Empires and puzzles hero academy cost

Comments Share The Hero Academy was first announced in December 2018. This building is added in version 30. It allows you to train 1-4 star heroes (including trainer heroes), 1-3 troop stars, and retrain 4 troop stars and 5-star heroes. It is available at Stronghold 25. The building has 10 levels, and two simultanous uses are allowed by building level 2. A reaction from players judged the Hero Academy to be a bad solution to the duplicate hero problem. Upgrade Costs: Iron Time Description Level Research Cost Search 1 Train 1 Star Heroes 2610k 10s 514k Food 1h 2 Train 1 Star Troops 2629k 1d 8h 716k Food 1d 0h 3 Train 2 Star Heroes 2644k 2d 0h 978k Food 1h 4 Train 2 star troops 2659k 2d 22h 1277k Food 1d 0h 5 Train 3 stars heroes 2671k 4d 2h 1459k Food 1d 0h 6 Train 3 star troops 2686k 5d 13h 1923k Food 1d 0h 7 Train trainer heroes 2700k 7d 9h 2225kFood 1d 0h 8 Train 4 star heroes 2715k 9d 6h 2927k Food 1d 0h 9 Retrain 4 star troops 2729k 11d 11d 0h 3287k Food 7d 0h 10 Retrain heroes 5 stars 2748k 12d 13h 3311k Food 14d 0h Usage: Iron Food Description Level Recruit Other Requirements Time 1 Train 1 Star Heroes 5k - 1 2x Sword Practice , 2x Training Manual 1m 2 Train 1 star troop - 50.8k 50 3x Dagger 9h 3 Train 2 star heroes 11k - 8 3x Strong Rope 1m 4 Train 2 star troops - 10 3k 100 5x Arcane Scripts 21h 5 Train 3 star heroes 100k - 30 1x Battle 1x Chainmail Shirt 9h 6 Train 3 Star Troops - 151k 150 5x High Boots, 5x Scabbard 2d 12h 7 Hero Trainer Train 45k - 30 5x Wooden Shield , 5x leather armor, 5x Sharpening Stone 9h 8 Train 4 star heroes 200k - 100 3x Battle Manual, 3x High Boots, 3x Chainmail Shirt, 3x Scabbar 2d 12h 9 Retrain troops 4 stars - 1203k 200 1x 4, Troop 7d 10 Retrain heroes 5 stars 1288k - 300 1x 5 , Hero 7d Level 7 can give 1,2,3 and 4 training heroes. The possibility of every rarity of trainer heroes from Beta to 501 attempts: 1 star: 265 (52.9%)2 stars: 189 (37.7%)3 stars: 44 (8.8%)4 stars: 3 (0.6%) Level 10 gives season 1's five-star heroes a 95% chance. With a 5% chance he can give these heroes: Captain Kestrel Lady Locke Sargasso Boss Wolf Red Hood Rumpelstitlskin Guardian Guardian Guard Owl Guardian Kong Guinevere King Arthur Morgan Le Fay Tarlak Mok-Arr Misandra Mitsuko Inari Kageburado Atomos Ariel Poseidon Ursena Alice The Queen hatter of Hearts and all at least 12 months Community content is available under CC-BY-SA unless otherwise specified. Plus Empires and Puzzle Wiki Empires and Puzzle RPG Wiki. Search this site. Introduction and game. Alliance chat. Alliance Energy. Leader of the Alliance. Alliance roles. Alliance score. Create an Alliance. If a hero is 1 in all categories, is equal to the maximum, if a hero is ranked last in all categories, the minimum score is a 4. Weekend Feat Challenge. New Hero of the Month: Neith! ⚔ ? Can you stop the puzzle at the right time???? Show us Show Us screenshot of the photo below!? We will randomly pick five lucky winners on Monday and reward them with gems! ? Remember to play: bit.ly/Empires-Puzzles ⬅.1. Intro and Game Play &gt; Heroes &gt; Hero Rankings &gt; The overall rankings were determined by a weighted scoring system (calculation metric listed below the table). The table is sorted by the maximum score, so based on the overall power where the higher the maximum score, the better; the lower the power score, the better. The highest hero in each star level is highlighted. Updated as of build 1.4.HeroColorStarAttackDefenseHealthPower(Max 308)Master Lepus*special event512181276Marjanared521856272Sartanapurple5191065272Liannagreen5117158271Quintuspurple582274271Thorneblue534143270Azlarred5326122269Vivicayellow51511117268Justiceyellow5284311266Isarniablue5218179266Leonidasyellow51061616264Richardblue52521410261Joonyellow5721915260Magniblue54301012256Horghallgreen52319114255Elenared51321313253Boldtuskred43392518227Kirilblue424153117225Kelilered420133719223Borilblue44032126222Riga O'Hare*special event9293622216Skittleskullgreen413273521216Wu Kongyellow417253420216Colenred412352724214Gormekred43534228213Li Xiuyellow427172633209Cyprianpurple43628831209Grimmblue414372230209Scarlettred46383032206Tiburtuspurple422232936202Hu Taoyellow431241937201Sabinapurple418332834199Melendorgreen416313335197Priscapurple359394339132Isshtakgreen354494238129Berdengreen349465342122Renfeldpurple344545045119Oberonpurple358523944119Hawkmoonred348436440117Jahangirred341457041115Karilblue345564651114Gan Juyellow351604047114Belithgreen357404854113Azarred342506246112Ulmerblue338625743112Nashgarred339595449111Tyrumpurple361483857108Carvergreen353426148108Graymaneblue352584155106Valenblue347515652106Kailaniyellow356444760105Balthazarpurple346476353103Squire Wabbit*special event37576750101Dawayellow343555559100Gunnarblue360366056100Baneyellow35053525899Briennegreen35541586197Sha Jiyellow27763516853Brogangreen2746666596647-udakred27261716444Silthuspurple27575447543Laylapurple26867726243Olafblue27672457742Torilblue273744974442Houyellow263676542Faridred26776656341Nashyellow269647132Shaarkotred26677767231Raghildblue26271747132Shaarkotred2667767231Raghildblue26273767031Jillred27168687629Needlergreen26570757329 The basis of these results:The sum of the numbers in the last four columns is subtracted from the number of comparison categories multiplied by (number of heroes no. 1). If a hero is ranked 1 in all categories, it is equal to the maximum, if a hero is ranked last in all categories, the minimum score is a 4. Two of the most important types of Android recreations on the Google Play Store are coordinating 3 entertainments (of any semblance of Crush where we need to merge indistinguishable components on a board) and pretending deviations, deviations, called RGS. Empires and Puzzles MOD APK brings the two ideas together despite the fact that it really is progressively similar to a diversion match 3 set in a fake world rather than a combination of the two styles. In this fun, you should face your enemies by sending your troops to overcome opponents. You can make an amazing combo to destroy your opponents. Plus, you should re-fabricated your incredible strongholds to keep your territories from opponents. The detour also has a pleasant fun game that will comfort you to play the detour in extra time. Some new substance will give some new encounters for the general population when they play fun in their android. Read also: Metal Wings: Elite Force Mod Apk (Unlimited Money) Latest Download VersionThe ongoing interaction of this detour is simple and straight fore, with the goal that fun can be played for any age. You need to gather your troops and consider hundreds of your most entrenched legends to defeat opponents. In the same way you can get to the next dimension, to your saints, to the building and to the exceptional power in the deviation. Therefore, you will not be exhausted because you will have something new all the time for your enjoyment. The realistic of this fun is amazing. It tends to be seen at the impact of entertainment. The effect of the beast, legends, and other detailed images in the land of dreams will stun you to play the detour. In addition, the highlights of the fun will also encourage you to play the detour since you can make a group and face the Titan with your cooperation. You will be satisfied with your interest in the enigma of the winter calendar, which is full of every day offered and free luck not common in fun. It seems as if it always rains puzzle games on Android. It is probably a standout among the most productive classes that exist in the versatile world. You should check out our YouTube playlist to get a look at the gigantic number and assortment of these games. Empires and Puzzles mod apk is becoming one of the best known standouts of his caring gratitude for his repetition of the fruitful Puzzle Quest formula: timed battles in which you assault your enemies through puzzles. That is why; you will coordinate the average pearls (for this situation, shields) that, when coordinated, incite distinctive attacks on enemies as indicated by their shading. Just the same old new thing. In any case, Empires and Puzzle mod apk make these assaults increasingly lethal thanks to the gathering of a group of Saints who use the common gacha framework, which you can intensify, and improve their hardware and skills. For the better, you have a domain where you can create structures, so there's also no shortage of Versatile fun mill running segment that figure out how to keep players trapped for a considerable period of time. App NameEmpires &amp; Puzzles MOD APKFile Size94 MBLatest Version25.1.1Operation SystemAndroid 4.0 and AboveCost100% FreeFeaturesUnlimited Money, Health These are the highlights of this game that you will appreciate once you download its APK:Consolidate at least 3 components without a moment's delay and send revolutionary combos against your opponents. Summon and gather troops and saints. Play against customers from all over the world in online mode. Increase the strengths of your legends, structures, and spells as you complete different dimensions. Produce a group and fight against all the most dominant players. Set in a universe of structured imagination with extraordinary designs. Read also: The Walking Dead: Our World Mod Apk (Unlimited Money) Latest version Download player guides Intent of this thread is to provide some general information and answers to common questions about the Hero Academy, as well as provide some links to other useful and useful threads. Note: All information is currently based on Beta Content. Staff indicated that there are no changes to HA since the final beta build however, as with all beta content, there may be some changes that overlooked official release/announcements Hero Academy was teased in December 2018; however there would be another 500 days before HA makes its way into beta testing. Celebrating 500 days since Hero Academy first teased it was released to the live game in version 30 (June 2020). Click for 2019 &amp; 2020 Teasers New Year's Eve 2019 Sneak Peek! In 2019 we will add several new buildings and updates to many of the existing ones The details shown on the screen are subject to change the beginning of the decade of the most epic empires yet - 2020 Sneak Peek! Hero Academy: We know you anticipated it impatiently, and we're sorry for the delay. Fortress levels 24 and 25 and Hero Academy will be added to the game during 2020. Click for Hero Academy Discussion in Mar 2019 AMA with Tim &amp; Kira SGG Ask me anything transcription AMA - March 13, 2019 Alchemy Lab and Hero Academy will do something about it. These are parts of the Fortress upgrade. Because they're very beeable. Trading has a few things to fix, and we're super-engaged with all the other things we want to do within Empires &amp; Puzzles. So, because this year we wanted to get something that would address some of these issues, that's why we're adding these buildings. Alchemy Lab will allow the conversion of junk (lower rarity items) or objects so you can use less rare items to to obtain items of greater rarity. This is the intended use of the Alchemy Lab. It's not exactly trade, as people want to do, and the social aspect would be impressive, but if you hundreds of thousands of unused items in your inventory, the Alchemy Lab will provide a use for them. It's not trading, but it's a step. The same goes for the Heroes Academy, a surplus of heroes can be converted into new ones. Let's see how it's going. I hope the Academy of Heroes has something where some heroes could be swapped or converted into new ones, but that needs to be tested in beta The Alchemy Lab is simpler, and the design is already mostly done. It's just waiting to be coded. Is there any concern with the Heroes Academy that if you're converting a rarity lower than a higher rarity, F2P players might be left behind because they don't have heroes to convert? Hero Academy will be F2P friendly. The Alchemy Lab works differently; we know that people have excess voices. In the Academy of Heroes, in the last phase of this you can try to convert a hero of a rarity into a different hero of the same rarity. So, if you have a surplus of a specific hero, let's say you don't need your fifth or sixth of a particularly legendary hero, there would be some use for it. But this is a feature where we need to wait and see what happens in beta. Alchemy Lab is simpler. With the direction you're going with the Hero Academy, even if the design isn't finished and things are very uncertain, should people consider owning dupes and increasing roster size, or is it premature? I hope there will be legitimate use for duplicates. Too early to say, he'll need to see what's released in beta and how the Heroes Academy will work. But it may be the case that this feature will not be part of the Hero Academy. Too speculative at this point to accumulate heroes; we can put out some more information once we're ahead. Kira: Of course, all players have powered good heroes that we wouldn't have if this feature had been available so few players get any real advantage. Of course, if you're just getting started after it's in beta and you have an incredible shot, then you'll know you don't feed the good duplicates. Tim: The costs in terms of food and time or anything else for hero academy must be set. An unknown problem has occurred. Interesting challenge, but we want to do it. Official V30 Update Announcment Version 30 Release Notes &amp; Status June 22, 2020 : We have now forced the upgrade and the new Fortress level, updated Alchemy Lab &amp; Hero Academy have now been enabled! June 18, 2020 : We have now released the update for iOS and Android. Please update the game! Keep in mind that Alchemy Lab will be temporarily disabled when you update the game and will be available again once we can new buildings. All transmutations will be completed and resources for queued transmutations will be returned to players' Inbox. Updated Alchemy Lab, Hero Academy, and Stronghold Level 25 will be once we have fully released and forced the update. Release Notes Hero Academy added: Train and retrain heroes and troops After intense beta testing and a lot of feedback, SGG staff announced that the Academy of Heroes, despite many player anticipations, the Heroes Academy would NOT solve the hero duplicate problem. Instead, they hoped to have a new feature, not yet signed, that would achieve this goal. Click for the staff notice regarding the outcome of HA vs Duplicati I wanted to share this post here after initially posting in our Beta Lounge: This is the final version of Hero Academy for V30. I want to be transparent about our thinking behind the function. We've read all your feedback and recognize that we need to find a way to improve players' quality of life when it comes to duplicate heroes. At the moment, there is no really rewarding way to retire Heroes and Hero Academy is not solving the problem. In our opinion, the solution should not be the last level of an advanced building, something that a small group of players could benefit from. Instead, we would like, at some point along the line, to find a better way to solve the problem so that it would be accessible to a wider range of players. The reason we're releasing the Heroes Academy now is that we sincerely believe it provides real value to players, despite not addressing this specific issue. Notable features Some notable features of the Hero Academy include: Training Troops Retraining 4o troops Creating Trainer Heroes Retraining 5 ' heroes for a CHANCE at Event, Atlantis or old HotM heroes. The remaining levels are essentially alternatives to the existing mechanisms in the game (mainly the training ground). Graphics!!! All-in-One chart @Grimtutor Click to view the Credit @Grimtutor Building Graphic &amp;amp; Training @Zartanis Click to view the @Zartanis, Link here: Creation, Creation, Event, Talent Grid Guides, etc. Construction costs and requirements, the Academy of Costs and Requirements unlocks with level 25 of the fortress, but it's a CONVERSION building rather than a new standalone building. You can convert a Forge, Farm, Mine, or Training Camp into the Hero Academy. NOTE: Only the initial conversion costs iron. You can then convert the HA back and forth for free and maintain the level. How to convert your barracks, Alchemy Lab or any other stronghold 25 Unlock advanced building after completing the construction of Stronghold Level 24 Iron Level Time Cost to Finish Gems at Insta-Build 25 2,591k 12d 6490 Hero Academy Build Costs Note: Gem costs are approximate, work out 20 gems/hr Click for HA Construction Costs &amp; Times Level Title Iron Cost Time Gems at Insta-Build 1 Train Common Heroes 2610k 10s 1 2 Train Common Troops 2626k 1d 8h 640 3 Train Heroes Common 2644k 2d 0h 960 y 4 Train Uncommon Troops 2659k 2d 22h 1400 5 Rare Hero Train 2671k 4d 2h 1960 6 Rare Train Troops 2686k 5d 13h 2660 7 Train Trainer Trainer 2700k 7d 9h 3540 8 Train Epic Heroes 2715k 9d 6h 4440 9 Retrain Epic Troops 2729k 11d 0h 5280 10 Retrain Legendary Heroes 2748k 12d 13h 6020 Hero Academy Research Costs Note: Gem costi sono approssimativi, lavorare fuori 20 gemme / hr Clicca per HA Costi di ricerca &amp; Times Livello Titolo Costo Alimentare Gems a Insta-Research 1 Treno Eroi Comuni 514k 1h 0m 20 2 Treno Truppe Comuni 716k 1d 0h 480 3 Treno Eroi Non Comuni 978k 1h 0m 2 0 4 Train Uncommon Troops 1277k 1d 0h 480 5 Train Rare Heroes 1459k 1d 0h 480 6 Train Rare Troops 1923k 1d 0h 480 7 Train Trainer Heroes 2225k 1d 0h 480 8 Train Epic Heroes 29 27k 1d 0h 480 9 Retrain Epic Troops 3287k 7d 0h 3360 10 Retrain Legendary Heroes 3311k 14d 0h 6720 Parallel Re/Trainings Un'aggiunta tardiva alla Hero Academy è stata la possibilità di utilizzare fino a due (2) livelli di HA at the same time. Hero Academy MUST be level 2 to unlock simultaneous re/training (unlike the alchemy lab which is level 5 and 10). NOTE: Parallel re/training must be of two different recipes. You cannot run 2x HA10 in parallel. Note 2: You can't conduct 2 research actions in parallel Note 3: if you are building/updating the HA, which is the only action that can be taken LEVELS HA Note: Gem costs are approximate, working out 25 gems/h (same as Training Camp) Note 2: Any specific hero/troop also seemed to have odds with all other options. Note 3: HA 9 &amp;amp; HA10 CAN'T be cued. Only a single redevelopment can be indored at a time Note 4: HA9 &amp; HA10 you can't get what you put in; will be something different Level Title Resources Recruits Other Gem Time Items Skip Possible Results 1 Train Common Heroes 5,000food 1Recruit 2x Sword Practice, 2x Training Manual 1m 0s 1 Any 1, Hero 2 Common Troop Train 50,800Iron 50Recruits 3x Dagger 9h 0m 225 Any 1, Hero 3 Common Troops 3 Chips Un Train UnCommon Heroes 11,000Food 8Recruits 3x Strong Rope 1m 0s 1 Any 2 , Hero 4 Train Uncommon Troops 103kIron 100Recruits 5x Arcane Scripts 21h 0m 525 Any 2 , Troop 5 Rare Heroes Train 100k Food 30Recruits 1x Battle 1x Chainmail 9h 0m 225 Any S1 3, Hero 6 Rare Train Troops 151kIron 150Recruits 5x High Boots, 5x Scabbard 2d 12h 1500 Any 3 , Troop 7 Train Trainer Heroes 45kFood 30Recruits 5x Wooden Shield , 5x Leather Armor, 5x Sharpening Stone 9h 0m 225 1,2,3 or 4' Trainer Hero. Unknown and undisclosed odds 8 Train Epic Heroes 200kFood 100Recruits 3x Battle Manual, 3x High Boots, 3x Chainmail, 3x Scabbard 2d 12h 1500 Any S1 4, Hero 9 Retrain Epic Troops 1203kIron 200Recruits 1x 4, Troop 7d 0h 4200 Any OTHER 4, Troop 10 RetrainIngIng Legendary Heroes 1288kFood 300Recruits 1x 5 - Hero 7d 0h 4200 5 - Hero Or a 5% chance for a Non-S1 Hero 5 (see list below) HA 10 Details How the most awaited phase (possibly) of the Hero Academy I will expand a little at this level. Developers have (for the first time) declared the % training odds a given hero. All Non-S1 heroes included in possible outcomes have a 5% chance of appearing. This is a STATIC percentage without piety counter (resulting in possible ruthless RNG) nor does it change based on what you put INTO the hero academy. Click for List of Non-S1 Heroes that COULD be the result of HA10 Possible Non-S1 Heroes that could be obtained as a result of using HA10: Atlantis Season 2 Heroes Atomos Ariel Inari Kageburado Misandra Mitsuko Mok-Arr Poseidon Tarlak Ursena Event Heroes (old edition only; no later than 2 from each family) Alice Boss Wolf Captain Kestral Guardian Kong Guardian Panther Guinevere King Arthur Lady Locke Morgan Le Fay Queen of Hearts Red Hood Rumpelstiltskin Sargasso The Hatter Old Heroes of the Month Common Questions Recipe Parallel use (can use up to 2 recipes at once) When building has level 2, you unlock the ability to perform 2x Re/ Training at the same time. Note that the two recipes MUST BE DIFFERENT. Probability of getting xyz's hero or troop? Based on beta testing, all results have an equal if not otherwise specified percentage probability. For example, each troop of 1o is also likely to appear when using HA2. A special case is HA10 which states that there is a separate 5% probability for a non-S1 5 hero (so 95% chance for an S1 5 hero) This translates to (as far as release) a specific 0.1% quota for a specific 5' non-s1 hero (which will dilute further as additional Old HotM are added to the pool each month. Any capacity for this additional re-training on HA10 or HA9? This is unfortunately design... It has been raised many times in Beta, but has not been changed. You have to wait for the previous redevelopment to finish before you can start another one... Which means you need some pre-planning to have continuous use of HA9 or HA10 I suggest you start re-training at a time when you can almost certainly just be so you can re-que as soon as possible. You also suggest that you have resources ready to go when you step out of time before starting the next retraining. For example: I started mine in the morning, every morning. So, to ensure a minimum delay I would make sure I had the food and recruits ready to go the night before. Can't CANCEL HA9 or HA10? No, again this looks like design. When you start the retraining that hero/troop is gone forever... or until you re-train them again...? There is an additional prompt that alerts you that you are using a leveled hero/troop and to check twice if this is the case. Archived threads with 38 likes quick links are 5% for any non-S1 5 hero. At 7 days per attempt we get the following time cost get: 25% chance of non-S1 hero - 7 attempts - 49 days 50% non-S1 hero probability - 14 attempts - 98 days 75% non-S1 hero probability - 27 attempts - 18 9 days 90% of probability of non-S1 hero - 45 attempts - 315 days 99% chance of hero not S1 - 90 attempts - 630 days (1.72 years) 99.99% chance of hero not S1 - 180 180 1,260 days (3.45 years) Time to get a SPECIFIC HERO Non-S1 5 ' With HA10 the specific odds coming out are 0.1% for a sepcific hero (50 heroes in the pool that will dilute over time). 25% non-S1 specific hero probability - 288 attempts - 2,016 days (5.52 years) 50% non-S1 specific hero probability - 693 attempts - 4,851 days (13.29 years) 75% probability of specific non-S1 hero 1,386 attempts - 9,702 days (26.58 years) 90% probability of specific hero not S1 - 2,302 attempts - 16,114 days (4 4.15 years) 99% non-S1 specific hero probability - 4.6 300 attempts - 32,221 days (88.28 years) 99.99% probability of specific hero not S1 - 9,206 attempts - 64,442 days (176.55 years) Gem cost to Insta-Skip and get a SPECIFIC Non-S1 5 Hero Using 5100 gems for full food refill (based on my current maximum of 3134k food) --&gt; A recharge for 2 tries Also 25 gems/hour to skip HA 10 (As training camp cost) Gem cost per attempt : 6,750 gems Total cost at most immediately sh25, has and quickly retrain? No. of necessary attempts: Based on the 5% chance to get ANY non-S1 hero 5; the odds of getting Gravemaker or Panther in particular is 0.1%. Mathematical Cumulative Probability: 25% Probability of Specific Hero - 287 Attempts - 1,937,250 Gems - $19,398.06 50% Specific Hero Chance - 693 Attempts - 4,677,750 Gems : $46,795.32 75% specific hero probability - 1386 Attempts - 9,355,500 gems - $93,590.64 99% specific hero probability 460 3 Attempts : 31,070,250 gems - $310,668.93 Compare this to 50% of just evoking G. Panther from Event Summon - 347 Summons - 910.00 Gems - 899 USD.91 USD Or a 50% chance to summon Gravemaker from Legends Portal - 1,333 Summons - 338,000 gems - $3,579.65 31 Like Guvnor: Common Questions Will there be improvements for HA? My wish list if that happens: Retrain 3 or more heroes with the ability to become non-S1 3. Retraining a 4-year-old hero with the chance to become a non-S1 4. The redevelopment of the non-S1 hero will result only in another non-S1 hero with the same rarity. 24 I like Wow VERY nice job @Guvnor. Complete and in-depth (as always). I got this bookmark as my GUIDE HA. Thank you so much for putting this out. 6 I like yelnats_24: Will there be improvements for HA? Now? Not In the future? Wonder. It took almost 1.5 years from AL to be released to it get an update so you don't go hold your breath. 13 Like Guvnor: It took almost 1.5 years from AL to be released Are you sure it's 1.5 years? Edit: It's exactly 1 year New Fortress Level 21, Hunter's Lodge &amp; Advanced Buildings Unlocked! I suggest you start re-training at a time when you can almost certainly only be so you can re-do it as soon as possible. You also suggest that you have resources ready to go when you step out of time before starting the next retraining. For example: I started mine in the morning, every morning. So to ensure a minimum delay I would like to ensure that I have the food and recruits ready to go the Before. Great tip, the night is for me I think, or first thing in the morning... 3 Like Guvnor: $10 Retrain legendary heroes 2748k I'm 12k short on iron, will it be an iron storage conversion to do it? I shouldn't have had my time on Hunters Lodge at all... Guvnor: $10 Retrain legendary heroes 3311k I'm also 177k short on food lol... that will take longer... 1 As FrenziedEye: I am 12k short on iron, will it be an iron storage conversion advance do it? Yes× there was a × 134k/en 58 short of recruits... 1 As I currently have 2 x 10 Adv Iron Storage 1 x 9 Adv Iron Storage 2 x Level 20 normal iron storage After SH 25 is done, Can I convert one of the normal iron deposit to right Adv? I hope... Luckily I'm fine for frenziedeye recruits: After SH 25 is done, can I convert one of the normal iron deposit into Adv right? I hope... I remember it's a No... 1 As if they only add 1 tail capacity, we will not have that problem ... 1 As just a quick question about ha, if it requalifies a level up to 5, the redeveloped 5 will receive to be at the same level or will it return to be 1st chevron, lvl 1? 1 As another observation: Too many materials needed to train a troop: I think the tranones should never use more than 1.2 materials in total, but: Common troops: 3 uncommon troops: 5 rare troop scripts: 5 boots and 5 scabards (total 10 items). I think that's too much. I remember that TC 20 (and other CT) usually requires only 1 element (with the exception of color feeders that requires 1 sword - 1 backpack) Well I could say the same for training heroes, but who actually bothers to train s1 heroes in HA? PS: Other notes. XP / Time efficiency: the best is 1o (4.4444... xp per hour) [40xp / 9h]. Other levels take longer than the benefit of giving more xp. Iron Cost/XP Efficiency: The Best Is 3 (755 Iron/xp) 1 Come Guvnor: 99.99% Non-S1 Hero Chance - 9,206 Attempts - 64,442 Days (176.55 Years) 13 Like Guvnor: Some More Math Nice. It really highlights how little thought-out SG put in this building. 2 Like TheEyes: It really highlights how little SG thought put into this building. Or, if you take a sinister view of the world, what you thought they put in this building... 10 Like Guvnor: 99.99% Non-S1 Specific Hero Chance - 9,206 Attempts - 64,442 Days (176.55 Years) Better Start Planning... 9 Like next page → →

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