

How to maximize your code boss damage, even if you're not a whale with every recommended hero.

****WHAT IS WANTED BOSS?****

Code Boss is a recurring event found under Events > Wanted Boss. The goal is to deal as much damage as possible to the boss in a single attack.

Each boss has a specific "code" that boosts damage for a certain hero class:

* ****Code 39****: Aircraft heroes deal 50% extra damage

* ****Code 64****: Missile heroes deal 50% extra damage

* ****Code 87****: Tank heroes deal 50% extra damage

This makes certain heroes stronger for specific fights. However, actual damage depends on many factors—stars, level, skills, research, and buffs—and most players haven't invested enough in all target hero types to rely on the "ideal" setups people recommend. So, here's a more practical approach.

****NOTE****: These setups are ****only**** for hitting the code boss and related events. The wanted boss doesn't deal damage, and these formations don't account for defense or survival, so they shouldn't be used for your regular squad.

****TESTING****

* To find your best-performing setup, don't rely on a single attack. Test each setup 3–5 times to get a reliable measure, since critical damage spikes can skew results.

* There's no limit to how many times you can hit the wanted boss each day, but it's best to experiment after your first 3 hits, which count toward Warzone Duel.

* You earn special rewards for reaching milestones under "Goals," even if you've already claimed your daily rewards for hitting the code boss 3 times.

* ****Note:**** Make sure you hit the Wanted Boss 5 times each day. During the current Black Market Challenge event, hitting the boss 2 extra times—regardless of damage—grants black market cash.

****MISC TIPS****

* Before hitting the Wanted Boss, ****scout someone for war fever**** (click on a random person's base who isn't in your alliance, then the blue telescope icon that pops up). This increases how much damage you do. NOTE: Don't scout on kill day, you will lose your shield.

* If you have a few spare profession change tokens and are close to a big milestone, consider ****switching your profession**** from Engineer to War Leader for a week or two to take advantage of the war fever damage boost. (Note: Even after reaching T10, Engineer remains the optimal choice.)

* If you have the mushroom base or any other decorative items that increase damage against monsters, be sure to equip them.

* Upgrading your aircraft, tank, and missile centers are a good way to increase hero attack.

****GEAR****

Move your best offensive gear—Guns and Chips—to the main damage dealers in your Code Boss lineup.

****Guns:**** Provide the biggest boost to raw attack power and increases crit rate (crit rate determines how often your attacks hit harder). Mythical guns also increase damage to enemies you counter (tank counter missile, missile counters air, air counters tank).

****Data Chip:**** These increase attacks.

Moving defensive gear (armor, radar) isn't necessary. The Code Boss deals minimal damage (0–1), so survival isn't a concern, and defensive gear won't increase your damage output.

Also be sure you have the correct skill chip set equipped for the squad hitting the code boss.

****Note**:** To determine which heroes deserve the best gear, hit the Code Boss with no gear equipped. Check the battle report to see who dealt the most damage, then assign gear from top damage to lowest.

****FOUNDATIONAL TEAM****

These three heroes will form the backbone of your most successful lineups: Marshall, Kimberly, and Mason. From there, your approach will depend on which heroes and gear you have and how developed they are. Some tips are included below, but the key is to experiment with different strategies: swap heroes, adjust gear, and rearrange heroes' positions.

****Marshall****

* Marshall is an essential for Code Boss because he boosts the damage output of your entire team.

* ****Placement**:** Place Marshall in the front row in all set-ups except when Adam is being used or if by some weird happenstance he's one of your stronger damage dealers and could benefit from Mason's boost by also being in the back.

* **Gear**: Equip him with your team's weakest gun and data chip—he's there purely for support.

* **Key skills to max**:

* **Command Strategy** (top right): Increases attack (including crit rate) of all team members - crit rate is particularly important for heroes like DVA and Swift whose power relies on it.

* **Rapid Start** (bottom left): Reduces the cooldown of **Command Strategy**, letting you use it more often

Kim

* Kim is usually your strongest damage dealer, so her raw power outweighs any class bonuses. Even if you've switched to an air team, she'll likely remain one of your top damage dealers.

* **Placement**: Place her in the back row so she benefits from both Marshall's and Mason's skills.

* **Gear**: Give her your strongest gun and data chip unless you've invested in the target vehicle type.

* **Key skills to max**: All skills with a focus on this order: Barrage Strike > Energy Assault II > Energy Boost

Mason

* Unless you've heavily invested in the target vehicle type (e.g. you've swapped to an air team and are going up against a boss weak against air heroes), a Mason-boosted Kim is your best option for maximizing damage.

* **Placement**: Add him to the back row alongside any tank heroes so he can benefit from both his own buff and Marshall's.

* **Key skills to max**:

* **Zombie Cleaner** (bottom left): Boosts back-row tank heroes' damage against monsters. Level this skill to 20 helps if your main focus is your tank team. If you're developing other teams like air or missile, it's often better to save skill medals—Mason with no leveled skills often still outperforms other heroes.

An added bonus of using these three as your core team is that 1) having at least three heroes of the same type (three tanks) gives you a 5% attack boost and 2) you can use your tank skill chip set on your team.

OTHER HEROES

****IMPORTANT****: Always avoid spreading yourself too thin and remain focused on your main squad. Part of how the game makes money is by making you feel like you're always behind or need to chase something new and exciting. If you're F2P or mostly F2P, your main priority should always be your core tank squad: ****Kim, Marshall, Stetmann/Mason, Murphy, and Williams.**** Focus on them before investing shards, skills, etc. anywhere else.

If you're a mid-tier player focused on air, your primary focus should be your air team: ****DVA, Charlie, Lucius, Morrison, and Schuyler**** and your tank team secondarily.

Very few players will have fully built missile teams until significantly later in the game—or even a single well-developed missile hero—so avoid sinking too many resources there unless you're spending heavily.

That said, certain heroes can improve your wanted boss score if you've already invested resources into them for whatever reason or the game has pushed you towards them with free shards:

****DVA / Tesla / Swift**** \- These heroes deal high damage, largely thanks to their exclusive weapons. Most players should focus on Kim's exclusive weapon and avoid upgrading DVA or Tesla's to prevent spreading resources too thin. However, mid-range players who are building an air squad will typically invest in DVA. If you max Kim/DVA's exclusive weapon, save your shards vs. investing in Tesla. Charlie and Murphy get exclusive weapons in Season 2.

Other missile and air damage dealers can also perform well if you've already leveled and starred them, even without exclusive weapons or highly developed skills, as many offer more consistent damage.

****Purple Heroes -**** If you have purple heroes to 5 stars, test out adding them to your line up but note your focus should never be on these heroes. Focus on pouring purple shards into Mason until he's UR, then Violet, then Scarlet.

****DEFENSIVE HEROES****

Defensive heroes are important for regular squads but aren't very effective against the wanted boss. Most deal low damage, while the boss deals minimal damage —just enough to trigger counter or defense skills but not to actually hurt your team. Focus instead on heroes with high damage like DVA, or those who provide team-wide attack buffs, like Marshall.

****However****, strong defense heroes can sometimes outperform weak damage dealers. Heroes like Violet and Murphy don't hit hard individually, but their fast-cooldown attacks provide steady damage. Pairing them with other tanks can also boost overall damage through the same hero type bonus.

NOTE: In season 2, Murphy gets an exclusive weapon and Violet can be upgraded to a UR hero. Like Mason in season 1, you will have your skill medals returned after upgrading Violet.

So, upgrading her top left skill to do more damage to the wanted boss temporarily might be worthwhile.

****CODE 87: Tank heroes deal 50% extra damage****

****Ideal Team**:** Mason (UR), DVA/Tesla, Kim, Stetmann, and Marshall.

****Alternatives**:** If any of the heroes above are unavailable or weak, consider adding Monica or defensive heroes like Murphy, Violet, or Scarlet to the front line. Another highly developed UR hero (e.g. Swift, Morrison) can also work. Test which scenario increases your score the most.

****Gear**:** At their base level, your strongest heroes in this set up will likely be in this order: Kim > Stetmann > Mason and/or DVA/Tesla > Marshall. Equip your best guns and data chips accordingly.

Notes-

* Mason strengthens back row tank heroes' damage against monsters with his skill Zombie Cleaner including himself.

* Marshall increases the attack of ALL heroes with his skill Command Strategy.

* Air does less damage against this fight against missiles - but DVA's damage typically outweighs this factor.

* Giving DVA your best or second best gun can sometimes increase damage because it boosts her crit rate which is where she really shines. This is particularly helpful for players who have invested heavily in their air team and DVA's exclusive weapon.

* Monica can sometimes be a good addition to your team if missing ideal heroes because the same skill on Monica that boosts RSS (Treasure Hunter in the bottom left) also boosts Monica's damage against monsters.

* If you have purple heroes to 5 stars, test out damage dealers like Richard or Farhad in place of Tesla/DVA but note your focus should never be on these heroes.

****CODE 39: Aircraft heroes deal 50% extra damage****

****Ideal Team**:** Kim, Marshall, DVA, Morrison, Schyuler

****Alternatives**:** If any of the above heroes are unavailable or weak, consider adding the following heroes in this order: Stetmann / Mason, Tesla, Violet, Murphy

****Gear**:** Arrange your team and equip gear according to which of your heroes does the most damage. In an ideal scenario, you would prioritize gear as follows: DVA > Morrison > Schuyler > Kim > Marshall. However, if you're tank-focused, put Kim in the back with a strong gun so she can benefit from Mason's buff to the back row if being used. Then prioritize as follows: Kim >

Stetmann / Mason > Anyone Else > Marshall. Even if you've transitioned to air, test Kim with your most powerful or second most powerful gear because odds are she's more developed than the majority of your air team.

Notes-

- * Missiles do less damage in this fight against Tanks

- * Mason's Zombie Cleaner skill only boosts the damage of back-row **TANK** heroes against monsters, so if you're using him, it's best to place him and all your strongest tank heroes in the back row alongside Kim (including Marshall, who gets a small boost).

- * Marshall's **Command Strategy** increases the attack of **ALL** heroes, no matter where they're positioned.

- * Stetmann's raw damage may outperform Mason if Mason's Zombie Cleaner skill is low and only boosting Kim. Stetmann is also a strong substitute for Schuyler or Morrison.

- * The more air heroes you have on a squad, the stronger DVA's Steel Barrage skill is - but an all-air squad isn't worth this bonus. Kim deals more damage than Carlie and Lucius combined.

- * Consider leveling up Sarah and adding her to your team. Sarah is a purple hero who functions like an air-version of Mason. Her MG Symphony skill increases monster damage for back-row heroes of any type, which can be useful for air-focused players since DVA's Steel Barrage gets stronger with more air heroes on the team. She also becomes a UR hero in Season 4. (She's generally only worth investing in for Code Boss but can be worthwhile if you're focused on air and want to do a hero swap in season 2.)

- * Schuyler is a more consistent damage dealer than DVA. DVA is designed around crits and her exclusive weapon. Her auto attack also has a longer cycle time so she needs a higher crit rate than Schuyler to hit the same number of crits in the same battle. So, Schuyler can sometimes be a more effective damage dealer if DVA is under-developed.

- * If you have purple heroes to 5 stars, test out damage dealers like Braz in your line up but note your focus should never be on these heroes.

CODE 64: Missile heroes deal 50% extra damage

Ideal Team: Tesla, Swift, Fiona, Adam, Marshall

Alternative Set Ups

Use your strongest air or tank set-up from above with a strong missile hero or two replacing the weakest people on your squad besides Marshall. Ideally, you would use your best air squad set-up against this boss because air has an advantage in this fight against tanks.

****Gear****: Arrange your team and equip gear according to which of your heroes does the most damage. In the ideal scenario with Adam, your front row heroes should have your best gear and you would prioritize gear as follows: Tesla > Swift > Fiona > Adam > Marshall. For all other scenarios, try the following order: Kim > Tesla > Swift/DVA or other missile heroes > Stetmann or other air heroes > Mason > Marshall.

Notes-

* Adam has a Counter Defense skill that returns damage to attackers for himself and front-row units when leveled, so putting him in the back row and your strongest offensive heroes in front increases your strongest offensive heroes' damage.

* Because Adam buffs the front row, most people put Marshall in the back where he can buff less strong heroes: Fiona and Adam. Again, Marshall's ****Command Strategy**** increases the attack of ****ALL**** heroes, no matter where they're positioned.

* Tanks do less damage in this fight against air - but your tank heroes' damage potential probably outweigh this.

* If Fiona is unavailable or underperforms, replace her with a higher raw-damage hero such as DVA. Then swap the bottom-left chip (Memory Ultra Fission – inference skill) for a chip that matches the new hero's type (e.g., Air). This chip will boost back-row damage for that type which is ideal since your primary missile damage dealers are positioned in the front row and Marshall and Adam serve mainly as support, contributing minimal damage.

* If you have purple heroes to 5 stars, test out damage dealers like Venom and Maxwell in your line up but note your focus should never be on these heroes.