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## Badland brawl best deck 2020

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Better Badland Brawl downloads to your computer via this link and plays at Full HD resolution with maximum graphics, no brakes and maintaining progress. Simply download the emulator, log into your Google Play account, install the game in the window that appears, and you will become the Wisest. Content Game Clones Tactics Best Covers and Heroes Egg Guide Beginner's Guide Badland Brawl: Game Clones Game is built for fast battles. The main plot is directly related to the PvP battles. Rather, the game consists only of PvP battles. Here, you don't have to build buildings for long, to improve the mass of character traits, their abilities, abilities and more. Here, just go inside, collect a cover to achieve certain successes, grow eggs from which you collect prizes and other characters. During the battle, your pack will bring trophies that will put you in the rankings. A non-intrusive toy where you can go, scatter and close until the next time. Before we get to the description of the heroes and the best covers, let's talk a little bit about the heroes you're going into battle with. Heroes are divided by quality: Ordinary. Developed. Excellent. Epic. Sooner or later, all heroes will be collected from the player. In the game, characters are called clones, and their compositions are covers. The quality of heroes affects only the basic parameters and the maximum number of warriors. When collecting the deck for combat, you need to remember that the deck contains defense clones, attacks and those characters that can counterattack (that is, perform an action that violates enemy plans, pushes other clones or neutralizes them). If these three points are not met, the player wins. For example, in a person, the entire department is assembled The goal of attacking clones is to cause heavy damage to the opponent's Tower. The player attacks you and fires ling projectiles one after the other. What do you do if you have the heroes of the protagonist? You cross the clones of the enemy and send your master. The bomb can be sent back to the enemy tower (the same Blacksmith) where it explodes safely. In battle, all units repel each other, the intensity of the push depends on the mass of the fighter. It's harder to move a heavier object. Clones must be selected according to their main parameters: Health is an indicator of the strength of the clone. The more health, the longer it lasts for enemy attacks, the more likely it is to enter the opponent's tower and damage it. The counterattack must take into account. Tower damage - the amount of damage to the opponent's tower. Crete (critical damage) is an additional damage caused by heroes to the tower of the opponent. It will be added to the main damage. The critique indicator is given in the parameters of clones. For example, basic damage to 1000 units + 423 units of criticism. A total of 1,432 units will pass through the tower if successful. Cloning damage - damage to an enemy unit during a targeted attack. For example, if a blacksmith attacks enemy soldiers with a hammer. The detector is important for counterattack marks. The rate of attack is the damage to the clones and the tower. This criterion should be taken into account when attacking cards (bombs, bomb-sure and other). Mass is the force by which a unit repels enemy objects. Impact force (explosion) - the parameter affects damage to the tower and enemy clones. The greater the impact force, the more damage your fighter will do. Bomb level - this parameter is found in clones that can release more shell casings (bombodron, for example). The level of the bomb affects the amount of damage caused by the object. Type - location of the clone (walking, flying, spinning and more). Determines how a hero moves on the battlefield. For example, the shell - the clone flies in the given direction, while it can not continue to fly after the damage. He spins, pushes away from enemies until he dies or rolls into one of the towers. Speed - the speed at which a warrior is moving on the battlefield. The parameter is important for flying and walking objects. Sling Range - Distance clone can be thrown. The range of the shot is controlled by the player. In addition, in battle with the arrow, you can adjust its trajectory, guide the warrior toward the target. Mana is the price of activating a hero in battle. For example, releasing Simple Bomb costs 2 manas, and it costs 5 mana to launch the Flying Booth. The more clone there is mana, the less often it is activated in battle. In general, insatuated warriors live longer and harm more of the enemy. Life expectancy is a period when there can be a lot of clones on the battlefield before he died. During this time, he can cross the field several times and cause a lot of harm to the opponent. The power of the shot is the force by which the hero flies out of the foam. The higher the indicator, the stronger its interaction with the characters of the contact enemy. So a clone can push oncoming objects forward. Quantity - number of objects in the clone. For example, in Strel, this indicator is 15 units. Unlike a player, he shoots 15 arrows at the same time. In Flying Dogs, this feature is 5 units. That's why 5 creatures fly out of the ling. Clones are pumped with gold. You can form several teams of 8 fighters. Teams gather for various battles (1x1, 2x2 mode). On the menu of each clone is Training, where you can see what the unit is capable of, what its distinctive characteristics are, how it behaves in battle, how to shoot it. When pumping clones, the cost of activating them to mana does not increase. Each clone has its own achievements. Given for meeting certain conditions, for example collecting 30 trophies. Prizes (crystals and player experience) are given for each achievement. All game heroes can be viewed in the clone menu my Team. This is where you can see them on the left. There are 47 clones in the game, from which various compositions are assembled. In the Heroes section, you can sort by mana, rewards and rarities. All clone must be invested, but as soon as a good fighter appears, all efforts must be directed towards pumping it. Badland Brawl: Tactics for entering the fight for the first time, the novice may be confused because the fight takes place in an unusual state. There are 2 royal towers facing each other. There's a king at the top of every tower. The towers start firing as the enemies approach. The King also shoots his arrows. The royal bow fires 2 times if you destroyed the floor of your opponent's tower or when enemies approach the king dangerously. The dynamics of the fight itself are very interesting: you need to select 1 clone and shoot them at the enemy with a silicone. All clones of battle have their own characteristics. In addition, they can be combated from each other. For example, a bomb flies into your tower, you shoot at it with another bomb. When you meet, a heavier projectile (or just released) pushes the light away. It should pay attention to the effectiveness of the shot. The less time has passed since the shot, the stronger the clone will repel the enemy. Your clone's strength on the way out is greater. Flying objects can also be abandoned further away from the tower. The strength of the Royal Tower depends on the level of the player's account. The level can be viewed on the main screen in the upper-left corner. The clones in the hand fall in turn and depend on the amount of mana available. Your clones and mana scales are located in it is necessary to gradually lean on the dropped characters to choose the desired hero. Canceling the card will take up the amount of mana it costs to activate. Many clones cause damage when they fall on alien units and attack them. The main goal of the battle is to completely destroy the opponent's tower and repel enemy attacks. During the fight, attention should often be paid to the strength of the structure of the opponent. At some points, he's the most vulnerable. It is at these moments that you must use the most powerful warriors from the deck. To achieve critical damage, you need to fire shots one after the other. When heroes are on the battlefield, their cards in a player's hand are not active. There are cards that can be set up to defend your tower. For example, when you run into a pack of dogs. A blacksmith can play this role. A circular saw can draw many enemies along. The best criterion for selecting clones for team composition is the ability to defend against ground and air goals. There are times in battle when it's best not to rush into the clone. For example, when the enemy hesitated a little and cleared the soldiers in his hand. So he doesn't know which fighter to send to the field. Don't tell him you're sending a warrior. Match types - there are two battle modes: Battle - 1x1 PvP mode, that is, one player fights another player. 2x2 - here you can organize tournaments where 2 allies fight 2 competitors. The beginning of the battle. It's best not to show ourselves to all the clones. It is advisable to wait a little until the enemy shows its hero. Let the team's greatest fighter remain a mystery to the enemy. It is advisable to choose a defensive tactic until the opponent has the necessary card in his hand for the combination. Combinations combine a player's actions against an opponent. Alternatively, clones are thrown at the battlefield, which together cause great damage in the enemy camp. A very important part of the battle. The game can implement many combinations. You can come up with your own or borrow from experienced players. For example, a tornado collects clones of a player and opponent on their way, twists them into a vortex, and then sends them to the opponent's tower. Right after the Tornado, you're going to have to fire a few bombs. They fall into a tornado and fly into the enemy. You can't knock down a tornado or push it away with other cards. It is important that it falls to the ground instead of hanging in the air. That's why pulling the arrow, you should lead it to the bottom of the playing field. Experienced players always leave a little exorciation in case. So, in the unexpected time of the enemy, you can inflict a crushing blow. Fighting time - a certain amount of time is reserved for each battle. If the battle isn't over and the time is up, victory. player who first knocks on the gear. Gears are special parts that help grow a gear egg. Most importantly, don't be afraid to lose! The more battles you spend, the better you understand the mechanics of fighting, you will find new combinations, choose the best configuration. Every fight in the game is unique. Since you are fighting with other players, it is necessary to build new tactics and strategies in each fight. Some clones can damage your tower if they reach it. Therefore, it is important not to grant enemy objects to build them. It is advisable to distract the opponent with country heroes and send Bomodro to his tower. Once the drone has flown to the king, it will make a lot of noise in the enemy camp. Or vice versa, send a flying army and he himself currently launches several bombs on the ground. The blacksmith is a figure in the defense. It is better not to send bombs on offense, as many beginners do. For example, your opponent has sent Bomboppok to you. Let it close and release the blacksmith. It does double the damage in the running unit, and it's easier for you to finish it. Your hammerheads will enter the enemy tower. This young man's big hammer sends the bomb back to the enemy. It is advisable to take guys who hit the deck in the area (Lumberjack, Arrows or Fire Drink), as they can easily resist dogs and birds. All clones repel others. If Bombodron flies over you and you don't have arrows, all you have to do is throw a bomb or other aerial figure at it. It slightly repels the target and saves time so that The Tower has time to shoot it several times. So you can eliminate the threat or get more time. When you get to the arena where the Earthquake event occurs, it's best to take Bombaskakushka to the deck. He jumps obstacles. During this event, the map begins to vibrate from time to time, and all heroes lose their orientation, lose course, and Skakushka ignores the earthquake and jumps straight into the enemy's nest. The rising bomb is causing excellent damage. If you push it with a ball, it will fly into the neighboring tower without any problems. In this case, you should pump the Bomb as much as possible to do more damage. In general, it is necessary to pump all fighters involved in the fighting. Badland Brawl: Best Decks and Heroes Every card in the game is unique and suffers damage. Some clones begin to do less damage over time. There's another nuisance at stake. If a player has put together an excellent work deck with great combinations, over time the person will notice that they are starting to get a little rewards. The logic of the game is to configure so that players change the composition of teams rather than focus on one option. Therefore, when detachment becomes more rewards all cards must be replaced. I mean, to put together a whole new team. Only change 3 to 2 characters does not work. Unusual package for quick combat Configuration: The Tornado is one of the best cards in the game, very powerful. It allows you to create excellent combinations with large lesions that allow you to spend the fight as quickly as possible. It can be opened at 5 Arena (Gorge in the Morning) with 900 ratings. Few people use a tornado, so almost no one knows how to neutralize it and how to play against it. In the field, a tornado sweeps everything out of its way, spinning its and other people's objects into the funnel. It's important to shoot the device correctly. It is necessary that the head of the vortex's back is on the ground. If you set it a little higher, the effect will be weak. Blacksmith and Pukhlaguk - these units are basically not needed. If you don't have them, you can use other defense cards. These heroes are necessary to defend the Tower and are released when there are many enemy figures on the field. Arrows and Bombimpulse - under no circumstances can they be changed. These are necessary counterattacking warriors. Bomb and simple bomb - they are important together with the Tornado. If these cards do not exist, you can take any envelope in return. They're not expensive, but they're going to blow up the Towers with a bang. Bombadron is a disruptive fighter. It moves through the air and causes proper damage to the tower. If he doesn't, the bomb could strike enemy clones. The drone should unleash the most unexpected moment of battle. For example, when an enemy tries to do something with a tornado. Tactic: at the beginning of this pack, you need to defend until the coveted combination comes into your hand. First a tornado, then immediately 1 or 2 bombs. The tornado spins the projectiles, accelerates them and safely sends them to the opponent's camp. If enemy forces fall into the Tornado, they'll fly after your bombs. It is worth remembering that some bombs go off regardless of location. As soon as the card expires, they explode. If the king of the opponent did not remain unprotected, you should repeat the combination a little later (when enough mana has accumulated). During a tornado, you can launch a drone. Cover for changing the basic configuration Configuration: Bandit is an affordable card that you can send to push into Bombadron if he comes close to your tower. There's no material damage on Earth. A circular saw is a great option to throw it onto the field after accumulating many other warriors. The saw is moving fast, it's hard to counterattack. In addition, he collects all foreign artifacts. It behaves well during an earthquake. Bird heat is a rare map, but 4 small burners can cause very extensive damage to the opponent's units and his tower. A pack of dogs, these malicious creatures are wiping everything out of their way. If the enemy stops them with arrows, they will still destroy the extra heroes on the field. Bombodron - a flying catastrophe is activated by the most unexpected moment when the earth has something to do. Bombopauk - ground bomber, throws bomb before death. If pukhlaguk is sent after him, the bomb can be dropped on the enemy's nest. Pukhlozhuk - release him in a difficult situation, and he sends home all enemy units. He can walk on the map long enough until his life ends. Arrows - you wake them up from annoying opponents. Tactics: This pack has an unusual combination of cards. At first glance, this is just a bunch of unrelated characters. Basically, that's the way it is. There is no definite combination, so the damage will be done depending on the situation. The deck is designed for players who are well versed in the mechanics of the game. The long battle deck Circular saw - acts as an attacking card, it is worth releasing in unexpected moments. If the enemy lets Kuznechishche or Pukhlozhuk meet, the sawmill will fly back home. Bombopaik is not the most important card in the deck. It should be released after the mantle so he could get to the Tower and gasp. Bombodron is an aircraft that can distract the enemy from building defenses from the ground. Or vice versa, when an opponent is busy defending the country, send a surprise to his head. Stupa - few people use it, it is slow, but it can be worthless if it is not removed in time. Blacksmith - the main player in defence, can pave the way for other units. Saha - the girl destroys almost all the clones of the enemy on her way, she is not afraid of Saw and Pukhlozhuk. Bandit - an agile hoodigan easily runs into the enemy's tower. The most important thing is to pump it as much as possible. Arrows - they must be protected during the attack with various mass cards (dogs, birds). Tactics: at the beginning of the battle, you can send the enemy Bombodron. The enemy begins to fight back and currently sets Rosvon or Bombopuk towards him. When dron is beaten, it is necessary to release The Blacksmith (this must be done a little earlier) so that the young man can kick the bomb into the opponent's goal. Once the enemy has strayed to the ground, release Stupa and The Circular Saw. Prepare to repel an attack on your fortress. Next, it is worth attacking the enemy from the ground and air (Lumberjack, Drone, Saw, Bandit). At the end of the battle, you can send Drone, after its death, a bomb to help drop Peel or Forge into enemy camp. Badland Brawl: Egg Guide The eggs in the game are original coffins with different prizes. Eggs are bred, the words healed. The higher the level of eggs, the more and cooler the rewards the player receives. Eggs are sourced in arenas, bought in a shop and in a guild - a tribe. Eggs are bred in special nests on the main screen. The egg on the left side of the screen can be updated for free. It is also recommended to increase the level of crystal eggs. This is a rare resource-sound investment. Gold and silver eggs are mined in the Arena (Battle) and 2x2 mode. Egg healing: Golden egg can be healed 4 times. Ancient eggs can be obtained in battle, but they are very rare, but wonderful rewards fall out of them. You can improve them 2 times. Silver eggs heal 5 times. Huge eggs rise 3 times. Leave 1 seat empty. If

there is no free cell, the egg obtained during the fight will disappear (he simply has no place to stand). To the right of the screen are eggs, which are given to certain achievements. Earth eggs are placed here - they are improved to watch video clips. Gearball - the level is raised with the help of the gears that the player receives in competitions. To open the egg, you need to have 10 gears. 10 gears are available free of charge in 24 hours. If you have several unopened silver eggs, don't open them until you reach the next Arena. Thus, you can immediately open the eggs and get higher-level objects. Every month of play is called a season. This season, you need to increase your place in the server players rankings. After the end of the season, players who decide on the top positions on the list will have the opportunity to open the Season Eggs. Very good clone fragments and other rewards fall out of them. Eggs from higher soils contain more clones and gold. Badland Brawl: Beginner's Guide What does the Guild give? It is recommended that you find the guild as soon as possible. In the game, it's called a tribe. You can: Chat with other players. General gameplay. Help. I grow a common tribal egg. Friendly battles. Cloning request. From joining the tribe, the player receives an encouraging 50 crystals. The tribal egg produces 53 clones and gold. Each egg has the option to drop cards in quality: Normal (blue) - 100%. Developed (orange) - 100%. Fairy tale (purple) - 35.7%. Epic (Green) - 0.294%. A friendly fight is a rivalry between guild players. There is scrum mode 2x2. This fight is good for honing your warrior skills, checking the composition of the new deck or simply measuring your strength without further purpose. Friendly rules guarantee fair competition by levelling the levels of the tower and units. Clone requests - you can make requests to certain heroes. They usually ask for the best clones. But for donations to be mutual, the characters would also have been donated. There's a button at the bottom of the tribal conversation where you can see who - how much benefit the guilds brought. are open and closed tribes. You can join an open tribe without any problems, all you have to do is click on the corresponding participation button. You must send the application to a closed guild. The tribal leader will consider it and decide whether or not to accept the player. Reception can be affected by the level of the account and the number of rewards. It is better to join large tribes with well-pumped active players. So you move faster in the plot, because good warriors sacrifice you, the egg grows faster. Experienced players can advise on a good package composition or how to get through the difficult level of the arena. Gaming currencies There are 2 types of currency at play: Crystals - eggs are bought and healed for them. Crystals can be earned during the game or bought in the store for real money. Honey - it is necessary for pumping clones. Made to victory, from eggs, can be exchanged for crystals. Gold is available free of charge after a certain period of time. You can get gold by watching promotional videos. You can also get clones to watch videos. Points There are special offers in the Store. This is an ad for fans to earn real money in the game. You can also buy pieces of different heroes (Bandit, Booth, Bombolet) for gold. Not many fragments are given, only 5 pieces, but sometimes it is they that are greatly missing. Store eggs are sold to crystals. All eggs purchased in the store open immediately. In them, the chances of falling epic and fairytale clones are greater than in ordinary eggs. Main screen In the center of the main screen is the main action of the game - Battle Reenas. These arenas or islands are also a story company. Below it are the buttons Battle and 2x2, with the help of them the player gets into the fight. When you click Battle, you will immediately go to the current island. In the upper left corner there is a player level. The level affects the strength of the Royal Tower. Player experience points are available for healing clones and donating tribal clones. Arena competitors are also selected according to account level. Next to the account level is a list of the best server players. The second tab displays a list of tribes. From this list, you can specify a good guild (necessary when choosing a worthy tribe). The Global tab displays top players from all servers and cooler tribes. The top right corner shows how much gold and crystals you have. There are several tabs next to the currency with the necessary information: Renewals are videos for your past battles. You can see and analyse your behavior during the match. You can find errors that need to be corrected. BadTube – here is a focused video of the battles of the best players. You can watch and learn game tactics, discover new combinations, compare your game, and with managers. News - all the news about updates and competitions on the game's channels on social networks comes here. By the way, 5 crystals are given to order the game's channels. You can create separate accounts in ambassadors to subscribe to the gaming community. Mailbox, your correspondence will be here. Story Scrolls - conveying a new story every time a player collects scrolls from the island's history. The manuscripts are in this part. You can read them. The story is interesting, the developers tried separately. Achievements - as soon as a player performs certain activities that are in Achievements, they receive a reward. There are several tasks in this section. It is not necessary to run them separately. Crystals and player experience are provided for each achievement. Settings – here you can turn on/off music, effects, connect channels, change name, language. Events The game periodically starts various promotions and events. All players can participate in them. Each transaction has its own conditions. For example, in the operation of Machine Invasion, for a certain period of time it is necessary to destroy the enemy tower only with clones - bots. The event will be completed after 5 wins. If a player loses 3 times, he will be removed from promotion. For each win, the player gets a good bun and grows an egg where he finds good rewards. Authors of this article: Evgenia G., Yaroslav I. We use biscuits. By browsing the site, you agree to the User Agreement and privacy policy. Policy.

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