



WZI Economics 3.5

Since the 5.14 update there is that one OP strategy that makes my guide outdated and actually almost useless. You can read all about it here [5.14 market-based strategy](#). If markets will get nerfed in future updates I'll maybe resume writing. Until then I'll just keep the rest of my guide just as a memory of the good old times.
(Parsifal - 06.09.21)

Back to the WZI Guide -----> [Warzone Idle Guide](#)

Money is very needed at all stages of the level: at the early stages to upgrade army camps and mines, at middle game to upgrade hospitals and at the end stages to recruit all your mercenaries. Also for digging artifacts non stop!

Until recently I was using the smelters and crafters mostly to get the needed alloys/items for the tech tree, and was completely neglecting their potential to increase profit.

I was playing recently through Triskelion and decided to center my strategy on the market for a change and see if there is any advantage for a faster money generation.


























































Dealing with the resources can be tedious, because of the so many variables.









































































































































First of all, remember that each level has it's own tech tree requirements, and a different smelting/crafting/selling ratio!

Secondly, each of you will have a different collection of buffs that will affect your market: unlocked techs, invested advancements and artifacts of different grades.

I want to show an example from my own play through Triskelion.

Crafting/Smelting

Smelters			
 3.06M/172	→ 	Copper Bar	6 seconds
 1.49M/117	→ 	Tin Bar	8 seconds
 1.02M/144	→ 	Iron Bar	9 seconds
 687K/387	→ 	Zinc Bar	23 seconds
 452K/588	→ 	Nickel Bar	36 seconds
 412K/1.29K	→ 	Lead Bar	1 minute 11 seconds
 23K/2.35K	→ 	Silicon Bar	2 minutes 19 seconds
 412K/1.29K	→ 	Lead Bar	1 minute 11 seconds
 42K/4.91K	→ 	Aluminum Bar	4 minutes 31 seconds
 3.11M/149K  207K/13K	→ 	Silver Bar	11 minutes 1 second
 1.53M/165K  93K/28K	→ 	Gold Bar	21 minutes
 1.05M/376K  94K/62K	→ 	Platinum Bar	42 minutes
 696K/471K  79K/72K	→ 	Titanium Bar	48 minutes
 211K/467K  103K/88K	→ 	Thorium Bar	59 minutes
 462K/639K  100K/102K	→ 	Neodymium Bar	1 hour 8 minutes
 94K/713K  80K/117K	→ 	Chromium Bar	1 hour 19 minutes
 95K/843K  80K/600K  1.29M/136K	→ 	Uranium Bar	1 hour 31 minutes
 104K/736K  100K/643K  1.68M/168K	→ 	Lanthanum Bar	1 hour 46 minutes
 81K/849K  1.29M/555K  48K/168K	→ 	Samarium Bar	2 hours 2 minutes
 1.68M/490K  48K/288K  33K/186K	→ 	Terbium Bar	2 hours 15 minutes
 31K/1.54M  33K/376K  23K/205K	→ 	Erbium Bar	2 hours 29 minutes
 426K/1.82M  52K/1.83M  23K/312K  23K/226K	→ 	Yttrium Bar	2 hours 44 minutes
 24K/302K  23K/249K  0/1  0/1	→ 	Dysprosium Bar	3 hours 1 minute
 23K/380K  13K/158K  0/1  0/1	→ 	Unobtainium Bar	3 hours 20 minutes

Crafters			
 0/67	→ 	Copper Wire	46 seconds
 0/84  0/22	→ 	Barbed Wire	58 seconds
 0/55	→ 	Screw	1 minute 12 seconds
 0/119  0/9	→ 	Nail	1 minute 56 seconds
 0/238	→ 	Tin Can	3 minutes 0 seconds
 0/225  0/95  0/24	→ 	Metal Pipe	3 minutes 46 seconds
 0/90	→ 	Rivet	7 minutes 24 seconds
 0/5	→ 	Twine	11 minutes 34 seconds
 0/396	→ 	Bolt	14 minutes 27 seconds
 0/4	→ 	Welding Rod	22 minutes
 0/263	→ 	Struct	28 minutes
 0/1.07K  32/23	→ 	Ceramics	35 minutes
 0/9	→ 	Glass	55 minutes
 0/739  0/125  79/32  32/62	→ 	Diode	1 hour 8 minutes
 0/4	→ 	Boiling Flask	1 hour 47 minutes
 0/20K  0/381  79/95  32/170	→ 	Transistor	2 hours 14 minutes
 0/4	→ 	Explosive Bolt	2 hours 56 minutes
 0/26K  0/667  79/167  32/293	→ 	Fuse	3 hours 5 minutes
 0/743  0/41  79/186  32/336	→ 	Solenoid	3 hours 24 minutes
 0/1.64K  0/775  79/197  32/357	→ 	Transformer	3 hours 34 minutes
 0/810  0/9  79/207  32/380	→ 	Capacitor	3 hours 45 minutes
 0/3	→ 	Relay	4 hours 8 minutes
 0/1.99K  0/944  79/243  32/455	→ 	Circuit	4 hours 20 minutes
 0/3	→ 	Magnet	4 hours 47 minutes
 0/1.2K  0/58  79/314  32/532	→ 	Antenna	5 hours 1 minute
 0/10K  0/13  79/351  32/579	→ 	Battery	5 hours 32 minutes
 0/8	→ 	Microchip	5 hours 49 minutes
 0/10  0/1.03K  79/450  32/697	→ 	Motor	6 hours
 0/10  0/8  79/475  32/729	→ 	Speaker	6 hours
 0/10  0/1.19K  79/539  32/798	→ 	Welding Torch	7 hours
 0/10  0/6  79/573  32/833	→ 	Air Compressor	7 hours
 0/12  0/9  0/4  79/653	→ 	Lens	8 hours
 0/15  0/12  0/9  0/4	→ 	Resistor	9 hours
 0/14  0/11  0/11  0/3	→ 	Semiconductor	10 hours
 0/18  0/15  0/15  0/4	→ 	Solar Panel	11 hours
 0/19  0/17  0/19  0/4	→ 	CRT Screen	12 hours
 0/19  0/28  0/17  0/4	→ 	Robotic Arm (0)	14 hours

Market/Sell prices

Ore	Items/Alloys		
Copper	₩0.02	Copper Bar	₩40
Tin	₩1.78	Tin Bar	₩1.56K
Iron	₩58	Iron Bar	₩17K
Zinc	₩303	Copper Wire	₩183K
Nickel	₩629	Zinc Bar	₩289K
Lead	₩1.19K	Barbed Wire	₩637K
Silicon	₩1.93K	Nickel Bar	₩811K
Aluminum	₩3.21K	Screw	₩1.56M
Silver	₩4.61K	Lead Bar	₩2.9M
Gold	₩6.06K	Tin Can	₩5.3M
Platinum	₩9.07K	Nail	₩6.89M
Titanium	₩12K	Silicon Bar	₩7.46M
Thorium	₩14K	Aluminum Bar	₩26M
Neodymium	₩17K	Metal Pipe	₩60M
Chromium	₩21K	Metal Sheet	₩83M
Uranium	₩24K	Twine	₩91M
Lanthanum	₩29K	Silver Bar	₩96M
Samarium	₩33K	Rivet	₩113M
Terbium	₩37K	Bolt	₩213M
Erbium	₩41K	Welding Rod	₩255M
Yttrium	₩46K	Gold Bar	₩279M
Dysprosium	₩50K	Platinum Bar	₩838M
Unobtainium	₩55K	Struct	₩1.12B
		Titanium Bar	₩1.29B
		Glass	₩1.26B
		Neodymium Bar	₩2.45B
		Boiling Flask	₩2.37B
		Thorium Bar	₩3.01B
		Ceramics	₩2.94B
		Chromium Bar	₩5.83B
		Explosive Bolt	₩5.93B
		Uranium Bar	₩14B
		Relay	₩14B
		Magnet	₩15B
		Lanthanum Bar	₩20B
		Erbium Bar	₩22B
		Diode	₩21B
		Terbium Bar	₩24B
		Dysprosium Bar	₩25B
		Yttrium Bar	₩27B
		Samarium Bar	₩27B
		Unobtainium Bar	₩29B
		Microchip	₩56B
		Transistor	₩56B
		Fuse	₩96B
		Solenoid	₩112B
		Transformer	₩130B
		Capacitor	₩135B
		Circuit	₩163B
		Antenna	₩190B
		Battery	₩217B
		Motor	₩273B
		Speaker	₩388B
		Welding Torch	₩394B
		Air Compressor	₩523B
		Lens	₩672B
		Resistor	₩838B
		Semiconductor	₩976B
		Solar Panel	₩1.3T
		CRT Screen	₩1.51T
		Robotic Arm	₩1.89T

We like money, so we should go for the priciest item and craft a Robotic Arm! 14 hours of crafting for 1.89T seems like a good deal. But is it really? Let's calculate how much time does it really take (I'm going to round up numbers for simplicity).

For 1 robotic arm we need:

- 19 Samariums
- 28 Terbiums
- 17 Dysprosiums
- 4 Unobtainiums

It takes a lot of time to smelt those, but thankfully we have 15 smelters at our disposal. If we let them all run simultaneously we'll need:

19 Samarium ---> 4h4m

28 Terbium ---> 4h30m

17 Dysprosium ---> 6h2m

4 Unobtainium ---> 3h20m

We also need additional 48 min for the 4 Titaniums and other lesser alloys, but let's say we were able to smelt them in parallel with the Unobtainiums.

So, 18h for all the needed alloys and 14h for the robotoc arm. In total: **32h or 1d8h!**

Easy!.... actually not so much:

You also need the ores for smelting the alloys. (Check my ore totals below):

Thorium 17/s or 61.2K/h --- the time it takes to get the needed amount ---> 263h or 10d+

Uranium 16/s or 57.6k/h --- the time it takes to get the needed amount ---> 182h or 7d+

Samarium 10/s or 36K/h ---- the time it takes to get the needed amount ---> 312h or 13d

Lanthanum 7.41/s or 26.6K/h --- the time it takes to get the needed amount ---> 515h or 21d

Terbium 6.55/s or 23.5k/h ---the time it takes to get the needed amount ---> 221h or 9d+

Yttrium 4.99/s or 18k/h ---- the time it takes to get the needed amount ---> 285h or 11d

Dysprosium 4.99/s or 18k/h --- the time it takes to get the needed amount ---> 319h or 13d

Unobtainium 2.88/s or 10.3K/h ---- the time it takes to get the needed amount ---> 61h or 2d+

21 days for the Lanthanum?!.... Let's hope we can get most of the needed Lanthanum and maybe some of the other ores from Resources Caches - in that case it will take **11-13 days** to gather all the needed ores....

The problem here is that you won't get the mines for the rarest ores until the very end of the level. (Those ore/sec stats are taken at the moment I've finished the level). At that point I didn't need the robotic arm any more!

In any case, I completed Triskelion within 20 days, so 11 days on collecting resources for one item doesn't seem like a smart choice.

I could of course accelerate the process by upgrading my mines even more (my mines for the rarest resources were all between level 1-4), but remember that upgrading the rare mines is

very expensive, and you'll be probably spending most of your income on digging, hospitals and mercenary camps anyway.

So no robotic arm for me. What are then the best options for investment?

To understand which alloys/items will give you the best profit I really recommend unlocking Statistics up to level 3!

It will give you access to your Recipe Stats:

Recipe Stats											
Recipe	Cost	Profit	Profit per sec	Recipe	Cost	Profit	Profit per sec	Recipe	Cost	Profit	Profit per sec
Copper Bar	2.68	37	6.19	Silver Bar	60M	36M	54K	Motor	236B	36B	1.58M
Tin Bar	208	1.35K	169	Glass	864M	397M	120K	Uranium Bar	18B	-4.33B	-786K
Iron Bar	8.32K	8.23K	915	Diode	19B	2.24B	542K	Speaker	354B	34B	1.42M
Copper Wire	2.67K	181K	3.93K	Aluminum Bar	16M	10M	38K	Neodymium Bar	2.13B	326M	79K
Barbed Wire	367K	270K	4.65K	Gold Bar	168M	112M	86K	Chromium Bar	6.74B	-910M	-191K
Zinc Bar	117K	172K	7.49K	Boiling Flask	1.12B	1.25B	193K	Lanthanum Bar	26B	-6.64B	-1.04M
Screw	910K	650K	9.03K	Transistor	50B	6.62B	821K	Antenna	165B	25B	1.36M
Nail	4.57M	2.32M	20K	Explosive Bolt	3.35B	2.57B	243K	Welding Torch	345B	49B	1.82M
Rivet	73M	40M	89K	Platinum Bar	587M	251M	100K	Air Compressor	475B	47B	1.68M
Nickel Bar	370K	441K	12K	Fuse	87B	9.28B	836K	Samarium Bar	36B	-9.16B	-1.24M
Lead Bar	1.53M	1.37M	19K	Transformer	115B	15B	1.17M	Yttrium Bar	31B	-4.3B	-435K
Bolt	115M	99M	114K	Capacitor	120B	15B	1.09M	CRT Screen	1.4T	107B	2.34M
Metal Sheet	55M	28M	80K	Titanium Bar	974M	313M	107K	Solar Panel	1.24T	63B	1.51M
Metal Pipe	51M	10M	42K	Magnet	7.36B	7.21B	418K	Erbium Bar	25B	-3.47B	-387K
Silicon Bar	4.53M	2.93M	21K	Solenoid	101B	11B	857K	Terbium Bar	30B	-6.21B	-764K
Tin Can	371K	4.93M	27K	Thorium Bar	3.41B	-400M	-113K	Dysprosium Bar	27B	-1.11B	-102K
Twine	37M	54M	77K	Relay	9.04B	5.07B	341K	Lens	615B	57B	1.84M
Welding Rod	104M	150M	111K	Battery	189B	28B	1.39M	Robotic Arm	1.75T	140B	2.78M
Struct	762M	362M	214K	Microchip	47B	9.23B	440K	Semiconductor	909B	67B	1.78M
Ceramics	2.4B	540M	255K	Circuit	143B	20B	1.26M	Resistor	782B	56B	1.63M
								Unobtainium Bar	29B	228M	19K

Smelting

Alloys in general give small profit. Rare alloys tend to sell at a loss! In my case here, starting from Thorium (Every map has it's own prices and it will be also different from player to player!) You will of course still smelt non-profitable alloys for tech upgrades and/or crafting items, but make sure to check your stats before you decide to invest in the wrong one.

Upgrading your Alloy Sell Value advancement should solve the bad pricing of rare alloys, but better go for crafting!

Crafting

Selling items will give you generally a good profit. Investing in them should be very rewarding in theory. The problem with this strategy is that it isn't very practical. And I'm not talking about the robotic arm anymore:

My smelters/crafters were working for resources for the tech tree. After I finished most of the upgrades, I decided to concentrate on two items: Transformer and Circuit.

Both sell for an acceptable price, both require only Silicon and Aluminum and their derivatives Twine and Welding Rod. That was the "lazy but convenient" option.

My smelters/crafters worked non-stop, but when I was completely done with Triskelion I was only able to craft 2 Circuits to that point.

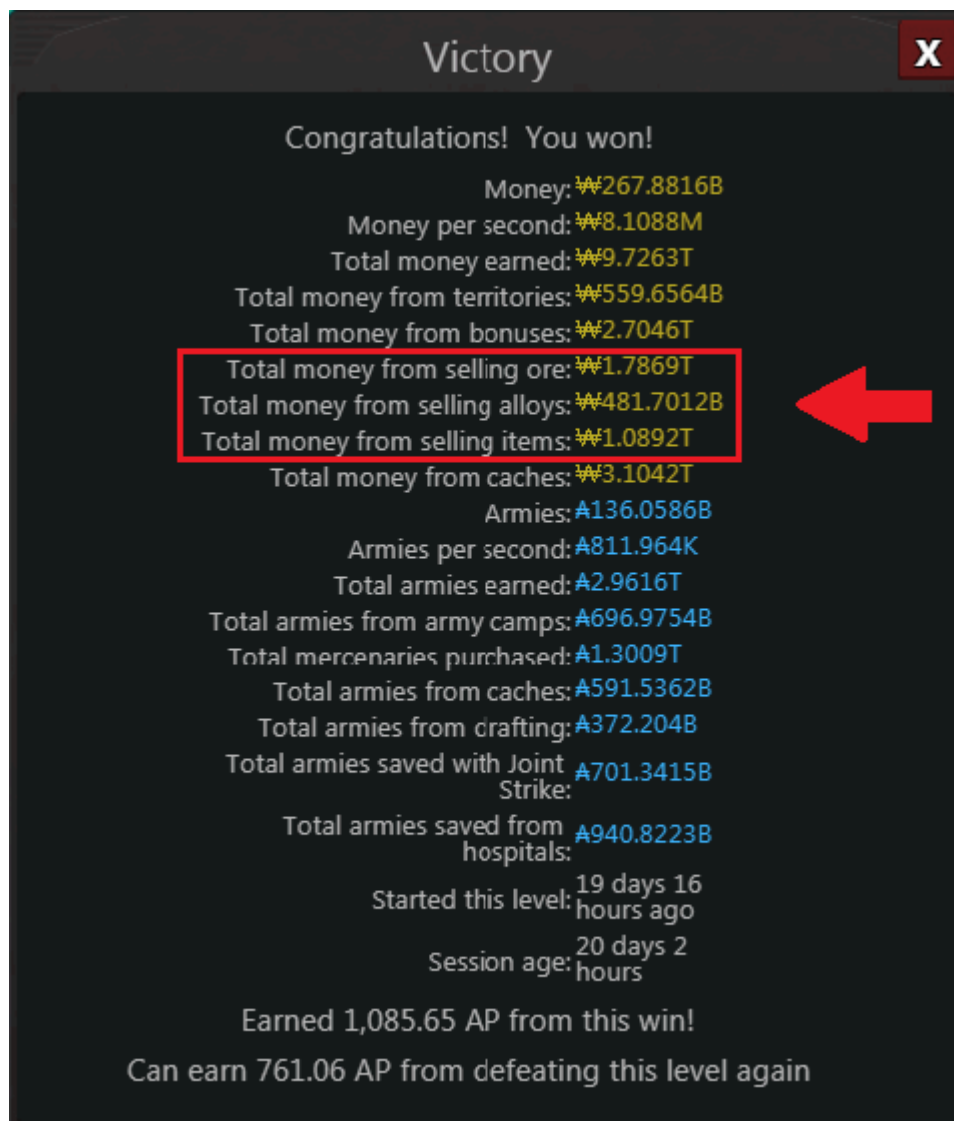
Getting 326B was nice, but it wasn't a game changer at all. At the end, it wasn't worth all the trouble.

Maybe then investing in "single-alloy"-items is the better way.

I would consider investing in Tin Cans for the middle game, and in Welding Rods and Structs for the later stages. Other candidates like Screws, Bolts, Glass, Boiling Flasks, Relays, Explosive Bolts and Magnets may be also profitable. Keep checking your stats!

Note that as you progress the game and invest in different upgrades it's going to be easier to craft expensive items. Maybe after a couple of ascension even getting a robotic arm is going to be possible.

End results



Victory X

Congratulations! You won!

Money:	¥267.8816B
Money per second:	¥8.1088M
Total money earned:	¥9.7263T
Total money from territories:	¥559.6564B
Total money from bonuses:	¥2.7046T
Total money from selling ore:	¥1.7869T
Total money from selling alloys:	¥481.7012B
Total money from selling items:	¥1.0892T
Total money from caches:	¥3.1042T
Armies:	A136.0586B
Armies per second:	A811.964K
Total armies earned:	A2.9616T
Total armies from army camps:	A696.9754B
Total mercenaries purchased:	A1.3009T
Total armies from caches:	A591.5362B
Total armies from drafting:	A372.204B
Total armies saved with Joint Strike:	A701.3415B
Total armies saved from hospitals:	A940.8223B
Started this level:	19 days 16 hours ago
Session age:	20 days 2 hours

Earned 1,085.65 AP from this win!

Can earn 761.06 AP from defeating this level again

The level stats at the end showed me that selling all my resources got me a total of 3.35T, which was about a third of my income. Most came probably from selling ore and the excessive items that were left from my tech tree.

Getting 1 Robotic Arm or a CRT Screen would significantly boost my income, but as I've shown earlier, investing in them isn't practical at all

Maybe if I chose to not upgrade all my techs and instead sell all the items I would get more money and finish the level even quicker. This theory needs some research.

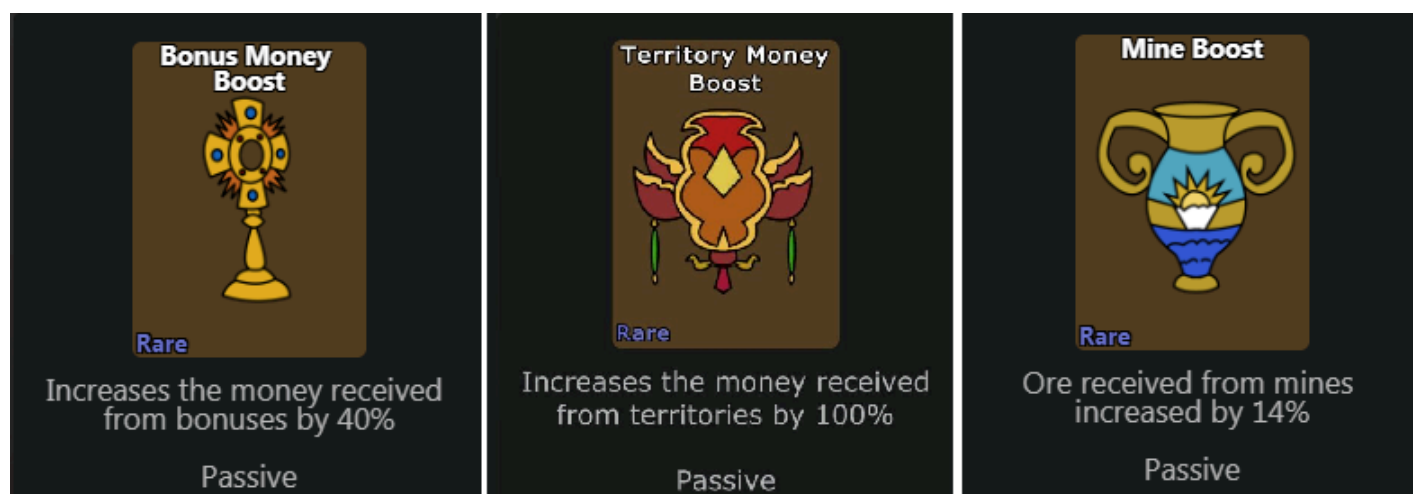
But for now, going for the complex items is not my preferred strategy.

Mines

As you can see from the victory stats, selling ores gave me the biggest profit. You can have a maximum of 65 mines (full list on Wiki: <https://www.warzone.com/wiki/Mines>)

I don't have a rule on when to upgrade a mine. I normally upgrade them if I have money left from upgrading army camps and hospitals or if I'm in great need of some ore. At the end of Triskelion the first 15 mines were upgraded to levels 16-20, the next 15 to levels 11-15, the next 15 to levels 5-10, the rest between levels 1-4.

BMB, TMB & MB (in my case all on rare level)



Bonus Money Boost, Territory Money boost and Mine Boost are the three artifacts that increase your money income. Supposing your first slot is occupied with Army Camp Boost (you really should!), how to choose between these three artifacts for the last two slots?

BMB and TMB are easy to calculate, just check you money/sec bar at the right top of your screen and see the direct increase.

No Artifacts

Money per second: ~~₩~~6.1097M

TMB

Money per second: ~~₩~~6.8349M

BMB

Money per second: ~~₩~~7.3995M

BMB+TMB

Money per second: ~~₩~~8.1247M

What about MB? Could this artifact potentially generate even more money via ore selling?
Compare the two columns. Left one without MB, right one – with:

Mine Totals	 Mine Totals
 639 / sec (6)	 689 / sec (6)
 312 / sec (7)	 337 / sec (7)
 213 / sec (7)	 230 / sec (7)
 142 / sec (6)	 153 / sec (6)
 93 / sec (6)	 101 / sec (6)
 85 / sec (7)	 92 / sec (7)
 56 / sec (6)	 61 / sec (6)
 77 / sec (7)	 83 / sec (7)
 42 / sec (7)	 46 / sec (7)
 19 / sec (7)	 20 / sec (7)
 19 / sec (7)	 21 / sec (7)
 16 / sec (7)	 17 / sec (7)
 21 / sec (7)	 22 / sec (7)
 20 / sec (7)	 22 / sec (7)
 16 / sec (7)	 17 / sec (7)
 15 / sec (7)	 16 / sec (7)
 6.88 / sec (7)	 7.41 / sec (7)
 9.62 / sec (6)	 10 / sec (6)
 6.55 / sec (6)	 7.06 / sec (6)
 4.63 / sec (6)	 4.99 / sec (6)
 4.63 / sec (6)	 4.99 / sec (6)
 4.63 / sec (6)	 4.99 / sec (6)
 2.67 / sec (3)	 2.88 / sec (3)

Income: without: 4,114,425/sec --- with: 4,416,352/sec

The difference is 302K/sec

TMB alone gives a boost of 725K/sec

Note that this is the end of a level. Money generation changes during the level. Sometimes you get more income from territories, sometimes more from bonuses. At some point MB may generate more money/sec than TMB, BUT remember the following:

If you go for the MB, you are getting income in ore value! In order to get the compensation in the loss of money for not equipping the TMB, you'll have to constantly sell the excessive ores. This requires frequent calculations, and you'll probably just end up upgrading your tech tree a little faster - the moment you invest in tech upgrades the money from the ore is gone!

If you go for the TMB you could potentially upgrade your mines a little faster, thus outproducing MB.

Speedy Crafters



Could Speedy Crafters outproduce Territory Money Boost?

The simple answer is yes. If for example you let 3 crafters work simultaneously on three magnets and Speedy Crafters is equipped, then you will outproduce TMB!

A combination of different items is of course an option.

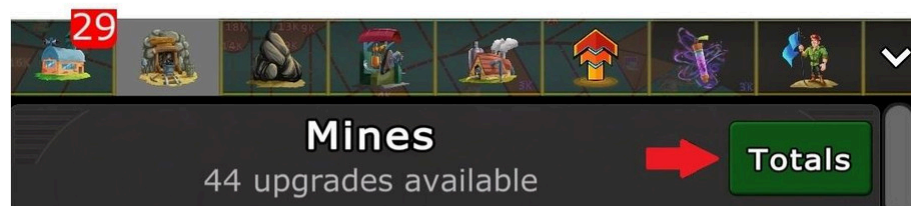
Make sure that you don't find yourself suddenly out of ores and/or alloys, otherwise you'll lose income!

Also remember to constantly sell those items to have a stable flow of money.

In conclusion

- maps are going to differ on recipes and selling prices
- maps are going to be affected by your personal buffs
- unlocking tech tree is probably the main purpose of the market
- let your smelters constantly work. If you are not gathering resources for a specific upgrade, check your tech tree and prepare the next one. If all the near techs are unlocked and you haven't yet found the needed recipe for further upgrades, smelt your most profitable ores. Same for crafters!

- recheck once in a while your stats - ore/money generation ratio will change with your progress
- don't forget to equip Discount and Boost artifacts before your actions!
- BMB and TMB are normally better than MB
- upgrading Statistics to the max (level 4) gives you access to Modifiers, Totals and Stats and reveals completely you tech tree - all those are going to help you to better adjust your strategy to the level:



Back to the WZI Guide -----> [Warzone Idle Guide](#)

GG

Parsifal (05.09.2021)