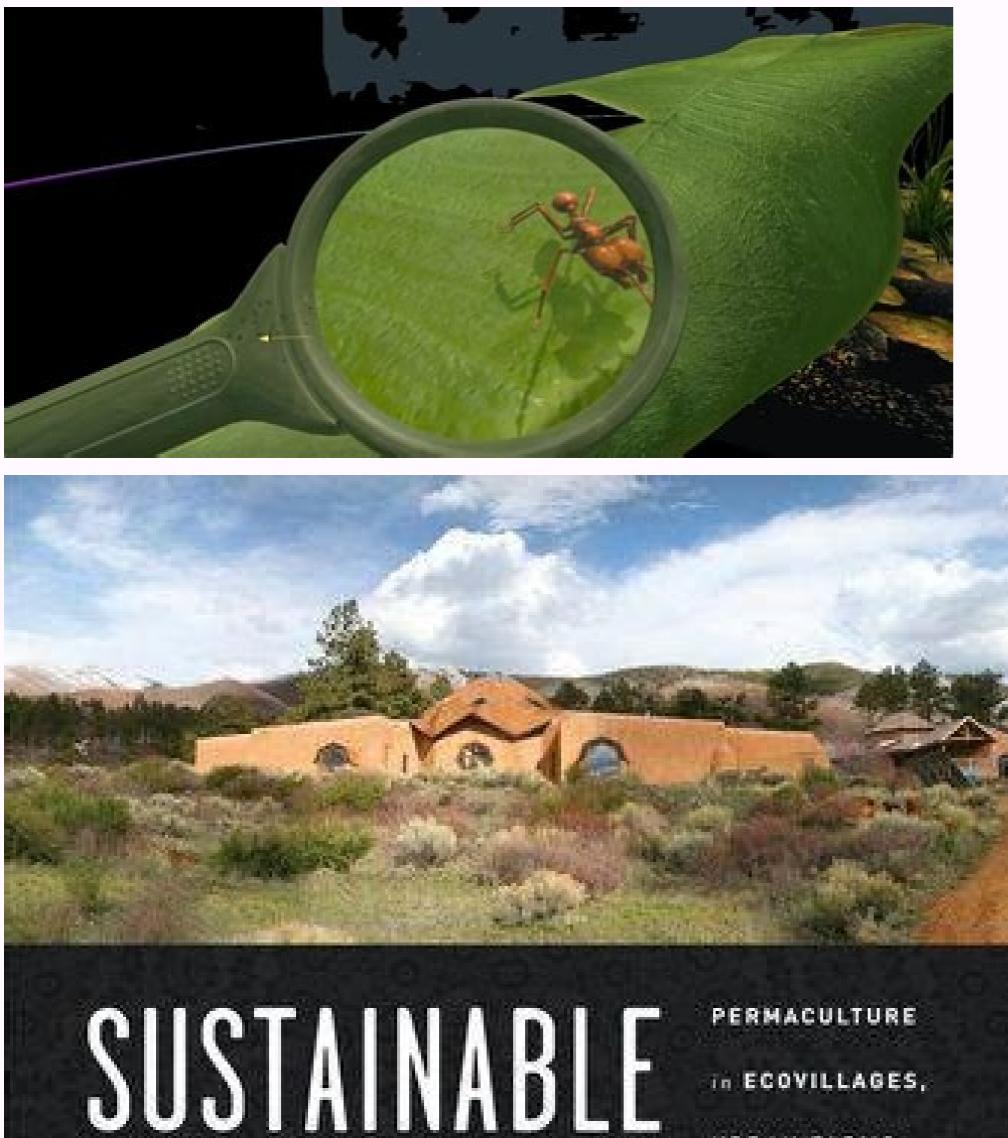




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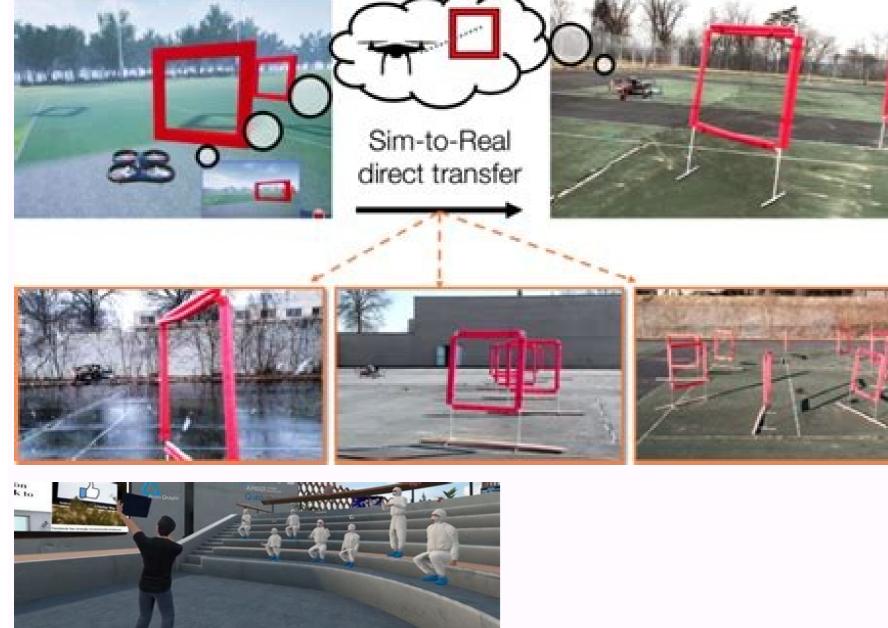
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WORLDWIDE

JULIANA BIRNBAUM & LOUIS FOX FOREWORD BY PAUL HAWKEN * DESIGN BY ERIKA RAND

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No. ALLAND



Please do not get bogged down on trying to get the best heroes if you don t have them. Let me remind you that I m not compensated for any of this. Enemy Targets Blunt Blade o Lowers 30% might for enemy target o Only War Hound has this ability Burning / Flammable / Ignite o Makes the enemy target take X% damage o Heroes with this ability: Hunk (SX), Venom Walker (S4) and The Executioner (S2) Counter-Attack o This will return X% damage when basic attacked, back to the attacking source o Heroes with this ability: Crusher (SX), The Patriot (SX), Juggernaut (S4), The Panther (S2) and Viscount (S2) Curse o Makes the enemy target take X% damage whenever you cast combat skills o Heroes with this ability: Venom Walker (S4) and The Knight (S2) Dodge o Every turn has X% chance to obtain -40% skill damage for enemy target o Only Dawn Guardian has this ability: The Cincinnatus (S1) and The Flash (S1) Massive Damage / Ferocious Damage o As the name implies, these abilities do a lot of damage to the enemy target o Heroes with this ability: The Cincinnatus (S1) and The Flash (S1) Massive Damage / Ferocious Damage o As the name implies, these abilities do a lot of damage to the enemy target o Heroes with this ability: The Cincinnatus (S1) and The Flash (S1) Massive Damage / Ferocious Damage o As the name implies, these abilities do a lot of damage to the enemy target o Heroes with this ability: Hummingbird (S4) and The Var Boos o Heroes with this ability: Splash / Sputtering o Basic attacks can deal X% damage o Heroes with this ability: Splash / Sputtering o Basic attacks can deal X% damage o Heroes with this ability: He War Boos (S1), Forsaken One and War Hound Priam (State #341) 3 rd Edition P a g e 2324 Friendly Targets Evade / Evasion o This ability allows you to avoid damage o Heroes with this ability: Heaven s Redemption (SX), Heaven s Redemption (SX), The Warderer (SX) and Vanguard (S3) First-Aid / Recover o This ability allows you to recover units, usually at some percentage between 20% up to 97% (up to 160% stacked) o

doesn t affect skills, they can still use Status, Prep, Combat and Passive skills o Heroes with this ability: Commissar (S4), Hummingbird* (S4), Caesar (S4), Wings of Liberty (S3) and The Inquisitor (S2) Silence o This ability makes the enemy target unable to cast combat skills This is the second of four counters in this game but this only affects combat skills. However, before I get to that, let s go through all the Hero Abilities first. All combat skills already target random enemies. Without further ado, I present my Hero Development Guide. Each skill lists the type, range as well as the number of targets. Once you ve maxed out your buildings, tech, APC parts, alliance tech, VIP store, etc., the only RNG (Random Number Generator) factor remaining is heroes. Can it? From this, the only additional attributes you ll gain is from having specific heroes in their respective rows to boost your squad and formation attributes. With all 3 units at T9, if you have the money to spare and you are trying to get that extra edge over someone. This game at its core is based on a Cardinal Scale: the higher your attributes, the better chances you have at winning. There s only so many skills and abilities they can introduce before overwhelming players. A hunger strike, political activism and deportations split the group up. The description of the skills are word-for-word from the game, to the best of my ability including the bad grammar from the developers. Solely a few are left. You have no recently viewed pages 1 Last Shelter: Survival Hero Development Guide Author: Priam (State #341) Third Edition: Released on January 1 st, 2020 Disclaimer: I m a player of this game just like you, I do not work for IM30 nor am I affiliated with them in any way. I originally thought of including another chart to compare triggering frequencies but there aren t that many skills which require prep. You ll see what I mean when you scroll to the bottom of this chart. Information provided has been gathered by my personal R&D efforts and collective knowledge from alliance members. Thereby altering the sequence of actions and reactions. All reference charts will assume skill level 10 as well, it s just easier to compare skills this way. This mindset carries throughout the gaming world. Everyone plays to the best of their ability to win Good players calculate the risk & reward to limit losses while maximizing gains Master level players have the foresight and ability to see the end game Will this game become that complicated? Skill range of 4 because it also does damage to an enemy squad Combat: o Combat Skills have probabilities associated with them, ranging from 30% up to 100% chance of triggering o Some combat skills require 1-2 Turn Prep, this is known as channeling skills Passive: o Triggers after basic attacks o These have probabilities associated with them as well, however, no prep is necessary10 Over the next few pages, I have typed out every hero skill from SX heroes down to normal orange heroes: Skill 2, 5 and 8 are the focus here. Passive, 1 Enemy 35% chance to attack again after basic attacks to the same target dealing 742% damage, making them unable to recover troops for 1 turns Passive, Range 1, 1 Friend After basic attacks, 80% chance to decrease -20% damage taken for self squad, for 2 turns, status stack-able Status, Range 4, 1 Enemy / 1 Friend 40% chance to deal 455% damage to 1 random enemy squad within range, and increase 60% basic attack damage for self-squad for 1 turns Passive, Range 3, 1 Enemy / 1 Friend 50% chance to deal 310% damage to 1 random enemy squad within range after basic attacks, and recover some troops for the self-squad (67% recovery rate) Status, Range 1, 1 Friend Self-squad countering to and is increased by 30%, 70% chance each turn to ignore 50% of enemy squad s base resistance Combat, Range 3, 3 Friend 40% chance to reduce -30% damage from the enemies for the other 2 friendly squads for 2 turns Status, Range 1, 1 Friend Self squad s basic attack damage is increased by 100%, when the enemy is tallying skill range, this squad is considered to be +1 range away Combat, Range 3, 2 Friend 35% Chance to make 2 random friendly squads to attack twice, with 30% increased damage for 2 turns Priam (State #341) 3 rd Edition P a g e 1011 Heaven s Redemption (SX) Season X Hero Combat Skills (Eden S2) Hero Specialty Skill 2 Skill 8 Combat, Range 3, 2 Friend 55% chance to recover some troops for 2 random friendly squads within range 40% chance to silence 2 random (84% recovery rate), and remove pre-battle -20% lesser damage for 2 turns debuffs) Death Rider (SX) The Betrayed (SX) Iron Sentinel (SX) The Betrayed (SX) and remove pre-battle -20% lesser damage for 2 turns debuffs) Death Rider (SX) and remove pre-battle -20% lesser damage for 2 turns debuffs). Combat, Range 4, 1 Enemy / 2 Friend 100% chance to make 1 random enemy squad within range to take 6% additional damage, 6% reduced damage damage to 2 random enemy squads within range, and provide 40% additional might for self and back row squad on the next 2 attacks for 2 turns 1 turn prep, 40% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to 1 random enemy squad within range, 60% chance to 40% chance to for 1 turns Prep, 2 Enemy / 2 Friend Starting turn 4, each turn there s a 70% chance to make 2 random enemy squads within range not able to recover troops and reduce damage taken by 2 random friendly squads damage taken by -25% 35% chance to deal 402% damage taken by -25% 35% chance to make 2 random enemy squad s next action, deal 403% damage to 1 random enemy squad within range of 4 from the back row squad. However, if you ve been following the trend of combat skills: you can see skills are becoming more and more multi-layered. The right combination of heroes and skills: represents the culmination of my experience playing this game over the past 11 months. Good for gathering and raiding. In the following section of the Hero Analysis, I ve added little tidbits of information labeled Food for Thought just to stimulate your mind as you re reading this game is P2W (Pay To Win), pure and simple. have the highest defense, hp and destruction power. These are the heroes you want to pay attention to. Just because a hero has the range doesn t mean it s capable of hitting all targets within that range, are balanced, have the fastest march speed and highest load. There is no single best unit, each have their own good, bad and intended use; it is like a game of Rock-Paper-Scissors. This is the second of four reference charts and will likely be the most used chart in this guide. You should be enhancing your troops, it will make the difference especially if your opponent has enhanced T9 s and you don t. For the purposes of comparison later, I ve modified the targets to reflect the number of enemy squads that the second of four reference especially if your opponent has enhanced T9 s and you don t. the skill targets. However, even among S heroes, there are a few hero s worth highlighting as well: Death Rider (SX) s Skill 6: +10% Damage Dealt, +20% Damag and The Dragon s Rage (S1) o Each of these heroes have very unique Skill 7 s which can be activated Once activated Once activated in the provide stronger than me because unless you are fully maxed out, chances are this is true. My motivation to play this game and to keep helping the LSS community is dwindling, it s only a matter of time before I quit Priam (State #341) 3 rd Edition P a g e 23 Table of Contents Preface Introduction Unit Choice Hero Attributes (Chart #1) Hero Skills (Chart #2) Skill Range and Targets (Chart #3) Hero Abilities Battle Dynamics Hero Analysis Skill Priority (Chart #4) Hero Synergy Conclusion Hello Survivors, my name is Priam. However, only a few select heroes possess hero abilities. I don t know For now, the only thing you need to understand is during each turn, actions occur in sequence, each action causes a reaction leading to a compounding effect. Yet, there are a lot of ungrateful players who take advantage of my kindness and/or send me hate messages on a daily basis. Therefore, it s just easier to have more. As mentioned earlier, there is a distinction between a hero s formation. It s one thing to send thanks with a nicely worded request, it s entirely different to send urgent demands or rude messages telling me I m wrong. For the purposes of discussion, the attributes that I m referring to are: Troop Amount o Used to sustain hits to avoid losing morale as well as calculating damage. I will try whenever possible to provide information from a neutral stand point, so that you can make informed decisions on your own. Priam (State #341) 3 rd Edition P a g e 2223 Hero Abilities Some heroes debuff, most heroes do damage. I had to turn off auto-correct in word and in my brain when I typed these up The Lone Wolf (SX) Season X Hero Combat Skills (Eden S3) Hero Specialty Skill 2 Skill 5 Skill 8 Combat,, 1 Enemy / 1 Friend 100% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to deal 310% damage, for 2 turns, and deal 218% damage to 3 enemy squads within range Combat, 1 Enemy / 1 Friend 100% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep, 45% chance to make self-squad unable to attack, 30% increased 1 turns prep Nomad (SX) The Koschei (SX) Status,, 2 Enemy When self squad is taking damage, 50% chance to deal 63% damage to 2 random squads within the range of 2. Most hero abilities will give you an overview of basic hero comparison (offense vs support heroes) and selection. Take everything with a grain of salt. So, there s a wide range of players with their own play styles and testing methods. target attacked The Inquisitor (S2) Viscount (S2) The Executioner (S2) The Executione squad for 246% damage within the range and give the disarm status to the enemy squad, enemy unable to perform a normal attack, last for 2 turn Status, Range 0, 1 Friend Hero s Squad has 50% chance to be buffed every turn, taking -50% fewer damage these turns, hero s squad has 50% chance to counterattack when basic attacked, dealing 190% damage to the damage source Passive,, 1 Enemy After a normal attack, there is 40% chance to cause attacks on a random enemy squad within the range, each attack is an independent calculation 1 turns prep, 30% chance to attack all squad for 347% damage, each attack is an independent calculation 1 turns prep, 30% chance to attack all squad for 347% damage, each attack is an independent calculation 1 turns prep, 30% chance to attack all squad for 347% damage, each attack is an independent 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4, 3 Enemy For the first 3 turns, increase damage caused from shooters by 50% to all enemy squads Prep,, 3 Friend The first three turns reduce damage dealt by -45% for all squads, Our entire squad reduce damage taken by -20%, starting at the fourth turn, increase our combat skill damage to 1 random enemy squad within the range and give the silence status to the Enemy squad, unable use combat skill for 1 turn Prep,, 2 Enemy For the first three turns, reduce 2 enemy squad damage for -75%, also have 90% chance to put the enemy to (silence) state, unable to use combat skills Status, Range 0, 1 Friend The squad with hero increase 10% damage, this effect stack once every turn Prep,, 1 Friend First 3 turn of the battle, the front row Vehicle squad has 70% chance to enter counterattack state, which deals 250% return damage to the source when basic 35% chance to deal 315% damage to 2 random squads within the range, If the target is in Flammable status, there is 50% chance to deal 315% damage to 2 random squads within the range 4, 3 Enemy 30% chance to deal 203% damage to the enemy squad within the range and give Vulnerable status to the squad for 135% damage (ast 1 rounds Status, Range 0, 1 Friend Increase 80% damage for the squad the hero is in 35% Chance to attack all squad for 135% damage within the range and give the ignite status to the squad, receive 142% damage to 2 random squads within the effective range and give the Curse status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns Priam (State #341) 3 rd Edition P a g e 1516 The Cincinnatus (S1) Season 1 Hero Combat Skills Hero Specialty Skill 2 Skill 5 Skill 8 Prep., 3 Friend Combat., 1 Enemy Each squad of friendly APC will be in 30% chance to deal 549% damage to a dodge status in the first attack, for the random squad within the effective range, first 4 turns, every turn has 70% chance and reduce the damage taken from to obtain -40% skill damage for enemy vehicles by -30% for 2 turn troops The Professional (S1) The Falcon (S1) turns, every turn squad with the least soldiers will receive -50%, damage to single enemy target, Causing Weakened effect, -20% damage for 1 turns Combat, 1 Enemy 40% chance to deal 490% damage to single enemy target, target Combat, Range 3, 1 Enemy 100% chance to deal 136% damage to a random squad within the effective range, absorb 15% damage attribute and added to 1 random squad in my squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad for 1 turn Combat, 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enemy squad for 1 en turns Combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus shooter to vehicle countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus shooter to vehicle countering bonus damage taken from fighters by -30% for 2 turn 30% chance to deal 256.5% damage to 3 enemy squads in range Combat,, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus vehicle to fighter countering bonus damage to a random enemy squad sin range Combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to 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/ 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage combat, 1 Enemy / 3 Friend 40% Chance to deal 305% damage combat, 1 Enemy / 3 Friend 40% Chance to deal to a random squad within the effective range and reduce the damage taken from shooters, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn 45% chance to deal 486% to 3 random enemy squads within range on turn 2, 5 and 7 Prep,, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn Prep,, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn Prep, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn Prep, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn Pre for 4 turn 1 turns prep, 50% chance to deal 427% damage for 4 turn Prep,, 2 Friend When the hero is in a formation with three squads of fighters, starting at the first turn, two random squads will increase 60% combat, 1 Enemy 45% chance to deal 334% damage to single enemy target Combat, 1 Enemy 45% chance to deal 334% damage to single enemy target Combat, Range 4, 1 Enemy 30% Chance to deal 503% damage to 1 enemy squad within range, and suppress them, unable to take actions for 1 turns prep, 60% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad within range, all friendly units receive buff of 50% bonus fighter to shooter countering bonus damage to a random enemy squad chance to deal 247% damage to 3 enemy squads within range Prep., 2 Friend When the hero is in a formation with three squads of fighters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn Regular Orange Hero Combat skills Hero Specialty Skill 2 Skill 8 Prep, Range 4, 2 Enemy 30% Chance to deal 251.5% damage to First 4 turns of the battle, 2 random Razor two random enemy squads deal -35% less Combat making them take 21% more skill damage damage, lasting 1 turns Militant Iron Guard Reaper The Arsenal Any Any Combat,, 2 Enemy 1 Turn Prep, 35% chance to deal 545% Ferocious Damage to two random enemy squads within range, Heros squad has -80% Might decrease for 2 turns Combat,, 1 Enemy 55% chance to deal 357.5% damage to single enemy target Combat, Range 3, 2 Enemy 50% chance to deal 224% damage to multiple enemy targets Combat, 2 Friend 30% Chance to deal 136% damage to 2 random enemy squads take -35% less damage to available enemy squads within range, 30% bonus damage to available enemy squads take -35% less damage to available enemy squads within range, 30% bonus damage to available enemy squads take -35% less damage to 2 random enemy squads within range, 30% bonus damage to available enemy targets Combat, Range 3, 2 Enemy 1 turns prep, 50% chance to deal 354% damage to 2 enemy squads within range Combat, Range 3, 2 Enemy 1 Turn Prep, 40% Chance to attack 2 Times, each attack 2 Times, making them unable to use combat skills, lasting 1 turns Combat,, 1 Enemy 40% Chance to deal 394% damage to 3 enemy squad with the least unit count within range, making them take 18% more damage, lasting 2 turns 1 turns prep, 40% chance to deal 282% damage to 3 enemy squad with the least unit count within range Combat, Range 3, 1 Enemy 30% Chance to deal 282% damage to 3 enemy squad with the least unit count within range combat, and the second state and the second st multiple enemy targets Combat,, 1 Enemy 40% chance to deal 405% damage to single enemy target, Causing Weakened effect, -20% damage for 1 turns prep, 55% chance to deal 634% damage to an enemy squad within range Combat, Range 3, 1 Enemy 1 turns prep, 60% chance to deal 646% damage to an enemy squad within range 80% chance to deal 130% damage to an enemy squad within range, causing silenced effect, unable to use skills for 2 turns 1 turns prep, 35% chance to deal 200% damage to 3 enemy squads within range, causing pierced armor effect, lowering 30% resistance for 2 turns Combat,, 1 Enemy 30% Chance to deal 441% damage to 1 enemy squad within range, and suppress them, unable to take actions for 1 turns Combat,, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range Combat,, 1 Enemy 35% chance to deal 644% damage to single enemy target 55% chance to deal 667% damage to single enemy target 55% chance to deal 667% damage to an enemy squad within range Combat, 1 Enemy 35% chance to deal 667% damage to an enemy squad within range Combat, 1 Enemy 35% chance to deal 667% damage to an enemy squad within range Combat, 1 Enemy 35% chance to deal 667% damage to single enemy target 55% chance to deal 667% damage to an enemy squad within range Combat, 1 Enemy 35% chance to deal 667% damage to single enemy target 55% chance to deal 644% damage to single enemy target 55% chan deal 420% damage to single enemy target, Causing Weakened effect, -20% damage for 1 turns Skill Ranges and Targets Hero Skill Ranges affect the possible targets for that skill: Range is counted based on number of rows in front of it To maximize the effectiveness of hero skills, you want to have the following skill ranges in: o Row 1: Range 3 to have the possibility of hitting all 3 enemy rows o Row 2: Range 4 to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have the possibility of hitting all 3 enemy rows o Row 3: to have 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Row 4 started playing this game in February 2019 in State #286 but I currently reside in State #341. o Heroes with this ability: Death Rider (S2), The Dragon s Rage (S1), The Arsenal and Destroya Confuse / Confusion o This ability makes the enemy target s skill and basic attacks target randomly This is the last of four counters in this game and is a very interesting ability. As such, the first half of this guide will be purely objective and observational based on what the game provides. Hero s Squad (that specific row) is affected by Skill 3, 4 and 6 Hero s Formation (entire APC) is affected by Skill 7 Also, worth noting, Skill 6 (Awaken), has varying amounts of Might and Resistance buffs. This is where it all comes together: hero attributes, skill range and targets will affect how you build your APC composition. The more turns you need to prep, the more susceptible you are to counters (silence & suppression) or interruption, thereby preventing you from using the combat skills at all. Without the exact formula of how it all comes together, there are too many unknown factors. Solely a few are left. Afghani and Pakistani refugees occupy a church in Vienna to protest against negative asylum decisions. Therefore, the only difference between APC formations is based on attributes and ultimately, combat skills. This is what makes some heroes more powerful than others. No amount of grinding will give you skills over another player with a credit card. The purpose of this guide is to help elevate the level of play. Read allAfghani and Pakistani refugees occupy a church in Vienna to protest against negative asylum decisions. At the time of writing this guide, there are currently 828 states in this game. Priam (State #341) 3 rd Edition P a g e 1819 Hero Unit Skill 1 Skill 2 The Lone Wolf (SX) 23,100 The Nomad (SX) 23,100 The Nomad (SX) 23,100 The Nomad (SX) 23,100 Crusher (SX) 23,100 Hunk (SX) 23,100 Valkyrie (SX) 23,100 Sven (SX) 23,100 The Patriot (SX) 23,100 The Wanderer (SX) 23,100 The Wanderer (SX) 23,100 The Wanderer (SX) 23,100 The Wanderer (SX) 23,100 The Valkyrie (SX) 23,100 Th 250% 15% HP 40% Might 1 Enemy 2 Enemy 2 F Range 4 20% 20% 250% 15% D 40% Might 1 F 2 Enemy 2 E bird (S4) 23,100 Za,100 Z Range 4 Range 4 40% 20% 20% 250% 40 S 2 Enemy 2 Enemy 2 Enemy 2 Enemy 2 Enemy 3 F 60% M, 40% 50% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 100 S 40% Might 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 100 S 40% Might 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% 250% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% 15% D 2 Enemy 3 F 60% M, 40% 50% 20% DD 15% D 2 Enemy 3 F 60% M, 40% 50% DD 15% D 2 Enemy 3 F 60% M, 40% 50% DD 15% D 2 Enemy 3 F 60% M, 40% 50% Enemy 3 F 60% M, 40% 50\% En 250% 15% HP 2 Enemy 1 F Resistance 3 F Range 3 40% 15% 15% 250% 15% D 40% Might 3 Enemy 2 F 3 Enemy 3 40% Range 3 20% 20% 250% 40 S 2 Enemy 3 Enemy Resistance 2 Enemy Resistance 3 F Priam (State #341) 3 rd Edition P a g e 2021 Hero Unit Skill 1 Skill 2 The Panther (S2) 23,100 The Inquisitor (S2) 23,100 Viscount (S2) 23,100 Captain Ivanov (S2) The Executioner (S2) 23,100 23,100 The Knight (S1) 23,100 The Courageous (S1) 23,100 23,100 23,100 23,100 Skill 3 Skill 4 Skill 6 (Awaken) Skill 5 Resist Might 1 F 3 Friend 3 Enemy Enemy 1 F 15% 15% 250% 15% D 40% Might 3 Enemy 2 Enemy 3 Enemy 3 Enemy 3 Enemy 1 Enemy 1 Enemy 1 Friend 2 Enemy 40% 15% 15% 250% 15% D 40% Might 1 Enemy 1 Enemy 2 F 15% 15% 250% 15% D 40% Might 1 Enemy 1 Enemy 2 F 15% 15% 250% 15% D 40% Might 1 Enemy 1 Enemy 2 F 15% 15% 250% 15% D 40% Might 1 Enemy 1 Enemy 1 Enemy 2 F 15% 15% 250% 15% D 40% Might 1 Enemy 1 Ene S 40% Might 1 Enemy 1 Enemy 1 Enemy 2 F Range 4 30% 15% 15% 250% 100 S 1 Enemy 3 Enemy 20% 20% 250% 20 S 40% Might 1 Enemy 1 Enemy 2 F Range 4 30% 15% 15% 250% 15% D 1 Enemy 1 Enemy 2 F Range 3 15% 15% 250% 100 S 1 Enemy 3 Enemy 20% 20% 250% 20 S 40% Might 1 Enemy 1 Ene Enemy 2 F Priam (State #341) 3 rd Edition P a g e 2122 Skill 3 Skill 4 Skill 6 (Awaken) Hero Unit Skill 1 Skill 2 Skill 5 Skill 7 Skill 8 Resist Might Might Resist Dictator Extra Razor 23,100 Iron Guard 23,100 Iron Guard 23,100 Dawn Might 1 Enemy 2 Enemy 3 Enemy 3 Enemy 3 Enemy 2 Enemy 1 Enemy 2 Enemy Enemy 1 Enemy 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 2 Enemy 2 Enemy 2 Enemy 2 Enemy 2 Enemy 2 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 30% 10% 10% 250% 7% HP 1 Enemy 30% 250% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 250\% 7% 10% 10\% 250\% 7% 10\% 250\% 7% 10\% 250\% 7% 10\% 250\% 7 eventually leads to predictive solutions. o Skill 1 and 6 Might o Affects the damage dealt by basic/normal attacks o Skill 3, 6 and 7* Resistance o Affects the damage taken from skills HP o Determines how many hits you can take before dying o Skill 6* and 7* Combat Speed o Determines who attacks first o Skill 6* and 7* *Hero specific, not all heroes give the same buffs. APC composition and Hero Synergy will still be the determining factor for winning, ceteris paribus. Thus, providing the third of four reference charts. That said, the late-to-end game factor for winning is based on the heroes you get and how you use them. So, I will just mention this as it comes up in the Hero Analysis section. Make the best APC composition based on the heroes that you want. Solely a few a... As I mention previously, without access to the developer code behind the war engine, this is all just conjecture. Best for defense and for use in Doomsday. o Heroes with this ability: Hunk (SX) and Tech Priestess (S3) Clarity / Sober o This makes you immune to Disarm, Silence, Suppress and Confuse This is the ultimate protection to the four counters in this game o Heroes with this ability: Hunk (SX) and Farseer (S3) *Heroes (S3) with an asterisk require other conditions be met before triggering Priam (State #341) 3 rd Edition P a g e 2425 Battle Dynamics If you ve ever played a Trading Card Game (TCG) like Magic The Gathering, Pokémon or Yu-Gi-Oh, you ll recognize that the battles in this game follow a similar format. Best used for offense and for countering vehicles. In addition, all hero abilities are bolded to bring attention to these abilities and skills. However, as I mentioned earlier, you should only work with what you have access to the developer code behind the war engine, there is no point trying to optimize your attributes. In this game, there are 3 units;, and. In addition, most people miss the fact that it also includes an extra buff for Might, Resistance, HP, Speed, Damage and Demolition Power. My intent with this guide is to open your eyes to the intricacies and patterns of heroes. showcase and summarize the hero skills. For the purposes of comparison and because this game is based on a Cardinal Scale, this guide assumes you have everything maxed out. It requires too much effort on my part to check every single hero skill to keep them updated. Unit Choice The heroes you have determine your unit choice as well as the purpose of your APC formations. It does not affect Status, Prep or Passive skills o Heroes with this ability: Heaven s Redemption (SZ), Caesar (S4), Caesar (S2), Militant and Forsaken One Suppression o This ability makes the enemy target unable to take actions (new wording has been changed in every hero with suppression) This is the third of four counters in this game and this is the best full counter. Thus, I cannot guarantee the accuracy of hero skills, hero skills will be subjective: containing my own personal analysis of the heroes and their intended use. Combat, 3 Friend 30% chance to make all friendly squads have 60% chance of entering evasion status, and increases 47% Might and Resistance for 2 turns Status, Range 1, 1 Friend In combat, self squad gains the clarity status, immune to Silence, Disarm, Suppression, Confusion, gain 60% Might increase, deal 30% additional damage Prep,, 2 Friend The first 3 turns, each turn give 2 random friendly squads 7% increased damage (Effect stackable), until the battle ends, starting turn 4, splash status is granted, basic attacks will deal 40% damage to 2 enemy squads in the back until the end of the following random bonus: restore some troops (Recovery 100%), Might, Resistance, Tactical Resistance Increase by 60%, damage taken decreased by -40% Priam (State #341) 3 rd Edition P a g e 1112 Season X Hero Combat Skills (Eden S1) Hero Specialty Skill 5 Skill 8 Crusher (SX) Valkyrie (SX) Sven (SX) The Patriot (SX) The Pa Wanderer (SX) Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the First-Aid status will be entered, recover troops each turn to the squad takes damage, 25% chance to evade and immune this damage, 50% chance each turn to increase squad damage by 50% Prep, Range 4, 2 Enemy / 2 Friend First, on the second turn, deal 687% damage for the squad. This is definitely an expert level guide for players at B25 and builds on information that I ve provided in my earlier videos. That said, this guide is meant to help make your choice of heroes easier based on what you already have. If and when the game expands on this in the future, I ll cover it in depth at that time. Priam (State #341) 3 rd Edition TBA 3 rd Edition Nov 24 th Edition TBA 3 rd Edition TBA 3 rd Edition Nov 24 th Edition TBA 3 rd Edition Nov 24 th Edition Nov 24 th Edition TBA 3 rd Edition TBA 4 rd Edition Nov 24 th Edition TBA 4 rd Edition TBA 5 rd Edition Nov 24 th Edition TBA 4 rd Edition TBA 5 rd Edition TBA 4 rd Edition TBA 4 rd Edition Nov 24 th Edition TBA 4 rd th, st Edition Oct 5 th, 2019 Added 4 New SX Heroes (Updated all sections) Updated Definition of Suppression Answered some Food for Thought Added Skill Priority Reference Chart Initial Release (Orange to First 6 SX Heroes) Best Effort Accuracy Following the release of each edition of my Hero Guide, the developers have changed various hero skills throughout the game (definitions, numbers, terminology, etc). When the current troop is halved, Gain 100% additional Might and Resistance Prep,, 1 Friend First 3 turns, the front row Shooter squad has 70% chance to enter counterattack state, which deals 250% return damage to the source when basic attacked Passive, Range 3, 2 Enemy After basic attacks, 30% chance to deal 331% damage to 2 random enemy squads within range, and deal 331% damage to self squad 30% chance to make 2 random enemy squads within range to enter confuse and flammable status, skill and basic attacks target random targets, Take 50% additional burning damage, lasts 2 turns Prep, Range 4, 2 Enemy First 3 turns, 2 random enemy squads take 50% additional burning damage, lasts 2 turns Prep, Range 4, 2 Enemy First 3 turns, 2 random enemy squads take 50% additional burning damage, lasts 2 turns Prep, Range 4, 2 Enemy First 3 turns, 2 random enemy squads take 50% additional burning damage Passive, 100% chance to deal 247% damage to an enemy squad within range 1 turn prep, 35% chance to deal 306% damage to 3 random enemy squads within range, lower their Might, Resistance by -38%, lasting 1 turns Combat, Range 3, 2 Enemy 60% Chance to have 2 random enemy squads enter the armor break status, Lower -200% defense, Lasting 2 turns 50% chance to taunt 2 random enemy squads within range, lasting 2 turns, and make the squad enter counter-attack status, and return 150% damage when basic attacked, increased combat speed, 50% of the damage taken will be tallied on turn 7, Pre battle round deal 469% damage to 2 random enemy squads Prep., 2 Friend First 3 turns, 2 random friendly shooter squads deal 50% damage taken will be tallied on turn 7, Pre battle round deal 469% damage to 2 random morale, the Hero will fight on for one more turn Prep,, 2 Friend The first three turns, 2 random friendly squads have 70% chance to be sober, immune to Silence, Disarm, Suppress, Confuse, and 55% increased might Combat,, 1 Friend 50% chance to have the front row to have 100% chance to have 100% chance to have 100% chance to be sober, immune to Silence, Disarm, Suppress, Confuse, and 55% increased might Combat,, 1 Friend 50% chance to have 100% Edition P a g e 1213 Commissar (S4) Season 4 Hero Combat Skills Hero Specialty Skill 2 Skill 8 30% Chance to link 2 random enemy 25% Chance to deal 218% Damage to squads within range, when one squad two random enemy 25% chance to link 2 random enemy 25% chance to link 2 random enemy squads within range to squads within range. lasting 2 turns Deus ex Machina (S4) Hummingbird (S4) Caesar (S4) Juggernaut (S4) Venom Walker (S4) Status, Range 0, 1 Friend Hero s Squad Damage taken -30% 40% Chance to attack twice, Each attack twice, enemy squads within range Combat, Range 3, 2 Enemy 40% Chance to deal 179% Damage to 2 random enemy squads enter Cursed, Burning and Poisoned, and dealing 24%, 29% and 34% damage on corresponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and dealing 24%, 29% and 34% damage on corresponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and dealing 24%, 29% and 34% damage on corresponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and dealing 24%, 29% and 34% damage on corresponding turns, lasting till endmy squads within range, making their Might - 38%, Lasting 2 Turns Prep,, 3 Enemy 40% Chance to deal 179% Damage to 2 random enemy squads enter Cursed, Burning and Poisoned, and dealing 24%, 29% and 34% damage on corresponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and the same transponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and Burning and Poisoned, and Burning and Poisoned, and the same transponding turns, lasting till endmy squads enter Cursed, Burning and Poisoned, and Burning and Burning and Poisoned, and Burning and Burn of the battle Prep,, 2 Enemy In Battle, When 2 Random Enemy Squads within range cast combat skills or basic attack, deal -5% damage to them, this effect stacks, deal -5% damage to them, this effect stacks, deal -5% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them, this effect stacks a maximum of 8 times 1 Turn Prep, 30% Chance to deal 310% damage to them. disarmed, lasting 1 Turns 1 Turns 1 Turns 1 Turns 1 Turns 2 tarked, dealing 120% damage to attacked, dealing 120% damage to attacked, dealing 120% damage to attacking source Prep, Range 3, 2 Friend On the Beginning of turn 5, 2 random friendly squads will recover units each turn (84% recovery rate) Prep., 3 Friend In battle, all friendly squads have splash status, basic attacking can also deal 40% damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All Friendly Units damage to 2 back row enemy squads Prep., 3 Friend First 3 Turns, All First 3 First 3 Turns, All First 3 Damage to 2 random enemy squads within range Prep, Range 3, 3 Enemy In Battle, Enemy Squads Take -30%, Combat Speed -100, Damage Combat,, 1 Enemy Squads take -30% Damage, after turn 3, Heroes Squad recover 30% units when dealing damage Combat,, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, interrupting channeling skills Priam (State #341) 3 rd Edition P a g e 1314 Season 3 Hero Combat Skills Hero Specialty Skill 5 Skill 8 Countdown (S3) Farseer (S3) Vanguard (S3) Wings of Liberty (S3) Major Anastasia Nastya (S3) Tech Priestess (S3) 1 Turn prep, 35% chance to deal 334.5% damage to all enemy squads within range 40% Chance to deal 255% Damage to two random enemy squads within range, making their Might and Resistance -55%, lasting 2 turns Prep, Range 3, 3 Friend During Battle, all friendly Vehicle squads has -20% basic attack damage, 45% increase combat skill damage Combat, Range 3, 2 Enemy 1 Turn prep, 40% chance to deal 486% damage to 2 random enemy squads within range, Making their Resistance -47%, Lasting 2 turns Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly and (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn suppression, lasting 1 turns Prep,, 2 Friend First 3 turns, 2 friendly squads have 60% bonus damage 30% Chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage to all enemy squads within range, making them unable to recover units, Lasting 2 Turns Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to deal 255% damage 1, 2 Friend During battle, whenever casting a ski Disarm, Suppression and Confusion, Lasting 2 turns, After Casting a combat skill, 100% Chance to increase the Might and Resistance by 100% to two random friendly squads, Lasting 2 turns, whenever the hero s squad takes damage, 70% to evade and avoid this damage Prep, Range 4, 3 Enemy First 2 Turns, Disarm 2 random enemy squads, making them unable to basic attack, on the 2 nd turn, deal 267.5% damage to all friendly squads by 100 and has 70% chance to deal 2 basic attacks each turn 1 Turn Prep, 50% Chance to confuse 2 Random Enemy Squads within range, Skills and Basic Attack targets become random, lasting 2 turns Status, Range 4, 1 Enemy / 1 Friend During battle, Hero s Squad cannot basic attack, has 35% increased skill damage to a random enemy squads within range 1. silencing them, making them unable to use combat skills, lasting 1 turn Prep,, 1 Friend On Turn 1, 3, 5, 7, 100% Chance to deal 343% damage to 2 random enemy squads within range, and heal self and a random friendly squad (97% Recovery Rate), Lasts (4) Turns Prep, Range 4, 2 Enemy During Battle, When all friendly squads receive damage, they take 12% Extra Damage, Maximum 5 stacks Prep, 3 Friend During Battle, When all friendly squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads take damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads take damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage, they take 12% Extra Damage to 2 random Enemy Squads receive damage. 50% Chance to recover some units (Recovery Rate 33%) Priam (State #341) 3 rd Edition P a g e 1415 The Panther (S2) Season 2 Hero Combat Skills Hero Specialty Skill 2 Skill 5 Skill 8 Prep., 2 Friend Prep., 3 Friend In the first three turn, 2 random vehicle In the first three turn, 2 random vehicle In the first round, all our squads have 70% chance to enter the attack and passive skill damage Sputtering state, normal attack deal increased by 80%, the effect reduced by 160% damage to 2 enemies behind the ¹/₄ per round. The first thing you need to understand is there are 4 types of Hero Skills: Prep: o Majority of Prep Skills have First X Turns where a buff, ability or damage will trigger during those turns o The remainder Prep Skills will trigger during battle or on specified turns or rounds Status: o Status skills are undoubtedly the ultimate weapon in your APC formation. Priam (State #341) 3 rd Edition P a g e 56 Generally speaking S heroes have better attributes than normal orange heroes. If this ever changes, I will disclose it. Squad and formation are the keywords the game uses, hero s formation is the entire APC. The game doesn t explicitly state the various phases of each turn but essentially, you have the following Pre-battle phase: prep and status skills trigger Battle Phase I: troops deal basic damage Battle Phase II: combat skills trigger Post-battle phase: passive, prep and status skills trigger Why does this matter? Afghani and Pakistani refugees occupy a church in Vienna to protest against negative asylum decisions. Fortunately, even among the maxed out players, there is no god mode. Passive: +30% Might Reaper s Skill 6 has the highest Might buff of 35% (10% + 25%) You ll notice Skill 1 and Dictator is the same amount of troops. Priam (State #341) 3 rd Edition P a g e 67 Here is the first of four reference charts, summarizing the hero attributes: M = Might, R = Resistance, S = Speed, D = Damage DP = Demolition Power Dictator is the name of Skill 1 Hero Unit Skill 3 Skill 4 Skill 6 (Awaken) Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 23,100 15% 15% D 40% Might Resist Dictator Extra Skill 7 The Lone Wolf (SX) 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Therefore, the only logical conclusion is this makes the enemy target themselves as well. Priam (State #341) 3 rd Edition P a g e 25 For now, it s just something to keep in mind. Since they can t basic attack nor will they be able cast any skills. I don't monetize my website, my videos or this guide nor am I affiliated with IM30. All modifications are highlighted and typos are corrected in red as well. The only way to add another dimension to the RNG factor is by triggering skills during different phases. Lastly, the game doesn t specify an extra buff for Arsenal, Shoota Man and Dawn Guardian so I split the might and resistance buffs of skill 6 to make them easier to compare. Priam (State #341) 3 rd Edition P a g e 45 Hero Attributes Before I get started on Hero Attributes, I just want to say that you will go insane trying to figure out the math behind damage calculation. Kind Regards, Priam Priam (State #341) 3 rd Edition P a g e 34 Introduction I apologize for my brutal honesty but as I m sure you ve realized by now, there is no skill component in this game. If you don t have the heroes or the duplicate medals to unlock their skills, there s nothing you can do.

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