

The Bot Strategy

Bots usually use this strategy to destroy lower level players that are new. It is a low mana composition for low mana fights. You need 15 mana to play this strategy, and a lot of new players don't know how to counter it with the cards they have.

Summoner: [Malric Inferno](#) - grants +1 melee attack, allows for a **melee rushdown**

1.Tank : [Living Lava](#) - High Hp + Armor + Shield - allowing it to take half of any melee and ranged damage

2.Support Harassment : [Serpentine Spy](#) - Opportunity allows it to attack the weakest enemy monster and +1 melee damage and high speed usually make it first one to act and kill in 1 turn

3.Support Harassment : [Kobold Miner](#) - Attacks the last row because of Sneak with +1 Damage

The Life Taunt strategy

This one can be played from beginner to higher levels but adapting for better cards. General idea is that the Shieldbearer uses taunt to make every enemy focus on him, while the backline either supports him or harasses the enemy. Very powerful strategy. I will only cover the beginner level.

Summoner : [Tyrus Paladium](#) - grants +1 armor for more sustainability across the board

1.Tank : [Shieldbearer](#) - High HP+ Armor+ Taunt making everyone focus him first

2.Tank/Support : [Silvershield Knight](#) - High HP+Armor+Inspire giving everyone +1 melee attack

3.Support Harassment : [Cave Slug](#)/[Feral Spirit](#)- attack the enemy back line

4.Support : [Divine Healer](#) - Heals the first monster for +3HP

5.Support Harassment : [Lone Boatman](#) - Snipe allows it to work well with Mantoid

6.Backline Cover : [Mantoid](#) - High Hp allows it to work as a Backline cover and works well with Boatman

There are a ton of variations I could write here, but I was just trying to set the mood. It will take the enemy a few turns to take out Shieldbearer, especially with Divine Healer casting heals each turn, while the enemy is focusing on one target out backline is harassing their support with everything they've got. It is important to focus on one target in my opinion as to kill it faster. This strategy can go a really long way. Notice how the Melee Harassers like Cave Slug and Feral Spirit go in FRONT of the SUPPORT, BUT the ranged Harassers go all the way in the back BEHIND the SUPPORT. That is because ranged monsters are useless in the first position, they cannot fight.

So an optimal order for backlines would be : Melee-Magic-Support-Ranged

The Magic Rushdown strategy

This is the one I started with (Tobirama was my fav Hokage so I started with Water). Magic neglects armor so you can just start chipping away at enemy HP without losing a turn to shred all the armor. Combine that with +1 magic from summoner Alric and you can shred up to 8 HP a turn just using magic, which doesn't sound a lot but taken that you are ignoring armor, you can take down some 7-8 mana monsters in one turn, and the good thing about this strategy is that it can be played at low mana and high mana. I will try to more detaily explain this one as I've played it for a while.

Summoner : [Alric Stormbringer](#) - gives +1 Magic attack which makes this strategy, if not countered properly, really deadly.

1.Tank - [Spineback Turtle](#) - 6HP and 2 Armor make it quite hard for both physical and magical attacks to kill. Some Replacements would be Peaceful Giant or Elven Defender, as both are high in HP. Of course if you can see your enemy will only play Melee and Ranged then go for Frozen Soldier, but it is risky as Frozen Soldier more or less means instant loss if you fight against someone using this same strategy.

2.Support : [Crustacean King](#) -+2 HP to the 1st monster, and can endure some punishment too

3.Frontline Harassment : [Medusa](#) - has now this is where the fun starts. Medusa gets to do 2 magic damage to an enemy completely ignoring their shield.

4.Frontline Harassment : [Ice Pixie](#) - 2 magic damage

5. Frontline Harassment : [Magic Pixie](#) - 2 magic damage

6. Backline Cover/Frontline Harassment : [Elven Mystic](#) - 2 magic damage and 4 HP making it an ok Backline Cover. Elven Mystic is interchangeable with Medusa.

Now you have to note some stuff here. This strategy is relatively easy to counter in low levels, but as you gather and rent more powerful cards it becomes stronger, so much so its annoying the fk out of everyone. What is important for you is to understand that the Tank is delaying the magic damage dealers from entering the front, and I prefer high HP monsters as Tanks in this strategies just because of encountering this strategy. Armor means nothing here. However you are very vulnerable in the backlines as opportunity, snipe, sneak all can do a lot of damage to you, but in the lower levels enemies usually do not recognize the benefit of focusing down one enemy at a time. Also this works best in lower Mana fights, where enemy does not have a lot of higher HP monsters. Also if you do not have enough mana, the first thing to go is Crustacean King, then Magic Pixie. Ice Pixie>Magic Pixie cause of HIGHER SPEED and LOWER MANA COST. So you need at least 17 Mana for this strategy to work, and honestly it works best at 17 mana.

To make this strategy more viable RENT or BUY : [Venari Wavesmith](#) -with wavesmith this strategy really starts shining as you are usually immune enough to Physical damage to do magical mayhem.

The Counter Bot Strategy

You use Zintar to annul the +1 Melee attack and then Snipe the Kobold and Serpentine Spy and then finish off Living Lava. You usually need to be quick with killing Kobold and Spy so your Main tank doesn't take more damage than it can heal. This strategy also costs 15 mana like the Bot strat.

Summoner : [Zintar Mortalis](#) - does -1 Melee for all enemies

1.Tank/Self Support : [Haunted Spirit](#) - heals 2 HP each round and has 7 HP

2.Support/Frontline Harassment : [Death Elemental](#) - Does magic damage with snipe and has high speed

3.Backline Cover/Support H./Frontline Harassment : [Twisted Jester](#) - Also snipe, and the 4 HP make it good against the sneak from Kobold Miner.

If you have a little more than 15 mana:

4. Support : [Undead Priest](#) - lowers their HP by 1.

Now this strategy isn't bad in other situations either, but it shines as a Counter Bot strategy.

The Counter Magic Rushdown

So the idea behind this one is to tank the first few hits with Failed Summoner who has Reflect which sends the magic damage back at the caster thus damaging the first magic caster who attacks it, in this case the Ice Pixie and killing her. Then we swoop in with our Unicorn which takes half the magic damage and we finish everyone off.

Summoner : [Lyanna Natura](#) gives +1HP to everyone making them that more resistant

1.Tank : [Failed Summoner](#) - Reflect allows it to send back magic damage to the caster

2.Tank : [Unicorn Mustang](#) - Has Void ability, halving the Magic damage and has High HP and Damage

3.Support Harassment : [Goblin Thief](#) - Sneak with decent Damage, if there was an Opportunity alternative that also did 2 damage at this mana cost that would be better but there isn't and 1 damage Opportunity isn't enough.

Generally if you can hold out one or 2 turns you should win. This strategy also evolves as you go to higher ranks, and is also viable as Counter Magic Rushdown. Also at minimum this strategy costs 17 Mana, but if you want to expand upon it, try doing it with Opportunity to take out the lowest HP magic dealers.

Closing Words

These Strategies are presented here just so you get the idea of how it is intended to work and why such positioning is done. It is impossible for me to account for every variable and every

Mana range you get. Hopefully you pick up what you can and it helps you play the game. Find me in discord if you have any questions or corrections. I'm Muki47 there as well.