World in Conflict - Guide

Game Settings

- in the „documents" folder on your pc search for world in conflict and in there create a textfile called `wicautoexec.txt`
  - put the following commands into the file; these will give you the ability to zoom out further of the map and see more/better
    `camerafreedom 1`
    `cameramaxheight 1500`
    `camerahighfov 140`
    `cameralowfov 120`
    `sun.enable 0`
    `setfogdistances 1 1 1 1` (at some point in the game this option will possibly disable, open up the console ^ press arrow up and enter to get it activated again)
- disable "mood change" in the game settings if you don't like snow, weird light or fog
- if you wish to use *custom colors* for your teammates' units, you can do so by editing the `Game Options.txt` file.
  - Set the rgb-values of the `myCustomColors[0...7] 255:200:15` variables as you wish

Roles

Support

- The base for this role is a dynamic net of units that enables you to react fast to attacks.
- What makes support hard to play?
  - While with infantry you don't need to keep track of air so much and with armor you need to keep track of air but move units individually according to it, with support you need to move all of your units according to air.
  - Also you want to avoid losing any single one aa, as it would tear a whole in your supportive net - for armor/infantry this is not so big of a deal.
- You need to protect your armor's tanks, but move your aas according to the enemy's air.
- You have to keep your units alive, not just for the more obvious reasons like unit rank and ta to the enemy. It takes about 3 aas to defend a tank against one air player, thus if you constantly loose aas you will never be able to properly position your aas in time.
- The repair tank is probably the unit that gets the biggest gain from ranking up as an individual unit. Having a "star" repair will give you an immense capability to fix heavy tanks and in return generate huge amounts of ta. 100 repair points will get you over 10 ta, for a good support player 500-700 rep points are the standard in a 20 min game. So the repairs alone can get your team a nuke.
- As stated you need at least three aas to successfully fend off a proper air attack. Therefore when you only have three aas on the map you can't really do much, because you'd have to be at the right place at right time with these three units. This is basically impossible, since air is much faster. You really need five aas to be able to build a working aa-net with units that can rotate. This means that when your team is getting pushed back, you need to establish a base of units (as a team) and then attack. Do not just try to push units in as they will die one by one.
- You need to pull back aas that have used their smoke and replace them with those that have not. Generally it's tricky to guess the perfect moment for popping the smoke. Do it to early and air will retreat and come back to attack you when you don't have smoke. Do it to late and he'll get an easy kill or you might get blown up by a heat shell. Sometimes you will have to stay in the smoke and wait for your air player to kill tanks, so you can retreat your unit without being shot at.

- Keep your units moving. Not only to avoid tankbusters, but also to make it hard for enemy air to figure out the right angle to attack.
- You have to constantly move your aas in order to form the most effective opposition to enemy air.
- If air is attacking you with damaged helicopters, try to kill those instead of the scout.
- You'll want to have just enough space between your aas so that air can only target one aa at a time. Ideally when air attacks one of your aas you have another two aas shooting at him from the flanks, while he is engaging.
- Your armor player needs to back-off tanks when air is attacking. You'll have little chances of killing helicopters when you have to move towards them, decreasing distance. Helicopters basically can't get hit when they sit right on top of aas.
- Med AAs: Personally I have barely ever used them, but if you do have great control over your units and you want to use med aas, I'd suggest you keep them in close proximity to your armor player's units. Use the smoke of his tanks to hide the aas and aim for the scout helicopters. Also they can be good for getting caps, just like light tanks.

(This is not how the air player would attack, though ideally you can set up your aa's like this when he is attacking.)

Air

- air needs to deliver selective destruction
- enable caps, deny caps, give vision, kill important units, help infantry
- As air you have to generate more ta for your team, than you consume. You shouldn't have to use more than a max of 50 ta for scans – except if you can get more ta out of an attack with scan, than you need to use.
- You have to be at the *right place at the right time* and you need to be generally available, thus keep your units alive.
- Splitting up your helicopters into 2 or 3 groups can be enormously effective, especially when you have high rank on them. It will make it very hard for enemy armor and support to react in time and use their smoke and you will have the ability to help your team in two or more areas of the map. Additionally the risk of getting wiped out by an a2a decreases.
- If you realize that the opponent's support players is doing a good job at shooting down

your scout, you can lead with your scout – sacrificing it (– and use a scan). This will save you your valuable helicopters. Also you can save your flares for an eventual a2a.

- Stay back as long as possible. As long as you don't commit an attack your opponent will have a hard time moving forward. Don't wait to long however.
- You need not attack when there's no benefit for your team (such as killing an annoying tank, enabling/denying a cap or generating ta by shooting lone tanks), it will only put you at risk of losing units.
- Help out your infantry player and make sure there's no paratroopers of the opponent in your back-area. This can save your team a lot of ta (para's that do not need to be dropped, jeeps that won't get killed and so on).
- Figure out the right angle to attack multiple aa. Ideally you only get shot by one aa at a time. It also helps to keep your scout behind at least one attack helicopter, because that way aa will be default target the nearest unit – obviously this is not useful when you use a scan.
- Flares are less effective when they are behind the aa, meaning: when you move forward towards an aa and you drop flares, you'll fly away from your flares and are more likely to get hit by missiles head-on. Some players used to attack with the "move backwards" command, but I'm not sure whether it's worth it. I guess the idea is that flares are getting ejected from the back of the helicopters.
- There has always been a debate about whether air is overpowered or not. Personally I think it's not at all the case with new units. However once the helicopters get up to double bar/star rank they are indeed overpowered (regarding offensive/defensive recharge time only).

Armor

- armor's role is to advance the line of fire
- Pay attention to the air player and reverse your tanks when he is making an attempt to attack.
- One of your tasks is to be an annoyance to the enemy's support player. You can achieve this by putting your tanks in positions, from where they can target aas, which takes away the opponent's ability to push forward. Though you need to be careful not to lose your units to tankbusters or other ta.
- As armor you need to develop a great sense for when to push and when to fall back.
- By choosing the right units (light-, medium- or heavy-tanks) you build an effective line of defense.
- Use your tanks – especially light tanks – to deny the enemy from capping cps.
- Help out your infantry player and use tas to drop paratroopers.

Infantry

Infantry is a difficult role to play and I can only give general advice here, as I do not have a lot of experience with it.

- infantry needs to provide vision and set up a supportive network of units for capping cps and denying the enemy to do so
- While armor, air and support represent scissors, stone and paper, infantry combines the abilities of the three, however as a downside it is very weak in the open field.
- Use replays and your own experience to figure out the best spots for snipers, at squads and regular squads.
- You should always be ready to defend a certain part of the map against enemy infantry.
- Once you have lost control over a forest it can be a good idea to use a scan, in order to see what you're up against when you try to regain control of it.
- Depending on the strengths and strategy of your team you will need to use more at squads

or reg squads.
- You want to 'spread out' your infantry squads so they are tougher to kill.
- In later stages of the game you will most likely have to use some out-of-role units, as the weight of the game shifts towards quickly pushing forward and capturing cps. However you do want to have some line of defense in the rear.

Mechanics

Multiplier-Effect

- Take the air player as an example. If he's bad at killing enemy units, this won't only deny your team tas and possible caps (even more ta), but will also give the enemy repair points. Further if he dies a lot the enemy will receive more ta and they will also be able to play more aggressively. Also the air player will be completely overwhelmed with all the tasks to deal with, if he constantly looses his units, thus not being able to help the team much. Your support will not be able to move around, due to the opponent's aggressive tanks and your team will break apart. Even though the team as a whole has to work well, one player can make an enormous impact.

TA-Usage

- When you spend lots of TAs on pushing forward, you need to make sure that it pays off, meaning you need to win fast. Otherwise you at least need to make sure that your opponent is not able to save their TA. If they manage to survive your push and stay in the game without using a lot of TA, they will be able to turn the game around with strong TA-usage, which you can't defend against anymore.
- Allegedly the games have been different in the "good old days", which I don't think is true. More likely teams back than all had the same playing style – spending huge amounts of TAs on airdrops and cap-attempts.
- When you have an aggressive playing style consider how many tas your opponent will receive for killing your units (e.g. light tank will be something like 2 ta). Your units should stay alive long enough to earn you more ta than they are worth to the enemy. Otherwise the enemy will tend to get an upper hand regarding ta.

Cooperation

- When a teammate has placed an a2a-strike and you see air attacking, you can try to bait his helicopters into the strike zone by moving your units accordingly.
- Smoke can be used to protect a low-health teammate's unit, which has already used its defensive ability. This can be useful for support to escort a tank behind the enemy line of fire.
- When one of your units is standing next to an opponent unit and your air is going to attack, move close to the enemy's unit, because it will make it easier for your airplayer to attack. Especially if he runs out of his scanning ability, this can really save him.
- When your team has some tanks and aas alone in the open field, without vision-support from infantry or air, the armor player should move back but not use his smoke. This helps the support player because he can use his smoke and still somewhat see the enemy air. Otherwise if both players use their smoke, support will have no chance of damaging helicopters.

Revenge-Syndrome

- This is a common occurrence in games and has probably already happened to everyone – you get killed and then try even harder to kill your opponent. Air players are susceptible to it because they are at risk of being wiped out completely and because air is an attacking role.
- However you shouldn't make the mistake of attacking with just 1 or 2 units, *just because* you want to kill something. Remain calm and slowly start ranking up your units again.