

# Clover feat. Aeneas

## Smart, easy and cheap!

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### Section 1; Overview

For the Aeneas strategy, there are 2 main chokepoints you will come across:

1. Trombo
2. Drillo

Now let's break these bosses down into their attack distribution, so we can prepare our team in a way that gives us the highest possible winning chance:

#### Drillo

This boss focuses purely on **WEAKEST** on your team. Drillo also applies combust, but his attack is so high that we don't have to worry about that.

#### Trombo

Trombolini attacks either **STRONGEST** or **RANDOM**. Trombolini's brain augment also attacks your entire team, so you will be relying more on luck and him not proccing it to survive.

### Section 2; Build



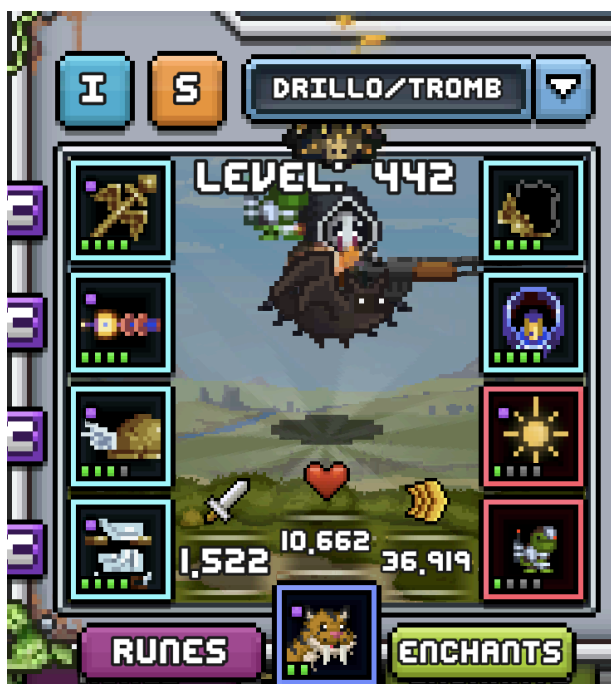
#### Trash Setup

**NOTE: FOR GORO YOU NEED 11k+ ATTACK.** You can either REFORGE or have your TRASH BUILD be like this:



Screenshot by  
Frostybeans. Thanks!

## Boss Setup



I recommend a turnrate similar to mine, I got a turn before Trombo and 2 turns before Drillo.

Enchants: 3x DS 3x EMP

Runes: 2x DS 2x EMP

Reduce Enemy Team Health on Hit and Sap  
Meta are not required, but are very helpful.

## Section 3; Team

My team consisted of Glarzdos (+5), Me, Blinka (+5), Glarzdos (+5), Ula (+5).

### Glarzdos

The most important thing is to have **MAX DR AND/OR HIGH ENOUGH HEALTH TO SURVIVE 1 HIT FROM DRILLO**. Mine had 10.4k HP, but anything over 9.5k should be okay (max DR).

- Brain: Defensive Spread
- Bone: **ANYTHING OTHER THAN REDIRECT!** I recommend % chance to evade first hit
- Pumps: 3x DR
- Chip: More DR the higher HP

### Blinka

This honestly doesn't really matter, she only really contributes vs trash and when setting up to fight against a boss, so you can run her without augments if you want.

- Brain: Spread Heal per turn
- Bone: Drain SP on kill
- Pumps: 3x EMP
- Chip: Heal Power (this affects shielding too!)

### Ula

He is purely here for his health pool and an easy stable to get as much redirect on your Tank as possible. If you have a +4 or higher Teithyus, definitely run him.

- Brain: Doesn't matter
- Bone: **REDIRECT**
- Pumps: Does not matter either, but I recommend 3x Evade
- Chip: Doesn't matter

## Section 4; Execution

**RECOMMENDED ORDER: GORO > DRILLO > TROMBO**

Trash should be easy, make sure to sustain and abuse the 1sp give shield & sp on your mainhand to stall waves as long as possible if you need enrage or need to sustain.

### Gorobot

As mentioned beforehand, you need at least 11k+ attack for Gorobot, so you will have to reforge if your trash build has lower attack than that. This “boss” is easy.

### Drillo

This boss is the more consistent out of the 2, you will want to spam your 1sp damage skill.

Only revive your dead Glarzdos if the other one is below 100% HP, that way the revived glarzdos doesn't get targeted.

If your meatshield gets hit instead from the redirect, feel free to cleanse.

### Trombo

You will have to turn on battle text and put the game on 1x speed. My strategy is based off of you being faster than Trombo.

The main idea is using your 0sp attack and cleansing when you have to. I don't cleanse until I see shock+2, although it is riskier this ensures that your SP can sustain dishing out cleanses throughout the fight.

Correct execution of this strategy should get you a win within a few hours max.

**Now all you need is some luck, so good luck!**

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### Small Note

The main reason you want to run 2 baits and a single tank with redirect is because Drillo is the more consistent boss. He will always kill your baits no matter what, and you will always have to use your revives. Trombo on the other hand can be killed without casualties. This is why fighting Drillo first is the morally, politically and logically only correct choice. You could run triple Glarzdos instead of a Blinka, but this dungeon requires luck no matter what, so I personally think being able to execute runs faster gives you a better chance of winning. If you get unlucky, you die either way.