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## Realm of gods super battle road

Comments Share ALERTS This page is to help players with a specific event. You can post the teams you used to clear the event. Please keep in mind to post the teams you have tested yourself. Guide: Tactics Teams Template Awakening Medals No Awakenings Medal Awakenings No Cards Wake Server Weakness Miscellaneous Super Battle Road Stages 11 - 20 Awaken & Heal; Gokū (Ultra Instinct -Sign-) Empire of the Gods Categories Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Gokū (Ultra Instinct -Sign-) Empire of Gods Category Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Recover 70% HP, and all allies' DEF: +50% for 2 turns Recover 55% HP, damage received reduced by 30% for 1 turn Recover 70% HP, and all allies' ATK +25% for 2 turns Restore all HP and remove all allies' status effects good, bad and ugly Gokū (Ultra Instinct -Sign-) Empire of Gods Category Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Gokū (Ultra Instinct -Sign-) Empire of Gods Category Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Recover 70% HP, and all allies' DEF: +50% for 2 turns Recover 55% HP, damage received reduced by 30% for 1 turn Damage received reduced by 40% for 2 turns Pure Saiyans Pure Saiyans or Hybrid Saiyans Category Ki +4 and HP, ATK & DEF: +130% Pure Saiyans or Hybrid Saiyans Category Ki +4 and HP, ATK & DEF: +130% Restore 70% HP, and all allies' DEF: +50% for 2 turns Recover 55% HP, received damage reduced by 30% for 1 turn Delay all opponents' attacks on 1 turn Damage received reduced by 40% for 2 turns \* Disclosure: Some of the links above are affiliate links, which means, at no additional cost to you, Fandom will earn a commission if you click the button and make a purchase. Community content is available cc-BY-SA, unless otherwise specified. Empire of the Gods super battle path said is to be the hardest for many. Today I hope to solve this problem by telling you how I did it. Background on me, I only spend money on big banners and I've been playing for over 2 years, but I'd be a whale. If you have any comments or suggestions, please leave them down. I currently run the same team I used for the first time with Agl goetta replacing Agl Rose. This team made this phase easier for me, to the extent that I use it to try and get an Int Gokū reward. Strategy: There are a lot of enemies at each stage, which means the fighting will be long. However, pulling out fights in your favor because many units in the team transform or compose an attack or defense. Always first look for offensive or neutral and do not hesitate to use the item. With Agl Gokū, under 50% health is ideal, but don't be careless. I'm not taking turns because you shouldn't start one. If you've been attacked 7 times in the last slot, you'd better put a good defensive unit there, even if you don't see them for a while. Try to avoid AGL cards as there is a lot of Teq, although there are some good agl cards that can handle this stage well. The items I used: Whis Android 8 Ghost User Princess senaCharacters I used the first time: UI Gokū (3 dupe)s - that 30% avoid me is very true. He strikes like a bus and is reliable defensively before the transformation. Try for dokkan attack with this if transformed. Rk Vegeta blue(rainbow) great defensively, stack his 12k to optimize it. Once the battle is over, use your ultra super attack. A Teq one won't be as defensively viable and Phys's one is good, but he can get hit hard. Rk Gokū Black and Zamasu (SA20) healing is good, hits and tanks pretty well. SSBE vegeta (1 dupe) good defensively and pretty good offensively. Easy to get to his transformation too. Int Zamasu (sa10)-good tank, better with higher health. Definitely someone to use to block attacks. Gokū (Ultra Instinct -Sign-) Empire of Gods Category Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Gokū (Ultra Instinct -Sign-) Empire of Gods Category Ki +3 and HP, ATK & DEF: +150%; or INT type Ki +3 and HP, ATK & DEF: +50% Recover 70% HP, and all allies' DEF: +50% for 2 turns Recover 55% HP, damage received reduced by 30% for 1 turn Delay all attacks of opponents to 1 turn Damage was reduced by 40% for 2 turns Pure Saiyans Pure Saiyans or Hybrid Saiyans Category Ki +4 and HP, ATK & DEF: +130% Pure Saiyans or Hybrid Saiyans Category Ki +4 and HP, ATK & DEF: +130% Restore 70% HP, and all allies' DEF: +50% for 2 turns Recover 55% HP, damage received reduced by 30% for 1 turn Delay all opponents' attacks for 1 turn Damage received reduced by 40% for 2 turns \* Disclosure: Some of the links above are affiliate links, which means that at no additional cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA, unless otherwise stated. Noteed.