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Empires and puzzles best defense team

First, let's start with understanding – even with all the best heroes at the maximum talent level, you'll still lose some attack defenses. Having a good team helps you maintain a higher average of trophies and helps your alliances win alliance wars. There are hundreds of worthy heroes in the kingdom and puzzles, and from there a thousand strategies to fight any defense strategy you have set up. But whether your opponent is able to fight your strategy with their strategy, it all depends on the board. If they are open with a good board, all your heroes and fancy strategies are for nothing. So what you really want to do is punish your opponents when they get the average board What is a good defensive team? Let's put ourselves in an attacking position and let's assume that we will always have the perfect attacking team for any defense team (in terms of hero selection). But all attack strategies require the right tiles and the right place to execute, and as an attacker, you know that you don't start with the perfect board all the time. With a bad board, you need some movement before you can fire your special skills and start taking enemies out. So as a defense team, this is the window we see - the first few early moves that make your opponent charge your hero special so you can fire your specific skills before they do. The best defense team ensures that their heroes will be able to fire their specials before they die, killing the opposing hero first. Some way to do that is to have a quick hero who needs fewer tiles to hit them to charge Pahlawanhaving who has high defensive stats. Having a hero who delays/negates/reduces an opponent's attack Has a balance between offensive and defensive heroes. The above explains why the common tanks you see are Guinevere, Aegir, Kunchen etc* Click here to see the current meta positions you can see that these heroes all have high defensive statistics, along with abilities that make your hero more difficult to kill, or delay your opponent's specific skills from shooting. The reason for this is that the hero in the Tank position takes the tile blocks from your side and will charge their specials faster. Block these tiles will also give your wings and wings time to charge their specials. Nowadays Raid Defense Meta AI always fires your special skills from left to right. Most people put Alberich & Mother North on the left wing to allow them to throw their special first. If they revive any hero with full mana, the hero will also fire his special skills in the same turn. The next thing you will notice is that there are buffers/debuffers on the left wing to allow them to have maximum effect at the turn. On the left and right wings, you will see heroes who specialize in damage. Gravemaker, Drake Fong Fong And for tanks you will see that this hero meets the above criteria having strong defensive statistics and special impact heroes. (As mentioned above) Choosing your hero: Now we don't have the best heroes available all the time, so what I've provided here is a framework/strategy for thinking about how to organize a defensive team in all the different situations you need in the game, in tournaments, in Alliance Wars or helping your allies and friends with their defense team. Congratulations on reading to the end, and thank you and good luck! Bonus ☺: The 5 best regular tanks for Empires and Puzzles by Anchor Offensive Raid guide Defending is something not so obvious in Empires & Puzzles but this is a very important thing for you to defend your trophies in attacks and tournaments, get your clan an edge in Clan Wars and also retain resources in your tower. In this guide here I have all my defensive tips for you that you can adapt to your defense team to get the most defensive strength. Defense at Empires & Puzzles If you are offline, your village (with the storage of your watchtower) is presented to others who want to attack and if they decide to fight you, your defense team will be run by the game automatically against human players who attack it. So you want to have a team that will be hard to beat, even when it's played by Empires & Puzzles and not yourself. The key is always to focus on endurance. Below I have a general defense team setup that will help you a lot to win more defenses in Empires & Puzzles. How to Organize Your Defense Team, you have to set up one of your teams the way you want to use it as your defense team and then activate the Defense Team button under it, then this will be your defense settings and you can run different teams for your normal matches. How to Build the Best Defense Team Now let's talk about building a strong defensive team and what heroes fit into what position. That position is one of the most important things to remember when building your defensive team. The reason is simple, each position will get more or less damage, let's look at the battle map: As you can see, the middle position will get most likely damage while the outer position will be the hardest to deal with the damage. For that reason, you always want to put your tankiest hero in the middle position! Take one with a high shield but with specials that will do things like reflect the damage or share the damage with other heroes. Your main objective is to make the attacker spend as much time as possible to drop this hero while your other heroes will get which rounds to round to load their specials. An example for a good hero here is: Now let's talk about the position in the middle, the wings. That's where you want to have two heroes with healing abilities. It's This be evil to deal with your opponents and improve your defense team a lot Why don't you put them on the side? The reason is simple, on the side it will take too long to collect where to use their healed specials and you want to trigger that as early as possible, not when you only have 2-3 heroes leaving ☺ The example for a good hero here is: On the side you want to put a hero who handles high single target damage. I know it's tempting to use a hero who does damage to all the heroes on your defense team, but it's more useful if they can get one hero out instead of just grinding out some chip damage, often the attacker has a healer as well and you won't see much benefit from it. So, use a single high target damage. An example for a good hero here is: Ultimate Defense Setup At once glance: So now go to your hero roster at Empires & Puzzles and find heroes who will fit that position, even when they have less power or may have lower star ratings than other heroes. This is the setting you want to use and do in the long run instead of just using the hero you use to attack ☺ Gameplay Help & Tactics Hey everyone, I have a hard time understanding how defense strategies work. I understand that the middle hero, Tank, must have the highest defense. I have also learned that the hero in the Wing position next to the Tank must be the second strongest in defense. Then, those in Wings (the edges) must be a single hero with high damage. Then someone said something about the healer being on the other end, too. But there's a kind of AI that fires your players from left to right, so healers should always be on the left wing? Viewed... very confused, lol. To make it simpler, here is my team that I need help lining up for defensive positions: Anzogh, Seshat, Isarnia, Kingston and Leonidas. From what I've learned, here's how I plan to organize it: Left wing: LEFT WING KINGSTON: TANK ISARNIA Center: RIGHT WING ANZOGH: RIGHT WING LEONIDAS: SESHAT Also wanted to note that I have Ursena and Obakan, too – it's all my 5*s... and diyyying for Isarnia's new costume. Thank! You'll also need to include your hero level. Are your 5* heroes all the maximum? Otherwise, some maxed 4* heroes will be a better choice. Photos of your hero list will help - GL. 1 As Let us assume that they will all be maxed out in the near future. Love the focus of the future! I believe you need a sturdier tank - there are too many hard-hitting blues. Kingston and Seshat on the wing work because they are where fast, Isarnia becomes slow, and Leo averages wing position work. Without a healer I'm not sure your team has enough attack power to last a few rounds? Do you consider Anzogh a healer? He did 215% of the damage then healed the team with only 20% of it. He's my strongest in defense so far, but that's it makes him extraordinary in defence. Also, any thoughts on why healers are placed left as opposed to the right? AI does play specials from left to right. Put the healer on the left, make sure your hero's life to fight another turn. I discounted Anzogh as a healer, as in the tank position he was a meat shield. Your opponent will just throw tiles at him, upgrade their specials and obliterate. The only exception is Guin & Kunchen, what's going on? Ah thank you for sharing. Meat shield, I love it, lol. Any recos for changes or improvements in my team? What healers do you have and do they have an emblem? Sarah2: You also need to enter your hero level. Are your 5* heroes all the maximum? Otherwise, some maxed 4* heroes will be a better choice. Photo a list of heroes you will help - GL. You need to provide more information. 1 Like I have Anzogh as a 5*. I also have Kiril, Melendor, Gadeirus, Rigard and his costume. They all have emblems but 4*s are not yet maximal. Well that's the problem. You leveled back. You need level 4* before 5*. You'll get a lot further. Rigard is one if not the best 4* healer in the game. You really should prioritize him along with your other 4*s. How many teams do you have for the war? 2 Likes Lol, I'm not leveling back. I have some good 4s fully up but, to have a stronger team (in team strength and statistics), I want to focus on my 5 line-ups. My current lineup is: Anzogh 4/80 + 6 Seshat 4/80 + 4 Wilbur 3/70 + 13 Brothels 3/70 + 14 Caedmon 3/70 + 13 How many 4 * have you maximized the total? Let's say I have 15 max 5*, 41 max 4*, and about 15 max 3*. The choice is always good to have. You need 30 heroes for war. If they are not maximal, they do not help depending on your comparison of course. The more healers you have maximized the better for the war. Your defense team will never arrest you anywhere except in a certain level of invasion. Which is basically just bragging rights. 1 Like my def team are Seshat, Vivi, Marjana +3, Khiona and Lianna.+3 all up, Looking for improvement and suggesting. Below are the options. All are purple tops: Sartana, proteus + 9, Regare + 19, Sabrina + 19 Yellow: ornatel, Drake + 3, Leo, Joon, Chao+19,Gretel+4,Jackel+6, Wu Blue: Grimm+20, Kiril+20,Triton +7,Sonya+20, Sonya+10, Isarina,Kiril+7, Thorn4 Green Morgan Le+4, Hansel+14,Melender+20,Evelyn, Caedemen+11 Red: BT+20. Zim,Scarlet+19,Anzogh,Gormek+9, Wilber+20, BT+9,Khagan BT+9,Khagan

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