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How do you fight in elvenar

Welcome to the Battle Bible, a comprehensive guide on the combat mechanics of Elvenar. The interface: Before we start talking about combat let's first make sure we understand what the different menu means and how they work. I guess you at least successfully completed the ingame tutorial. Your reward for successfully completing this meeting. Price to negotiate this meeting if you choose to do so. The units you encounter on the battlefield if you decide to fight. Press this button to negotiate the meeting. Press this button if you like to fight this meeting. Tap in to find more information about this device. The amount of stars represents the level of the device, the more stars the stronger the unit, the same stars can be found in the previous image at No. 3. Unit class, each unit is a member of 1 single class. The injury area for a full squad of this unit. The amount of injury a full squad of units can take the attack range of a full troop movement range of one unit. The units initiative, the higher his initiative the faster he makes his moves /attack. The units weight. Each squad can only consist of a fixed number of weights, so the higher the weight the smaller units you can field in a squad. If the device is attacked, it will retaliate. This box may also contain other specific powers. The relative strength of the device against this class (never trust sword make your own assessment sing point 11) This screen pops up when you hover your mouse over point 10, it shows you the exact bonuses of this device against the related class. Find out how to defeat the enemies found in each province type Click on a province type below to view videos Hello, I was just wondering if manual fights will ever be released in the app? Currently only automatic fights are possible. If I'm not completely blind and missed the option... Not being able to fight manually is a huge disadvantage which means that I don't use the app very often. Good question, I also would love to have that option as my laptop is too old and slow to use play on the game easily so I play 99% on a tablet. I've read you loose troops a lot more in automatic fighting so it would be nice to be able to do a manual fight when needed. Although it is something we would like to do eventually, we are not safe at the moment. The manual battle feature is a very technically complex topic, and we want to focus on improving other parts of the game before we deal with it. It is currently uncertain whether we will be able to spend time on this because of our other priorities, but we do not want to close that door completely. Although it is something we would like to do eventually, we are not safe at the moment. The manual battle feature is a very technically complex topic, and we want to focus on improving other parts of the game before we tackle it. It is currently uncertain whether we will be able to spend time on this because of our other priorities, but we do not want to close that door completely either. Thanks for the reply, it's good to know! While it seems strange that it is not a priority, because fighting is a great mechanic in the game I think it is really a matter of implementation. You can't really change it from desktop strategy-wise but real estate on mobile is so limited that moving devices and targeting can be extremely difficult. That's really a big part of the challenge, yes. Hi I play on the app on an iPad, and have not got an option for automatic fighting, that is if I understand what you mean by manual / auto fighting. I always choose which troops I want to fight with, so I guess it's manual combat. This is what manual struggle looks like. You have to tell each squad where to move and what to attack. Oh I see, not at all what I thought it was lol Using Poison Dryads, per screenshot, the player will lose devices. Only a single Poison Dryad can attack the Cannoneer and probably won't kill it in one shot (it takes 50% less damage from light varied units). Cannoneer will then get to attack on the next round. The enemy Dryad has Strikeback and the same range as the player's Dryads, so by attacking it one of the Player's Dryads must take a Strikeback. Enemy Veteran (Vallorian) Guards have two movement and two attack range, so if a Dryad attacks one of these and it is not killed before the end of the turn, it can also knock back the next turn (if not blocked by the environment, as in truth, there is actually a good chance that it is possible on the map layout). A full team of Blossom Princesses can easily kill that enemy team without even once. A single BP can kill cannoneer, three of the other BPs can focus and kill the enemy Dryad from outside its range (BP has 5 attack range, Dryad has 4), so no Strikeback. The enemy heavy melee is then seated ducks for BPs. Just try to ignore the fact that there should be a full team of Blossom Mages/Princesses used and not Poison Dryads! This was just an illustration of what a manual combat screen looks like for someone who has never seen it – not about combat tactics. I hit surrender immediately after the screenshot and just had to fear Mist Walker who has a 90% attack bonus against mages. But you're right, if I wanted to actually fight that battle then Blossom Princesses would have been better. Maybe I should have made that clear. Using Poison Dryads, as per the screenshot, the player will lose devices. Only a single Poison Dryad can attack the Cannoneer and probably won't kill it in one shot (it takes 50% less damage from light varied units). Cannoneer will then get to attack on the next round. The enemy Dryad has Strikeback and the same range as the player's Dryads, so by the one of the Player's Dryads must take a Strikeback. Enemy Enemy (Vallorian) Guards have two movement and two attack range, so if a Dryad attacks one of these and it is not killed before the end of the turn, it can also knock back the next turn (if not blocked by the environment, as in truth, there is actually a good chance that it is possible on that map layout). A full team of Blossom Princesses can easily kill that enemy team without even once. A single BP can kill cannoneer, three of the other BPs can focus and kill the enemy Dryad from outside its range (BP has 5 attack range, Dryad has 4), so no Strikeback. The enemy heavy melee is then sitting ducks for BPs. Thanks for the extensive explanation. Its completely different from the situation in Chapter 9/10, where I would never use magic devices in a situation like that. Good to know that magical devices for the Elves will be less useless later. The elven Sorceresses remain crap even with 3 stars. The Blossom Princesses (3 star) is a lot better. But having enough AWs and boosters even Sorceresses are useful. The elven Sorceresses remain crap even with 3 stars. The Blossom Princesses (3 star) is a lot better. But having enough AWs and boosters even Sorceresses are useful. The elven Sorceresses remain crap even with 3 stars. The Blossom Princesses (3 star) is a lot better. But having enough AWs and boosters even Sorceresses are useful. I'm still not sure I think this, I only have access to 1 Star Blossom Mages and they're really really very good at one thing only: Dying in large numbers. The 1-star Blossom Mage is pretty weak, except against Heavy Melee and Heavy Ranged units. 2-star Blossom Mage is MUCH better. And the 3-star version (Blossom Princess) is even better. But even the 1-star version tends to work better than the 3-star Bud Sorceress because of the range – the 5 range lets Blossom Mage beat most enemy units while staying out of their range. a point for you Muf-Muf if you opened unbound squad upgrades, you will have to do manual battles or your squad will no one go past 4 star without being wiped out, the only top scorers in tourney do auto fight, and it takes time to learn manual battles, try it if you can make up to 6 stars, no I don't think you will, it takes me 2 min most times which is 8 min a provinces, and I have opened 12 unattached squad upgrades thank for poor planning of inno, and have 52,000+ tourney ranking points, if you did manual battles on the app, it wouldn't be used for long. if you did manual fighting on the app, it wouldn't be used for long. I would definitely use it for Spire. Currently I never fight there (except the first part of the first level and except very very rare fights that are set clearly in my favor), because are completely unreasonable on auto-fight. But you're right about tournament. I can't even imagine how much time would it take to manually fight my tournaments (2-3k average on each world). world). I really appreciated your answer. I couldn't like it because I really don't like it. But it sets my expectations properly and I won't be hoping for Inno to actually work on manual fights in the app (sometime soon). Thanks for being direct. The app received notifications recently and hopefully there will be KP donations soon as well. That's good work. A point for you Muf-Muf if you opened unensena squad upgrades, you have to do manual battles or your squad will no one go past 4 star without being wiped out Not true. Researching optional squad size upgrades doesn't make your fights harder. If you get wiped out in the 4th round, there are other reasons for that. But you will lose more units to achieve the same results as

someone who has not researched optional. There's no way I'm fighting tournaments manually and I advise everyone against it. Improve your troops instead. I would definitely use it for Spire. Now this is a completely different story. I agree, Spire requires to be fought manually. Even then it is very costly, at least for me. In addition, unlike the tournaments, it is impossible to optimize our cities for Spire because Inno withholds the factors that affect its difficulties So IMO, manual fighting would be useful for Spire but much less so (if at all) for tournaments (or world map). The manual battle feature is a very technically complex topic, and we want to focus on improving other parts of the game before we deal with it. 100% agree. For me a better solution would be a better balancing of spire, so it could be combated on auto. With the availability of messages (thank you very much for that), there are only two requests left for the app – being able to donate to wonders and be less demanding on the hardware. The latter could contradict the manual fighting idea. Idea.

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