

How to Clan Battle

This guide will go through the basics of how to do clan battles in Princess Connect ranging from looking at it on the macro level with team compositions and useful characters to invest into and at the micro level, within the battles themselves such as utilizing your bursts properly.

Characters and Roles

- **Defense debuffers**

Due to the way defense works in this game, it is of the highest importance that you bring defense debuffers in your team to actually do damage to the bosses. In most cases you will be bringing two sources of defense debuffers in each team for the vast majority of bosses.

Primary Debuffers		Secondary Debuffers		
				
Makoto	Mitsuki	Summer Kokkoro	Jun	Christina

Makoto - Has two debuffs, one as a skill where she howls and one on her union burst. Not only that, she also contributes a reasonable amount of damage to the boss as well making her the best defense debuffer in the game. If possible, she should be in every team either by using your own or renting one from another player.

Mitsuki - Has the strongest defense debuff which is deployed as a field on the ground. It lasts a very long time as well as having a very distinct animation so you know when it's actually up or not. Sits in the midline and is very durable so she's unlikely to go down during the battle. Lastly, she's farmable with dungeon coins so getting her to 5* is totally doable for everyone.

Summer Kokkoro - Has a defense debuff which is her leap attack. A very potent support character as she can provide ATK buffs, a really strong heal on her burst and is also very durable. Her defense debuff isn't used as often as the above two, so keep that in mind.

Jun - The best tank to use in clan battle purely because she has armor break. She charges into the opponent and it's a defense debuff. Not much else to say, if you need a tank for a boss, Jun is your first go to pick because of this alone.





Christina - Has a defense down while also being one of the highest damage dealers. High TP gains due to her skill and her burst auto crits. Absolutely disgusting on any team.

- **Damage Dealers**

They only have one job, and it's a damn important one. There are three key aspects that make a top tier damage dealer. All damage dealers listed usually have at least two of these properties.

1. Have a high damage union burst
2. Have a way to increase TP gain either from their skills or gear for more bursts.
3. Have a way to increase their own/the team's ATK
4. Have a way to increase survivability
5. Have a defense down

Kaori 2.0 - Bestest damage dealer	Best damage dealer	Second Third best damage dealer	Has a defense down
			
Tomo	Kaori	Shiori	Christina

Damage dealers you should be using that aren't Kaori for general use					
Farmable			Dumb cats		Limited
					
Hiyori	Djeeta	Arisa	Tamaki	Summer Tamaki	Summer Pecorine

Usable, but are highly specific in order to achieve max damage			
			
Mimi	Eriko	Summer Mifuyu	Suzuna

Tomo - The now current best damage dealer for clan battle. Her damage output comes from the attack and speed buff she gets from her union burst and lasts long enough to where it can stack. The biggest advantage over Kaori however, is her position. She stands further back than Kaori does, meaning she is able to stand outside of the range of certain boss attacks that really cripple your damage output e.g Medusa. Need a ton of shards to upgrade her though for the time being. Kaori is still the most efficient option as she's farmable right now.

Kaori - The best damage dealer in clan battle period, no contest (Except Tomo is now a thing). If you need to invest into a damage dealer, Kaori is of the **HIGHEST** priority and really should be in her own tier, that's how good she is. She covers all three properties a damage dealer should have: she uses first weapons which currently give the most TP gains out of any weapon currently, high damage burst and a buff skill which adds bonus damage every time she lands an attack (Max 5 stacks).

Shiori - Similar to Kaori in how she gets her damage. She ramps up her attack power every time she uses her burst. This stacks as you use her burst more times during the fight and has no cap on how many stacks you can have, however the damage on the burst itself is relatively low. Archers also generally don't have the greatest TP gain gear, but Shiori's skills gives you TP anyway because that's how she works, thus she becomes a very solid choice for dealing damage. Another plus is that she's farmable from hard nodes.

Christina - Just to reiterate how absurd Christina is, she has a defense down, high TP gain and her burst auto crits. **IT. IS. ABSURD.**

Arisa - Spam her bursts with her insane TP gains, not only that, once you use her burst once, it enhances all of her skills and bursts so they're even better. The only downside is that you need to line up your defense debuff stacks with Arisa's bursts, but with a few adjustments it should be more than manageable to maximize her damage output.

Suzuna - Suzuna likes big numbers. She has guaranteed crits on her burst which means that her damage is going to be fairly consistent. The one downside is that her TP gain is horrible so

in most fights she will only be able to burst twice, three times if the boss has damage that reaches the backline.

Tamaki - Tamaki's damage output isn't as high as other damage dealers, but what makes her an integral part of a team is the fact that her TP drain skill delays the boss's burst. Usually a boss will burst 3 times before the fight ends, with Tamaki that will be reduced down to 2 times. If your backline has issues living through the entire fight, you might want to consider bringing along Tamaki. Your damage dealers can't do damage if they're dead after all.

Summer Tamaki - An upgraded version of the dumb cat that comes with a TP drain and has a self buff that increases her ATK speed by +100% and gives her a +1200ish ATK. But what makes this character so dumb is that her union burst does a ridiculous amount of damage, to the point where a 4* version is able to do more damage than a 5* Shiori. Absolutely ludicrous.

Djeeta - Not as burst spam-happy as Arisa, but you still get a good number of bursts. Has reasonable TP gain due to ice claymore which help further increase her burst usage. Now farmable from w13 hard node.

Hiyori - An inferior version of Kaori, which means that she's still pretty damn good at her job. She doesn't have the damage ramp that Kaori has or the power on her burst, but the fact that she has fist weapons means she still gets insane TP gains and her skills give her an ATK buff.

Summer Pecorine - Turns out having a buff that gives you +4000 ATK is pretty good. That alone makes every attack and skill she uses hit like a truck. She has okay TP gains from having ice claymores as well. Her burst despite being AoE, also does a reasonable amount of damage.




Mimi - Has an ATK buff that affects the entire team and her burst does very high damage. The issue is that her TP gain from her gear isn't that great and her ATK buff has a very long animation. Requires a TP battery to sync up with defense debuffs for her burst. Farmable from hard nodes.

Eriko - Eriko has a self ATK buff and a poison which is useful, coupled with the fact she equips a ton of axes means she has a very high base ATK. Her major downsides however, is that she's extremely fragile for a frontline damage dealer and her TP gains are horrible. Just like Suzuna, requires taking additional damage to maximize her the number of bursts she can use. Farmable from hard nodes.

Summer Mifuyu - She has a self ATK and crit buff, similar to Rino and on her burst she has a party ATK buff. On paper that sounds useful, but the reason why she's ranked so low is that the damage on her burst isn't that high and since she uses spears and axes, her TP gain on her gear is downright horrendous. Still usable for people that don't have Mimi or Eriko up and running since it's an event character.

- **Tanks**

The tank ensures that your damage dealers are protected so they can do their job. It's not always required to have a tank, but you need to make sure you have them ready.

Best Tank	Second best?	All other tanks			
					
Jun	Ruka	Nozomi	Miyako	Pecorine	Kuuka

Jun - As stated previously, Jun is the best tank because she has a defense down. Even better, it syncs up with Makoto's defense down skill and she has a heal so Jun can keep fragile characters alive. As an added bonus, she also stands in front of Kaori. 11/10 rating for tanks.

Ruka - Has a taunt and her burst is a single target defense down which is slightly weaker than Mitsuki's rose field. Another strong choice for a tank but it should be noted that Ruka stands slightly behind Nozomi and she can only heal herself.

Nozomi - Nozomi doesn't stand in front of Kaori, but her big selling point is her AoE healing that can help keep your damage dealers alive. Her taunt can also be handy if there are attacks that hit your backline specifically.

Miyako - Unless the boss you are fighting has a ton of magic damage or does a ton of gravity based damage, Miyako is more than likely to survive the entire fight due to her ghost form. Stands in front of Kaori which is an important property to take note of.

Pecorine - If you don't have Jun and you need to use a frontline tank, this is probably your best option. Has reasonable defenses for both physical and magic so she should be able to tank anything.

- **Support**

The support role is basically all other roles not covered above, but generally will include characters that can contribute to damage in an indirect way such as keeping characters alive, buffs and TP batteries. All characters in this section have a lower priority compared to defense debuffers and damage dealers, unless otherwise noted.

TP Battery	Attack Speed		Swiss Army Knife
			
Saren	Kokkoro	Monica	Summer Kokkoro

Healers			
			
Yui	Chika	Misato	Akino

Saren - Out of the TP batteries available, Saren is really the only reliable one. The reason is because Yukari and Yuki target a person based on who has the lowest/highest TP whereas Saren always targets the person closest to her, which means that unless said person goes down, she will always give TP to the same person. If you do decide to use Saren, you want to ensure she always targets Makoto so that she can stack those defense debuffs as often as possible.

Kokkoro - Kokkoro provides a +17% attack speed buff to the whole team which sounds fairly small, but she will rebuff everyone during the battle which over the course of 90 seconds, adds up to a fair amount of extra attacks and therefore, more damage overall. She's often put into teams with Shiori and Kaori as their regular attacks will do high amounts of damage due to their attack ramping capabilities. Kokkoro herself also contributes a reasonable amount of damage.

Monica - Monica provides a +34% attack speed buff to the whole team, once at the beginning of the fight which lasts about 30 seconds. Not as useful as Kokkoro but there are some very specific uses for her, especially in magic based teams as she provides a magic attack buff as well as being somewhat tanky.

Summer Kokkoro - This Kokkoro not only provides the most insane single target heals (Over 20k HP that targets the lowest HP), she also has a +600 attack buff that she uses very often. So often that it can stack onto itself providing +1200 attack for one attack at times. And the cherry on top is that her leap attack has a defense debuff equivalent to Jun's armor break. One of the best all around supports for clan bosses.

Yui - Provides the highest amount of burst heal with her union burst and having a defense buff isn't too bad. So far 3* Yui has been good enough to handle most bosses and is farmable in hard mode.




Chika - Has an attack debuff, an attack buff, a heal and summons a fairy. The issue with Chika is that she requires clan battle coins to get her pieces. Probably better to use Yui.






Misato - Has a regen heal as a skill and an AoE heal as a burst, more suited to keeping the person in front alive over Yui.

Akino - She is placed as a healer because that's the one thing she provides that's usable. Her damage output isn't very high and her survivability is also questionable for a frontliner. Akino combined with Nozomi will generally provide enough healing for the frontline to survive most things.

- **Magic**

This is in its own separate category as with the release of Summer Kyaru, magic teams are now viable in a clan battle setting. Before that, magic teams were only able to reach about 600k damage or so. The fact that magic can not miss and doesn't require the usage of Makoto or Mitsuki are the main reasons to consider using this type of composition.

Debuffers		
		
Akari	Summer Kyaru	Nanaka

Damage Dealers				
				
Kyouka	Ilya	Anna	Hatsune	Kyar

Akari - Mandatory to use as she provides one of the magic defense debuffs. Her damage output isn't great as she uses cleric items and her burst doesn't do damage. Instead it provides a magic attack buff and the next attack everyone in the team does will heal them based on the amount of damage they dealt.

Summer Kyaru - Also mandatory as she provides the other major source of magic defense debuff, however unlike Akari, she does a ton of damage. Her burst is also single target which is makes her an invaluable asset.

Nanaka - Has a mdef down (AoE) and a burst that rivals Kyouka's in terms of power. In theory it is a powerful piece to have for a magic team.

Kyouka - Has a +3000 self magic attack buff and a high damage union burst, your staple magic damage dealer in clan battle. Stands extremely far at the back.

Ilya - If you can somehow manage to keep her alive, she does a ton of damage due to the self magic attack buff. Her viability highly depends on the boss's attack patterns. Has a tendency to kill herself with crits making her literally a dice roll to use but her damage far exceeds any other magic damage dealer currently.


Anna - Has the best attack pattern of regular attack -> skill on loop giving her high damage output. The issues she has are that she is very fragile, stands in the midline and her bursts reduces her defenses to 0, essentially making her burst unusable for the duration of the fight until the very end.

Hatsune - A stable damage dealer that should be considered if you keep getting screwed over by Ilya RNG.

Kyaru - She has a minor defense debuff she can use that hits both physical and magic and does reasonable damage. If Ilya or Anna are unusable, then Kyaru will be your go to option.

Team Compositions

With a rough outline of what the roles are and which characters fit into which roles, now is the time to put your teams together. There are many variables to take into consideration such as what characters you have available, the rarities and gear of the characters, the boss itself and what attacks they have and so on. The teams listed in this section are just an example for the template with the roles specified. Teams that require specific use of characters will be highlighted in yellow.






Team 1 (Basic)				
				
Tank	Debuff	Debuff	Damage	Damage

Team 1 is the most well-rounded option giving survivability in the frontline and the required defense debuffs for your damage dealers to do their job. Generally speaking all teams will revolve around this type of composition with two debuffers, two damage dealers and the 5th slot being flexible.



Team 2 (Kaori frontline)				
				
<u>Kaori</u>	Debuff	Debuff	Damage	Support

Team 2 removes the tank so that Kaori is in front to maximize damage as this allows Kaori to take hits meaning she gets more TP for more bursts. This team is very risky as stray crits from the boss can result in Kaori going down. If you are making this team specifically, it's more than likely that you will be using Makoto and Mitsuki as your debuffers to further maximize your damage output. Your second damage dealer may vary depending on who you have available, what boss it is and who you will be bringing in your 5th slot.

If you are wanting to further maximize your damage output, then bringing either Kokkoro or Summer Kokkoro will be your options as they will provide an attack speed or an attack buff respectively. Not only that, but the Kokkoros are able to keep Kaori alive (See the advanced section on how regular Kokkoro can help achieve this). Lastly, you can also just use a cleric like Misato to keep Kaori alive. Even by replacing a tank with a cleric like this can help you get more damage as Kaori is able to burst more often doing this.





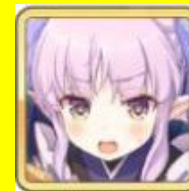
Team 3 (Tamaki)				
				
Tank	Tamaki	Debuffer	Damage	Damage

Team 3 is useful where your damage dealers have issues surviving the entire fight because the boss uses AoE bursts. Bosses usually burst three times in the fight, but with Tamaki's TP drain skill, this gets reduced down to two times. Remember, you can't do damage if the character is dead, and Tamaki doesn't sacrifice too much damage as she does relatively good damage herself. Your teams won't be exactly as above, but just remember the fact that if your backline is dying from bursts, consider using Tamaki to get around that problem.





Team 4 (Saren Battery)				
				
Jun	Makoto	Saren	Damage	Damage

Team 4 uses Saren as a way to stack Makoto's defense debuffs as often as possible, removing the need of using Mitsuki so she can be saved for another team which is the primary goal behind this team. Using Jun as the secondary debuffer ensures you drop the boss's defense to 0 or close enough to it so that you're doing the highest damage possible still. Do note that you can not use Summer Kokkoro in this team as Saren will target her for TP over Makoto. You also

cannot run Arisa for this reason as well. And finally, for whatever reason this team does not work vs Wyvern as Saren will give TP to Shiori for whatever reason because the game is dumb.

Team 5 (Magic)				
				
Tank	Akari	Kyarur	Summer Kyarur	Kyouka

Team 5 utilizes magic damage. With the addition of Summer Kyarur, this team is very viable now. Standard rules apply to this team, if you can run it without a tank and can add another magic damage dealer, then do so. A more extreme version of this is running Ilya and removing the tank entirely. This is extremely specific and is completely dependent on the boss.

Team 6 (All frontline)				
				
Nozomi	Akino	Debuffer	Damage	Damage

Team 6 is not optimal at all, but if you are struggling to find a team that can survive while also doing an okay amount of damage, this isn't too bad for a third team. Nozomi and Akino have AoE heals to keep everyone alive, presumably you will rent a Makoto if you are trying to do something like this. The 5th slot can be replaced by someone like Yui if you are still having issues surviving the entire fight.

Maximizing damage within the battle

The previous sections of the guide so far has gone through the preparations of the characters and building teams. This section will now focus on the micro level, within the battle itself in order to get as much damage from your teams as possible. There are plenty of things to consider both in a general sense that applies to all characters as well as very specific character interactions, skills and how they can be utilized.

- **Using union bursts (UB)**

The single most important factor in maximizing your damage output in battles is how you use UBs. So as a first general rule, you should not be using auto for clan battles as the game will just use them as soon as a character's TP is full (2020 though, full auto is the best thing ever). The second thing to consider is that you want to use union bursts when you have at least two debuffs on the boss. The reason why is because most bosses have around 250 defense at least on the 2nd rotation and with two defense debuffs up, that will usually equate to around a 200 defense drop depending on which ones they are. Mitsuki has a debuff of around -120 and other forms of debuffs will generally be in the -80 range.

The second layer after waiting for your defense debuffs to stack on top of each other is deciding whether you want to wait for that character's next attack to connect first before using their UB or if you want to use it right away. This becomes especially important for ranged characters as their attacks will have significant time to travel to hit the the boss to register the damage. Any attacks that are cancelled using a UB will not register the damage, even if it was an arrow that was right in front of the boss. As a general rule, if the character is about to use a debuff or a skill that does damage, you will want to wait until the attack/skill actually connects first, then use the UB and should be the default way you should be using them.

There are few cases however, where you will need to use the burst as soon as possible, before the attack even comes out. This will usually fall into one of two categories as to why you'll want to do this: To allow that character to get off one extra burst than they normally would be able to do or to line up for their next UB where the defense debuffs are up. There will be some boss gimmicks where you are forced to fire off your burst as soon as possible such as in July with Raiden, the bug boss that has an invincibility skill.