

# Welcome to the Crash Course LastWar Season 3 - Golden Empire

(And so again: Welcome to the foil battle)

**Disclaimer:** The whole thing runs under the motto "confident appearance with complete cluelessness", after all, I haven't played the season myself yet. All information was compiled to the best of our knowledge and belief. Nevertheless, I assume no liability for bullsh\*t or outdated information ;)

# Overlord

Since our big, hairy buddy will be available from next Friday, he also just made it into the presentation.

Kimberly will introduce you to the mission as soon as it is available. Once you have unlocked them, you will receive a special radar task.

In the process, you have to rescue a small, cute baby gorilla. As soon as you have done this, a second radar task will appear, after which the Gorilla Overlord will move into your base.

Before Overlord can support your team in battle, you first have to nurse him up.

For this you need water, food and medicine. You can get these resources in your radar missions.

The progress bar shows how fit the gorilla already is. (This takes about 4 days)



# Overlord

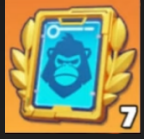






As soon as Overlord is fit again, we will have the Tactical Institute at our disposal, where the training manuals are produced.

Logically, these are needed to train the gorilla.

And before everyone turns off their brains and frantically presses buttons: **Upgrading the Overlord is part of the Alliance Duel on FRIDAY!**

From now on, you will need the following resources to upgrade the Overlord:

-  7 Training certificates (behave like drone parts)
-  300 Training manuals (behave like drone combat data)
-  1 Friendship Badges (Required to increase friendship level)
-  1 Overlord Skill Badges (Needed to upgrade skills)
-  1 Universal Overlord Shards

To obtain these, you have various options at your disposal, such as exclusive radar missions, collecting through the green truck in front of your base or the campaign, VIP and alliance shop.

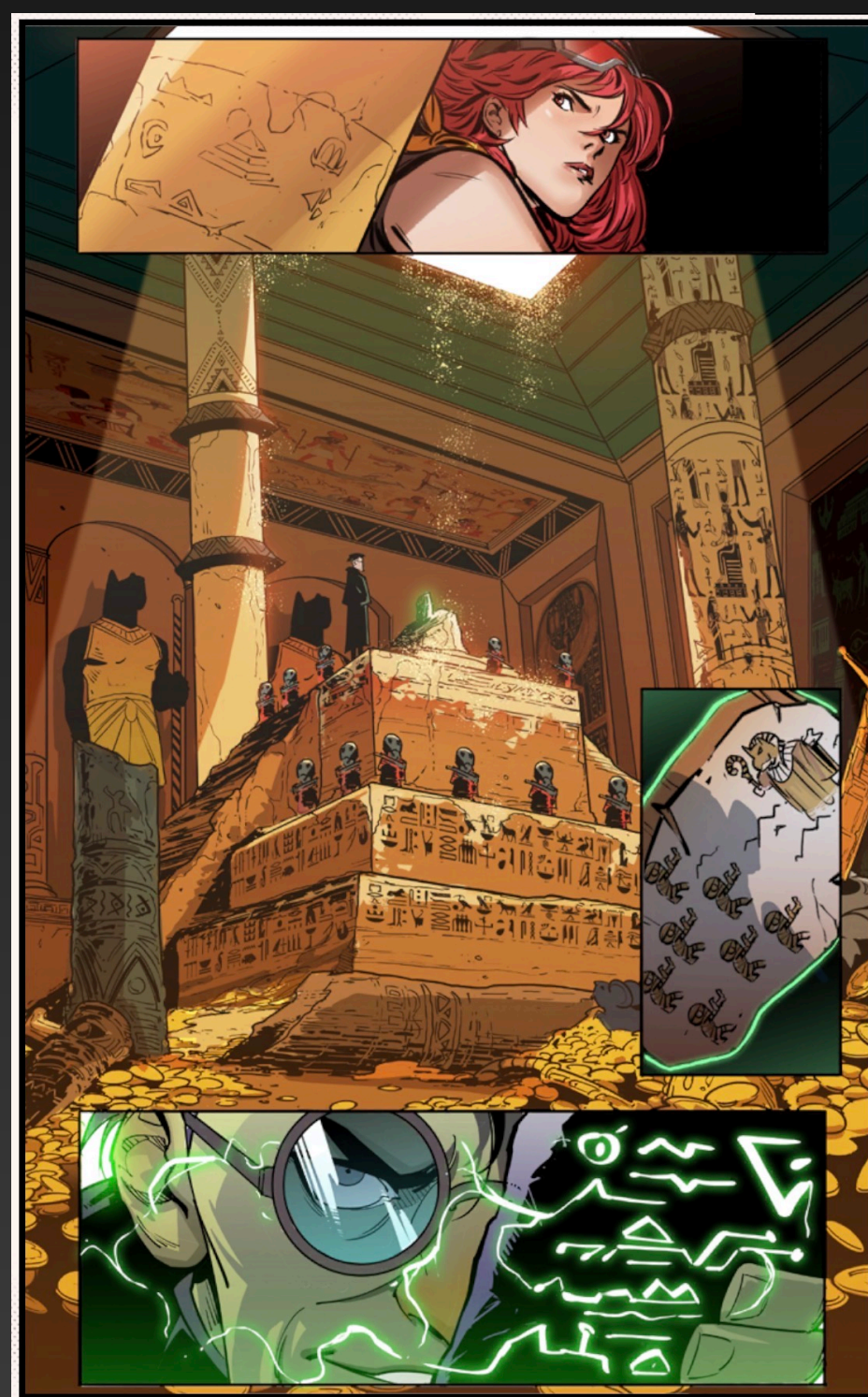
The gorilla can only be used in combat when it reaches the rank of "Rookie Partner 1" and all three points have been upgraded to Lv.100 in Special Training.

# Storyline...

According to unreliable sources, dear Scarlett has been on vacation in beautiful Egypt to find the Monument of the Dead (you know: ugly stone that brings the dead back to life).

She met the handsome young man down here in the middle.

Well, it wasn't a date, because the madman found it much more fitting to summon an army of brain-eating zombie mummies.



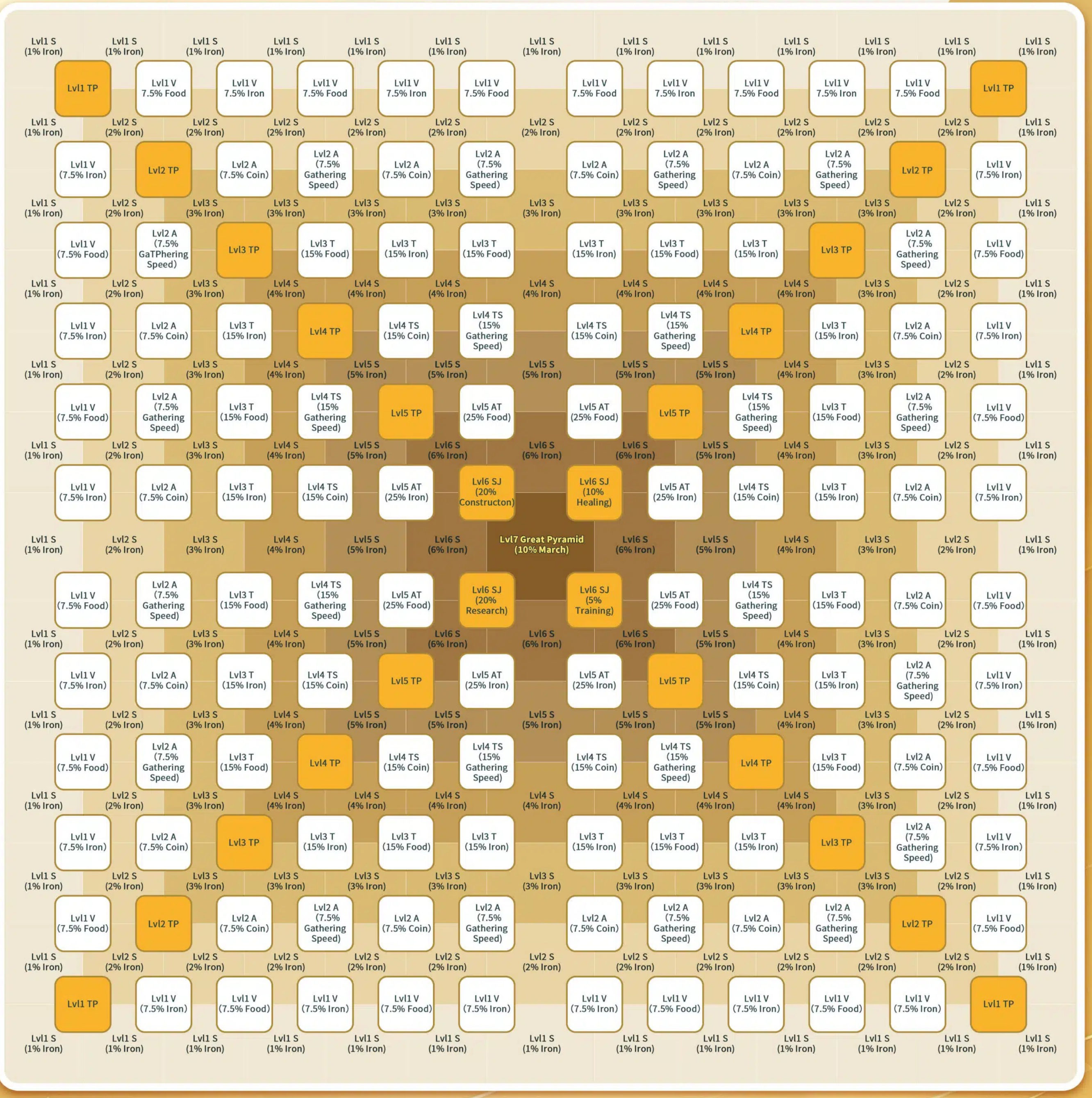
# New Map

... and so we have once again accommodated ourselves on a new map and are supposed to save the world's butt again.

We start again as an alliance collected on the edge (how else could it be, we already know). In Season 2 we were still happy that the map has become smaller and now... well... confusing like anything else, winding and huge!



TP = Trade Posts / S = Stronghold / V = Village / A = Altar / T = Town / TS = Temple of the Sun / SJ = Square of Judgment / AT = Ancient Tombs



### Building overview:

- Cities
- Digging Strongholds = like Dig Sites in S2 (you need 100/hour to mine "Mitril", regardless of level)
- Trade Post (New)
- Capitol = Great Pyramid in the middle

# Seasonal Goal: Spices

What rare soils were in Season 2, spices are in Season 3.

As in the previous season, the more an alliance has collected at the end of the season, the better the rewards.


You get them by conquering territories and later in the "Spice War"



## Season Boost (Pre-Season)


12d 13:08:32

Once the season starts, using these decorations and heroes will give you extra buffs!



**Meow-lody**

1. Boosts Protector's Field capacity by 500 (Holding In Stock Attributes)
2. Unlocks **Summon Protectors** Base skill (Holding In Stock Attributes)
3. Like this Base to receive a **Desert Gift** (limit 1 per base for each Commander).



**Eternal Pyramid**

1. After building, the Desert Protector conversion rate increases by 1%
2. Gain extra Pyramid special effects



**Scarlett**

Reduces Damage Taken from Monsters by 5%



**Marshall**

Increases Damage to Monsters by 10%

# Seasonboosts

As in previous seasons, various items will again bring different benefits.

The fancy party kitty is now getting a new look and an upgrade. It increases the capacity of the Desert Protectors on the Protector Field by 500 and has the base skill "Summon Protectors".

The Eternal Pyramid increases the conversion rate of the protectors by 1% (regardless of the decorations level)

Scarlett: Damage to Monsters +5%

Marshal: Damage to Monsters +10%

Schuyler: Damage to Monsters +10%

McGregor: Damage to Monsters +10%

# Neue Ressourcen & Gebäude



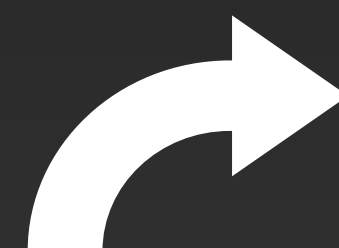
**Mithril:** you get it like the coal from S2 through the first kill of Elite, conquests, completion of tasks, etc.



**Sacred Water:** is crafted in the Blessing Fountains in the base (analogous to the titanium alloy factories from S2)



**Blessing Fountain:** produces Sacred Water, analogous to the titanium alloy factories from S2. Are leveled with Mithril. Like in S2: first level one until you can unlock the 2nd, then level it up until you unlock the 3rd and so on.



**Curse Research Lab:** is leveled with Holy Water. Increases curse resistance. (Exactly like viral resistance in S1 & S2)

These things don't exist anymore, but we get an altar that does absolutely the same thing... (from Lv. 30 of the Curse Research Lab)

# Desert Protector

These are units that will be available in Season 3 (and only in the seasons). In order to be able to use them, the protector field in the base must first be repaired.

After that, fallen units can be converted into desert protectors.

(From Lv.10 onwards, you will need seasonal resources to improve the Protector Field. Therefore, you should not improve it beyond Lv.10 at first.)



## Protector Conversion

Under the Pharaoh's Obelisk, a portion of fallen units will be reserved for future summoning.

**Units lost in the following situations will be added to the Protector conversion pool**

**awaiting conversion:**



### Battle casualties

Units lost in battle: On troop return, 10% will be added to the pool.

[View](#)


### Hospital overcapacity

Severely wounded units that die because the hospital is full: 10% will be added to the pool.

[View](#)


### Base breached

Units lost in the Drill Ground during a base breach: 10% will be entered into the conversion pool.

[View](#)

- 10% of units killed in battle
- 10% of the injured units for which there was no room in the hospital
- And 10% of units killed on the training ground (if the base was attacked) end up in the conversion pool.

These are then converted by alliance members who come to visit you briefly with their planes.

You can also summon the Desert Protectors directly with the item "Protector's Horn".

# Desert Protector

Desert protectors can be used in the fight against zombies and enemies.

Although only about 10% go into battle compared to normal T10s, their combat power exceeds that of normal units.

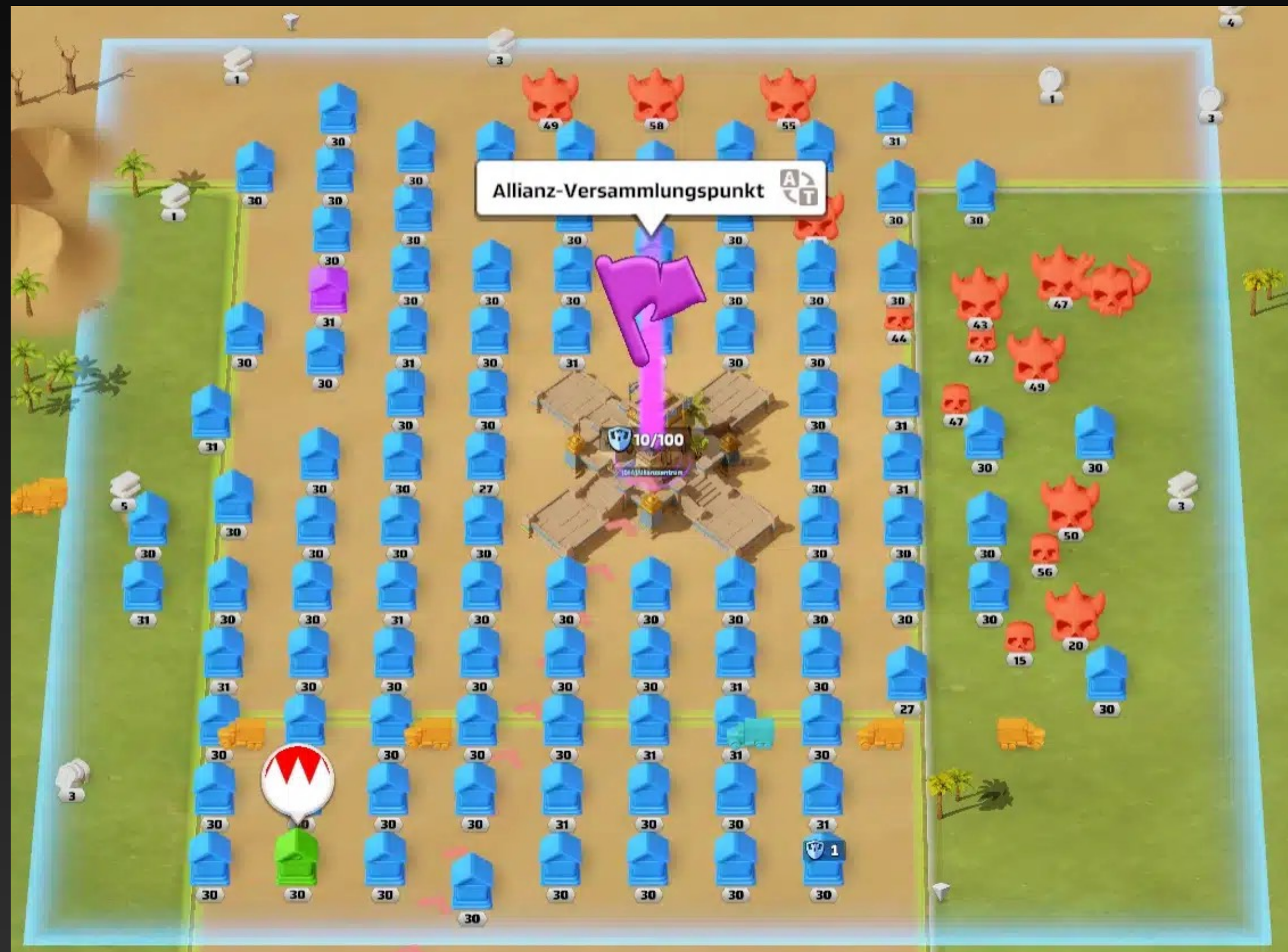
In this way, you can also defeat stronger opponents in battle.

However, desert protectors do not return to the base after the battle. (Exception: with the profession ability "Indomitable Will" up to 10% of the protectors return)

Therefore, the desert protectors should be saved for the Spice Wars if possible.



# Alliance-Center instead of Furnace



Of course, the developers have not reinvented the wheel.

Thus, in S3 we now get an Alli-Center instead of the Furnace, which we (who would have thought...) have to defend in various events.

On the whole, however, everything works here, as with the furnace in S2.

The thing is leveled automatically by collecting spices.

# Alliance-Center

Once the center has been built, all alliance members in the catchment area will receive various buffs, depending on the level of the center.

As soon as the Alliance-Center reaches a certain level, you will receive additional outbuildings that generate Mithril, Oil, Sacred Water and Desert Protectors.

One of the buffs also ensures that allies are no longer pushed through the desert by the sandworms (no idea if that's true, but apparently that can happen... annoying little critters)

In addition, the center produces spices, which are of great importance in the course of the season.

**Alliance Center** 1.6K

**Lv.1 Alliance Center** #22(339.72)

Production Center Upgrade Relocation Spot

Lv.1 → Lv.2  
1,620/15,000 15.0K

Spices are needed for upgrades	15,000 → 45,000
Max. Durability	150,000 → 150,000
Produces Spices	200/h → 300/h
Boosts March Speed within the territory	10% → 10%

**Lv.1 Alliance Center** #22(339.72)

Production Center Upgrade Relocation Spot

<b>Alliance Center</b>	
Production Rate:	+120/h
Total Output:	+120/h
Mithril Plant	Unlock at Lv. 5
<b>Exploratory Well</b> Produces Oil for alliance members periodically once built.	Unlock at Lv. 10
Sacred Water Hut	Unlock at Lv. 15
Obelisk	Unlock at Lv. 20

# Exclusive Weapons



**Marshall**

From week 1, day 4



**Shuyler**

From week 3, day 4



**McGregor**

From week 6, day 4

# Resource Fields & Ruins



As in previous seasons, there is a small chance of discovering a resource field after the death of a Doom elite. (Daily 1x per player)

A little tip: it might make sense to choose a strong player who initially gets the resources from the resource fields alone, so that he can quickly increase his curse resistance and thus pull the other players along. It goes without saying that it should also be someone who is often online.

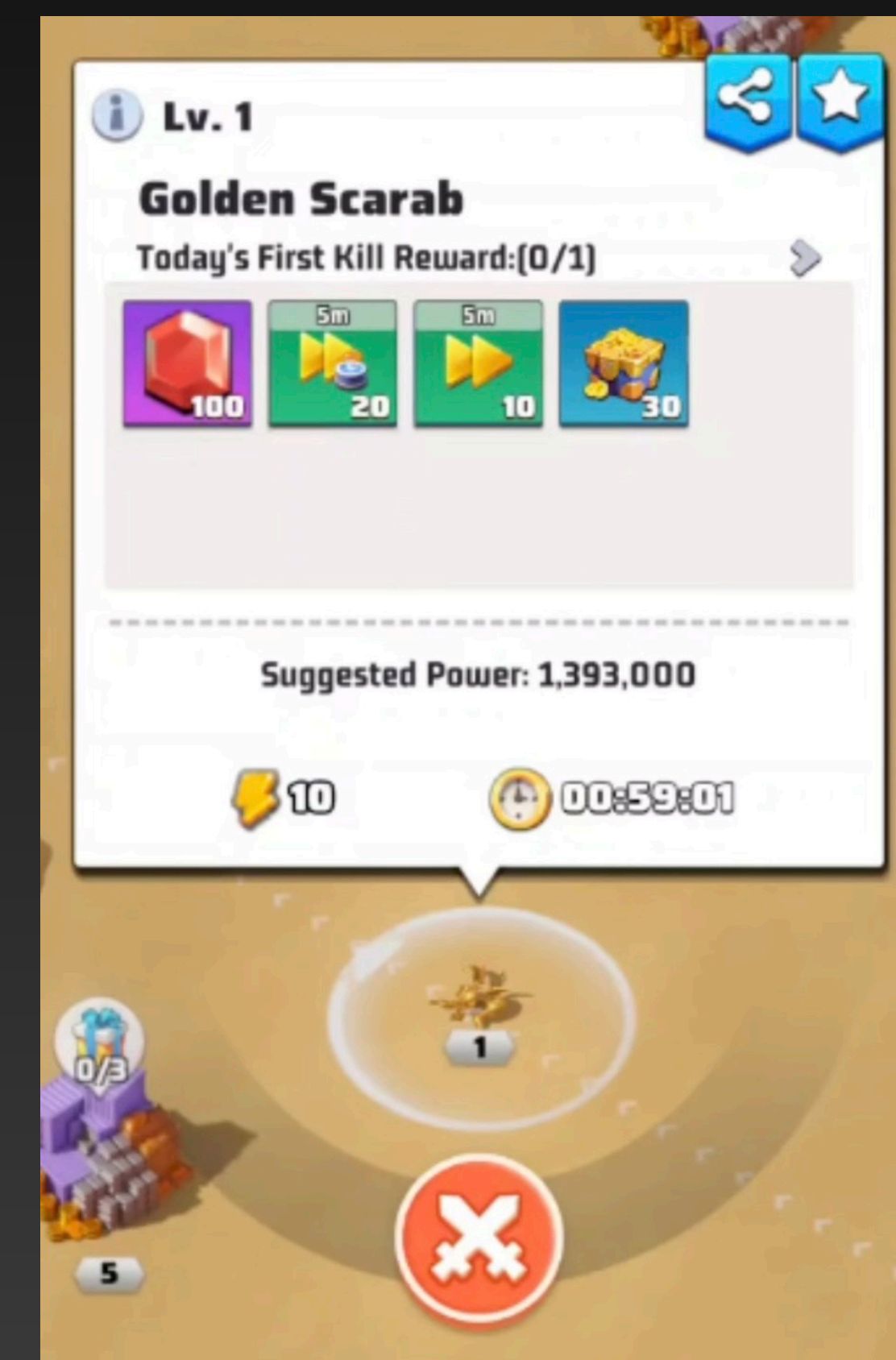
The scattered supplies are replaced by Ruins, which can be found from week 2 onwards

However, the basic principle remains the same.



# What else is new?

- New Radar Mission: Ruins Expedition
- Sandworms, available in large and small (almost like Doom Walker, only cooler & prettier; you get scales that you can exchange for various items in the shop. The shop is updated weekly)
- Golden Scarab -> like Doom Walkers, only in mini



# Schedule: Week 1

## From day 1:

- Easy:
  - Don't forget to donate to the Season Buildings! This is the only way to unlock them
  - Kill Doom Elites and Zombies so you can get enough of the new resources
  - Constructing Season Buildings
  - Build Alliance Center
  - Leveling everything in a snappy way
  - Capture Excavation Fortresses as quickly as possible! Time brings massive advantages here

## Day 3:

- From then on, Lv. 1 cities can be conquered

## Day 6:

- From this point on, Lv. 2 cities can be conquered

# Rules for conquering Cities and Excavation Fortresses

- Alliances could hold up to 8 Cities and 8 Digging Strongholds (cities can again only be conquered after the corresponding events.)
- Digging Strongholds produce 100 Mithril per hour, regardless of level, so capture as soon as possible!
- Cities and Digging Strongholds produce spices (the amount depends on the level)
- Capitol = Great Pyramid. Can only be conquered by alliances that hold a Lv.6 city
- 2 Digging Strongholds can be captured per day (Then have protection for 36 hours)
- Max. 2 war declarations per day to conquer cities. (Then have protection for about 6 days)
- In general, the same rules as in S2: only adjacent areas, you have to start with a Lv.1 Digging Stronghold (diagonal counts as "adjacent")

# Other Events: Week 1

## **Purge:** From day 1

- Commanders are rated according to the first kill of the zombies.
- Simply put, whoever kills the fattest zombie first wins. The higher the ranking, the better the rewards

## **Digging Stronghold Battle:** From Day 1

- Same principle as in the Purge, except that the time it takes for the alliances to capture Digging Strongholds is evaluated.

## **Sandworm Crisis:** From Day 1

- When your troops get involved in fights, they create shockwaves. These shockwaves fill a progress bar and the commander who has filled it completely gets a visit from a cute little sandworm. If the base is wrapped in a sandworm, you can no longer join rallies. (Hint: teleporting away works)
- Large sandworms can be defeated by rallies (gives nice rewards)
- The "Trap Landmine" profession ability can also be used to catch giant sandworms if it is placed near or directly above the sandworm. The Alliance then has 5 hours to defeat it, otherwise the sandworm will disappear again.

# Schedule: Week 2

## From day 1:

- **"Build an Oasis"**: Ruins are basically like Scattered Supplies in S2. To discover them, we don't have to make a campfire this time, but we can watch grass grow. (No joke, we have to green the desert with airplanes. For **this**, you must have the appropriate professional ability.) If enough green space has been created at the respective coordinates, a Ruin appears where you can pick up rewards.
- **Desert treasures**: Since the whole shit wouldn't be readable here otherwise, there's more about it on the next slide
- **Return of the Dead**: We already know it... Happily whistling undead stroll towards our Alliance Center on Tuesdays and Fridays, where they kindly get a jaw correction from us.
- **Hero Swap**: ATTENTION! This is the "Level Swap 2.0", because the system has been completely revised. Now the stars of the heroes can also be exchanged. (Level in the Wall of Honor is retained even if the hero no longer has 5 stars after the exchange. Upgrades are no longer possible until the hero has 5 stars again. Same principle with the exclusive weapons. The weapon is disabled until the hero has 5 stars again.)

## Day 3:

- From then on, Lv. 3 cities can be conquered

## Day 6:

- From this point on, Lv. 4 cities can be conquered
- Now it's also possible to capture the trading posts. However, players from other servers can now also come over.

# Desert Treasures



The counterpart to the previous mini-games.

- There are two Desert Vaults, each with a time limit (one personal and one for the Alliance). If the timer runs out, the rewards are gone.
- If you choose a Desert Vault, the task is to literally get the relics and thus the rewards out of it. For this, you need a new item. This is called the Archaeologists Hammer, and you can buy it at the Desert Bazaar (the shop where you can redeem the sandworm scales).
- In the Alliance Desert Vault, each player can clear a single box. Rewards are only available if you have caught part of the relic. (It all reminds me a bit of the game "Battleships")
- In your own Desert Vault, you can get help from allies to get the rewards.
- To find and open additional personal Vaults, you need the item "Desert Compass", which you can buy (who would have thought...) in the desert bazaar.
- The compass for additional alliance Vaults can be obtained from the new radar missions, among other things.



# Rules for conquering Trading Post

- They don't have to be adjacent to the alliance territory and have no limit in number
- These are captured by a single player
- Players who own a trading post open their own market where other players can buy items. Offers are updated weekly. (The exclusive offer in the shop is only valid for the player who owns the Trading Post)
- If the shop is empty, the player can send a trade caravan 1x daily to fill up the shop.
- The player who owns the trading post earns taxes in the form of golden eggs
- The trading posts can of course be attacked and conquered by other players.
- To capture a Trading Post, the base must be located in the mud around the Trading Post, where it can (of course) be attacked.
- Protection period after conquest: 17 days (but the info is not certain)
- In practice, it is probably the case that some hobbyless clowns come over from other servers and buy all the resources.



# Schedule: Week 3

## From day 1:

- **Hero promotion:** Scarlett gets to go golden. Works exactly like Violet in S2.
- **Faction Award:**(Scarlet Legion vs Golden Tribe) Faction selection is done by the president as in S2, but with a small change.
  - Phase 1 lasts 2 days. The servers that will lead the corresponding factions are determined (based on the combined strength of the servers at the beginning of the season).
  - The presidents of the two servers "decide" which faction they want to belong to (\*cough\* Distribution is decided by a coin toss \*cough\*).
  - Starting on day 3, the remaining servers will be able to choose which faction they want to belong to (as in S2).
- **Worm Hunter:** Broadly speaking, it's about fishing for the giant sandworms with the Trapland Mine and eliminating them. The more you catch or kill, the higher the ranking and the better the rewards.

## Day 3:

- From then on, Lv. 5 cities can be conquered.

## Day 6:

- From this point on, Lv. 6 cities can be conquered.

# Schedule: Week 4

From day 1:

- **Spice Wars:** The principle remains the same as in Season 2: No cross-war conquests and thus no night shifts.
- **Overlord Growth Handbook:** For those who have the big wallet with them and want to push their hairy Tamagotchi a little more



Day 6:

- Now the Capitol can be conquered. (Or One day later due to the event delay)

**MALL**

Weekly Deal   Super Monthly Pass   **Overlord Growth Handbook**   Weekly Pass   Pack

**Overlord Growth Handbook**  
2025/1/27-2025/2/25  
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Reward Preview

**10268%**

Day 1	Day 2	Day 3	Day 4	Day 5
Day 6	Day 7	Day 8	Day 9	Day 10
Day 11	Day 12	Day 13	Day 14	Day 15
Day 16	Day 17	Day 18	Day 19	Day 20
Day 21	Day 22	Day 23	Day 24	Day 25

Buy anytime during the event for all rewards.

Instant Gain on Purchase

The Overlord must meet the Requirements to buy

# Spice War

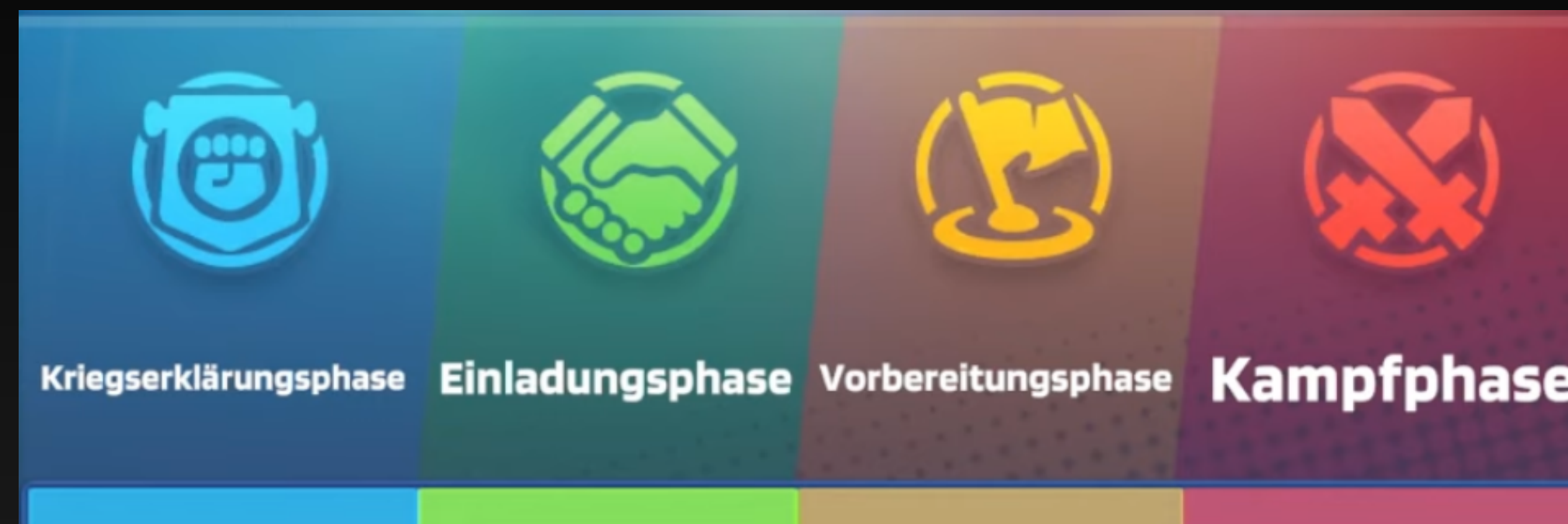
(I was able to leave the slides almost exactly as in S2...)

By far the MOST important event of the season!

- We already know it: no night shifts, but working time fraud.
- The principle also remains almost the same as in S2: We fight with the opposing alliances for up to 30% of the spices collected so far.
- Most of what follows now is only for the sake of completeness. There are small changes, but the process is exactly the same.
- Each round includes 4 phases:
  - Declaration of war
  - Inviting Allies
  - Preparing for battle
  - Combat phase
- There are a total of 8 rounds of 2 fights per week (so it takes 4 weeks)
- Event ends at the same time as the end of the season

Battle Time	Scarlet Legion	Golden Tribe
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		
Round 6		
Round 7		
Round 8		

# Spice War: 4 phases



Alliances are divided into different groups depending on the amount of spices collected within the factions.

## 1. War Declaration

- Starts Tuesday for the first round and Friday for the second round of the week. Duration: 24 hours
- The respective alliance leadership can (if we belong to the attacking faction) declare war on another alliance.
- You can only declare war on alliances that are in the same rank as your own alliance.
- Up to 3 alliances can declare war on a defending alliance.
- During the war declaration phase, the target can be changed at any time. After the timer has expired, this is no longer possible.

# Spice War: 4 phases

## 2. Invitation phase

- Always starts Wednesday for the first round and Saturday for the second round. Duration: 12 hours
- If multiple alliances have declared war on a defending alliance, the defending side can ask for support from other alliances of the same faction that have not been declared war. (Sorry for the complicated sentence.)
- If 3 alliances have declared war, a maximum of 2 alliances can be invited for support. (So that a 3vs3 is created.)
- If only 2 alliances have declared war, one alliance can support (2vs2) and no one can help with only one declaration of war (1vs1).
- The R3 of the invited alliance can vote on whether the invitation will be accepted.

## 3. Preparation phase

- It always starts Wednesday for the first round and Saturday for the second round at 12:00 server time. Duration: 30 minutes
- During this time, the war is confirmed and can no longer be changed.

# Spice War: 4 phases

## 4. Combat phase

- It always starts Wednesday for the first round and Saturday for the second round at 12:30 server time. (During this phase, the Alliance Center can no longer be repositioned)
- Basic duration: 40 minutes (if number of attackers and defenders is identical)
- If the defenders are outnumbered, the duration of the war is reduced to 30 minutes.
- If the defenders are alone and compete against 3 attackers, the duration of the war is reduced to 20 minutes.

**What is new in contrast to S2:** The Alliance Center consists of several buildings, which can be attacked individually. Each building must also be defended individually!

For each destroyed outbuilding, the attacker gets 5% of the lootable spices.

So if all 4 outbuildings are destroyed, the attackers already get 20% of the total 30%.

The Alliance Center itself has 200.000 durability, the outbuildings only 30.000.

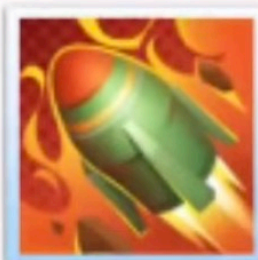
# Warlord Missile

Of course, the ugly thing remains with us and now not only tears away bases in an area of 25x25 fields, no, the radius has of course been extended to 35x35 fields (somehow you have to f\*ck us additionally)

The most important points:

- As the name suggests, only the warlord of an attacking alliance can fire the missile. The destination must be in the catchment area of the Alliance Center.
- When the missile is activated, a 3-minute timer begins
- During this time, the Warlord is "fair game" for everyone and his coordinates are posted in the world chat. If the warlord leaves his position during the timer or is ashed, the missile is deactivated and gets a cooldown of 72 hours.
- When the missile is fired, contaminated land is created in a radius of 35x35 squares for one hour and all bases in it are moved to a random location on the map (existing shields are not destroyed)
- The missile can be fired by any attacking alliance. Therefore, it may make sense to coordinate the goal and time of activation with the other attacking alliances.
- In addition, this can also be started in the preparation phase, i.e. up to 30 minutes BEFORE the combat phase, so that the attackers can secure a box seat.

## Warlord Missile



Blow up all commander bases within a specified area! It will leave Contaminated Land for a period.

**During the war preparation and battle stages, you cannot change officials or leave the Alliance.**

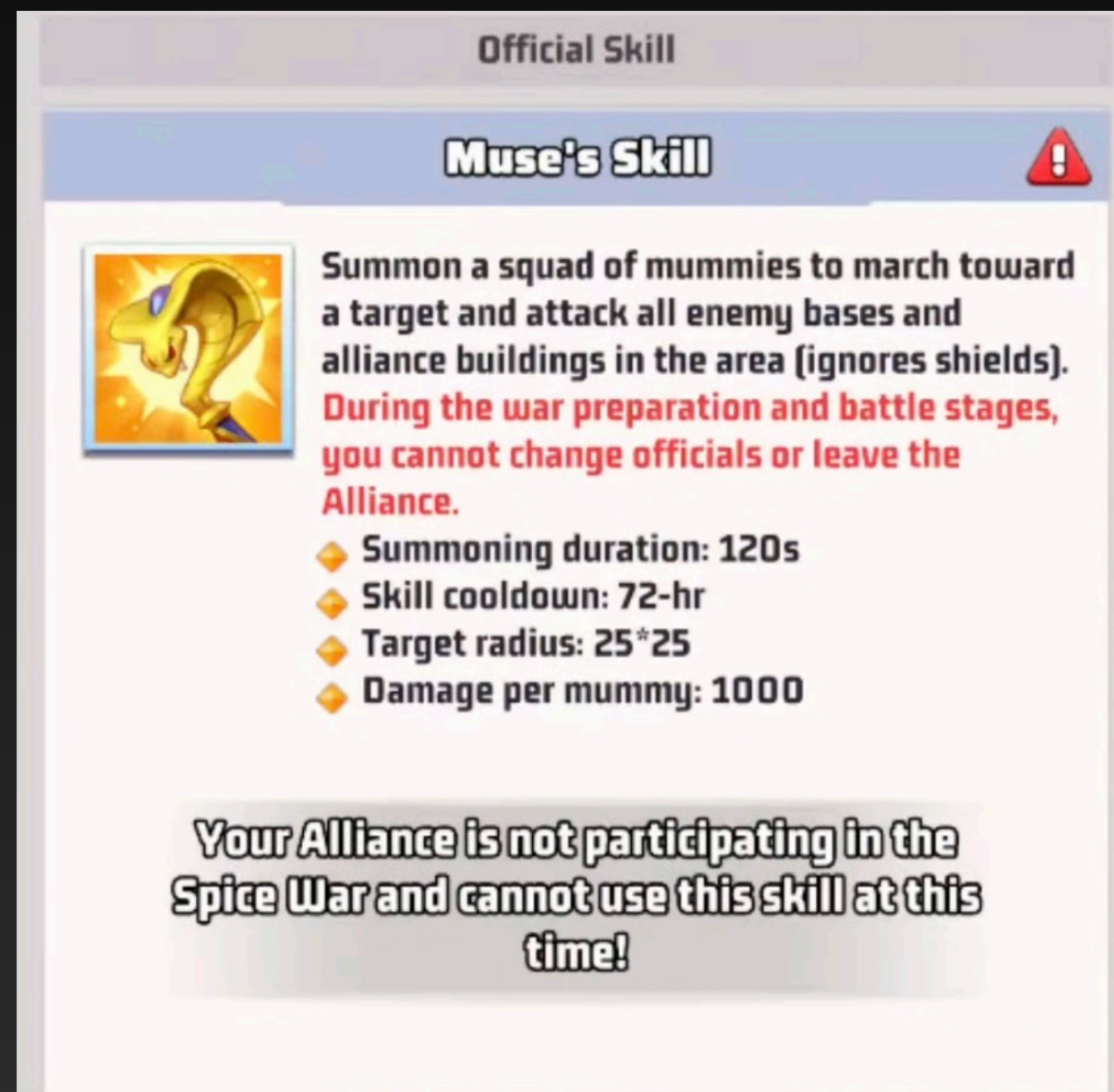
- ◆ Skill prep duration: 180s
- ◆ Skill cooldown: 72-hr
- ◆ Explosion radius: 35\*35
- ◆ Contaminated Land remains for: 1-hr
- ◆ Damage to Alliance Center durability: 30000

Battle begins at

**22:24:12**

# Ability of the Muse: the Mummy Army

Zewa was really happy that he got rid of the rocket. But, tadaaaaaa: the muse also gets a war capability



The most important points:

- The principle works like the warlord missile
- The mummies are summoned for 2 minutes before they attack the opposing alliance.
- During this time, the muse is "fair game" for everyone and their coordinates are posted in the world chat. If the muse leaves its position or is ashed during the timer, the ability is deactivated and gets a cooldown of 72 hours.
- If the timer has successfully expired, the mummies will remove all defenses from the bases and all alliance buildings within a radius of 25x25 squares. This gives the attackers a short timeslot in which the Alliance Center, as well as its outbuildings, are without defense.

## Season II: Polar Storm

Declare War   Rebels   Gendarmerie   **War Status**

#18 [NaW]  
The Squad

#22 [Rgs]  
Rogues

#18 [NAW]THE SQUAD

14



#18 (X:508 Y:602)

Alliance Furnace Lv. 14  
 Rank: 27  
 Durability: 100% ⓘ  
 Total Held  
 907.2K  
 Can be Looted   
 181.4K

Rewards ⓘ



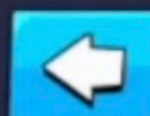
Claim

Kill Rewards



Earn points by completing these actions

Kill Lv. 1 Unit from Enemy Faction	+ 6
Kill Lv. 2 Unit from Enemy Faction	+ 9
Kill Lv. 3 Unit from Enemy Faction	+ 12
Kill Lv. 4 Unit from Enemy Faction	+ 15



Record

Battle Record

# Spice War: Battle Rewards

The reward system for the personal rewards in each battle is similar to that in the Capitol War:

Points are awarded for killed units.

That's why it's ALWAYS worth taking part in the fight.

(I can't believe I really have to write this...)

If several alliances participate in the attack of an alliance center, the captured spices are divided according to durability damage dealt. For example, if Alliance A dealt 80% damage and Alliance B 20%, Alliance A received 80% of the loot and Alliance B 20%.

# Schedule: Week 5 - 8

## Baue eine Oase

21d 06:43:06

Stufe 2: Begrüne die Kriegszone, baue eine Oase!

Rangliste



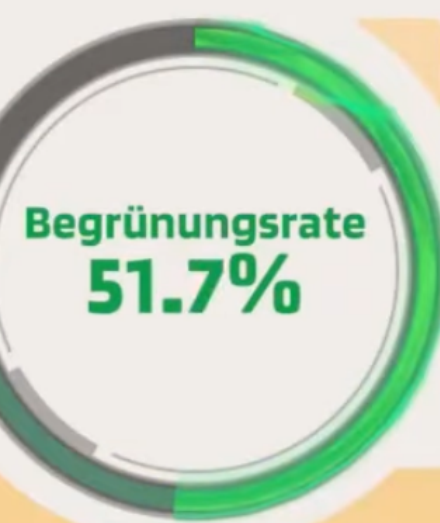
131/150

Kriegszonenfortschritt Allianzfortschritt Artefakte

### Lv. 1 Region

Begrünungsfunktion freischalten

Schalte die nächste Region für die Begrünung frei, wenn die Begrünung 80 % erreicht.



Unentdeckte Artefakte: 1533

From day 1 of the 5th week:

- **"Build an oasis" continues:** While we have only planted our own areas so far, the project is now going into the 2nd round and we are sprucing up the whole map. We start with Lv.1 areas on the outside and work our way inwards. This, of course, allows more ruins to be discovered.  
From now on, commanders from other war zones are also allowed to green the other war zones. Of course, this means that they attack our rewards like vultures...
- Spice Wars continue and end in a final showdown (**faction duel**), in which the fraction with the most victories gets a big chunk of spices on top (exactly like in S2)
  - There is **one serious change**: rocket factories and associated rockets. These stand around the Capitol (between the cannons) and can be conquered. The missiles can be fired at regular intervals by the warlord of the alliance that captured the rocket factory. When the missile is fired, it inflicts significant damage to bases in the area of effect.

From day 1 of the 7th week

- **War Evenings:** You get a reward box every day for helping alliance members convert fallen units. In addition, the conversion rate increases by 5% and the chance of completing the individual levels in the new radar mission increases.

# Off-Season

Season stress is over, the vultures are gone and thus:

## Welcome to the off-season!

As after S1 and S2, the festivities will start including the black market. The champion duel also returns and the server transfer is possible again.

The alliance exercise gets a new level of difficulty: The Murphys are replaced by sandworms, which are more difficult to kill, more units cost but yield significantly better rewards. (Has anyone ever thought about why it's called "Marshall Guard" when there are 5 Murphys?!)

One of the biggest revisions is our secret mobile unit, including the hidden treasures. When redeeming the treasure maps, you now also receive archaeologist hammers, which you can use to dig for treasure in the secret vaults. (->More rewards for the same effort)

