

Minion masters guide

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MINION MASTERS GUIDE: Tips and Tricks Ciunay-Dirty, Noob, TVAs veteran (Grand Master 1 in early access / Contender 1, since they added new ranks) I received several messages from players who asked for tips and tricks. I invented most of the exact covers, parrying and kiting tricks that you see around now, so I decided to write a short simple guide for new players. There are a lot of maps and even new added every month or so, so I can't explain the potential of each card, but I'll give you some basic lesson. I know you don't want to waste your time reading a long text, so let's go with the first thing:1) FIRST STEPS. A) When the match starts (if your hand is good), try controlling the bridges by spending as little mana as possible, so using low mana cost minions (e.g. 1 mana scrats or puffs). If the map is not one minion, and it is made by two or more henchmen, divide them between two bridges. If the enemy will resist your low mana card, you will not be punished because of the low cost of mana as you will have enough mana to resist the back. I suggest starting with 1 or 2 mana cards, or in extreme cases (only if you can split it between two bridges), 3 mana cards (such as plasma Marines). Playing 3 mana Curse Of Bearer on one bridge is not safe when the match starts and you don't know the opponent's hand, but you can do it at your own risk. If you don't have a good hand, wait 10 mana and place the minion next to your master, so you will have plenty of time to regenerate the mana and counter back when it reaches the bridge. B) Don't sit in 10 mana. In some situations you may be forced to wait (look at point 3: COUNTERING), but still, try not to sit on 10 mana. In the above cases you can:B1) Release a minion next to your host, in order to have more time to support him before he reaches the bridge. B2) Release a minion on an empty lane to avoid a fight on the bridge. B3) Use the lowest mana card to save your max mana burst.2) COUNTERING. When this is convenient, try not to stay under pressure and fight on the bridges to keep control of them. Remember: Exp means Perx and Mana Frenzy, and you want to have any possible advantages on the enemy, right? Use flying henchmen against non-anti-air minions, and anti-aircraft henchmen against flying units. But still, there is no place for squishy units in front of strong units without cover (e.g.: don't use Xiao Long in front of the Colossus on the bridge without cover. You'll find out what the counters are, that. When is it not convenient? If you don't have enough blast damage to kill a huge wave of enemies, they're going to smash your poor minion placed in front of them: At this point, it may happen that you don't have enough mana to place more units on your own and this huge enemy wave is hurting you. As I said, I can't explain the mechanics of each card, but it's a common mistake when new players feed Soul Stealers or Spiritmancers while battling on bridges: this is another disadvantage when you have to let them flow.3) DEFENSE. Where to confront the enemies on my side? Your side is not so great, but not all places are the same: A) When the enemy minion crosses the bridge, you can drop your minion behind and over it to, therefore, see the collision between the units, moving the enemy minion on the bridge. They're going to keep fighting as long as you control the bridge. B) If you don't have a good counter to fight on bridges, place the unit in front of your hosts, BUT NOT THAT CLOSE (unless you want your minion and your masters damaged at the same time by the area of damage): your minion will fight in front of your hosts to help it: maximize your damage, HP optimize, minion damage and damage to the masters, making them fight together and spend less resources. C) Some units are too squish (e.g.: Xiao Long): it is best to place them on one of the corners close to your hosts, and only when the enemy minion (unless it is anti-air) is in your host's range to avoid a battle between your minion and enemy minion.4) DEFENSE (Advanced). A) KEATING: You can kite every block, but we originally mentioned Colossus, so we'll talk about it. If you don't have something to confront it, calm down! Keep in mind that it is very slow and can be easily kited. As? When it's close to your hosts (but not in close combat), unleash Mana Puff behind it: TIMING AND POSITIONING are powerless, so if you release your puff at the right distance, it will start moving (or puffing) across the bridge and given that it's not very fast, The Colossus will stick to it (your masters will be safe for now - example here: . If you let the Puff close to the Colossus, it will get smashed, but don't worry, you've wasted only 1 mana in the end, and, at the same time, your hosts continue to attack Colossus (while it's still in the Masters range) and you're drawn. B) Here's what I call STUMBLE.B1) Let's talk about prowlers, or Clivers: do we all know they hurt, so how to minimize their damage? Place 1 Mana Puff (yes, I love Puffs) or another low mana card in front of your hosts and Prowler won't jump twice. You can do the same by placing a low mana card in front of your minions (e.g.: Prowler won't jump on your tank if you put a pair of Scrats in front of your tank). B2) Another example of the STUMBLE trick I use, against Fire Imps: in hand you don't have a flying unit to deal with it? You don't have a tank to shoot him? We know that his fire damage is very high, so put 1 mana Scrat and let him throw the fire Scrat, At this point you can quickly place something behind Fire Imp, and kill it without taking any damage. You can do the same against the Colossus (point A clock) by putting a puff or similar before him, and the Curse of Bearer behind him. Sometimes drawing a good counter is vital: take a quickbar look, watch the following cards, minimize the use of mana, and spread units on the same or different bands using logic. B3) I invented what I would call SIDE KITING: Okay, let's imagine a situation where all your henchmen are pushing a bot bridge while your upper bridge is not protected: a prowler, a clover or another aggressive minion is going to hurt you, and you don't have enough mana, or a good card in hand. What to do? When the enemy minion is on your side, pull it out of the top empty lane on the bot lane by placing what you want (better if a low mana card) and he will be forced to fight with all his henchmen on bot lane (. Of course, it is possible that they will be killed, but in this case you still have earned time at least, and your hosts will avoid a lot of damage. FOLLOWED BELOW - PAGE #2 Minion Masters playbase has been growing steadily in the last few weeks due to free dlc and lots of gifts and fresh content. With a lot of changes, buffs and nerfs made for previous Minion Masters Decks a lot of players were wondering what strong meta cards and Minion Masters builds to play. Choosing one of the upper decks is important if you plan to win ranking games and ranking up. Whether you're a new player or someone who's been playing Minion Masters for a while, we've got you covered. In this article we're going to showcase the best Minion Masters decks and card loadouts for 1v1 and 2v2 game modes for Sand Wars 1.4 - Power Slither Lords Minion Masters patch. The best beginner decks are all these decks completely free to play as they are easy and cheap craft. Along with this, they are perfect for beginners as you will already have most cards in your beginner deck when you first start and finish the tutorial. The Stormbringer Guild crossbow deck crossbow guild Stormbringer deck is incredibly easy to play while comprised of many common maps that all new players should have. A set of these cards costs only 900 shards to manufacture, so it's not that hard to purchase. The basic idea behind this assembly is to cycle through inexpensive maps until you get a live statue and a guild crossbow in hand. Once you do, place the Crossbow Guild and live statue on the bridge. Caviar extra units and in most cases you will automatically win at this point in the game, or be in a huge advantage. In addition, Fireball is great for cleaning up big enemy packages if you find yourself in mana shortages. The Stormbringer Guild's crossbow deck consists of: 2x Crossbow Dudes, Elite Swarmer, Propeller Scrats, Armored Scrats, Fireball, Annihilator, Infiltration, Living Statue and Crossbow Guild. Average cost of mana 3.6 Solid All Around Stormbringer Succubus deck a bit on the expensive side, Succubus Stormbringer deck costs 1100 shards to manufacture, but it is extremely powerful. Composed A lot of meta cards that can be found at the top of the Mignon Masters card level lists, winning won't be a problem with this deck. In particular, the Stun Lancers are largely overpowered for the beginner decks, because most players in the lower divisions do not know how to resist them. Overall a great build that has a lot of variety in it and you can certainly change it to your needs. The Stormbringer Succubus deck consists of: Scrat Pak, Dragon Whelp, Plasma Marines, Fire Imp, Fireball, Stun Lancers, Divine Warrior, Defenso Chopper, Succubus and Clover. Average cost of mana deck - 4.1 Ultra cheap ship Stormbringer deck In case you are on the lookout for the incredibly cheap Minion Master Deck, this one is for you. This deck is very strong considering the vehicle price only on 650 fragments and the average cost of the deck mana at 3.3... If there are no Supreme or legendary units needed to complete this deck, you can have it up and running at any time. Playing it is not rocket science either, being powerful enough to boost you all the way to the Elo Masters for a long time. This deck consists of: Illusory Clever, S.T.INT, Dragon Whelp, Warrior, Plasma Marines, Cannon Roller, Fireball, Drone Buzzers, FlightLess Dragons and Scrat Tank. The best Advanced-Pro decks are high-level, and more often than not expensive decks of cards that require a bit of investment in the game. The strong Mordar deck both defense and offense is very good in this deck as it has the answer to most enemy games and strategies. For example, Re-Boomer is an excellent Colossus counter, a clover and a bunch of clumped units, since it's low cost yet effective with its AoE Bang. The basic idea of this deck is to fight enemies while you are in mana advantage. Then make huge aftershocks with Cleverer at the front like a tank from Xiao Long in the back line to support him. Along with those, Blastmancer is also great against many inexpensive units. Finally, the Wizard of Puffs are the main units of air defense and attack. This Mordar deck costs 8,900 shards to manufacture and consists of: After The Bite, Elite Swarmer, Shock Rock, Re-Boomer, Xiao Long, Blastmancer, 3x Wizard of Puffs and Clover. Aug. The Mana cost of this Mordar deck is 3.8 Control Settsu deck somewhat cheap ship deck (with 5450 shards of cost), but effective. The Settsu Control deck is filled with lots of inexpensive units-full deck the average cost is just 2 mana! As the word control says, the main style of play of this deck is to confront opponents until you are in the huge advantage of Mana. At this point swarm them with a bunch of units and try to slowly but surely win the game, poke on each side of the bridge. Control Settsu deck consists of: 2x Illusory Clever, Nether Screaming Scrat, Black Hole, Bridge Friends, Burning, Shock Rock, Scrat Orda and Defenso Chopper. Powerful 2 vs 2 Dion Deck high-defense Dion deck, this map build excels in in bridge and play against Nyrvir. This deck requires high investment because it has 4 Legendary and 1 Supreme Block in installation. To make it you will need 9050 shards, but it is totally worth it as it counters most of the current meta deck. The only downside is that most fights take much longer, since only aggressive push cards are Stormy. To complete this deck you need: Illusory Clearer, Bridge of Friends, Healing Sanctuary, Xiao Long, Banner Man, Ghost, Bridge Sanctuary, Magma Storm, Stormy and Bahra The Witcher. This Deck Diona has an average cost of Mana 3.7 We hope you found this list of the best minion deck masters useful if you have, be sure to share it with your friends and stay tuned for more MM guides! Guidel minion masters guide 2020. minion masters guide 2019. minion masters guide reddit. minion masters guide deutsch. minion masters guide deck. minion masters beginner guide. minion masters achievement guide. minion masters deck building guide

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