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Evony questions and answers

Note One the following count of troops and injured numbers are dependent buffs (investigation, in general, equipment, gear, etc.). Related: BUFF / Debuff es ç guidelegend.t a layer (* Example: T10 = Tier10) Normal BossLV5 WereWolf Cavalry 1.3mt8 30,000 => Injured 180LV6 Manticore 2.2mt9 Cavalry 26,000 -> Wounded 159LV7 Cavalry Yasha 3.4mt9 27,000 => Wounded 417t10 Cavalry 30,000 => Wounded 0LV8 Peryton Cavalry 6.5mt10 28,000 => Wounded 983T10 Cavalry 50,000 => Wounded 308T10 Cavalry 78,000 => 0T10 Wounded à € 200,000 => Wounded 0T11 Cavalry 45,000 => Wounded 0LV9 Minotaur 9.9mt10 Cavalry 50,771 => Wounded cavalry 1,860t10 78,000 => wounded 388t10 cavalry 150,000 => wounded 0T11 Cavalry 80,000 => wound 0LV10 griffin cavalry 17.9mt9 130,000 => wounded 9,000t10 cavalry 75.594 => wounded 3,484t10 cavalry 128.452 => wounded 1,400t11 cavalry 110,000 => Wounded 516t11 Cavalry 150,000 => wounded 0Details in generals, equipment, etc.lv11 IFRIT 59.6MT10 Cavalry 219,900 -> wounded 3,550T11 Cavalry 223,000 -> Wounded 3,500T11 Cavalry 399,800 -> Wounded 0T12 Cavalry 250.0 00 -> 0Details injured in generals, equipment, etc.lv12 kamatachi 89.4mt11 Cavalry 736,000 -> wounded 17,126T12 Cavalry 456,000 => Wounded 13,500T12 Cavalry 750,000 => Wounded 5,000T12 Cavalry 940,000 => Wounded 2,500T12 Cavalry 1,000,000 => Wounded 0T13 Cavalry 610,000 => Wounded 4,600T13 Cavalry 940,000 => Wounded 2,200T13 Cavalry 1,100,000 => Wounded 0Details on generals, equipment, etc.lv13 FAFNIRA, Cavalry 134.1mt12 1,200,000 => Wounded 35,000, Cavalry T13 856,000 => Wound 22,000t13 Cavalry 1,600,000 => wounded 0T14 Cavalry 1,600,000 => 0Details injured in generals, equipment, etc.lv14 Behemothâ, 187.7mt12 Cavalry 1,250,000 -> wounded 51,000t13 Cavalry 952.153 -> wounded 23.922T13 Cavalry 2,250 ,000 => A wounded 0Details on generals, equipment, etc.lv15 Phoenixâ, Cavalry 262.7mt13 1,600,000 => à, wounded 53,000t13 Cavalry 2,300,000 => à, wounded 25,000details on generals, equipment, etc.event BOSSLV1 Real Thief I-III Cavalry 13.6m T9 110,000 => Wounded 4,000t10 Cavalry 60,000 => Wounded 2,662T10 Cavalry 150,000 -> Wounded 534T10 CAV ALRY 280,000 -> Wounded 0T11 Cavalry 100,000 -> Wounded 300T11 Cavalry 150,000 -> 0Details Wounded: How to Define Real Thieflv1 Lava Turtle 12.4mt10 Cavalry 144.4mt10 -> wounded 2,168lv2 lava turtle cavalry 22.3mt11 700,000 => wounded 0T12 Cavalry 340,000 => wound 0LV3 lava turtle, cavalry 74.5mt12 578,000 => wounded 3,000lv4 lava turtle, 147.5m (date wanted) lv1 golem 12.4mt10 cavalry 98,834 -> Wounded 2,713t10 Cavalry 160,000 -> Wounded 700t11 Cavalry 110,000 -> Wounded 522T11 Cavalry 150,000 -> Wounded 0LV2 Golem 22.3mt11 Cavalry 300,000 -> Wounded 1,196T11 Cavalry 400,000 -> Wounded 0T12 Cavalry 350,000 -> Wounded 0LV3 Golema 74.5mt14 Cavalry 1083210 -> Wounded 0LV4 Golema 147.5mt14 Cavalry 1083210 -> Wounded 12,688LV1 Witch Cavalry 13MT10 148.977 -> Wounded 3,972t11 Cavalry 100,000 => Wounded 2,300t11 Cavalry 220,000 => Wounded 800T11 Cavalry 270,000 => Fe Rida 0LV2 Witch Cavalry 24.6mt11 294,000 => Wounded 5,400T12 Cavalry 500,000 => Wounded 0T12 à € € 650,000 => Wound 800 Lv3 Witch Cavalry 85.6mt12 600,000 => Injury 9,000LV4 Witch Cavalry 154.8mt13 1,900,000 => Wounded 0LV1 Warlord Cavalry 13mt10 152.241 => Wounded 3,912t11 Cavalry 150,000 => Injured 646T11 Cavalry 270,000 => Wounded 0 * In-game Description says à € The Warlord causes more damage to mounted troops, but less damage to the troops. Q € , but they are less likely to be hurt, if they fight only with cavalry.t11 land 96,000 => wounded 6,367T11 Cavalry 96,000 => wounded 3,372 There are four types of troops in Evony TKR: Mounted troops , land troops, troops to distance, and siege machine.This explains the characteristics of each, the differences, and how to use them differently.I think this will be a little useful not only for but also for intermediate players, as it goes largely leading to an explanation of PVP Batalha Mechanics.Note: Some of these of these It was not officially announced by the top games, so at all is based on my own use experience.basic 1se you are new to the game, you can think of them as followsmounted = for PVE (hunt monsters) others = for PVP (Player vs player) Therefore, there is no need to increase the number of other troops of troops assembled until you begin to make PVP troops Earnest.Ranged and Earth can be used to hunt monsters, but they require more than twice as many soldiers as mounted troops, so that they are not recommended in the early stages of game.The even true for siege machines, but they are very fraction Geis and should not be used to hunt monsters unless you have enough troops ready to make-zero woundsà € . However, it is not a suitable one to increase the number of siege machines for the collection of resources, as they can transport more than other types of use Troops.Basic 2 to elaborate a little more, HEREAN WHAT I MEANMOUNTED = PVE (Hunt Monsters), PVP (VS Earth) Land = PVP (vs Combat at the distance), Resource gatheringranged = PVP (VS mounted) SEIGE = PVP (VS Combat to the distance) , Resource Gatherings You can see, in PVP, there is a straw-stone scissors relationship between each type of Troops.Relationship between strong and weak fundamentals 1AS are as follows. (Note:. In case of equal levels, buffs and debuffs) mounted is strong against ground.ground is strong against ranged.ranged is strong against MOUNTED.SIEGE MAQUINAS are a little small special in which they tend To be strong against varied and weak against mounted and soil. (However, what I find even more original is that they are an extremely à € strong against the lower level troops than they. Ià € will explain later.) The important thing is only for cases in That layers, buffs and debuffs of troops, yours and Enenya S, are the same. If there is a great difference, this is not the case. For example, if the enemy player has a troop formation as Mounted, Earth, Variou. However, as a matter of fact, there is no need to worry about it. (Fine items for form troops with only assembled. The change of the type of troops doesna € t enhance drastically nothing.) Relation between strong and weak premise 2nd is that PVP battles start at one another from each other and proceed through shifts. Emignant & land are strong against combat and a siege of whether they can get Enoughà € Close. * Mounted & Earth is close to combat types. * à € à € " s types.pros Long combat distance and cons of eachprosmounted = attack, speedground = hp, defending = rangesiege = range, loadconsmounted = defense, rangeground = attack, rangeranged = speed, defense , HPSIEGE = Attack, Defense, Hpstatsfigures in green indicate that some search chandeliers and other fonts were applied. It does not include chandeliers by generals, etc. The following statues are set for each type.Attack troop a damage increases enemies.defense à € Reduce Enemies.hp à € Damage allows to resist more à damage.speed the speed (speed not-march) in which a group can reach an enemy after combat has begun.range es ç The range of Troopa s attachsload à € How much troop can lead to gather resources.upkeep es ç the amount of food consumed a certain amount of time.Power aa approximate estimate strengthReference: Statistics troopsMountedGroundRangedSiegeAttack5,1872,4253,0002,425Defense3,4257,0002,4251,162HP9,36213,8505,9002 layer 12, 425Speed60035010075Range50505001,867Load36453663Upkeep9,687.27.2Power53.6353.6353 .6353.63supplement 1: Speed à €

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