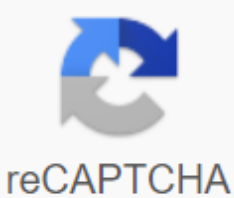




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Congratulations, you've reached the final step of Sith Raid: Phase 4. At this stage you will face the entire Triumvirate at once, a total of about 30m health (all three together). Due to the mechanics of different bosses, one team really stands out in phase 4. Squads to use in Phase 4: Nightsisters - This is the absolute best team you can use in phase 4 right now. Nightsisters led by Zeta Asajj Ventress (full line-up: Asajj (L), Daka, Talia, Zombie, Talzin) get a 50% turn meter when they fall below full health. Due to all the cures available for this particular faction, along with the fact that the bonds of weakness deal damage to each move, you can get into a kind of endless loop where they alternate without Nihilus ever moving. That's theoretically, in practice it's harder to achieve (because of RNG), but you can definitely hope for 7 million damage or higher at heroic level once you've mastered this team. There is no other team that is approaching that at this stage. This example was given provided that all 3 bosses are alive. If one of them is dead (either Zion or Nihilus), or even both, this team will still win over other teams, though not to the same extent. December 2019 - New team for stage 4 - Former GameChanger DBofficial125 recently released a video utilizing team Rebel with Stormtrooper Han, which can be placed on auto in stage 4 heroic sith raid and cause up to 8 million damage. The team consists of Commander Luke Skywalker (CLS) to lead with Raid Han, Chewbacca, C-3PO and Stormtrooper Han and Centers on a 20% Turn Meter to get all allies received each time StHan is damaged while his Taunt is active from his Draw Fire special. Click here for a video to learn more. Other teams for stage 4 – While all 3 bosses are alive, there is really no other team worth mentioning. Once nihilus is down, you can use a Jedi led by Revan to kill Zion if you haven't had time to run them in Phase 2. Once only Traya remains, you can use Clones (the full lineup is Rex (L), Cody, Fives, Echo and Kylo Ren). The goal is to get Kylo Reno to do some big counters. Apply unbreakable willpower to it, and then monitor the rest of traya's spam team so that kylo attacks frequently. He chimneys the attack whenever he gets hit, so after a few turns Traya, he will face really hard. Once unbreakable Will is over, use his second special for the last massive hit, and then finish the run. If Kylo is isolated, remove it with one of your clones (unlike phase 3, it can be isolated in phase 4. First Order – KRU Lead – The First Order seems to have some use in the Sith Triumvirate Raid, and Kylo Ren Unmasked's lead in stage 4 heroic str is effective after Darth Nihilus is down. The team that our content director, LJ, has used historically includes kru lead with FO officer, FO Force Tie Pilot, FO Executioner and zKylo Ren. Using some strategies to get Kylo to face it helps to get more attacks, but testing this team with another FO toon can prove just as effective and allow both teams to be used. After both Nihilus and Zion were defeated, the early strategy and strategy that many deeper inventories still use is the kitchen sink strategy – throwing the kitchen sink at Tray. Some Rebel combinations can work, especially if you haven't had time to use Han and Chewie in earlier stages, and duo Wings can also be somewhat effective. Ewoks and Imperial Troopers can also help you add 150k or more to your score if you're fighting for better rank and rewards. More Sith Triumvirate Raid Strategies & Teams: Special Thanks to SWGoH GameChanger Skelturix for its historic efforts on this Sith Triumvirate Raid. Last updated: 12.11.19 This is the general strategy of my 144M guild, Death Star Row, which is used to defeat heroic sith raid pre and post patch. Warning: this is not an easy list of teams to put together, but if your guild has enough JTR, the rest of the teams are not terribly hard. Also, your players with these teams will have to spend time getting acceptable runs. None of these teams are running once and log in. Phase 1 25 JTR - Target 4% + Team - JTR L, BB8, Scav Rey, R2 + either RT, Visa, Hoda (personally I would save him for p2) or Zarriss. Another healer, like lumi, could work here, too. Not getting past this one at the moment to be effective, your guild will need several JTR teams to get through p1. Ideally you get through this stage using 20 or fewer JTR teams. Phase 2Run the rest of your JTR - Target 3.5%+ Team 2 - CLS L, Hoda (zeta on Do or Not) necessary), CFP, zEzra, zSabine - Target 3%+. Video Guide: Pathfinder Training McMole2 Team 3 - zWampa, Sabine + 3 - Goal 3%+. An image of a personal run. There are better tracks than Lumi, I just didn't have much time to try it. Team 4 - G10/11+ Phoenix - Hera L, Sabine, Ezra, Kanan, Zeb - Goal 2%+. Zetas can get this team to 4%+. Order of zetas, Sabine&gt;Kanan&gt;Ezra=Zeb&gt;Hera Team 5 - zChirpa, Goal, EE, Scout, Logray - Goal 0.5% + Team 6 - Zaul, DN, SiT, SAss + 1 Sith - Goal 0.5% + Team 7 - zVeers, Thrawn, DT, Shore, Starck - Target 2%+. Personally, I would use these teams as a last resort because you need dt in p3. Team 8- zQGJ led the Jedi, as seen from Adastra. Video

Guide: HFWJ: P2 Guide to zQGJ Jedi Phase 3 25-30 Chex Mix - CLS L, zHan, DT, 1 Attacker who gives an attack to the team (Pao or JKA), Chirrut - Target 4%+. Video Guide: Chex Mix by McMole2. You can sub qgj, EP or any other character that gives a team-wide attack up for Pao or JKA. You can poach Rex for Chirrut. You can even reassign Old Ben to Chirbut. Any compensation will reduce the potential for damage to this team, as the attackers give Han a 100% misdemeanor when raid ability. Phase 4 with DN All % of the values are for DN only. 10-20 zAsajj NS - Target 5%+. OG, f2p nurses work here. My guildmate SirGeorgeous put together an incredible run with them to see here; Please note that this is not typical. NS teams with zombies can do 10% + and should really strive for this brand as seen here. This run was from my co-wife Darr Shid. A weak backup to complete this off would zKru FO - Target 1%+ Phase 4 without DN Lay out everything your guild has left. When you get into the lonely Traya, you can extend your runs by using the tank's raid ability to soak in more damage than they normally could. A more detailed guide can be found in this document created by Anex from ØRØ. This document can give you more details on how to run the above teams, and is a great resource for any guilds looking for more information about the raid. With this list, your guild can get to phase 4 with dead DN using only 100 teams. If you have the required number of JTR teams, this raid is very accessible. Here they are, what would I consider the top 8 toons for this raid and the order of priorities for agriculture / acquisition: 1) JTR 2) CLS 3) zAsajj 4) Sabine, Death Trooper and Han (all the same) 7) Hoda and Wampa Post edited by Maegor in March 201810 Health 46,550,000On the door to trayus academy, Lord of Hunger makes the appearance. Sith Lord Nihilus has come to suing the power of those who wish to enter the Academy. Beat Nihilus here to find Core.Notes: At this stage you get Unbreakable will be a special ability: Get unbreakable will on 1 turn. This unit can only use this ability once, but further use can be obtained by defeating formidable enemies. Unbreakable clearance: can not be reduced to 1 health, must be the target of enemy attacks, Speed -10%, Turn Meter can not be adjusted, takes 1 turn. Possible other important information: 4%+ (1,862,000+): these runs are highly RNG dependent. It can take a few attempts to finally put together a run like this. Zeta's recommended: Rey (Jedi Training) LeadBB-8 Roll with PunchesOptional Zetas: RJT Insight to add more damageR2D2's combat analysis (cleanse defenses down debuffs Darth Nihilus gives) BB-8 Self-PreservationMods: Crit damage triangles at all but R2D2 and BB-8 (health for survival). The ideal is to have health circles and transgressions. Raw attack secondary are probably the most important stat. Probably more than speed. Secondary health helps as well. Opening turn: When it comes to the opening order, it's usually: 1. BB-8 Secret Intel2. R2D2 AOE burn to try to pop expose3. RJT Mind tricks on DN4. RJT Calls BB8 assistTypically ignore adds. AOE burn kills them off and it's good to have somewhere to burn the basic if I have a defense down debuff. Attack Plan:BB-8 Secret Intel spamResistance Trooper special on Darth Nihilus to try and land exposeIf part of its own unit. based on their roles. Tanks: +100% TenacityAttackers: +100% for offenses or healers: +100% Maximum health active stand alone removes from Traya all stacks of skin ties of weakness. This capability has a global cooldown and can only be used by each unit once. Finn lead (zeta), C3PO, and 3 rebels (preferably those who can multi-tap) for example:Multi-tappers: Leia, Han Solo, EzraOther good alternatives: Chewie, Commander Luke Skywalker, Scariff Rebel Pathfinder, Admiral AckbarGoal: Clear the whole stage on the car! MODS: MAXIMUM EFFICIENCY!!! Potency is really the only stat that matters. 3 Potency set bonuses, primary efficiency, and some secondary potency where capable. Strategy: Send the burner team to make two sabers and leave one remaining. Once you do that, you're going to go in there and kill the last saber as fast as you can, and they're all still alive. You may need all 5 members available for this work. Once Traya is overthrown, the special ability of C3PO will be able to call all who have a translation, and if 3 reveals can land and get hit, it will regain 100% and its special will be out of cooldown. If not everyone has a translation, use 3PO to place it on Han or Leia first (preferably Leia, because its effectiveness % should be more reliable). As soon as you can, you can put it on the car and let it go. Traya will still resist sometimes, there is definitely a little luck to clean up the whole stage, but doing a considerable amount should be pretty easy. The idea of the team is that once Han Solo activates Stand Alone will receive all attacks from the attackers in the team. Chewie is the perfect chirrut replacement for this team. Not only does it give Han a more critical chance, but it also prevents him from being dedamed! Target: 4%+ (1,440,000+)MODS:CLS, Chirrut and Pao: speed 181+, which is not a great benefit in that it will be beneficial. Getting Chirrut to 271+ use toughness can help with RNG a bit, but modding his offense less will also reduce your potential for damage. The main thing is to get them all faster than Traya to minimize RNG. You also want Chirrut to be faster than Pao (or any other offense with the provider you are using) to clear the ability block if it is placed on Pao.Raid Han: Slower is generally better, more time under Stand Alone. Under 179 for sure. The lower one is better because it prevents him from going in front of the Death Trooper if he gets a turn meter from the CLS line (when Zeta'd gives the rebels a 5% turn meter whenever the enemy resists a malicious effect) and can allow him to face another saber attack at the end of Stand Alone.Mod with a critical chance and critical set of damage. Critical damage triangle is essential, offense cross and arrow are strongly suggested. With secondary, the first priority should be to have a secondary offense of more than 100. Getting Han as close as possible to an 80% critical chance is important (he gets another 20% unique). Deathtrooper: Ideal speed 179. It should be under 180, but taller than Han. You want him to go after Tray's first corner so she can get Deathmark as long as she can. The deathtrooper must be significantly faster than Han if you have Luke's zeta'd lead because of han's ability to get a turnmeter out of it. Modding for offense: It is highly recommended to have an offensive mod set bonus on CLS, Deathtrooper, Chirrut and Pao. CLS, Deathtrooper and Pao should have all 4 Offense primaries (Square, Arrow, Triangle and Plus) to maximize the offense that is given to Han. Pao will probably need a speed dart to get to enough speed. The other most important are flat offensive secondary numbers. If you're using a mod with the offense % secondary, place it on the character that has the highest physical damage (at maximum device, it would be Chirrut).strategy:1) First, kill one lightsaber with Han's first cls shot to complete it. The inability to kill a lightsaber before the DT will turn (so that it can use Deathmark) will require a reboot. Killing 2 sabers instead of one is also very bad because it will limit the number of counters you get later. Ideally, you want to attack the saber with advantage, because CLS can complete it (unlike the one that has foresight).2) Chirrut and then Pao/Offense Up. There are two ideas of how they should be used. (Wink prefers method 2). Also, I know that if Chirrut gets the ability blocked, CLS saber killing removes that debuff. Offense Up is necessary to get a lot of damage from this team, increases the amount of offense everyone gives Han.Tenacity things: If Pao or Chirrut get isolated (due to getting a staggered saber or something), or if Han gets debuffed before Chirrut's special so he doesn't get toughness up, it will probably require a reboot (if he doesn't use a misdemeanor, it will definitely require a reboot, but you might consider continuing without tenacity, you may get lucky and Han may not be using a separate one). Cons: Tenacity Up will only take one turn once Han uses Stand Alone, a short lifespan for reboots that can occur. Also, Tenacity Up could get the saber removed. Pros: This could prevent Daze from landingTenacity doesn't matter: Han getting debuffed happens often, worrying about him not getting a debuff so he can get Tenacity Up could create many unnecessary reboots, not worth it. Instead, just worry if he gets staggered and then has the TM removed. Chirrut will purge Daze or any other debuffs. Cons: Could get Dazed.Pros: He could get staggered (that's good because it increases the chances of Han staying in Stand Alone until Traya can reuse isolation)3) Use Deathmark with Death Trooper. If he does not do so before han's turn requires a reboot, otherwise he will face the saber and quickly kill rather than beat the result is fewer hits.4) Use Stand Alone with Han, there are two ways of thinking about what to do next... (Wink STRONGLY suggest method 2, using Basic only.) Use its special Never Tell Me The Odds to get cc and CD up. Then hit Tray with your base until Stand Alone is over. Pros: More damage per attack and more likelihood of critical hit (assuming Han's mods aren't optimal) Cons: Saber with foresight can distract buffs and you've just lost TM without the benefit of time under Stand Alone, which means fewer counterattack opportunitiesUsing only his basic abilities. Pros: Spend more time with Stand Alone Han specials giving him tmUse Basic and not special results in Traya with less than 50% Turn Meter, which gives Han his bonus damage. Cons:5) Maximize damage as soon as stand alone ends. This could mean one of two things: Overthrow Tray by killing the remaining saber (Han could do it himself once DeathMark wears off) and do as much damage as possible. If stand alone ends with two healthy sabers, you might best cause all the damage to Tray and ignore the saber.6) Assess whether your RNG was good enough and continue the fight to the end. There are several ways RNG can affect your stand alone run: The worst thing is when the Saber Daze han after Chirrut cleans or after its first attack after entering Stand Alone. This is a definitive reboot. Even if Han dazzles right after using the toughness method, this will significantly reduce its damage. If Han staggers, it can actually prolong his run and be a good thing. How often Han counters is also important. He has 85% counterattack from his unique and Luke leadership, not 100%. Missing multiple counters may require leaving startup. Another aspect is whether Han gets enough crits (especially after losing his buff) and whether he low-rolled on any of his damage numbers (due to his damage scattering or hitting when Traya has a little more than 50% turn meter because Han Basic does 75% more damage when the target has below 50% turn meter). Once Deathmark wears off, having Han miss the counter on a saber or saber missing can result in much more damage! This will allow Tray to attack for another time, in which Han will face her when she has under 50% turn meter. Video Guides: Darth Nihilus – Health: 12,000,000 Darth Sion – Health: 9,600,000 Darth Traya – Health: 11,500,000Darth Nihilus and Darth Sion will rejoin the fight alongside Darth Traya. Stand up to the deadly Sith Triumvirate at once! Notes: While Darth Zion or Darth Nihilus are alive, Darth Traya is invincible and cannot be targeted. Using any ability harms all allies. This damage increases every time it is run, resetting when an ally uses a separate one. This damage cannot defeat allies. At this stage you will get the following special abilities: Unbreakable WillGain clearance for 1 stroke. This unit unit Use this ability only once, but you can gain additional use by defeating [309AF5]Menacing Enemies. Unbreakable clearance: can not be reduced to 1 health, must be the target of enemy attacks, Speed -10%, Turn Meter can not be adjusted, takes 1 turn. Calm everyone (awarded to healers and supports) Remove all stacks of the pain cycle and cycle of suffering from all allies and all stacks of weakness from Traya.Stand Together (awarded to invaders and tanks) Remove isolated from the target ally. All % values are for DNTeam:Optimal 5%+ (500,000+)Possible upgrades:Zeta to Asajj leadership capabilities required. Zeta on the unique rampage assajj (strongly recommended, borderline required) Zeta na daka is unique to serve again (Useful, not necessary, especially if after Wink mod strategy) discussed in this episode. Zeta's unique Mother Talzin can result in a lot of other damage, especially after it causes Plague.MODS: Wink NS Mod strategy here is mod Nightsisters so that the old Daka treat can get everyone (except Asajj because she has stacking health and has amazing health steal, she takes care of herself) back to 100% health. Bonds of weakness then removes health giving those that were at 100% health turn meter bonus. Asajj: Critical damage set, critical damage triangle. 216% CD. Critical chance doesn't matter if you zeta'd. Attack the primary on the square, arrow, and plus. As much secondary offense as you can add. Offense is the only thing that matters to Asajj.Old Daka: HEALTH! 3 health kit bonuses. Primary status on Circle, Plus and Triangle. He can go with the speed arrow. As much secondary health as possible. This is important because its treat treats other NS for 50% of old Daka's health! Talia: As little health as possible! Seriously. Protect the primary circle, attack arrow, plus attack, and either offense or triangle critical chance. Talia heals on the basic basis of output damage, you want her recovery as much as possible, so TM can be obtained. Mother Talzin: As little health as possible! Leaving it on G11 can be very easy for Daka to treat it adequately, MT has pretty high health. Offense and Potency set bonuses. She does special damage to all those who are plagued when she uses her basic, you want to maximize. First, the plague must be caused on the side in order to spread to Zion or DN, it requires quite high efficiency, more than 70% should be good. Zombie: Let the diamond out of it. They don't place any mods on it that give health or defense. Find mods that give her speed and attack because she needs to attack to sly. Nukin's Mod Guide: Sir Gorgeous OG NS Guide: Kylo Ren Unmasked with the First Order TeamUnload all you have left! When you get into the lonely Traya, you can extend your runs by using the tank's raid ability to soak in more damage than they normally could. Could.

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