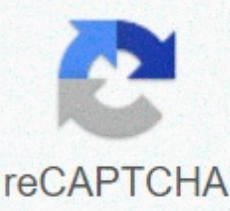




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## Summoners war gb10 speed team reddit

My current team interrupts 3 minutes of run, but has less than 50% automatic success. How to make it more sustainable. I hope to make this a more general discussion, so I won't publish my box or discuss statistics unless you want to know. Page 2 7 commentsThings worked on a speed team to switch off with their core GB10 team. From what requirements should I use Lushen (L), Soor, Akahamir, Galleon, Bernard.What requirements should I have for this to work? Are HP damage requirements? Also, my monsters must be at a certain speed, or it would be good to compensate with Bernard. We also need to trade Bernard for another DD-So many questions, and I can't find good leaders for the team. Every help is appreciated! I wanted to open this thread and see what others have when it comes to 100%(or close to 100%) Speed team. I hope to get inspiration for my team, and maybe we can learn from each other. Speed team that is under 1min or 1:30 for nb10 that has nearly 100% success please. Please post your team with some details, tower level would be helpful as well. I'll share mine first. GB10 (100% avg 50s)Lushen L fatal/blade (2.8k att, 184spd, 82cr, 184cd)Galleon vio/broken ( 1.3k att, 222spd, 55acc)Sig Fatal/broken (2.7k att, 164spd, 96cr, 178cd)Stella blade/broken (2k att, 201spd, 84cr, 146cd)Hwa swift/rev (2.1k att, 168spd, 77cr, 157cd)DB10 (95% avg 55s-60s)Verde L vio/rev (1.77k att, 167spd, 99cr, 162cd)Galleon vio/broken ( 1.3k att, 222spd, 55acc)Sig Fatal/broken (2.7k att, 164spd, 96cr, 178cd)Stella blade/broken (2k att, 201spd, 84cr, 146cd)Tarq Swift/broken ( 2k att, 184spd, 85cr, 165cd)NB10 (100% avg 1:30)Lushen L fatal/blade (2.8k att, 184spd, 82cr, 184cd)Fuco1 vio/rev (2.1k att, 107spd, 78 cr, 148cd)Fuco2 vio/rev (1.9k att, 112spd, 78cr, 161cd)Wind Homu MBM rage/rev ( 2.1k att , 139spd, 86cr, 178cd)Hwahee Vio/broken (2.3k att, 186spd, 17khp)Tower StatusTowers max: hp, def, spd, tt, cd, water, wind. Fire tower LVL 8Light Dark Tower lvl 0 Page 2 129 comments Hello. Two months ago I started making faster teams and doing Tarq to make my teams much faster. For db10 it's 46 seconds best and for gb10 it's 33 sec. Unfortunately, it's a way of happening often because of this stupid galleon. Even with 100 sly 100 smishes of the 200th violent will of the SD. He likes to start with his second skill and not fail on holiday. The quality of my rune is really good, but it doesn't make sense if the galleon completely fails. Page 2 47 comments page 2i.redd.it/osf8ag... Energy RuneBlade RuneFatal RuneSwift RuneDespair RuneGiants B10 - Evolution from beginners to speed energy teams RuneBlade RuneSwift RuneDespair RuneIntroduction (jump to the middle if the paragraphs are not for you)Yes, yes. I know it's a common knowledge of a lot of players, but it helps even the 1%, which does not know, I think this guide would do its job well enough. GB10 is almost the first goal for everyone Start to surround as it's easiest to log in and build teams for, especially with all the achievement awards you get, some of which are monsters for GB10, other material monsters for Veromos synthesis. So in this manual, I will still accept the old idea of Veromo's room time is meta. No, this is not a guide to GB10. There are enough of those already, with billions of videos on them. This one talks about how the team is developing. We usually get questions in DAT like I'm done with the standard team, how do I take my time to xxx?. The usual procedure we do when answering these questions is: look at their team, check their stats and see if they can move on to the next stage of accelerating their team. But what is even the next step? Am I going straight into sub-minute fast teams? The answer is no. Don't miss a minute or two in a row unless you've accumulated runes for weeks or months without changing anything that leads to the cost of opportunities. Who's progressing faster? Someone who constantly improves his team when he has the chance? Or someone who collects resources over a long period of time, and then makes all the changes at once? In this game, the ex does it. None of the following news is news, but quite average responses that you see in DAT every day. Here are the teams I'm offering and why I'm proposing. It is also listed in the order of strength if the player who wants advice uses one of the teams below, and I see that his or her runes are fit to go to the next step, I suggest. Otherwise, we'll usually just ask them to farm for a little longer and tell them what they should be aiming for. Who's this leader for? In the middle of the game, the end game and speed pathsHow do teams develop? The following teams are arranged from the slowest to the fastest, and the highlighted monsters are the ones you type in each step. Using the standard cookie team: Vemos (L), Belladon, Shannon, Bernard, Darion (3:00-4:00)You own every buff and debuff under the Sun, quite explanatory. Slowly, but safely. Sigmarus(L), Veromos, Belladeon, Shannon, Bernard (2:00-2:30)The first thing to go is to mitigate the damage, as your runes must be improved enough to allow 20% additional damage, and 44% HP lead serves a similar damage reduction target. Yes, you remove a breakout source in DEF, but the different forms of CC Sigmarus compensate for this in the Recycle Bin, while damage to the HP scale compensates it in the middle of the current and shunt. Sigmar(L), Vemos, Belladon, Shannon, Lucen (1:30-2:00)Next to go is Bernard, your order advantage generator, as well as a source of ATK + DEF break. Who needs turns when Luien can clear the wave in one move? At this point, your runes must be improved, so even with less def break time and fewer turns, the damage damage CC in the team is enough to kill enemies before you get killed. Even if your Amputation Magic is not strong enough to instaclear waves, its S2 stuns and applies smoothing debuff, drastically reducing incoming damage. Sigmar (L), Veromos, Belladeon, Galleon, Lush (1:00-1:30) The additional increase in rune quality is equal to a higher DPS and a larger tank tank tank. That's the change most people struggle with. The reasons why people fail with this change include: poor speed adjustment, lack of overall speed, lack of damage and tank work, as well as lack of accuracy of galleon

and Sigmarus. In order to ensure maximum success rate, Sigmarus must have 100 CR, Decent HP and close 45 ACC, Galleon must have a decent HP and 45 ACC. Lucien(L), Galleon, Sigmar, Vemos, Hua (0:45-1:15)Now that you're without a healer and your runes have improved again, it's time to get stuck in damage, but still guard Vero so you don't die to break on the boss's stage. At this point, you can lose a small amount of tanks for more damage and SPD, and lushen lead usage should finally allow your Pisen to do close to 6.7k damage to a malfunctioning card. Everything ideally should be over 140 SPD now to outsn it midboss. You're on the verge of a fully developed speed team, but alas it's not there yet. Use Hwa to allow your team to survive an extra turn or two. Lucien(L), Galleon, Sigmar, Hwa, Lushen (0:30-1:00)Congratulations! Now you have a speed team. Your Lushens absolutely need to do 6.7k on an unplaced map at this stage for reliable runs, and Hwa should also contribute decent damage and not be there just for utility. But wait... there's more... Arang(L), Lushen, Luzen, Galleon, Sigmar (0:27-0:50)They ever wondered what the outsmart looked like? Simply entangle 40% extra damage to your Lushens and make them move before Galleon. This team is going to get toasted, ALLO. You can get a perfect plan per month where everyone uses every skill you want to them and land every debuff needed at the right time for this sub30 record. But Arang is a boss who can solo the endepth of half the health, so she still has to keep a pretty good success for you. Teams beyond this point are more about fun and/or bragging rights.8 Arang, Luchen, Luchen, Helea, Lin (0:23-0:30)I ever wanted to say that GB10 means Giant B\*\*\*\* 10? Here's how you do it (not recommended on auto unless you have endless crystals). Wave 1: Lushen S3Wave 2: Lushen S1, Lushen S3Veve 3: Lushen S1, Lushen S1, Hellea S3, Lyn S3, Arang S3 (if midbos not yet dead)Wave 4: Lushen S3Wave 5: Lushen S1, Lushen S1, Hellea S3, Lyn S3, A Srang3. (if midboss is not yet dead) Greetings for the new record!9. Lynn, Lynn, doesn't want to look like a jerk who needs a 5th squad and call the hacks? 1: Galleon S3, Lushen S2Wave 2: Galleon S1, Lush S3Wave 3: Galleon S3, Lushen S1, Lin S3, Arang S3Wave 4: Galleon S1, Lushen S3Wave 5: Galleon S3, S3, S1, Lyn S3, Arang S3Toss in slime like the 5th, which secretly holds Fight runes, if your runes are not good enough, creates the illusion to be even worse.10 Teshar(L), Hellea, Lynn (I don't really know if that's possible)Just a theory-craft, but it seems to work on paper. If you have pious Teshar and Lynn, please try this. Wave 1: Teshar S3Wave 2: Teshar S3Wave 3: Teshar S2, Hellea S3, Lyn S3Wave 4: Teshar S3Wave 5: Teshar S2, Hellea S3, Lyn S3A you can see, the guide suggests that you already have double Lushens and galleon. If you don't, you'll need to compensate for them with some of the options listed below. Galleon substitutes: Luer or Manturalt's not a 1-for-1 swap. If you want to use one of these substitutes, you will need to bring along with the ATK buffer. Replace one of the supports or wave more clearly with Megan or Hraesvelg.Substitutes for Lush: Literally any water or wind AoE nuker that rocks ATKNote that any monster that can't clear the wave without an ATK buff or DEF break should move after Galleon.Substitute/Upgrade for Sigmarus: LynTHIS is only for more advanced teams that don't need a SigmarusATK break. I suggest this only for teams under 1:15.Substitutes for Hwa: LorenShe brings better debuffs, and people are more likely to move loren than slowly Hwa.This is not a guide that takes every single monster in the game, only the most popular ones. There are many more monsters performing similar roles, so if you don't have monsters needed or don't like building some of these monsters, look at your monster box and judge for yourself. Feel free to list more wildcard monsters for each role or even completely alternative teams in the comments so that others with similar teams can copy them. Thanks for reading. TL;DR: Combine your team with one of the above, look at the team below it, are your runes good enough to build it? - yes, yes, but it's not. Anave!Page 2Placed 1 year ago 91 comments

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