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## Legion td guide undead

Lufurt on Saturday, June 23, 2012 11:15 amHey guys, I tried to make a decent undead build for myself but I either leaked the game early or I didn't get a good income.. I have not used hero tho. Is it because I don't use heroes? Can someone help me? LufurtVeteranPosts: 11Join Day: 2011-12-23 NERV on Monday, June 25, 2012 6:56 amits hardly leak with the undead in the early game, so IMHO, it's ok to have small leaks. Regarding the use of heroes, yes, they change the whole game for the undead. In the future I guess everyone will be using heroes, so don't worry too much about not playing with them (unless HuanAK creates a game mode that disables heroes, which will be kinda cool I guess). I don't really have a tutorial for undead, so I'll share my thoughts on it. Hopefully it will help. As you asked, I'm not going to look at heroes. Undead is a tough race, because maybe you'll have leaks in the top middle game (which can be very frustrating), but in the last game, the Undead is really a top class. Hearttopper aura works quite like having a tok's bundle. Even if you leak, your leaks won't have full hp, thus making it easier for your team/king to deal with them. Show more efficiently at the end of the game. Your main tank has sick aura and steals life, which is great against demons! A more positive point for the Undead in the last game!! Also the Undead has access to all kinds of dmg/armor, which is cool. Leaks will be part of your game, so the best location of your units can help minimize those leaks. I can tell you that Necromancer/Necrolytes get big buffs in 3.5 beta (they are great against 10 lvl bosses), so I guess they are the way to go with the undead. In the first game, you can use frenzy ghouls or necrolytes (Necrolytes can do their own tanking, quite like Hades/LoD, so that's your choice) and some Zombies (top-mid games) to tank for you. Remember to stick close to value (you'll have some gold backup to earn anyway, the game is designed that way. I would say get 7/2 before the boss LVL 10, but that won't always be true, especially for the undead). On the progress of income:- get first 6/0-7/0, and then start upgrading the wood. This works for every race and virtually every game. Sometimes you will need the 3 earnings you miss getting x/1. In addition, 60 wood is half dinosaur, and a dinosaur can hurt many builds in most levels.- remembering bonus tables can also help a lot of your income skills. Ghost units have a very valuable aura, but I only use them in the last game, which IMO is when the undead shows their full power. Defenders are difficult to pull in early games, so unless you manage to pass LVL 4 with the same value you did LVL 3, forget them until the middle of the game. Death dragon is a bad DPS machine and can increase as needed, and without saying, he is the strongest dragon in the game. Zombies are good meat shields, but they fail to kill people, be aware! Butcher's fine. he is a bit expensive for the top game), stealing their lives is strong, but alone they can do much, so I would advise saving them for the midnight game. Meat Wagons/War machines are your dmg enclosure, they hit hard and don't have much hp, I've seen some people use them in early games, but I'm not sure about its effectiveness. Anyway, they are a must for LV 28 and LV 30.in where you are wondering: early games - until the game lvl 10mid - until lvl 20 (maybe lvl 17 for some races) late game - the rest of the game. NERVNeotankPosts: 262Join Day: 2011-09-01 Lufurt on Tuesday, June 26, 2012 2:19 am Thank you for your help, but I still have some problems.. Does the Undead race need to be 7/15 like most races? because I felt if I tried to get 7/10 I pushed too hard and I wouldn't be able to keep up with the level value.. and which is the best hero for this class? I feel like zombies are weak tankers early in the game, they can't hold a lot.. and do stacks of Heartstopper auras? I'm sorry I'm being so annoying, but that's because I still can't get past LVL 25 and on.. LufurtVeteranPosts: 11Join Day: 2011-12-23 Norton on Tuesday, June 26, 2012 08:41Lufurt wrote: Thank you for your help, but I still have some problems.. Does the Undead race need to be 7/15 like most races? because I felt if I tried to get 7/10 I pushed too hard and I wouldn't be able to keep up with the level value.. and which is the best hero for this class? I feel like zombies are weak tankers early in the game, they can't hold a lot.. and do stacks of Heartstopper auras? I'm sorry I'm being so annoying, but that's because I still can't get past LVL 25 and on.. NO race needs to get to 7/15. Don't feel that you ever NEED to get to 7/15. I usually have to stop 7/9 - 7/12 and go straight to value because going further with wood will only negatively impact my final value. You simply can't earn back that gold used on upgraded wood at a

certain point and your income won't scale up for a while because you're using the wood on those wooden upgrades as well. I usually try to stay with or above the recommended value and ~6500 is a really good value going into 21. Undervaluing a level of ~200 is good depending on your build, but know when to stop. I see a lot of people continuing to push wood upgrades and then they end up leaking because they let their value fall behind. On the other side it's even more annoying to see people on significant early values and very slow earnings. I've heard that 23 is the right level to stop upgrading wood, but I will not do any through level 21. I've also heard that anything more than 4 upgrades after level 20 is detrimental, which won't surprise me. 3 - 5 upgrades after LVL 20 ends is my usual limit. As far as heroes go, the long-range heroes are undoubtedly the best late game selection since their aura can last a long time with a range of 500, 500, Melee hero dies. I try to only use long-range heroes if I can. Melee heroes can be used to help earn early games, but less effective late games. The Dark Ranger is one of the most powerful heroes early in the game with the way it reduces the attack damage of waves by 1. This aura alone has allowed me to use construction that would otherwise be leaking. Do not upgrade it a lot, if at all, the game early to avoid wasting resources on the farm and position it where it is less likely to die. The ability to change to other long-range heroes to upgrade the LVL 11 is really nice. Edit: Prevents heart from stacking. That will be broken if you can only stack them. I'm not going to do more than two ghosts. Is it ONLY the end of the game that you are having big problems? The Undead has been one of the tougher races to use, but the change to the necrolytes in 3.5 should help. In 3.41 undead, beasts, ghosts, and elements were my favorite races to work with. NortanNeotankPosts: 172Join Day: 2012-05-25Age : 30Location: American Michigan NERV on Tuesday, June 26, 2012 9:50lufurt wrote: Thank you for your help, but I still have some problems.. Does the Undead race need to be 7/15 like most races? because I felt if I tried to get 7/10 I pushed too hard and I wouldn't be able to keep up with the level value.. and which is the best hero for this class? I feel like zombies are weak tankers early in the game, they can't hold a lot.. and do stacks of Heartstopper auras? I'm sorry I'm being so annoying, but that's because I still can't get past LVL 25 and on.. Nortan wrote: NO race needs to get to 7/15. Don't feel that you ever NEED to get to 7/15. I usually have to stop 7/9 – 7/12 and go straight to value because going further with wood will only negatively impact my final value. You simply can't earn back that gold used on upgraded wood at a certain point and your income won't scale up for a while because you're using the wood on those wooden upgrades as well. I'm not sure, but I think most people don't even realize it. I totally agree. He speaks with the voice of reason and truth. After LVL 20, you should invest more in dragons and earn less. As Nortan said, 6500ish is a good value to start the game over, and at that point you should complete your wooden upgrade. The zombies are just meat shields for units that actually kill stuff (like necros/wagons/guardians if you get them), if you think about it, you're paying 190 gold for a unit with 880 hp, which is less hp than most level 5 units. His aura didn't help little in the early game, but still counted price. Avoid having more than 1 zombie on your army at once (unless you are playing with heroes, then you can enhance their abilities and have a nice zombie rampage!). In terms of heroes, well, it's just about what you want, some will do better at the top game, some will show more efficiency in the boss or later levels. You can make an army of butchers and get the stamina aura lv 10... The aura dedication from Paladin is really great for any build/race, but it takes a lot of hero points to be effective... Priestess of the Moon will make your Death Dragons have become almost Doomsday Machines... Death knight for a nice mobility boost, which can help a lot in the level range, but his regen is only noticeable in the beginning – mid-game ... And so forth... It all depends on how many hero points you have available, and what you have in mind. =)Edit: For level 25, idk what you can do, I almost never have problems at this level (except sometimes with elements), but for lvls 26 and 27 dead dragons will clean everything for you. For level 28, make sure you have the wagon and you will do well. Level 29 is tough. The dragons will eat everything you have, only high value can save you from them. So does the boss of LVL 30. If you've done your income right, at level 29 you should be 1000–2000 on recommended value, and you need more than that for lv 30.NERVNeotankPosts: 262Join day: 2011-09-01 Lufurt on Thursday, June 28, 2012 10:01 amThank you guys! you helped me a lot! I now play undead decently and try to improve.. Your advice helped me with other races as well! ThanksLufurtVeteranPosts: 11Join Date: 2011-12-23 Sponsored Content Rights in this forum:You cannot answer the topic in this forum

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