

^ ^ Total Battle Tips & Tricks ^ ^

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The Clan

Joining a clan in **Total Battle** isn't just a strategic move—it's a rite of passage into deeper gameplay, protection, and community.

Why Join a Clan?

- **Protection:** Clans offer safety from enemy attacks, especially in PvP-heavy zones.
- **Growth Boost:** Clan members benefit from shared resources, coordinated attacks, and faster development.
- **Exclusive Tournaments:** Some events are only accessible to clan members, offering rare rewards and prestige.
- **Strategic Alliances:** Clans coordinate efforts in wars, territory control, and diplomacy.

How to Join or Create a Clan

- **Starting Out:** You'll be auto placed in a computer-generated clan early on. These are basic and lack leadership or capital.
- **Leaving a Clan:** To join a real player-created clan, first leave your current one via the *Clan Info* tab.
- **Finding a Clan:**
- Click “**Find a Clan**” to browse ranked clans in your Kingdom.
- You can join open clans or apply to request-only ones.
- **Creating Your Own:**
 - Costs **7.5K Gold**.
 - Choose a name, 3-letter tag, emblem, and set privacy settings.
 - Select your clan’s primary language to attract like-minded players.

Choosing the Right Clan

- **Activity Level:** Look for clans with active members and regular participation in events.
- **Leadership Style:** Some clans are democratic, others hierarchical. Choose what suits your playstyle.
- **Goals & Culture:** Are they focused on PvP, farming, diplomacy, or lore? Find a clan that aligns with your vibe.
- **Communication:** Many clans use Discord or in-game chat for coordination. A strong communication culture is key.

Always check what the expectations are for a clan. For example:

- What is their minimum might requirement
- Do you have to have a Golden Pass in the Triumphal Challenge?
- How many crypts must be collected each day/week?
- How much or how often should resources be sent to Clan Buildings?
- What tournaments are essential for participation?

Pro Tips for Clan Success

- **Be Active:** Contribute to clan missions and help allies.
- **Ask Questions:** Veteran players often mentor newcomers.
- **Respect the Rules:** Each clan has its own code—honour it.
- **Bring Your Strengths:** Whether you're a strategist, diplomat, or resource gatherer, clans thrive on diverse roles.

Daily Clan Activity checklist

These activities will help you be an active member of the Clan...

- Check your VIP points (next to your hero icon) – add any that you have collected through crypts, purchases or rewardsJor
- Complete your daily quests/tasks

- Click on your tar to add any that you have collected (click on a crypt, click the plus sign next to where your tar level is)
- Send all your gold ingots to the kingdom as taxes... not just 10 or 100.. ALL OF THEM
- Check your artefacts for levelling up with fragments or experience. This is done by clicking on an artefact and checking details.
- Complete the regular missions found in the Triumphal Challenge Tournament
- Say hello in clan chat at least – it doesn't hurt to be a little social
- Combine materials, gems and enchantments in the forge.

Clan Buildings & Information

Clan buildings are the backbone of your clan's power and progression. They're not just decorative—they're strategic assets that unlock shared benefits, boost clan strength, and deepen your role in the game's cooperative mechanics.

Purpose of Clan Buildings

- **Unlock Clan-Wide Bonuses** - Upgrading clan buildings grants passive bonuses to all members—like increased resource production, faster troop training, or enhanced defense.
- **Boost Clan Power** - Each building contributes to your clan's overall strength and ranking. A well-developed clan can dominate tournaments and territory wars.
- **Enable Clan Research** - Some buildings unlock Clan Research, which allows members to invest in long-term upgrades that benefit everyone—like march speed, healing efficiency, or combat stats.
- **Fortify the Clan Capital** - Buildings around the Clan Capital help defend it from enemy attacks and reinforce your clan's presence on the world map.

- Encourage Member Contribution - Players donate resources to help upgrade buildings. This fosters teamwork and gives everyone a stake in the clan's success.

Strategic Tips

- Prioritize Utility: Focus on buildings that offer the most impactful bonuses early on—like troop training speed or resource boosts.
- Coordinate Contributions: Assign donation goals or rotate responsibilities to avoid resource burnout.
- Balance Growth: Don't rush upgrades without considering Clan Research needs and defensive positioning.

Donating to Clan buildings

This is a list of Clan Buildings – you can access them easily by clicking on Clan and then Buildings. Donations should be made to every type of building at least once a week.

- University – Silver
- Timber Harvesting – Wood
- Foundry – Iron
- Mason - Stone
- Temple – Food

A great way to remember to send resources regularly is to allocate a day to each resource. For example

Mondays – send Silver

Tuesday – send wood

Wednesdays – send iron

Thursdays – send Stone

Fridays – send food

Clan Research:

Similar to the research done in your own Academy. Each clan can research Clan Territory, Allies, and Fortification. This can only be done by the Leader and any Superiors.

- Clan Territory **gives us the chance to research our clan buildings**, or Clan research and bonuses. All those will have positive impacts on everyone as our buildings produce what we can work with. It will make us stronger.
- **Allies** will let us research things that will have a direct impact on you, your strength, and health. Exact same thing we research. These researches, clan research, and individual research, will stack on top of each other and make you directly stronger and better in the game.
- **Fortification** - in the game, you have the ability to attack other cities. This will make it possible for the clan to research, for example, our clan forts, where we hide, so that if someone attacks our forts, they will be strong enough to defend our fortifications and whatever troops we have inside.

Ways To Help The Clan

- Sending any extra supplies to the clan buildings daily (whether that be 1K or 1M of resources... or MORE!)
- When the hands pop up in the screen DO NOT CLICK ON THEM! Instead take the extra steps by going under the clan tab & opening the help screen & click on each INDIVIDUAL HELP for your clan members 1 by 1!
- When opening clan chests, open them 1 by 1 as well, NOT all at once!
- When researching something in the Academy, or upgrading a building, or even building your army, BEFORE using speed up ask for help & then wait until a few people have helped you before finish the quest with the speed ups

ALL OF THIS HAS BEEN PROVEN TO HELP THE TERRITORY EXPAND!! Taking shortcuts has proven to shrink the territory boarders, because as a clan we are not helping one another.

How To Find A Specific Chat Room!

Click on the chat box at the bottom of the screen, at the top left is an arrow, click on it and then on the bottom of the next screen on the right side should be a button "find chat", click on that, then type in the chat name and click join.

ALL CHAT NAMES ARE CASE-SENSITIVE so they MUST be typed in exactly the way they appear or it will not be able to be located!

Temporary chats may exist, look for these in the ROE or in the Kingdom Chat

Villages - Built Or Spawed

Player created resources can always be divided by 5!

If the resources has 11, 14, 21, 23 and so on, then you know the mine was created by the GAME!!!

Ps. There has been some debate about this. Always check to see if your clan has a register for resource tiles (RSS Tiles)

Tiles

EVERY TILE created by a player cannot be created just on any tile they want them to be created on! If you see a tile and are unsure if it was created by a player or by the game, click a similar tile next to it and see if it offers the option to build that type of tile there. IF NOT then it was created by the game.

Click on a tile and hit build and you can see the requirements on where each tile type HAS TO BE BUILT!!

THE AMOUNT

The game-spawned resources are always lower in amounts than what a player can build with blueprints.

For example, a level 25 village created by a player hold 5M, silver whereas a level 25 village created by the game only hold 1M silver.

ACRONYMS

Here's a curated list of acronyms commonly, along with their meanings and how they show up in gameplay or clan chat. Some are universal to gaming, while others are specific to *Total Battle*.

Core Acronyms

- **HP** – *Health Points*: Measures how much damage a unit can take before dying.
- **PvP** – *Player vs. Player*: Combat between players, often in tournaments or sieges.
- **PvE** – *Player vs. Environment*: Fighting monsters, crypts, or NPC-controlled areas.
- **TP** – *Teleport*: Used when moving your city or troops across the map.
- **LVL** - Level.

Clan & Strategy Acronyms

- **CP** – *Conquest Points*: Earned in PvP and used for ranking in tournaments.
- **VP** – *Valor Points*: Gained from crypts and rituals; used to level captains.
- **SP** – *Sacred Potions*: Used in rituals and spiritual upgrades.
- **CC** – *Clan Capital*: The central building of a clan, often targeted in wars.

- **CT** – *Clan Technology*: Shared research that boosts all members.
- **CB** – *Clan Buildings*: Structures that offer bonuses and require donations.

Dragon & Captain Acronyms

- **DO** – *Dragon Orbs*: Used to evolve your dragon.
- **DT** – *Dragon Treats*: Used to level up your dragon.
- **CE** – *Captain Essence*: Required to level up captains.
- **CF** – *Captain Fragments*: Pieces needed to summon or upgrade captains. Also known as Puzzle Pieces

Tournament & Event Acronyms

- **PoE** – *Pursuit of Evolution*: Tournament focused on dragon growth.
- **SM** – *Summon Mastery*: Tournament for summoning captains.
- **SR** – *Sacred Rituals*: Tournament involving ritual completion.
- **CoK** – *Clash of Kingdoms*: Massive PvP tournament across realms.
- **GMH** – *Great Monster Hunt*: Tournament for slaying epic monsters.

Social & Chat Acronyms

- **AFK** – *Away From Keyboard*: Player is temporarily inactive.
- **GG** – *Good Game*: A sign of sportsmanship after a match.
- **GLHF** – *Good Luck, Have Fun*: Used before battles or tournaments.
- **LFG** – *Looking For Group*: Used when seeking allies or clanmates.

Your City

In Total Battle, your individual city is the strategic heart of your empire—a nexus of production, training, research, and defence. While much of the game unfolds on the world map, your city determines how fast and effectively you can grow, fight, and support your kingdom. Here's a full breakdown of its purpose and how to optimize it:

Purpose of Your City

Your city serves as:

1. Resource Engine

- Produces food, wood, stone, iron, and silver.
- Supports troop training, building upgrades, and research.

2. Army Factory

- Houses **Barracks**, **Stables**, and **Workshops** to train troops.
- Determines your **training speed**, **troop capacity**, and **recovery rate**.

3. Research Hub

- The **Academy** unlocks tech that boosts economy, military, and crypt exploration.
- Research is essential for long-term growth and efficiency.

4. Defence Fortress

- Your **Watchtower** and **Walls** help detect and repel enemy attacks.
- Strategic placement of defensive buildings can protect your resources and troops.

5. Captain & Hero Support

- Buildings like the **Summoning Circle** and **Hall of Fame** enhance your Captains.
- The **Hero's Hall** lets you manage Talent Points and gear.

How to Optimize Your City



1. Maximize Food Production

- Replace unnecessary **Mansions** with **Farmhouses**.
- Relocate your city to a **high-food production tile** on the map.
- Food is critical for troop upkeep and training.



2. Upgrade Barracks Strategically

- More barracks = faster troop training.
- Prioritize upgrades that reduce training time and increase capacity.



3. Invest in Research

- Focus early on **Economy** and **Battle Tactics**.
- Later, shift to **Advanced Military** and **Crypt Efficiency**.



4. Use Talent Points Wisely

- Assign Hero Talent Points to boost city functions (training speed, resource production).
- Reset and reassign as your strategy evolves.



5. Demolish & Rebuild

- Don't be afraid to **demolish buildings** that no longer serve your strategy.
- Rebuild with purpose—every slot should serve your current goal.



6. Activate Boosts

- Use **VIP status**, **Architect Blueprints**, and **Speed-Ups** to accelerate growth.
- The **Novice Boost** (early game) offers free construction and march speed bonuses.

City Gold Ingots

They have no use to individual players. They are usefully to the kingdom. In your daily quests you are asked to send 10 of them, make it a habit to just send all of them! These help the kingdom active bonuses to help us during CoT (Clash of Thrones Tournament) and KvK (Clash of Kingdoms tournament) along with other times as well.

If you DO NOT send them the Kings Guard will attack you for them if your city is over the limit & you will NOT be compensated for the attack.

City Ingot Limits

City level <=20: 2K

City level <=35: 58K

City level <=25: 29K

City level <=45: 75K

City level <=30: 44K

During KvK (Kingdom vs. Kingdom) the bigger players from other kingdoms will come and attack player for ingots (other kings offer a "prize" to a player who can send the largest amount of ingots to their palace). So it becomes an incentive for other kingdoms to attack our kingdom in search of these ingots. So send them daily!!

VIP

In *Total Battle*, the **VIP section** is a powerful enhancement system that boosts nearly every aspect of gameplay—from resource production to troop strength. Think of it as your personal playground of strategic mastery, amplifying your city's efficiency and dominance.

Purpose of the VIP System

The VIP system provides **passive bonuses** that activate when your VIP status is turned on. These bonuses include:

- Increased **resource production**
- Faster **troop training**
- Boosted **march speed**
- Enhanced **Hero XP gain**
- Improved **crypt exploration**
- Bonus **troop damage** and **defense**
- Reduced **construction and research time**

Higher VIP levels unlock stronger and more diverse bonuses, making it essential for both PvE and PvP players.

How to Earn VIP Points

You can accumulate VIP Points through:

- **Daily logins** (especially during Novice Boost)
- **Quests and achievements**
- **Tournaments and events**
- **Purchasing bundles** (some offer large VIP point packs)
- **Using VIP Point items** directly from your inventory

Once you have enough points, your VIP level increases automatically. Each level requires more points than the last.

How to Use VIP Effectively

1. **Activate VIP Status**

- VIP bonuses only apply when **VIP is active**.
- Use **VIP Activation items** (1h, 8h, 24h, etc.) to turn it on.
- Some players keep VIP active constantly; others save it for tournaments or major upgrades.

2. **Time Your Boosts**

- Activate VIP before:
 - Training large batches of troops
 - Upgrading buildings or research
 - Exploring crypts
 - Participating in tournaments

3. **Stack with Other Buffs**

- Combine VIP with:
 - **Architect Blueprints**
 - **Training Speed Boosts**
 - **Hero Talent bonuses**
 - **City tile bonuses**

This synergy can dramatically accelerate your growth.

4. **Strategic Investment**

- Focus on reaching **VIP Level 10+** early for meaningful bonuses.
- Later levels (20+) offer elite boosts for advanced players.

Premium

In *Total Battle*, **Premium** status is like stepping into a higher dimension of gameplay—where time bends, resources flow faster, and your empire pulses with strategic efficiency. It's a paid enhancement that unlocks powerful passive bonuses across your entire account, making every action more effective.

Purpose of Premium

Premium serves as a **global boost** to your gameplay, offering:

- **Faster construction and research**
- **Increased troop training speed**
- **Bonus resource production**
- **Extra march slots**
- **Improved crypt exploration**
- **Enhanced Hero XP gain**
- **Reduced healing time and cost**
- **More map tile rewards**

These bonuses apply across all kingdoms and cities you own, making Premium ideal for multi-city players and tournament competitors.

How to Activate Premium

You can activate Premium by:

- Purchasing it directly via the **Premium tab** in your interface.
- Using **Premium Activation items** (1-day, 3-day, 7-day, etc.) from your inventory.
- Receiving Premium as a reward in certain **events or bundles**.

Once activated, Premium runs for the duration of the item or subscription. You'll see a golden crown icon when it's active.

How to Use Premium Effectively

1. **Time It Strategically**

Activate Premium before:

- Major construction or research upgrades
- Training large batches of troops
- Participating in tournaments
- Exploring crypts or farming map tiles

2. **Stack with VIP and Boosts**

Premium synergizes beautifully with:

- **VIP status**
- **Architect Blueprints**
- **Training and research speed boosts**
- **Hero Talent bonuses**

Together, they create a cascade of acceleration across your empire.

WatchTower

In *Total Battle*, the **Watchtower** is your city's sentinel—an essential tool that acts as your eyes and ears on the battlefield. It's not just decorative; it's a tactical tool that can mean the difference between survival and surprise defeat.

Purpose of the Watchtower

The Watchtower provides **early warning and intelligence** about incoming attacks and scouts. Its main functions include:

- **Detecting enemy marches** toward your city
- **Revealing march details** (troop type, size, speed, origin)
- **Alerting you to scouts** trying to gather intel on your city
- **Allowing you to prepare defences or evacuate troops/resources**

How to Use the Watchtower Effectively

1.. **Respond to Alerts**

- When an attack is incoming:
 - **Activate shields** if you're unprepared.
 - **Reinforce your city** with allies.
 - **Evacuate troops and resources** to avoid losses.
 - **Set traps** if you're confident in your defense.

2. **Pair with Strategic Talents**

- Assign Hero Talent Points to **march speed**, **defense**, or **trap bonuses**.
- Use **VIP and Premium** to reduce response time and boost defense.

Journal

In *Total Battle*, the **Journal** serves as a dynamic record-keeper, helping you track your progress, understand your development, and reflect on your achievements.

Purpose of the Journal

The Journal provides:

1. Progress Tracking

- Logs your completed quests, achievements, and milestones.
- Shows your Hero level, city development, and Captain upgrades.

2. Strategic Insight

- Helps you analyse which actions contributed most to your growth.
- Reveals patterns in your gameplay—useful for optimizing future decisions.

3. Clan Announcements

- Receive information from your Leader and Superiors.

4. Event History

- Tracks participation in tournaments, clan wars, and special events.
- Useful for reviewing past performance and preparing for future battles.

How to Use the Journal Effectively

1. Reflect Regularly

- Use it to assess your strengths and weaknesses.
- Identify which upgrades or strategies yielded the best results.

2. Plan Ahead

- Review past quests to anticipate future ones.

- Use achievement data to guide Talent Point allocation and Captain leveling.

Chat

In *Total Battle*, chat rooms are more than just social spaces—they're strategic lifelines, diplomatic forums, and ritual halls of coordination. Whether you're rallying troops, registering for a Dragon Mound, or decoding the kingdom's Rules of Engagement, mastering the chat system is essential to thriving in both war and peace.

How to Access Chat Rooms

You can access chat rooms through the **chat icon** in the bottom-left corner of your screen. This opens a menu with several tabs:

- **Clan Chat** – for communication within your clan
- **Kingdom Chat** – for public messages across the entire kingdom
- **Private Chat** – for direct messages with individual players
- **System Chat** – for game notifications and updates

You can also tap on a player's name to initiate a private message or check their profile for alliance info.

Why Chatting Is Crucial



1. Clan Chat

- Coordinate attacks, defences, and reinforcements
- Share crypt locations, Captain strategies, and Talent builds
- Offer emotional support and celebrate victories

- Plan tournament participation and city relocations

2. Kingdom Chat

- Engage in diplomacy with other clans
- Monitor kingdom-wide events and announcements
- Build alliances or negotiate ceasefires
- Share scouting info or warn of incoming threats

3. Private Chat

- Discuss sensitive strategies one-on-one
- Mentor new players or receive guidance from veterans
- Handle diplomacy discreetly
- Build friendships and forge bonds beyond the battlefield

Vital Chats to Discover

Rules of Engagement (ROE)

- ROE defines what is allowed in your kingdom—e.g., no attacking cities under level 86, no tile hits, or war-only zones.
- Violating ROE can lead to kingdom-wide retaliation or exile.
- ROE chats often include pinned messages or documents—read them thoroughly.

Dragon Mound / Wellspring Registration

- These are high-value map tiles that require coordinated access.
- Registration chats ensure fair rotation, prevent conflict, and allow shared bonuses.

- Missing registration can mean missing out on critical boosts or triggering war.

Special Event Coordination

- Tournaments like *Clash of Kingdoms*, *Trade Routes*, or *Armageddon* often have dedicated chats.
- These help clans align strategies, share scoring tips, and avoid overlap.
- Some events require synchronized marches or resource pooling—chat is essential.

The Clan Tab

In *Total Battle*, the **Clan Tab** is your command centre for community, coordination, and conquest. Here's everything you can access through the Clan Tab—and why it matters:

What You Can Access Through the Clan Tab

Clan Members

- View a full list of members, their **roles**, **Hero levels**, and **activity status**
- See who's online (and where), who's growing fast, and who might need support
- Promote, demote, or remove members (if you're a leader or Superior)

Clan Management Tools

- Leaders can:
 - Edit clan **description**, **rules**, and **banner**
 - Set **minimum requirements** for joining
 - Manage **diplomatic relations** with other clans.

HEROES

Strategically selecting your **Hero** in Total Battle is like choosing the soul of your city—each one brings unique traits that shape your playstyle, enhance your strengths, and unlock specialized bonuses. Here's how to approach it with wisdom and flair:



How to Strategically Choose Your Hero

1. Align with Your Playstyle

- **PvP Warrior:** Choose heroes that boost combat stats, initiative, or siege power.
- **PvE Explorer:** Focus on heroes who enhance monster hunting, crypt exploration, or dragon evolution.
- **Builder/Supporter:** Select heroes that accelerate construction, research, or clan bonuses.
- **Resource Gatherer:** Opt for heroes who increase resource production or march efficiency.

2. Consider Your Kingdom Role

- Are you a frontline fighter, a strategist, or a clan leader? Your hero should amplify your role.

3. Synergize with Captains & Troops

- Match hero bonuses with your captain line-up and troop types. For example, a hero who boosts flyers pairs well with Brunhild or Beowulf.



Hero Benefits & Specialties

Here's a selection of standout heroes and what they offer:

- **Alrick** – Defensive master: Enemy marches on your city take 4+ hours without speedups.

- **Thaddeus** – Army builder: +25% to max Leadership for Hero and Captains.
- **Matemhain** – Siege specialist: +200% to engineer strength and health; faster wall restoration.
- **Haemon** – Clan booster: Doubles the effectiveness of Clan bonuses.
- **Meriones** – Gear enhancer: Equipment stats increased by 1.5× in battle.
- **Faron** – Delegate kingmaker: +900% bonus to delegates.
- **Thelensia** – Daily rewards: Receives gifts every 20 hours.
- **Ayrin** – Explorer: Unlimited march time across kingdoms.
- **Svyatogor** – Solo strength: +50% troop strength and health in marches without captains.
- **Ryijong** – Speed demon: Doubles march speed for army, hero, and captains.
- **Guan Yu** – Initiative edge: Lands the first blow in equal-initiative battles.
- **Yamato** – Assassin scout: Kills enemy hero after successful scouting.
- **Nectarius** – Potion master: +250 Sacred Potions/hour and +1,500 capacity.

Strategic Tips

- **Early Game:** Start with heroes like Ayrin, Necatarius, or Thaddeus for growth and resource support.
- **Mid Game:** Shift to Meriones, Haemon, or Matemhain for gear and clan synergy.
- **Late Game / PvP:** Use Ryijong, Guan Yu, or Yamato for tactical dominance.

HEROES vs. CAPTAIN LEVELS

HERO levels are needed in order to upgrade buildings to next level that can be divided by 5 (15, 20, 25, 30) which are also tied to which level of GUARDSMEN you can research.

However, HERO level also determines a lot of the difficulty for you in the game personally - most of the different events monster levels and difficulties are tied to your HERO level, best examples are in the Triumphal Challenge and the Great Hunt.

That is why it is good to actively try to get your FIGHTING CAPTAINS to be a higher level than your HERO. A Good rule of thumb is to aim for 2x the level of your FIGHTING CAPTAINS compared to your HERO.

If your HERO level is higher than your FIGHTING CAPTAINS or about the same, the game becomes a bit more difficult - more difficult to research points, as well as more difficult to defeat monsters.

Rewards in events are connected to your GUARDSMEN level

Hero & Captain Stats

Leadership - How many troops you can carry as a whole

Authority - How many mercenaries you can carry

Dominance - How many monsters you can carry

Talent Points

How Talent Points Work

Talent Points are used to unlock and upgrade nodes in your Hero's Talent Tree. These nodes grant bonuses across four main categories:

- **Battle Tactics** – Boosts troop damage, training speed, and carrying capacity.
- **Expert Battle Tactics** – Advanced military enhancements.
- **Economy** – Improves resource production and map tile bonuses.
- **Archaeology** – Enhances crypt exploration and XP gain.

Some nodes offer **unique bonuses** not available elsewhere, making strategic allocation essential.



How to Earn Talent Points

- **Hero Leveling:** Starting at level 86, your hero earns **10 Talent Points per level**, up to a level cap of 500.
- **XP Sources:** Gain XP through battles, quests, crypt exploration, and events.
- **Boosts:** Some tournaments and items can accelerate XP gain, helping you level faster.



How to Assign Talent Points Strategically

There's no one-size-fits-all approach, but here are some best practices:

Early Game (Level 86–150)

- Focus on **Battle Tactics** to strengthen your army.
- Prioritize troop damage and training speed to dominate PvE and PvP.
- Add **Archaeology** if you're actively exploring crypts.

Mid Game (Level 150–300)

- Begin investing in **Economy** to boost resource production.
- Add **Archaeology** if you're actively exploring crypts.

Late Game (Level 300–500)

- Fine-tune your build based on your playstyle:
 - **Aggressive PvP:** Maximize troop damage and double-hit chance.
 - **Builder/Farmer:** Max out Economy and map tile bonuses.
 - **Crypt Hunter:** Invest heavily in Archaeology for XP and loot.

Resetting Talent Points

- Use the **Reset Talent Points** item (costs 18K gold) to reassign talents as your strategy evolves.

CRYPTS

Crypts are important to the clan and the clan wealth. They are what determines our clan ranking mostly. It is through wealth, that determines how many free clan chests we can earn every few hours. So the greater the amount of chests the greater our clan wealth. (Remember to open these 1 by 1!)

Each player is challenged to explore three crypts a day in their daily quests.

Ideally, ten should be completed!

- Best Captain: Carter
- Armour – Crypt Hunting
- Gem – Amber (crypt hunting) or Emerald (march speed)
- Enchantment – Pioneer Enchantment (crypt hunting efficiency) or Windrunner (march speed)

*** Remember – send only 1 captain to a crypt. Sending multiple captains to complete a crypt may save time, but you are wasting your Tar!

DRAGON

Your dragon unlocks once you unlock Guardsmen 2. You can send it to attack monsters (of certain levels), raids, and to harvest resources with your captains.

How To Evolve Your Dragon:

Lvl 1 to 2 - 3k Orbs

Lvl 2 to 3 - 7.5k Orbs

Lvl 3 to 4 - 22k Orbs

Lvl 4 to 5 - 52k Orbs

Lvl 5 to 6 - 75k Orbs

Lvl 6 to 7 - 220k Orbs

Lvl 7 to 8 - 600k Orbs

To evolve your dragon, you'll need two key resources:

Dragon Orbs: These are used to upgrade your dragon's evolution stage.

Dragon Treats: These level up your dragon and improve its stats.

You can obtain these by:

- **Defeating epic monsters** (especially for Dragon Treats)
- **Participating in tournaments** like *Dragon Fair* or *Pursuit of Evolution*, which reward Dragon Orbs
- **Completing personal goals and ranking rewards**
- **Purchasing bundles** in the in-game store

Once you've gathered enough, head to your **Dragon in the City**, click on your dragon, and apply the resources to evolve it. Each evolution unlocks new bonuses—like increased march speed, damage, or resource gathering.

TROOPS

Troop Types and how to find them

There are several types of troops in the game:

- **Guardsmen:** They have special attack bonuses against monsters
- **Specialist:** They have special attack bonuses against other players (When fighting an enemy player, the base attack of your specialist is doubled.)
- **Engineer Corps:** They have special attack bonuses against fortification.
- **Monsters:** They have higher base attack and health stats.
- **Mercenaries:** The different Mercenaries grant special attack bonuses against other players or monsters.

You can study the troops available for hire in the Army tab on the main menu panel.

Each troop type has three unique traits indicated below the name. Traits determine both the vulnerabilities and unique attack bonuses of a particular troop type when fighting other troop types.

How to identify your troops when selecting them for battle

When you select a monster or city to attack, a window pops up for troop selection.

Icons & Silhouettes: Each troop type has a unique icon—swords for infantry, bows for archers, wings for flyers, etc

An easy way to identify troops

Scouts – wear a cape

Archers – carry a bow and look to the right
Spearmen – a mohawk and look straight ahead
Riders – took to the right
Specialists – look to the left with an open mouth.

Strategic Tips

Match Enemy Weaknesses: Use the *Enemy Info* tab to scout what you're up against—then select troops that counter their strengths.

Layer Your Army: Place high-HP units up front to absorb damage, while ranged and support units deal damage from behind.

Use Sacrificial Units: Against epic monsters, send high-HP units first to absorb the initial blow.

Reviving Troops

It is ALWAYS cheaper to make more troops with SILVER than to revive them with GOLD or potions. Gold is hard to come by in the game, so save that as much as you can!

REMEMBER to hit the red X in the temple to delete the troops that are injured, because they still consume food even when injured, so you DO NOT want to go into the red on your food supply, because then you are not producing enough food for the troops in your city.

TROOP STACKING:

Troops stacking is a strategy used to protect your strongest Guardsmen and allows them to deal maximum damage. Epic monsters target the group with the highest health pool, so by having your weakest Guardsmen take the first hits, your strongest Guardsmen can attack with minimal damage taken.

Here's how it works:

-G1 (Guardsman 1) takes the first hits due to having the highest health pool.

-G2 comes next, then G3 and so on.

This cycle continues as your troops attack in sequence, ensuring that the strongest troops can deal the most damage for longer.

MANUAL TROOP STACKING SET UP

These setups are based on 1,000 troop leadership and is intended to be scaled up by multiplying each value by your troop leadership (e.g., for 2,000 Troop leadership, multiply by 2).

G1 ONLY (1,000 Troops Leadership)

If you only have Guardsmen 1, it's recommended to have your Captain at level 10 if you are doing Doomsday or Arachne's Swarm so you can increase your leadership by having multiple captains.

G1 Mounted: 124

G1 Melee: 248

G1 Ranged: 248

S1 Melee: 256

[G1 & G2 (1,000 Troops Leadership)]

G2 Mounted: 44

G1 Ranged: 160

G2 Ranged: 88

G1 Melee: 160

G2 Melee: 88

S2 Melee: 93

G1 Mounted: 80

S1 Melee: 163

[G1, G2, & G3 (1,000 Troop Leadership)]

G3 Mounted: 20	G2 Mounted: 36
G3 Ranged: 40	G2 Ranged: 72
G3 Melee: 40	G2 Melee: 72
G1 Mounted: 64	S3 Melee: 41
G1 Ranged: 128	S2 Melee: 91
G1 Melee: 128	S1 Melee: 148

G1, G2, G3, & G4 (1,000 Troops Leadership)

G4 Mounted: 10	G3 Melee: 38
G4 Ranged: 20	G2 Mounted: 33
G4 Mounted: 20	G2 Ranged: 66
G3 Mounted: 19	G2 Melee: 66
G3 Ranged: 38	G1 Mounted: 58
G3 Melee: 38	G1 Ranged: 116
G4 Mounted: 10	G1 Melee: 116
G4 Ranged: 20	S4 Melee: 21
G4 Mounted: 20	S3 Melee: 37
G3 Mounted: 19	S2 Melee: 85
G3 Ranged: 38	S1 Melee: 137

GUARDSMEN RESEARCH UPGRADING COST

G1 to G2 - 14,000 VP	G5 to G666.36 Billion VP
G2 to G3 - 3.47 Million VP	G6 to G7-972 Billion VP
G3 to G4-159.4 Million VP	G7 to G8-8.42 Trillion VP
G4 to G55.42 Billion VP	

Captains

Here is a list of all the Captains and their benefits!

Aydae: Helps boost your guardsmen. Good against epic monsters.

Tengel: For fast marches (can be used to gather resources)

Stror: Resources Gather (use MELEE solders and CATAPULTS with him to gather resources faster) he is the fastest resources gather.

Legos: Help boost your Specialist (also can be used to gather resources if needed)

Carter: Crypting Specialist, NEVER crypt with anyone else, it will just waste your tar. He uses less tar and the more you level him up the less tar is used and the more he can get from each crypt!

Farhad: Put him in when you start a research project, he speeds up the process.

Auroa: Put her in when you start a construction project, she helps speed up the process.

Helen: Put her in when you're able, when you are going to train new troops, she helps speed up the process.

Dustan: Gives your Conquest Points a boost, so put him in when battling other players.

Doria: Gives you a Valour Point boost. Use her for daily monster battles.

Amanitore: Use when doing group marches (Raids, earning CP)

Cleopatra: Helps boost your entire army

Hercules: Epic Monster boost

Alexander: Helps boost your mounted troops

Hall of Fame

In *Total Battle*, the **Hall of Fame** is a powerful progression system tied to your **Captains**, offering permanent army bonuses and strategic depth. Here's how it works and how to make the most of it:

What Is the Hall of Fame?

The Hall of Fame is accessed via the **lion icon** in your Hero's interface. It consists of **three factions**:

- **Tenacity**
- **Courage**
- **Resolve**

Every Captain belongs to one of these factions. As you level up Captains, you increase the level of their faction, unlocking **permanent bonuses** for your army such as:

- Increased troop damage
- Faster training speed
- Enhanced march capacity
- Crypt and map bonuses

How to Earn Captains

You can acquire Captains through:

- **Summoning Circle** (using Captain fragments)
- **Tournaments** like *Summon Mastery*

- **Events and Offers** (some Captains are exclusive or seasonal)
- **Clan rewards and achievements**

Captains come in rarities:

- **Rare** (blue)
- **Epic** (purple)
- **Legendary** (orange)

Higher rarity Captains contribute more to Hall of Fame progression and offer better bonuses.

How to Progress in the Hall of Fame

To level up factions:

1. **Level Up Captains** – Use Captain fragments and Valor Points.
2. **Focus on Key Captains** – Prioritize Epic and Legendary Captains that align with your strategy.
3. **Avoid Over-Leveling Early Captains** – Some early Captains (like Logos and Tengel) offer limited utility. Focus instead on core Captains like:
 - **Aydae, Cleopatra, Helen, Farhad, Aurora, Carter, Stror**
 - Later: **Amanitore, Hercules, Doria, Dustin**
4. **Strategic Upgrades** – Upgrading unused Captains can inflate your Might without real benefit. Choose wisely.

Tournament Types and Strategic Breakdown

In Total Battle, tournaments are special events where players compete for valuable rewards like titles, Dragon Coins, Captain fragments, and more.

Each tournament has its own scoring system and division brackets based on your Hero level. Ranking in the top 100 can significantly boost your development pace.

How to Use Tournaments

- **Check the Event Goals:** Each tournament has specific objectives—like defeating monsters, reviving troops, summoning captains, or gathering resources.
- **Compete for Rankings:** Scoring in the top 100 earns premium rewards like Tar, Dragon Coins, Captain fragments, and titles.
- **Understand Divisions:** Your tournament division is based on your Hero level, so you'll compete with similarly ranked players.
- **Time Your Actions:** Save big upgrades, monster hunts, or summoning scrolls for when a relevant tournament is active.
- **Track Progress:** Use the tournament tab to monitor your score and rewards.

Some standout tournaments include:

- **Pursuit of Evolution** – Focused on dragon growth
- **Summon Mastery** – Earn points by summoning captains
- **Clash of Kingdoms** – Massive PvP battles
- **Sacred Rituals** – Often tied to seasonal or mystical themes

After every tournament.. FEED YOUR DRAGON!

A special Note about VP and CP

These help you do research in the Academy. Researching is an important part of the game because it helps make everything stronger and more efficient while playing the game.

VP are received by attacking monsters. The higher the monster the more VP you earn. Also can be earned in most of the tournament events.

CP are earned by attacking other players during CoT or KvK, but also can be earned during the Shadow Invasion tournament.

Triumphal Challenge

The Triumphal Challenge serves several key functions:

1. Progressive Rewards System

- Unlocks rewards as you level up your **battle pass**.
- Each level grants resources, Valor, XP, Captain fragments, and more.
- Premium pass holders gain access to **exclusive rewards**.

2. Mission-Based Advancement

- Complete daily and seasonal missions to earn **Scrolls of Triumph**.
- Every 30 Scrolls = 1 battle pass level.
- Missions range from troop training and crypt exploration to map tile farming and Hero upgrades.

3. Trophy Coin Economy

- Earn **Trophy Coins** through pass progression.
- Spend them in the **Triumphal Challenge Shop** for rare items:
 - Captain fragments

- Dragon Seals
- Speed-ups
- Event currency

4. Seasonal Rotation

- Each season lasts **30 days** and introduces new rewards.
- Progress resets monthly, but Trophy Coins carry over.

How to Use It Effectively

Plan Your Missions

- Align your gameplay with daily missions.
- Use **VIP**, **Premium**, and **Talent Points** to accelerate mission completion.

Spend Trophy Coins Wisely

- Prioritize long-term upgrades like **Dragon Seals** or **Legendary Captains**.
- Avoid impulse buys—some items rotate or improve in later seasons.

Stack with Events

- Combine Triumphal Challenge missions with **tournament goals** for double rewards.
- Use it to prep for **Olympus**, **Clash of Kingdoms**, or **Summon Mastery**.

Sacred Rituals

- **Objective:** Complete rituals and spiritual tasks
- **Rewards:** Sacred Potions, construction boosts
- **Best Captains:** Aurora (construction), Farhad (research)

- **Recommended Troops:** Support troops for ritual defense

Ruthless Slaughter

This event always occurs alongside the Ancient Treasures event. All troops that die in an attack can be revived using Silver rather than gold.

Top 100 playes receive rewards. For the rest of us, you have Personal Goals to achieve which will help level up your Captains.

Hero Level Requirement: Your Hero must be at least level 10 before you can participate in this tournament

Event points are awarded based on how many troops were revived. The higher the level and rarity of the revived troops, the more points you will get. Monsters and mercenaries yield more points than regular troops.

Thirst For Battle

During this event, there is a 50% discount on the cost of reviving troops in exchange for Gold.

Event points are awarded for reviving troops who died during an attack on other players, including during attacks on Cities and resource points that are occupied by opponents.

The discount does not apply to Sacred Potions.

Authority Rush

During this tournament, players get Authority Coins when they revive mercenaries. These Coins can be used in the tournament window to purchase new mercenaries, resources, Clan chests, speedups, etc.

There are always three offers available for purchase, and the list of items can be refreshed. When you refresh the list, all the offers will be replaced with new ones.

You get rank points when you spend Authority Coins to purchase or refresh offers, at a rate of 1:1. Authority Coins are not transferred from one event to the next.

Immortal Essence

You can earn event points by reviving troops who died either in battles against monsters or in battles against other players.

Only troops who die while the event is active are taken into account. Troops can be revived both in exchange for Gold and by using Sacred Potions.

By completing personal goals, you'll get Essence of the Immortals, which can be used to increase the star level of your Captains.

Armageddon

ARMAGEDDON: Hero only

A high-intensity tournament designed to accelerate your hero's growth while testing your strategic limits

ARMAGEDDON

Spearman –	Riders –	Archers –
Ivl 1 - 1005	Ivl 1-70	Ivl 1-885
Ivl 2-559	Ivl 2-39	Ivl 2-492
Ivl 3-315	Ivl 3-22	Ivl 3-277

Lucky Bazaar

Lucky Bazaar Tournament in *Total Battle* is a roulette-style event that blends monster hunting with chance-based rewards. Here's how it works:

Core Mechanics

- **Main Currency:**  *Lucky Coins*
 - Earned by exchanging **Mysterious Coins**, which you get by defeating **Common, Rare, and Epic Monsters** during the *Pursuit of Fortune* sub-event.
- **Roulette Wheel:**
 - Use Lucky Coins to spin the wheel and win prizes.
 - You can **raise your bet** to increase both the reward size and the number of **rank points** earned.
 - Higher rarity prizes = more points.

Strategic Bonuses

- **Valor & Experience Boost:**
 - During Lucky Bazaar, you gain a **bonus multiplier** to Valor and XP earned from monster kills.
 - This bonus **stacks** with other buffs and remains active until the event ends.
 - Especially effective against **Epic Monster Squads**.

Rewards

- Prizes from the roulette include:
 - Dragon Coins
 - Tar (various qualities)
 - Captain fragments
 - Development boosts
 - Rare items tied to your bet level

Tips for Success

- Focus on monster hunting during *Pursuit of Fortune* to farm Mysterious Coins.
- Time your spins when you've accumulated enough Lucky Coins for higher bets.
- Coordinate with your clan to maximise monster kills and coin generation.

Pursuit of Fortune

A monster-hunting tournament which fuels your progress in the Laucky Bazaar.

Core Mechanics

- **Monster Slaying:** Defeat **Common, Rare, and Epic Monsters** to earn **Mysterious Coins**.
- **Coin Exchange:** Trade Mysterious Coins for **Lucky Coins**, which are used to spin the roulette wheel in the **Lucky Bazaar**.
- **Stacking Bonuses:** Killing monsters during this event grants **bonus Valor and Experience**, which stacks with other buffs and remains active until the Lucky Bazaar ends.

Conqueror' Revival

You can earn tournament points by reviving troops who were killed during attacks on other players. Troops can be revived both in exchange for Gold and by using Sacred Potions.

By completing personal goals, you'll get Trophy chests and Conquest Points.

Summon Mastery

- **Objective:** Summon captains
- **Benefits:** Captain fragments, Tar, Valor
- **Best Captains:** Carter (crypts), Doria (valor bonus)
- **Recommended Troops:** Any—focus is on summoning, not combat

48 DAY CYCLE FOR CAPTAINS' SUMMONING CIRCLE

Captains with an asterisk(*) appear only once every cycle.
Each summons lasts 2 days.

1. *Aurora	11. Aydae	18. *Bernar
2. Carter	12. Minam	d
3. Alejandro	oto	19. Doria
4. *Farhad	13. *Brunhi	20. Wu
	Ida	Zietan
5. Dustan	14. Carter	21. *Lucius
6. Leonidas	15. Alejand	22. Aydae
7. *IUngrid	ro	23. Minam
8. Doria	16. *Ye	oto
9. Wu Zietan	Ho-Sung	
10. *Stror	17. Dustan	

(Rinse and Repeat)

Crypt Raiders

- **Objective:** Explore crypts for loot
- **Benefits:** Valor points, gear fragments
- **Best Captains:** Carter, Stror (resource gathering)
- **Recommended Troops:** Balanced troops with high carrying capacity

Trade Routes

During the tournament, Mercenary Exchanges will appear in all Kingdoms. Players will be able to send their Captains to Exchanges in other Kingdoms to buy mercenaries in exchange for Silver.

You can only send marches to an Exchange if your City has a Caravan building. The march time is two hours if you're not using the Hero Ayrin.

Finding an Exchange on the map is no easy task: Join player chats about Exchanges and get the coordinates from them, and don't forget to share the coordinates if an Exchange appears near your City.

Coordinate with clan mates to place portals on the edge of the Kingdom for easier access to the merc exchanges.

1. You'll need silver, try saving at least 2.7M-3M silver to buy 1 type of mercenaries. The mercenary exchange refreshes every 7 hours, it means it will show you slightly different mercenaries every 7 hours and everything will be back in stock.
2. You'll need speed ups for each purchase. You'll be going really far, and waiting hours is not an option. The mercenary exchange (purple squares) are in other kingdoms, we cannot use the ones in our own kingdom.
3. You also need a captain like Tengel, but all your Captains can go there. Don't worry about distance (worry about the time it will take – the further away, the longer it will take), the game allows you to get to merc exchange in kingdoms around.
4. If you're going to attack castles with your mercenaries (mercenaries), then you can pick the ones with 2 mercenaries or more, it's up to you. Highly recommend the Trebuchet to attack citadels and castles. But if you want your mercenaries to

battle epic monsters, then buy the ones with over 10 mercenaries.

5. You are going to get your mercenaries once the captain is back from the merc exchange. Look at the journal and check if you have the report. You could also find your Mercenaries when you enter the city tapping at the troops at the right side of the city or in front of the capital if you're playing on the web. If you don't get there before the purple square vanish, you won't get the mercenaries and you won't be able to buy those mercenaries until the merc exchange refresh as they'll be shown as sold out. If you don't get your silver back, consider restarting the game, closing it and open it again and wait till your captain is back.

6. The mercenaries you buy will disappear after 7 days.

7. Try to keep your mercenaries in the forts before going offline, especially when you have 5 or less. That way if someone bigger than you attacks your castle, you won't be losing half or all your mercenaries before their contracts expire.

Pursuit of Evolution

- **Objective:** Evolve your dragon
- **Benefits:** Dragon Orbs, Treats, evolution materials
- **Best Captains:** Tengel (march speed), Ingrid (monster strength)
- **Recommended Troops:** High-HP troops for monster battles

Doomsday

DOOMSDAY: Can only take 1 captain at a time

Doomsday Tournament in *Total Battle* is a high-risk, high-reward PvE event centred around defeating the formidable **Doomsday Epic Monster Squad**. Here's how it works and how to prepare:

What Is the Doomsday Squad?

- **Epic Monster Squad:** Doomsday is one of the toughest monster squads in the game, alongside others like Arachnee, Fenrir, and Jörgmundgandr.
- **Troop Sacrifice:** Attacking Doomsday often results in **total troop loss**, so strategic layering and sacrificial units are key.

Tournament Mechanics

- **Scoring:** Earn points by attacking and defeating Doomsday squads. The more damage you deal, the higher your score.
- **Valor & XP Boosts:** Successful attacks grant large amounts of **Valor** and **Hero Experience**, especially if you activate bonuses beforehand.
- **Layering Strategy:**
 - Doomsday targets your **highest HP unit first**.
 - Use a “sacrificial lamb” unit with the highest HP to absorb the first blow.
 - Layer remaining troops with lower HP to maximise damage output before they fall.

Rewards

- Dragon Coins , Tar (various qualities), Captain fragments, Development boosts, Titles and leaderboard placement bonuses

Tips for Success

- **Activate Bonuses:** Turn on Valor and XP boosts before attacking.
- **Review Attack Journal:** Analyse past attacks to refine your troop layering.
- **Small Army Strategy:** Even smaller players can grow by smartly engaging Doomsday with layered attacks.

Spearman –	Riders - lvl	Archers –
lvl 1 - 1005	1-70	lvl 1-885
lvl 2-559	lvl 2-39	lvl 2-492
lvl 3-315	lvl 3-22	lvl 3-277

Pursuit of Experience

Pursuit of Experience is a monster-hunting tournament designed to supercharge your **Hero's experience gain**. Here's how it works:

Purpose & Mechanics

- **Primary Goal:** Earn as much **Hero XP** as possible by defeating **Common, Rare, and Epic Monsters**.
- **Bonus XP:** During the event, you receive **extra experience** for each monster kill—especially when using XP-boosting buffs.
- **Monster Focus:** Epic Monster Squads offer the highest XP yield, making them prime targets.

Strategy Tips

- **Activate XP Boosts:** Use consumables or gear that increase experience gain before attacking.
- **Layer Troops Wisely:** Optimise your army composition to deal maximum damage with minimal losses.
- **Stamina Management:** Plan your attacks to coincide with stamina regeneration or use items to extend your hunting window.

Rewards

- Dragon Coins , Tar (various qualities), Captain fragments, Development boosts, Titles and leaderboard placement bonuses

Arachne's Swarm

Arachne's Swarm in *Total Battle* is a brutal PvE tournament featuring one of the most dangerous **Epic Monster Squads** in the game. It's designed to push your tactical layering, troop

management, and valor farming to the limit. Here's how it works:

What Is Arachne's Swarm?

- **Epic Monster Event:** Arachne's Swarm unleashes a deadly squad of spider-like monsters across the map.
- **All Captains Can Attack:** Unlike some events that restrict participation, this one allows **all three Captains** to engage, maximising your damage potential.
- **High Risk, High Reward:** These battles are unwinnable in the traditional sense—your troops will likely be wiped out, but the **Valor and Hero Experience** gains are immense.

Strategy Tips

- **Level Stack Your Troops:** Arrange your army so weaker units absorb the first blow, preserving your strongest for maximum damage.
- **Use Mercenaries:** Mercs are cheaper to revive and ideal for sacrificial layering.
- **Avoid If Small:** Lower-level players may find the losses unsustainable. Focus on growth before engaging.
- **Activate Buffs:** XP and Valor bonuses should be turned on before attacking to maximise gains.

Rewards

- Massive **Valor and Hero XP**
- Progress toward personal and clan goals
- Event-based loot (via other linked tournaments)

Best Troops

Spearman –

lvl 1- 225

lvl 2- 125

lvl 3- 73	lvl 2- 281	lvl 1 – 225
Riders –	lvl 3 - 73	lvl 2 – 125
lvl 1 – 505	Archers –	Lvl 3 – 71

Beast slayer

Beast Slayer Tournament is a monster-hunting event that rewards players for defeating **Epic Monster Squads**. It's a pure PvE challenge designed to test your tactical layering and stamina management. Here's how it works:

Core Mechanics

- **Target:** Only **Epic Monster Squads** count toward your score—Common and Rare monsters do not.
- **Scoring:** Points are awarded based on the number and strength of Epic monsters defeated.
- **Troop Losses:** These battles are brutal—expect significant troop casualties. Smart layering is essential.

Strategy Tips

- **Layering Matters:** Epic monsters target your **highest HP unit first**. Use a “sacrificial lamb” to absorb the initial blow and preserve your damage-dealing troops.
- **Stamina Boosts:** Activate stamina regeneration items to extend your hunting window.
- **Hero & Captain Synergy:** Equip gear and talents that boost monster damage and survivability.

Rewards

- Dragon Coins , Tar (various qualities), Captain fragments, Development boosts, Titles and leaderboard placement bonuses

Castle Development

- **Objective:** Build and upgrade structures
- **Benefits:** Construction speed boosts, Tar
- **Best Captains:** Aurora, Farhad
- **Recommended Troops:** Not troop-dependent

Call of Duty

Call of Duty Tournament is where players earn points by training troops in the Barracks.

- Duration: Typically lasts 3.5 hours, making it one of the shorter regular tournaments.
- Objective: Train as many troops as possible during the event window.
- Scoring: Points are awarded based on the type and number of troops trained—higher-tier units yield more points.
- Best Captain - Helen

Tar Mastery

Tar Mastery Tournament in *Total Battle* is a resource-focused event where players compete to earn the most **Tar**—a vital material used for crafting, upgrading, and development. Here's how it works:

Core Mechanics

- **Objective:** Accumulate as much **Tar** as possible during the event window.
- **Sources of Tar:**
 - Defeating **Monster Squads**
 - Raiding **Crypts and Citadels**
 - Completing certain quests and activities

- **Strategic Farming:** Players often use tools like the *Total Battle Helper* to calculate the most efficient monster targets based on troop losses and Tar yield.
- **Best Captain - Stror**

Hellforge

HELLFORGE: Only 1 captain can be sent.

During this event personal goals in the tournament earn you coins, which can be exchanged for equipment or special items in the shop, which is ONLY available during the tournament. Coins are saved in between each event and do not disappear!

Spearman - lvl 1 -	Riders - lvl 1	Archers - lvl
1005	- 79	1 - 880
lvl 2-559	lvl 2-39	lvl 2-489
lvl 3-315	lvl 3-315	lvl 3-275

Shadow Invasion

** Always occurs during the COT**

SHADOW INVASION: Your Hero and Captains all can attack together at the same time.

If you do not wish to participate in COT, attack the Shadow City as many times as you can.

Captain: Dustin!

Spearman - lvl 1	lvl 3-126	lvl 2-58
402		
lvl 2-223	Riders - lvl 1-104	lvl 3-33

Archers - lvl
1 1989 lvl 2-1105 lvl 3-622

Ragnarök

Ragnarok has two beasts to attack

FENRIR (The big fox): Only 1 captain can be sent. During this event personal goals in the tournament earn you coins, which can be exchanged for equipment or special items in the shop, which is ONLY available during the tournament. Coins are saved in between each event and do not disappear!

Spearman - lvl 1 - 1145	Riders - lvl 1-15	Archers - lvl 1 -1405
lvl 2-636	lvl 2-5	lvl 2-780
lvl 3-358	lvl 3-3	lvl 3-440

JORMUNGANDR (The Worm): This is a RAID event with your clan. You can only send 1 captain at a time and 4 other clan members can join the raid with you. This tournaments event also has the personal goals, where you can earn coins which can be exchanged for equipment or special items in the shop, ONLY available during the tournament! All the coins are saved in between each event and do not disappear!

Best Troop Types

Troop Type	Role	Why It Works
Spearmen G3+	Sacrificial front line	High HP makes them ideal for absorbing the first hit

Troop Type	Role	Why It Works
Archers G3+	Damage dealers	Lower HP but high attack; ideal for second layer
Flyers G3+	Versatile attackers	Good strength and mobility; effective in layered attacks
Mercenaries	Cost-effective fillers	Cheap to revive; useful for padding layers

Strategy Tips

- **Layer by HP:** Ensure your sacrificial unit has the highest combined HP. Example:
 - Spearmen G3 ($480 \text{ HP} \times 1000 = 480k \text{ HP}$)
 - All other units must total
- **Use All Captains:** Jörmungandr allows all three captains to attack, so spread your layers across them.
- **Activate Valor & XP Boosts:** These monsters grant massive rewards—make sure your buffs are active

Great Hunt

- **Objective:** Defeat epic monsters
- **Benefits:** Dragon Treats, gear materials
- **Best Captains:** Hercules, Ingrid, Aydae
- **Recommended Troops:** High-damage melee and ranged troops

A Clan Bonus may be activated by your Leader or Superior. Check to see when this will happen.

You are given contracts to complete...Easy, Medium, Hard and Expert. Complete as many as you can. There are three refreshes available to help you gain more points.

Events which encourage teamwork in a clan:

Trials of Olympus

- **Duration**: Spans multiple days, with a new trial each day.
- **Participation**: Only **player-created clans** with at least **55 members** and a **Clan Capital** can enter.
- **Divisions**: Clans are grouped into divisions of three, matched by **total might**, **troop levels**, and **member count**.

Feed your dragon!

Talent distribution

_ check with your clan leader first!

- Develop a strategy – are you participating on all events?

There are Personal and Clan Talents

The Clan Leader can adjust the Clan Talents only. Check the might of the other clans involved. If they have many smaller players, they will be more involved in the Lave Fountain trial.

One suggested allocation for the 25 Personal Talents are:

25 + 50 + 75 + 75 + 15

If you know you will be unable to participate fully on one of the trials, then do not allocate a high number of talent points :0

There is a new challenge each day. Each trial has its own scoring system, mechanics, and map activity. Unclaimed personal rewards disappear after each trial ends.

1. **Trial of the Chimera**

- Defeat epic Chimera squads in **Clan Raids**.

Premium – Great Marshall

Best Troops – Riders and Archers

Heroes – Aydae, Cleo, Amanitore, Hercules, Skadi

2. **Trial of the Basilisk**

- Use your **Hero** to defeat Basilisk squads.

Premium – Great Marshall

3. **Lava Fountain Trial**

- Place and capture **Lava Fountains** to extract **Lava Oil**

.Premium – Great Marshall

4. **Trial of Tartaros**

- Use Lava Oil to explore **Tartaros Crypts** for rare rewards.

Premium - Archaeologist

5. **Trial of Briareus**

- Defeat Briareus squads using **three Captains** of your choice.

Premium – Great Marshall

Rewards and Progression

- **Clan Ranking Rewards**: Based on division performance.
- **Battle Pass Progress**: Earn Valor and XP bonuses.
- **Hermes' Store**: Spend event currency on exclusive items.
- **Torch of Olympus Fragments**: Used to craft a powerful new Artifact.
- **Proof of Victory**: Awarded to winning clans, boosting future Olympus rewards—but only to members present at the start.

Strategic Tips

- **Coordinate daily objectives** with your clan.
- **Register for Lava Fountains** early to avoid conflict.
- **Use chat rooms** to track trial progress and share tactics.
- **Level key Captains** for Briareus and Chimera trials.
- **Don't switch clans mid-event**—you'll lose access to some rewards.

Ancient's Treasure / Rise of the Ancients (Tin Man)

Is a big event for the whole clan to take part in. The objective is to attack the Tin Man until it is dead. Each clan member receives great rewards from each march they send. With Epic Monsters you should always send a decent balanced force against them.

You can use your best fighting captains to level them up, or a lower level captain to level them up quicker. Remember to turn your bonuses on (find these under items, on the bottom row, and under bonuses. Good ones to have on are Valour, Experience Points (XP), Army Strength and Health, and March speed depending on where the summons will take place).

Troops for the ANCIENT SUMMONS VAULTS:

- NO CATAPULTS

Level 19 & below: NO MELEE

Level 20-29: ONLY MOUNTED

Level 30-39: NO MOUNTED

Level 40- above: send everything

Flying mercenaries & flying monsters: griffins, phoenix & manticore if available

- Mercenaries will be more effectively used on Summons & CoT (Clash of Thrones) and KvK (Kingdom vs. Kingdom)

* Lessen mercenaries' losses by sending LESS of them! Units that attack first receive more losses. (See troop stacking for this information)

ANCIENT TIN MAN

Spearman – lvl 1 – 1145 lvl 2-636 lvl 3-358	Riders – lvl 1 – 12 lvl 2 - 7 lvl 3- 4	Archers – lvl 1 -1405 – lvl 2-780 – lvl 3-440
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TOURNAMENTS CAPTAINS or HEROES

Here's a comprehensive guide to the **tournament types in Total Battle**, including their benefits, ideal captains, and troop recommendations. These tournaments are your gateway to rare resources, prestige, and accelerated growth—if you play them wisely.

Resource

- **Objective:** Gather resources from map points
- **Benefits:** Resource packs, Tar
- **Best Captains:** Stror, Aydae, Logos
- **Recommended Troops:** Guardsmen and specialists

City Siege

- **Objective:** Attack enemy cities
- **Benefits:** Conquest points, gear, Tar
- **Best Captains:** Leonidas, Wu Zetian, Xi Guiying
- **Recommended Troops:** Siege units, melee, and ranged

Research

- **Objective:** Complete research tasks
- **Benefits:** Research speed boosts, Tar
- **Best Captains:** Farhad, Aydae
- **Recommended Troops:** Not troop-dependent

Valor Challenge

- **Objective:** Earn valor points through various actions

- **Benefits:** Valor, gear, Tar
- **Best Captains:** Doria, Carter, Aydae
- **Recommended Troops:** Mixed troops depending on task



Tips to Maximize Tournament Rewards

- **Stack Actions:** Time your upgrades, summons, and battles to coincide with active tournaments.
- **Use Boosts:** Speedups and gear enhancements can push you into higher reward tiers.
- **Coordinate with Clan:** Clan tournaments benefit from group effort—share strategies and targets.
- **Choose the Right Captains:** Match captain bonuses to the tournament type for optimal results.
- **Balance Troop Types:** Use melee for defence, ranged for damage, flyers for mobility, and siege for city attacks.

Tournaments for Captains Only

ARACHNE'S SWARM: Earn VP & XP

DOOMSDAY: Earn VP & XP

HELLFORGE: Earn XP and Equipment items

RISE OF THE ANCIENT: Earn VP and XP

RAGNAROK-

FENRIR: Earn VP and XP JORMUNGANDR: Earn XP

Tournaments for Hero Only

ARMAGEDDON: Earn VP and XP

Tournaments for Captains and Hero

SHADOW INVASION: Earn CP

CLASH FOR THE THRONE (COT)

The Clash for the Throne is held once every two weeks. It lasts for two days and is one of the most important events in the game. The main goal of this event is to choose a new King.

It is a highly strategic event where players defend their resources and attack others to gain Conquest Points. The goal is to manage your resources wisely and use tactical attacks to climb the leader board.

If you are taking part, be fully aware of all rules! THE MAY CHANGE! Ask the clan if you do not know the rules for the current COT!!

PREPARING FOR COT

Zero Gain Tactic: Empty your city before CoT begins to prevent resource losses. Use all your resources or transfer them to clan buildings.

Resource Storage: Do not open any treasures you receive during CoT; these act as safes for your resources. Players cannot steal your treasures or gold coins.

Defensive Strategies: Send armies to a shielded clan member or the clan fort for safety. Consider letting your troops get killed during monster fights to avoid revival costs.

COT -THE FIRST DAY

On the first day, players accumulate Conquest points, and at the end of the day, the top 100 players receive the title of Senator, which gives them the right to vote in the Senate.

To get into the top 100, players need to score as many Conquest points as possible. These points can be obtained by defeating other players' armies or participating in the Shadow Invasion event. They can also be acquired by collecting rewards that contain these points.

The higher the level of the enemy troops killed, the more points you will score. Defeating enemy troops in other Kingdoms also earns you points.

(Attacking the Shadow City in the Shadow City Tournament also gains you points in COT!!)

At the end of the first day, the top player in the event receives the title of Princeps and gets 25 delegates, while the players in 2nd-99th places receive the title of Senator and get 10 delegates each.

Delegates (votes) are required in order to elect a King.

Note – some kingdoms advise not attacking on the first day due to other tournament activity. Always check!

COT - THE SECOND DAY

After the second day, a new King is elected. Only players with the titles of Princeps and Senator take part in this process.

Each Senator can vote for himself/herself or for another player

Only one Senator can become King, the one who gets the most votes.

The King and Senator titles are active until the results of the net election have been counted.

If multiple Senators have received the same number of votes after the final tally has been counted, a King will not be elected. The results of the vote are sent to all player's journals.

DEFENSIVE MEASURES

Wall Management: Do not rebuild your walls during CoT; enemies are less likely to attack cities that appear damaged.

Resource Protection: Ensure that your resources are at or below your warehouse capacity to avoid looting.

Troop Deployment: If under attack, deploy your troops strategically against a non-clan player to cause the enemy to waste resources.

When offline, keep your troops in a fort or within a higher player's city.

COT PARTICIPATION TIPS

Smart Resource Management: Keep your city's resources low and unappealing to attackers by managing them wisely and storing them in protected locations.

Troop Safety: Utilize the clan fort to protect your troops when not actively participating in attacks, saving resources needed for troop revival.

Enemy Engagement: If an attack is imminent, divert your troops to minimize losses and frustrate the enemy's efforts.

DURING THE EVENT

Managing Troops: Only revive troops as needed and only those essential for battles to conserve resources.

Conquest Points: Since the system heavily favors the attacker, focus on offensive strategies to gather points quickly.

March Time: Always check the march time to enemy cities. Some heroes can significantly prolong the time required to reach an enemy city.

ATTACK STRATEGIES

Target Selection: Attack only enemies within your city level bracket to maximize Conquest Points. It is usually those who are half your size and upwards to as high as you wish to attack.

Avoiding Certain Targets: Never attack clan forts, portals in your territory, or DM and WS mines.

Siege Equipment: Always include plenty of catapults in your army to break down city walls effectively.

POST-COT ACTIONS

Assessment and Recovery: After the event, review your city's status and resource levels, rebuilding and replanning as necessary.

Feedback and Strategy Adjustment: Discuss with your clan what strategies worked, what didn't, and how to improve for the next CoT event.

THE KING'S POWERS

The King has access to the Royal Treasury, where bonuses can be purchased for personal use or for the benefit (or misfortune) of the entire Kingdom.

The King can give assign positive and negative titles to any player in the Kingdom. These titles can either strengthen the player or weaken them.

A player can have only one title from this event. If a player has the title of Senator, that title will be replaced by whichever title the King assigns to the player.

When the King changes, players' titles remain in effect until the new King demotes them or assigns them a new title.

The King can change players' titles an unlimited number of times.

CLASH OF THE KINGDOMS (KVK)

Clash of Kingdoms is one of *Total Battle*'s most intense PvP tournaments, where players from different kingdoms battle to **capture and hold banners** from enemy cities. The goal is to dominate the leader board and earn **Gold Ingots** for your Royal Treasury.

Always talk with your Clan's Leader and/or Superiors before participating in KVK.

Key Mechanics:

- **Banners:** Captured by attacking cities with Capitol level 10+. The higher the banner level, the more points it yields.
- **Portals:** Used to invade other kingdoms during the event.
- **League System:** Kingdoms are grouped into leagues. Top two advance, bottom two drop.
- **Shield Restrictions:** You can't use a Shield of Peace while holding an enemy banner.

Strategic Tips:

- **Coordinate Clan Attacks:** Time your marches and use layered troop formations.
- **Use Speed Heroes:** Ryijong or Guan Yu can give you the edge in initiative and mobility.
- **Banner Defense:** Fortify your city with high-HP troops and captains like Leonidas or Beowulf.
- **Scout First:** Use Yamato to eliminate enemy heroes before attacking.

Best Strategies

Whether you're a ritualist, tactician, or dragon whisperer, these strategies will elevate your gameplay:

1. Layered Attacks

- Use high-HP troops as sacrificial frontlines.
- Follow with mixed units to maximize damage and minimize losses.

2. Captain Synergy

- Match captains to troop types and tournament goals.
- Example: Brunhild for flyers, Carter for crypts, Aydae for valor.

3. Timing Is Everything

- Save upgrades, summons, and monster hunts for active tournaments.
- Stack actions to hit multiple goals at once.



What Is an IFPKA Agreement?

IFPKA stands for **Inter-Faction Peacekeeping Agreement**—a player-created diplomatic pact between clans or kingdoms. It's not an official game mechanic, but a **community-enforced treaty** that outlines:

- **Rules of Engagement (RoE)**: When and how players may attack.
- **Safe Zones**: Areas or cities that are off-limits during peacetime.
- **Event Protocols**: Agreements on how to behave during tournaments like Clash of Kingdoms.
- **Conflict Resolution**: How disputes are handled between clans.

These agreements are often posted in **Kingdom chat** or private Discord servers and help maintain balance, especially in high-level kingdoms.

COMMON MONSTERS & WHAT TROOPS TO USE

Monsters Level 1-10

(1) Undead - Ranged and/or Melee	(4) Barbarian - Ranged and/or Melee	(7) Elf - Mounted and/or Ranged
(2) Elf - Ranged and/or Melee	(5) Inferno - Ranged and/or Melee	(8) Cursed - Mounted
(3) Cursed - Ranged and/or Melee	(6) Undead - Mounted and/or Ranged	(9) Barbarian - Melee
		(10) Inferno - Mounted and/or Ranged

Monsters Level 11 - 20

(11) Elf - Ranged	(13) Undead - Mounted	(16) Cursed - Ranged
(11) Undead – Melee		(16) Elf - Mounted and/or Ranged
(12) Barbarian - Melee	(14) Cursed - Mounted	(16) Undead – Mounted
(12) Cursed – Melee	(14) Elf – Ranged	
(13) Inferno- Ranged	(15) Barbarian - Ranged	(17) Barbarian - Mounted
	(15) Inferno- Ranged and/or Melee	(17) Inferno - Melee

(17) Undead – Ranged	(19) Elf-Mounted	(20) Barbarian - Ranged
(18) Barbarian - Ranged	(19) Inferno - Ranged and/or Melee	(20) Cursed - Mounted
(18) Cursed - Melee	(19) Undead - Mounted	(20) Inferno – Ranged
(18) Elf – Ranged		

Monsters Level 21-30

(21) Barbarian - Mounted	(23) Inferno - Mounted
(21) Cursed - Mounted	(23) Undead – Melee
(21) Elf-Mounted and/or Ranged	(24) Barbarian - Ranged and/or Melee
(21) Inferno - Ranged	(24) Cursed - Melee
(21) Undead – Mounted	(24) Elf - Melee
(22) Barbarian - Ranged	(24) Inferno - Melee
(22) Cursed - Melee	(24) Undead – Mounted
(22) Inferno - Ranged and/or Melee	(25) Barbarian - Ranged
(22) Undead – Melee	(25) Cursed - Mounted
(23) Barbarian - Mounted	(25) Elf-Mounted
(23) Cursed - Melee	(25) Inferno - Ranged and/or Mounted
(23) Elf-Mounted	(25) Undead - Ranged

(26) Barbarian - Ranged	(28) Inferno - Mounted
(26) Cursed – Melee	(28) Undead – Ranged
(27) Barbarian - Ranged and/ or Melee	(29) Barbarian - Ranged
(27) Cursed - Melee	(29) Cursed - Melee (29) Elf-Mounted
(27) Elf - Melee	(29) Inferno - Ranged
(27) Inferno - Mounted	(29) Undead - Melee
(27) Undead – Mounted	
(28) Barbarian - Ranged and/or Melee	(30) Barbarian - Ranged
(28) Cursed - Mounted	(30) Cursed - Mounted
(28) Elf-Mounted	(30) Elf-Mounted
	(30) Inferno - Melee
	(30) Undead - Melee

Monsters Level 31-40

(31) Barbarian - Melee	(32) Inferno - Melee
(31) Cursed - Mounted	(32) Undead – Ranged
(31) Elf-Mounted	
(31) Inferno - Mounted	(33) Barbarian - Ranged and/or Melee
(31) Undead - Ranged	(33) Cursed - Melee
	(33) Elf - Melee
(32) Barbarian - Ranged	(33) Inferno - Mounted
(32) Cursed - Melee	(33) Undead - Melee
(32) Elf-Mounted	

- | | |
|------------------------------------|--------------------------------------|
| (34) Barbarian - Ranged | (37) Inferno - Ranged and/or Mounted |
| (34) Cursed - Mounted | (37) Undead – Melee |
| (34) Elf-Mounted | |
| (34) Inferno - Mounted | |
| (34) Undead - Ranged | |
| | |
| (35) Barbarian - Ranged | (38) Barbarian & Cursed - NOT LISTED |
| (35) Cursed - Melee | |
| (35) Elf - Mounted | (38) Elf - Melee |
| (35) Inferno - Mounted | (38) Inferno - Ranged and/or Mounted |
| (35) Undead – Melee | (38) Undead – Ranged |
| | |
| (36) Barbarian - NOT LISTED | (39) Cursed - Ranged and/or Melee |
| (36) Cursed - Melee and/or Mounted | (39) Elf - NOT LISTED |
| (36) Elf - Ranged and/or Melee | (39) Inferno - Mounted and/or Ranged |
| (36) Inferno - NOT LISTED | (39) Undead - Ranged and /or Melee |
| (36) Undead – Melee | |
| | |
| (37) Barbarian - NOT LISTED | (40) Barbarian - NOT LISTED |
| (37) Cursed - Mounted and/or Melee | (40) Cursed - Melee |
| (37) Elf - Ranged and/or Melee | (40) Elf - Melee and/or Mounted |
| | |
| | (40) Inferno - Ranged and/or Mounted |
| | (40) Undead - NOT LISTED |

Monsters Level 41-45

- | | |
|------------------------------------|--------------------------------------|
| (41) Barbarian - NOT LISTED | (43) Inferno - Ranged and/or Mounted |
| (41) Cursed - Melee and/or Mounted | (43) Undead – Melee |
| (41) Elf - Ranged and/or Melee | (44) Barbarian - NOT LISTED |
| (41) Inferno - NOT LISTED | (44) Cursed - Melee and/or Mounted |
| (41) Undead - Ranged and/or Melee | (44) Elf - NOT LISTED |
| (42) Barbarian - NOT LISTED | (44) Inferno - NOT LISTED |
| (42) Cursed - Melee and/or Mounted | (44) Undead – Melee |
| (42) Elf - Melee and/or Mounted | (45) Barbarian - NOT LISTED |
| (42) Inferno - NOT LISTED | (45) Cursed - Melee and/or Mounted |
| (42) Undead – Ranged | (45) Elf - NOT LISTED |
| (43) Cursed - NOT LISTED | (45) Inferno - Mounted and/or Ranged |
| (43) Elf - Ranged and/or Melee | (45) Undead - NOT LISTED |

RARE MONSTERS & WHAT TROOPS TO USE

Rare Monsters Level 1-10

- | | |
|-------------------------|------------------------------------|
| (1) Undead - Mounted | (7) Elf - 1/2 Mounted & 1/2 Ranged |
| (2) Elf - Mounted | (8) Cursed - Ranged |
| (3) Cursed - Mounted | (9) Barbarian - Mounted |
| (4) Barbarian - Mounted | (10) Inferno – Melee |
| (5) Inferno - Ranged | |
| (6) Undead - Mounted | |

Rare Monsters Level 11-20

- | | | |
|--------------------------|--------------------------------|--------------------------|
| (11) Elf - Ranged | (15) Barbarian - Ranged | (18) Barbarian - Mounted |
| (11) Undead - Mounted | (15) Inferno - Melee | (18) Cursed - Ranged |
| (12) Barbarian - Mounted | (16) Cursed - Mounted | (18) Elf - Ranged |
| (12) Cursed - Mounted | (16) Elf-Mounted & Ranged | (19) Elf - Ranged |
| (13) Inferno - Melee | (16) Undead - Mounted | (19) Inferno - Melee |
| (13) Undead - Mounted | (17) Barbarian - Mounted | (19) Undead - Mounted |
| (14) Cursed - Mounted | (17) Inferno - Flying Monsters | (20) Barbarian - Ranged |
| (14) Elf - Ranged | (17) Undead - Mounted | (20) Cursed - Ranged |

(20) Inferno -
Mounted

Rare Monsters Level 21-30

- | | |
|--|-----------------------------------|
| (21) Barbarian - Mounted | (24) Cursed - Flying
Monsters |
| (21) Cursed - Mounted | (24) Elf - Ranged & Mounted |
| (21) Elf - Ranged & Mounted | (24) Inferno - Flying
Monsters |
| (21) Inferno - Mounted | (24) Undead - Mounted |
| (21) Undead – Mounted | |
| | |
| (22) Barbarian - Mounted &
Flying | (25) Barbarian - Melee |
| (22) Cursed - Ranged | (25) Cursed - Ranged |
| (22) Elf - Ranged | (25) Elf - Ranged |
| (22) Inferno - Flying
Monsters | (25) Inferno - Ranged |
| (22) Undead - Mounted &
Flying Monsters | (25) Undead - Ranged |
| | |
| (23) Barbarian - Ranged | (26) Barbarian - Ranged |
| (23) Cursed - Ranged | (26) Cursed - Melee |
| (23) Elf - Ranged | (26) Elf - Ranged |
| (23) Inferno - Melee | (26) Inferno - Melee |
| (23) Undead - Flying
Monsters | (26) Undead – Melee |
| | |
| (24) Barbarian - Mounted | (27) Barbarian - Mounted |
| | (27) Cursed - Ranged |
| | (27) Elf-Mounted |
| | (27) Inferno - Ranged |

(27) Undead - Flying Monsters	(29) Cursed - Melee
(28) Barbarian - Flying Monsters	(29) Elf - Mounted
(28) Cursed - Mounted	(29) Inferno - Ranged
(28) Elf - Flying Monsters	(29) Undead – Melee
(28) Inferno - Mounted	
(28) Undead – Ranged	
(29) Barbarian - Dragons, Elementals, Giants & Beasts	(30) Barbarian - Mounted
	(30) Cursed - Mounted
	(30) Elf - Ranged
	(30) Inferno - Mounted
	(30) Undead - Dragons, Elementals, Giants & Beasts

Rare Monsters Level 31-40

(31) Barbarian - Mounted	(33) Barbarian – Mounted
(31) Cursed - Dragons & Giants	33 Cursed – Ranged , Dragon and beasts
(31) Elf - Mounted	33 Elf – Mounted
(31) Inferno - Mounted	33 Inferno – Giants and Beasts
(31) Undead - Dragons, Giants & Beasts	33 Undead – Dragons, Giants and Beast
(32) Barbarian - Ranged	
(32) Cursed – Mounted	34 Cursed – Mounted
(32) Elf – giants and beasts	24 Elf – Giants and Beasts
(32) Undead – Melee	34 Inferno – Mounted
	34 Undead – Melee

35 Barbarian – Ranged	(38) Cursed - NOT LISTED
35 cursed – Dragons and beasts	(38) Elf - Melee and/or Mounted
35 Elf- Mounted	(38) Inferno - Mounted
35 Inferno – Mounted	(38) Undead - Ranged and/or Monsters
35 Undead – Melee	
35 Bargarian – not listed	
36 cursed – melee	(39) Barbarian - NOT LISTED
36 Elf – Melee and Mounted	(39) Cursed - Melee
(36) Inferno - NOT LISTED	(39) Elf - NOT LISTED
(36) Undead - Ranged & Monsters	(39) Inferno - NOT LISTED
(36) Undead - Melee and/or Monsters (but NOT Beasts)	(39) Undead - Melee and/or Monsters (but NOT Beasts)
(37) Barbarian - NOT LISTED	
(37) Cursed - Mounted	(40) Barbarian - NOT LISTED
(37) Elf - Monsters (but NOT Melee)	(40) Cursed - NOT LISTED
(37) Inferno - NOT LISTED	(40) Elf - Monsters (but NOT Melee)
(37) Undead - Melee and/or Monsters (but NOT Beasts)	(40) Inferno - Mounted
(38) Barbarian - NOT LISTED	(40) Undead - NOT LISTED

Rare Monsters Level 41-50

- | | |
|--------------------------------------|--|
| (41) Barbarian - NOT LISTED | (43) Elf - Melee and/or Mounted |
| (41) Cursed - Melee | (43) Inferno - NOT LISTED |
| (41) Elf - NOT LISTED | (43) Undead - Ranged and/or Monsters |
| (41) Inferno - NOT LISTED | |
| (41) Undead - Ranged and/or Monsters | (44) Barbarian - NOT LISTED |
| | (44) Cursed - Melee |
| (42) Barbarian - NOT LISTED | (44) Elf - NOT LISTED |
| (42) Cursed - Mounted | (44) Inferno - Ranged or Flying (NOT Dragons) |
| (42) Elf - Monsters (but Not Melee) | (44) Undead - Melee or Monsters (but NOT Beasts) |
| (42) Inferno - NOT LISTED | |
| (42) Undead - Melee and/or Monsters | (45) Barbarian - NOT LISTED |
| | (45) Cursed - Mounted |
| (43) Barbarian - NOT LISTED | (45) Elf - NOT LISTED |
| (43) Cursed - NOT LISTED | (45) Inferno - Mounted |
| | (45) Undead - NOT LISTED |

HEROICS LEVELS & WHAT TROOPS TO USE

Heroics lvl 16: Mounted, Flying

Heroics lvl 17: Mounted, Flying

Heroics lvl 18: Mounted, Flying

Heroics lvl 19: Mounted ONLY

Heroics lvl 20: Melee

Heroics lvl 21: Melee

Heroics lvl 22: Melee, Flying

Heroics lvl 23: Mounted

Heroics lvl 24: DO NOT HIT

Heroics lvl 25. Flying (NO Elementals)\

Heroics lvl 26: Flying (NO Elementals)

Heroics lvl 27: Flying (NO Dragon)

Heroics lvl 28: Flying & Melee (NO Dragon)

Heroics lvl 29: Flying & Melee (NO Dragon, NO Elemental)

Heroics lvl 30: Flying (NO Dragon)

CITADELS

*Results vary and based on bonuses & research

ELEVEN CITADELS

Lvl 10-200 T2 Catapults, Ranged, Flying

Lvl 15-400 T3 Catapults, Mounted, Flying

Lvl 20 - 1k T4 Catapults, Melee, Flying

Lvl 25 -3.2k T5 Catapults / 100 T9 Merc Cats, Melee, Flying

Lvl 30-250 T9 Merc Catapults, Melee, Flying

DO NOT TAKE THESE FLYING DRAGONS (Ex. Emerald, Magic, Crystal & Desert Vanquisher)

CURSED CITADELS

Lvl 20 - 2.2k T4 Catapults, Melee, Flying

Lvl 25 - 4k T6 Catapults or T9 Mercenaries Cats, Melee, Flying

DO NOT TAKE THESE GIANTS (Ex. Gargoyle, Many-armed guardian, Ettin, Colossus and Troll rider)

ARTEFACTS

Unlocking, upgrading and optimizing Artefacts can significantly boosts your Captains' performance. Here's a simple guide to help you get the most out of your Artefacts!!

HOW DO YOU UNLOCK ARTEFACTS

As soon as you unlock Guardsmen 4 your captains, your Captains will get a new Artefact's slot. It will be available in the main Captains management window.

WHERE CAN I FIND ARTEFACTS

You can get the to Artefact menu by clicking the circle in the upper left part of the Captain's management window.

New Artefact fragments will be available to claim in the corresponding section of the Summoning Circle.

HOW MANY ARTEFACTS CAN CAPTAINS HAVE

Each Captain can only use ONE Artefact at a time, but Artefacts can be switched out with one another, which gives you the ability to use Artefact's on any Captain!

WHAT BONUSES DO ARTEFACTS GRANT

Each Artefact has a main bonus and several random ones. The main bonus increases with the Artefact level and as you unlock new star levels. Random bonuses are added when you fully unlock the star levels.

HOW CAN I UPGRADE ARTEFACTS

An Artefact's level increases based on its Artefact Experience, and its maximum level is limited to the star level of the Artefact. The more stars you unlock, the higher the Artefact's level can be.

An Artefact's star level can be increased by using Artefact fragments of the corresponding type.

ARTEFACT EXPERIENCE

Using Artefact Experience to increase an Artefact's level.

ARTEFACT FRAGMENTS:

Use fragments to upgrade Artefact starts, unlocking new slots for random bonuses.

This tier list is a general guideline, and you should adjust your Artefact choices based on your specific needs and goals in Total Battle.

WHAT ARE THE DIFFERENCES IN BONUS RARITY

Each Artefact has a main bonus that can't be changed and several random bounces that can be changed multiple times. Random bonuses have rarity levels, with higher levels having better stats and lower drop chances.

Example of bonuses granted by the "Fan of the Five Winds"

Guardsmen strength (+26%) - main bonus

Army strength (+10%) - potential random rare bonus

Army strength (+20%) potential random epic bonus

Army strength (+50%) potential random legendary bonus

CAN ARTEFACT BONUSES BE CHANGED

A new slot for a random bonus is unlocked for each full star, up to the maximum of 5 slots. Each Artefact has its own pool of potential random bonuses.

Bonuses are changed all at once, but you can choose whether to keep the old ones or the new ones.

If you need to keep a specific bonus, you can lock it, increasing the cost of the next change.

HOW DO I KEEP A SPECIFIC BONUS

To keep a specific bonus, click on the bonus you want to retain in the Random Bonuses window. This will place a lock next to the bonus, preventing it from being changed. Note that locking a bonus increases cost of changing a bonus.

Bonuses can be changed by using Artefact fragments.

HOW DO ARTEFACT STARS WORK

There can be 5 stars total. Each new full star unlocks a new slot for a random bonus. Each star has 5 parts. You can complete the next part of the star using Artefact fragments. Each new part increases the main bonus of the Artefact.

IMPORTANT CONSIDERATIONS

CAPTAIN SPECIALIZATION: Consider the specialization of your captains when choosing Artefacts.

STAR LEVEL: Higher star levels significantly increase the power of Artefacts.

RANDOM BONUSES: Artefacts can have random bonuses that can be re-rolled to fit your needs.

GAME MODE: Artefacts may be more or less valuable depending on whether you are focusing on PvP, PvE, or resource gathering.

INDIVIDUAL NEEDS: What is considered "best" can depend on your specific goals and playstyle.

EXAMPLES OF ARTEFACT BONUSES:

STRENGTH & HEALTH: Some Artefacts increase the strength & health of your troops, allowing them to deal more damage & withstand more attacks.

GATHERING: Artefacts can increase the carrying capacity of your captains,

allowing them to gather more resources with each trip.

EXPERIENCE & TOURNAMENT POINTS

Certain artefacts can boost the amount of Valour, Experience, and tournament points earned in battles against epic monster squads.

SPECIALISTS ABILITIES: Artefacts can enhance the unique abilities of specialists, making them more effective in battle.

CHOOSING THE RIGHT ARTEFACTS

Consider the captain's role and the specific tasks you want them to perform when choosing an Artefact.

For example, if you are using a captain for gathering, an Artefact that increases the carrying capacity would be beneficial.

In PvP battles, Artefacts that boost troop strength and health are crucial for success.

You can obtain Artefacts through various means, including the Trials of Olympus tournament, seasonal kingdom events, and the summoning circle. Some Artefacts are exclusive to specific events or challenges, while others can be obtained through general gameplay and resource gathering.

HERE'S A BREAKDOWN OF HOW TO GET ARTEFACTS:

1. TRAILS OF OLYMPUS TOURNAMENT

This tournament is a key source of fragments for Artefacts like the Torch of Olympus and Zeus' Lighting. You can earn tournament coins during the event and exchange them for fragments in the Hermes shop.

2. SEASONAL KINGDOM EVENTS

Events like the "Heart of the Forest" Artefact can be obtained by participating in seasonal kingdom events.

These events offer various rewards, including fragments for specific Artefacts.

3. SUMMONING CIRCLE

The summoning circle is another way to obtain Artefact fragments. You can use it to summon various Artefacts, including the Ifritz Lord's Belt and Griffin Wing Mask.

4. OTHER SOURCES

GOLD MINES

You can build gold mines to generate gold, which then can be used to purchase items in the game, including some Artefacts.

QUEST & EVENTS

Specific quests and events may reward you with Artefact fragments or complete Artefacts.

CLAN REWARDS

Participating in tournaments as part of a clan can lead to clan rewards, which might include Artefact fragments or other useful items.

In summary, there is a variety of ways to acquire Artefacts, including participating in events, completing quests, and gathering resources. Each Artefact provides unique bonuses and abilities that can significantly enhance your Captains' effectiveness in Battle, upgrading Artefacts involves increasing their level and star level.

Artefact level is increased by using Artefact Experience, and the maximum level is determined by star level.

Star level can be increased by using Artefact Fragments of the corresponding type. Artefacts provide various bonuses that can be enhanced changed using fragments.

DRAGON MOUND & WELLSPRING RUINS

Dragon Mounds (DM) - These are GOLD mounds!!

Wellspring Ruins (WS) - These are TAR mounds!!

BEFORE REGISTERING EITHER OF THEM

- Make sure they are NOT on clan territory, if they are, they are for that clan ONLY! No one else is allowed to harvest them!
- FIND THE CHAT ROOMS, (These sometimes change as the Kings change, ask the clan for the update rooms if you don't know what it is) scroll through the chat rooms & see if ANYONE

else has registered. If someone did you are NOT able to claim it!

- To register/claim them, you copy the location coordinates & paste them in the correct chat rooms. Then you may place a portal if needed (or ask a clan member if they have one you can use) & begin your march. After registering you only have 10 minutes to arrive, or someone else can take it from you!

You are NEVER ALLOWED TO ATTACK ANYONE on a registered DM or WS!! The ONLY exception to this, is when it is registered to you first & someone else attacks you on it. Check with your Kingdom's ROE!

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