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## Summoners war homunculus guide

Boss proportion to the total number of turns of the harmful effect granted. Skill 3: Analyze Weakpoint – Attack 4x and provides a harmful effect not granted on the enemy for 2 turns each among Reduce ATK SPD/ Increased chances of missing / Reduce DEF / Reduction ATK / Branding / Unrecoverable Effects. Dark Homunculus Skill 1: Dark Shock – Chain: Attacks 3 times and absorb ATB reduce enemy attack chances. Skill 2: Operation Gamma – Weaken: Removes all beneficial effects granted on the target and also weakens DEF for 2 laps. Skill 3: Unbalanced Field – The main reason why this device is one of the best utility support for toa. Increases the cooldown time skill of all enemies with 1 turn each and reduces Attack Speed for 2 laps. After that, the skill cooldown time for all allies will be reduced by 1 lap each and Attack Speed will be increased for 2 laps. Light Homunculus Skill 1: Light Shock – Chain: Attack 3 times and absorb Boss ATB reduce their attack chances. Skill 2: Operation Alpha – Power-up: Heals an ally HP by 30% and increases attacking power for all allies for 2 laps. Skill 3: Counter Fas – Helps remove the Soul Barrier Block from boss. Increases def of all allies and counterattacks for 2 laps at any time attacked. Dark Homunculus Skill 1: Dark Shock – Chain: Attacks 3 times and absorb boss ATB reduce their attack chances. Skill 2: Operation Delta – Chain: Attacks 3 times to prolong the harmful effect on the target enemy. Useful against the head to extend the debuff. Skill 3: Analyze Weakpoint – Attacks 4 times to grant a harmful effect not granted on the enemy for 2 turns each among Reduce ATK SPD/ Increased chances of missing / Reduce DEF / Reduce ATK / Branding / Unrecoverable Effects. Light Homunculus Skill 1: Light shock – Purification: Attacks to remove 1 beneficial effect from the target and reduces ATB by 15%. Skill 2: Operation Beta – Accelerate: Recovers the HP and Attack Bar of all allies with 15% each. Skill 3: Rock On – Increases the attacking power of all allies for 2 laps. Then up to 2 allies excluding yourself will attack an enemy target. Dark Homunculus Skill 1: Dark Shock – Purification: Attacks to remove 1 beneficial effect from the target and absorbs ATB by 10%. Skill 2: Operation Gamma – Weaken: Removes all beneficial effects granted on the target and also weakens DEF for 2 laps. Skill 3: Unbalanced Field – Increases the skill cooldown time for all enemies by 1 lap each and reduces Attack Speed for 2 laps (useful for slowing down left and right crystals). After that, the skill cooldown time for all allies will be reduced by 1 lap each and Attack Speed will be increased for 2 laps. Light Homunculus Skill 1: Light shock – Purification: Attacks to remove 1 beneficial effect from the target and ATB by 15%. Skill Skill Operation Alpha – Power-up: Heals an ally HP by 30% and increases the attacking power of all allies for 2 laps. Operation Alpha - Accelerate: Heals an ally target's HP by 30% and fills up the Attack Bar. Skill 3: Fast Pace - Make attack bar of ally and enemy to 100%. Counter Phase – Increases def of all allies and counterattacks for 2 laps whenever attacked. Dark Homunculus Skill 1: Dark Shock – Purification: Attacks to remove 1 beneficial effect from the target and absorbs ATB by 10%. Skill 2: Operation Delta – Chain: Attacks 3 times to prolong the harmful effect on the target enemy. Useful for extending the debuff of enemies. Skill 3: Shock Wave – Good for split comps. Removes all beneficial effects on all enemies and stuns them for 1 turn. Dark Homunculus Skill 1: Dark Shock – Chain: Attacks 3 times and absorb boss ATB reduce their attack chances. Skill 2: Operation Gamma – Control: Attacks to remove all beneficial effects granted on the target and stuns for 1 turn if you manage to remove the positive effects. Skill 3: Lockdown – Sets the enemy's goal to sleep for 3 turns and reduces the attack rate of all other enemies for 2 laps. Standard Team: 1 Mitigator/Tank, 3 Cleaning Machines/Sustain/Healers, 2 Damage Dealers Frontline (FL): Dias, Delphoi, Xiao Lin Backline (BL): Light Homunculus, Wind Homunculus, Colleen Speed Team: 1 Mitigator/Tank, 2 Cleaning Machines/Sustain/Healers, 3 Damage Dealers Frontline (FL): Xiong Fei, Colleen, Xiao Lin Backline (BL): Light Homunculus, Hwa, Lisa Yolo Team: 1 Mitigator/Tank, 1 or 2 Cleaners/Sustain/Healers, 3 or 4 Damage Dealers Front Line (FL Xiong Fei, Colleen, Xiao Lin, Lisa Backline (BL): Dark Homunculus, Wind Homunculus Standard Team: 1 sustain, 1 support utility, Vila are CC/DOT units Baretta (L) , Veromos, Water Homunculus, Dark Homunculus, Bella/Chasun Baretta (L), Dark Homunculus, Verde, Mantura, Bella/Chasun Baretta (L), Aria, Briand, Dark Homunculus, Bella Baretta (L), Dark Homunculus, Water Homie , Mantura, Chasun Full Crowd Control (CC): 1 support utility, Rest is CC/DOT devices. The main objective is to completely stun and freeze enemies that prevent them from attacking. Baretta (L), Verde, Veromos, Dark Homunculus, Water Homie Baretta (L), Veromos, Aria, Mantura, Dark Homunculus Baretta (L), Veromos, Gildong/Woonhak/Woochi, Dark Homunculus, Mantura standard law: 1 sustain, 2-3 nukers, 1-2 debuffers Lushen (L), Colleen, Light Homunculus, Rigel, Fuco Hwa (L), Xiong Fei, Dark Homunculus, Rigel, Colleen Xiong Fei (L), Light Hoculmunus, Colleen, Fuco, Adrian Speed Clear Team: 2-3 nukers, 1 semi sustain, 1-2 debuffers Lushen (L), Light Homunculus, Rigel, Fuco, Xiong Fei Sera (L), Light Ho Municipality, Wind Homunculus, Rigel, Fuco Hwa (L), Dark Homunculus, Xiong Fei, Fuco, Adrian Teshar (L) Light Homunculus, Raoq, Fuco, Rigel Homunculus, Xiong Fei, Ran, Shihwa Standard Face Team: 1 sustain, 3-4 nukers, 0-1 AOE buffer Verdehile (L), Dark Homunculus, Theomars, Sigmarus, Galleon Sigmarus (L), Light Homunculus, Tarq, Theomars, Belladeon Sigmarus (L), Light Homunculus, Spectra, Theomars, Veromos Cleave Arena Offense Seara (L), Malaka, Dark Homunculus, Megan/Galleon/Chasun Zaiross (L), Poseidon, Dark Homunculus, Galleon Alicia (L), Charlotte Dark Homunculus, Galleon Poseidon (L), Light Homunculus, Rica, Galleon Standard Arena Offense Theomars (L), Chasun, Light Homunculus, Orion Shimitae (L), Bernard, Theomars, Light Homunculus Guild War Offenseidon (L), Dark Homunculus, Okeanos Seara (L), Dark Homun Hocolus, Chasun Theomars (L), Light Homunculus, Chasun Baretta (L), Dark Homunculus, Water Homunculus, Mav Tyron (L), Verde, Dark Homunculus, Verad Jamire (L), Dark Homunculus, Aria, Gildong/Woonhak/Woochi Homunculus (Support) is a versatile monster useful in all game content. You can build it in different ways ideal for Raids, ToA, Dungeons, PVP or PVE. Due to its wide range of possible skillsets, we decided to make a guide to help you which way to take depending on which area you want to focus. The skills we recommended are based on its effectiveness to the specific area. For example, the NB10 needs multihit team composition so we selected the path that utilizes multihit skills while fulfilling your role as a tool support. Another example is toa, because Crowd Control is the key to clearing most floors we selected the path that updates the skill cooltime of allies while controlling the ATB of enemy units. The ones mentioned are just a few criteria for determining the right path. Also, popular team set-ups are shared to help you which composition is best to add with your Homunculus. With this guide you can effectively cultivate your desired focus area and increase your game progress. Hope you learned from this guide and please share your progress with us. You can leave comments below with any additional comments or suggestions. Thanks for visiting! Visit!

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