


Endless frontier guild boss raid guide

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Comments Share Guild Raids can be opened by guilds with the help of brand leaders, co-leaders and elite members. After the opening of the guild there are 5 days to clear 4 bosses in raid (5 bosses in raid No 4), earning rewards for each killed boss. Each participant receives 2 tickets per raid, a day and the damage increases depending on the individual level of the knight. Awards Boss 1 - Guild Reid Pet Fragments and Gems Boss 2 - Guild Reid Pet Fragments and Honor Coins Boss 3 - Guild Reid Pet Fragments and Raid Coins Boss 4 - Guild Reid Pet Fragments and 5 - Guild Reid Pet Fragments and XXX (only in raid no. 4 at the moment) Players who cause the most damage to receive additional gems. Guild Reid Pets Home article: Guild Raid Pets Community content is available under CC-BY-SA unless stated otherwise. This is a guide for The Boss Raid Guild, where I'm going to talk about how to maximize the damage from the raid in the mobile game Infinite Borders. 1. Equipment Due to the sheer number of soldiers fighting on the same screen, the processor of your equipment is seriously challenged in boss raids. If your equipment is too slow to perform, another ten knight level won't help your damage. Generally speaking, the new version of the iPad is the best choice then the latest iPhone and Samsungs. The emulator is usually the worst choice. Before each boss fight, I recommend restarting your device, which will help with the fluency of the fight and increase your damage. If your device is too slow, try to restore factory settings. 2. Set up your army army you deploy your source of damage, and below is a recommended installation (I don't take credit for it since it was posted by a KR player a few months ago, while I only added Valk to its installation) When you attack any boss, except #2: Succubus - Skeleton Warrior Valkyrie - Musketeer Fairy - Elf Warrior Sorcerer - Ork Hunter Fairy - High Elf Archer 2nd Boss requires another setup, as he can not be damaged by melee units: Sukub - Warlock Valkyrie - Musketeer Fairy - High Elf Reid Skills Raid Skills as we know significantly improves the performance of the army in raids. Although I don't have an exact number, I believe once you maximize your raid usage skills, the overall damage bonus from the skills will be over 50% or even 80%. My recommended skill is to maximise ABB damage, which is attack force or attack speed, and B is another after you've chosen A. How to maximize the use of skills? Because of the latest batch of honor units reducing CD skill to 40%, I will analyze it from two extreme situations: 1. zero new units of honor, which means that your CD raid reduction is zero, and CD skills of 40 50 60 seconds respectively. Step 1 - Seconds in combat, use skill 3 Step 2 - Immediately after skill 3 run out, use skills 1 and 2 simultaneously Step 3 - Wait Wait Skill 1 and 2 both completed CD, and use them simultaneously again Step 4 - After skill 1 and 2 run out, use skill 3 The biggest impulse damage here are two sets of skills 1'2 (Attack Power and Attack Speed) that multiplies apart. Waiting for 15 seconds at the beginning of a battle ensures that most troops are on the battlefield to enjoy advanced training. 2. Max 40% Skill CD Reduction from new honor units, which means CD skill become 24 30 36 seconds. Step 1 - 10 seconds in combat, use skills 1 and 2 Step 2 - RIGHT AFTER skill 1 CD completes, Use Skills 1 and 3 Step 3 - RIGHT AFTER Skill 1 CD completes, use skills 1 and 2 Step 4 - RIGHT AFTER skill 1 CD completes, use skills 1 and 3 stressing on RIGHT AFTER because you don't have a single second to spend if you want to use this strategy to the fullest potential, otherwise the final skill set 1 and 3 will not be able to run it the full duration until the end. These are the most destructive installation skills with 4 full Attack Power sets and attack speed. However, if your troops are having trouble surviving boss attacks, you should at least change skill 3 to heal and then just continue to use the skills of 1'2 on the CD and skill 3 on demand. 4. Pets Every time you attack the boss, you have to change your main pet to increase the damage. For all the bosses except #2, you have to use the devil, as this will increase the damage to the Skeleton Warrior, while the skeleton warrior is the CORE of your army, which will be responsible for 50% of the total damage. For Boss No. 2, use Squirrel to enhance both poisonous archers and high elf archers. To sum up, do those when you're the boss of Raider Capture: Reboot the device. Set your main pet according to Chapter 4 Setting up your army according to Chapter 2 During the raid, use your skills according to chapter 3 of the mighty beast falling in front of the swords. Useful units for Guild Boss Raiding (Video) I love playing mobile games. Especially, Mobile Legends Bang Bang and COD Mobile. I share my gaming experience. Sometimes I post guidance and advice from other players. So if you want to be published on Gameloid, please contact me. This is a guide where I'm going to talk about how to maximize your damage raid. Chapter 1: Due Equipment to a huge number of soldiers at war on the same screen, the CPU of your equipment is seriously challenged in boss raids. If your equipment is too slow to perform, another ten knight level won't help your damage. Generally speaking, the new version of the iPad is the best choice then the latest iPhone and Samsungs. The emulator is usually the worst choice. Before every boss fight, I recommend restarting your that will help with the fluency of the fight and increase your damage. Chapter 2: Choosing your army army you deploy is your source of damage, and the following is recommended (I don't take credit for this since it was posted by the KR player a few months ago, while I only added Valk to its installation) When you attack any boss except #2: Succubus - Skeleton Valkyrie - Musketeer Fairy - Elf Warrior Sorcerer - Orc Hunter Fairy - High Elf Archer 2nd Boss requires another installation, since it can not be damaged in melee units: Succubus - Warlock Valkyrie - Musketeer Fairy - High Elf Archer Drummer - Orc Wings Fairy - Poison Archer Chapter 3: Raid Skills Raid skills, as we know, greatly improves the performance of the army in raids. Although I don't have an exact number, I believe once you maximize your raid usage skills, the overall damage bonus from the skills will be over 50% or even 80%. My recommended skill is to maximise ABB damage, which is the speed of an attack or attack, and B is another after you have chosen A. 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