

# K273 Library

## CITADEL STRATEGY

*Courtesy of [LTZ] Badder*

If you use higher tier catapults than what is listed, only half the amount needs to be sent.

### ***Elven Level 10***

100 tier 2 catapults

Only ranged + Gargoyles

### ***Elven Level 15***

320 tier 3 catapults

Only Mounted + Gargoyles, Boars and Phoenix

### ***Elven Level 20***

800 tier 4 catapults

Only Melee + Griffins

### ***Elven Level 25***

3200 tier 5 catapults

Only Melee + Griffins

### ***Elven Level 30***

Boop & pray, tier 6 catapults

Only Melee + Griffins

### ***Cursed Levels 20***

2000 tier 4 catapults

Only Melee + Griffins

### ***Cursed Levels 25***

7800 tier 5 catapults

Only Melee + Griffins

\*Units listed in brackets () are optional.

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## ANCIENT VAULTS

*Courtesy of [BBD] Heisenberg*

HOW TO BUILD YOUR VAULT...

- Complete Daily Quests
- Summon your Vault in the Events tab
- Call your raid
- Kick players who don't follow the information below
- Full raids of 5 players only or cancel them

#### RAID STRATEGY AND VAULT COLOURS...

- GREEN: G2 MINIMUM
- BLUE: G3 MINIMUM
- PURPLE: G4 MINIMUM
- GOLD: G5 MINIMUM
- RED: G6 MINIMUM
- SILVER: G7 MINIMUM

Don't join a raid if you are below the minimum Guardsmen level. If others join your raid below the minimum level please remove them from the raid.

#### TROOP STRATEGY...

- Fighting Captains only
  - Vault Level 1-19, Use Mounted & Range
  - Vault Level 20-29, Use Mounted
  - Vault Level 30-39, Use Spearmen & Archers
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#### **TINMAN STRATEGY**

*Courtesy of [BBD] Heisenberg*

Rise of the Ancients troop strategy (Tinman)...

You need a MINIMUM of two tiers of troops using the following ratio:

1:RIDER / 2:ARCHERS / 2:SPEARMEN

Here is an example...

**G1**

RIDERS - 500  
ARCHERS - 1000  
SPEARMEN - 1000

**G2**

RIDERS - 250  
ARCHERS - 500  
SPEARMEN - 500

Adjust these numbers to the capacity of your Captain Add mercenaries and monsters.

DON'T TAKE...

- CATAPULTS
- SPIES
- SWORDSMEN

Attack as much as you can in order to earn as many clan chest as possible. The Event tab will show you how many points you need for each chest.

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**Hall of Fame**

*Courtesy of [LTZ] Badder*

The Hall of Fame can be found using the small lion icon circle on the left of where you see your Hero's armor.

It is composed of three factions, Tenacity, Courage and Resolve. Your Captains are evenly divided into these three factions.



By following the directions under each faction (click the stained glass windows) you can upgrade them in order to add permanent bonuses for the Captain's who belong to it. Each faction has specific bonus focus:

Tenacity (blue wolf) – Improve your army's resilience and defensive strength, making them tougher in battle.

Courage (red lion) – Enhance your offensive power and increase damage output against enemies.

Resolve (green hawk) – Boost your army's stability and efficiency, ensuring peak performance in longer battles.

This video provides a brief overview of each faction:

[https://youtu.be/ijGgrd4uaew?si=YPtISo\\_WSAyQ6\\_O](https://youtu.be/ijGgrd4uaew?si=YPtISo_WSAyQ6_O)

When working to complete the goals outlined in your Hall of Fame factions, keep in mind that Captains have different rarities:

Rare (blue background)

Epic (purple background)

Legendary (orange/gold background)

Faction upgrades require that Captains of a specific rarity meet certain level conditions which can be seen in red at the bottom of the Faction.

**Resolve**

**i**

189	135	127	125

**Faction level 105 > 106**

Construction speed	+243,75% > <b>+247,5%</b>
Research speed	+243,75% > <b>+247,5%</b>
Leadership	+18,0% > <b>+18,2%</b>

**Level 290 epic or legendary Captains of this faction  
needed: 2**

Even better, if you upgrade each faction enough to meet certain level conditions you can upgrade your Hall of Fame to receive even better permanent bonuses for your entire army. Click on the round table beneath the three stained glass windows to see the requirements to upgrade the level of your entire Hall of Fame.