths of this army are its speed. Damage wise it is similar but speed is an important factor in fighting as it can lead to you taking more land faster.

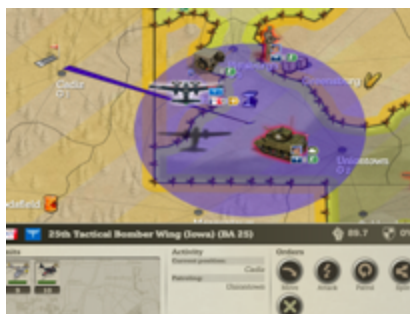
Limitations of this stack are similar to the normal infantry ones, it's pretty weak against lots of air, but it's faster speed means you are a little safer from enemies sending in one troop to rush and take your land. Additionally, it requires oil, so you cannot build as many planes with this.

Army 3:

Planes.

This is personally my favourite. Air can be so powerful if used well. This strategy involves having tactical bombers and interceptors to bomb troops.

For this, build divisions of 5 interceptors and 5 tactical bombers. Stack these together and then have multiple of these division patrol over the target. DO NOT DIRECT ATTACK!!! Yes, it is that simple, planes are very powerful when enough of them are used, but they are much more micro intensive, so if you are less active, (not able to log on at least once every 1-2 hours for a 8ish hour period) I would recommend not using this strategy early on. If you are able to, then I would recommend planes as they are very powerful.



After the field has been cleaned out by your planes, send in a fast (such as armoured cars) troop to clean up all the land.



This is a crucial part of this strategy, planes are very fast, so you want to wipe out the troops in their range, then send in a fast troop to as quickly as possible take over the enemies land that is now safe.

Next you want to build up more airbases to continue the attack. I would build an airbase close to the maximum of my planes ranges. (As can be seen in the next image, the dotted line right next to the red one is the planes max range, in green is where I would in that situation build a new airbase).

Alternatively, if you are about to go to sleep, work or out, I would build an airbase so when you come on it will almost be complete. Air Bases take 8 hour to complete. This means if you know you will not be on, have an airbase building to be ready for when you come online again.



Strengths of planes are their powerful damage against pretty much all troops, early game they are not as strong against armour, but as you progress with research they become very strong. Planes with AC are a very fast and powerful strategy, planes can wipe out and do huge amounts of damage, combined with having the ability to quickly take land is very powerful.

Weaknesses of this strategy are its very high level of micro needed, as you will be wanting to attack fast and constantly move your planes around, it required the player to be more active, additionally it is very costly in oil as planes and the AC is pretty much an only oil army, this means that nations with low oil should not have this as their primary army. Furthermore, if the enemy builds lots of AA this strategy can be weakened.

For a guide about how to fight with planes and more information about them:

<https://forum.callofwar.com/index.php?thread/10124-air-combat-guide-for-dealing-some-in-decent-damage/>

To conclude, I would recommend using this in conjunction with SPA or artillery armies. I would have 1-2 small SPA armies (SPA and LT) to take out the enemies AA if they have them and then the rest of your oil to be spent on planes and your ACs. At the same time building up some artillery armies for defence and attacking very well fortified positions and to ensure the enemy has to build different troops to counter those divisions too.

A few final useful tips and words of advice.

Firstly, if your enemy is marching troops towards you, halt your troops so that they defend. Almost all troops are better at defending, so try to defend when possible.

Planes, in my opinion, are the most effective army out of the three. My personal strategy works generally around this if I have the oil, that being said, in maps such as the 10 player blitz as Germany, I find myself using the regular army group as I did not have the oil. For more active players, planes work very well, but for a less active player they are not as effective as they require a lot of micro to be truly effective.

Additionally, if you find yourself in a game with a more experienced player and ally with them, listen and follow what they say/ask you. They have more experience for a reason so listen and follow what they say and try to learn from them.

Try to learn from every loss, if a player defeats you, try to learn what they did to either adopt or adapt it to your own strategy.

Additionally, while not a rule but, I would join a max of 4 games at one time (3 would really be better for you), ofc it depends on how much time you have, but 2-3 is what I generally do. The more games you have going, the less active you can be in each game which often leads to you losing the game. Focus on

fewer games but doing as well in them as you can – you will have a much better time doing this and winning 1-2 games and joining 2-3 than joining 10 games and losing them all.

If players have more questions:

- Feel free to go onto help chat and ask for help, there is almost always a player online to answer your question.
- Go on the forum and search up your question, there are countless threads that could answer your question.
- Search up Sky Badger on youtube, has an excellent CoW chanel that will provide assistance along with providing examples of how experienced players think, act and play the game.

I hope this guide will help newer players to enjoy this fantastic game.

If more experienced players have feedback, different ideas, changes, etc. Say below so I can add them. Just remember this guide is for players in their first few games, so nothing really complicated.

I would like to thank General Nightman, my alliance Regulators and the EN support staff team for providing help and advice for this guide. And a final special thank you to my mentor S Schmidt.