

Battle Drills: Spider Wasteland - Round 2

Hey guys! Im a bit late due to traveling all day but here's the newer battle drills version. I've changed around the roles a bit, sides not so much. Those who did passages did great work even with the inactivity we had, keep it up! :)

The strategy itself has not changed but the boss related teams have been slightly updated. The most important note is to always prefer an S+ EX15 hero when it comes to dps.

In case any of you feels like they'd be better in a different role, please message me (Microwave) and we'll work it out.

The side distribution list:

Group 1:

- 于言诺 B
- S1NFANQ B
- yun B
- phrophyth B
- Waterhose A/B
- Microwave B

Group 2:

- HITCH B
- 周子译 B
- FadeToBlack B
- zell A/B
- Grield A
- Patchiee A
- Jamerlin A
- Nyneve A
- Wanderer A
- DJCannabis A
- Rakenas A

Group 3:

- Arya B
- Shakey B
- Ys1998 B
- 卑鄙的继承者 A/B
- Ba3rTii A
- 鸡蛋仔 A
- 遗迹的烛光 A
- yunnie A
- Fee89x A
- Rys A
- Andyli A
- 菜菜馍 A

Role A: Only passage teams, that is 3 characters in 1 team. Keep synergies in mind, formations from previous runs work fine. After all of the passages have been cleared on 2nd round, swap to boss related teams

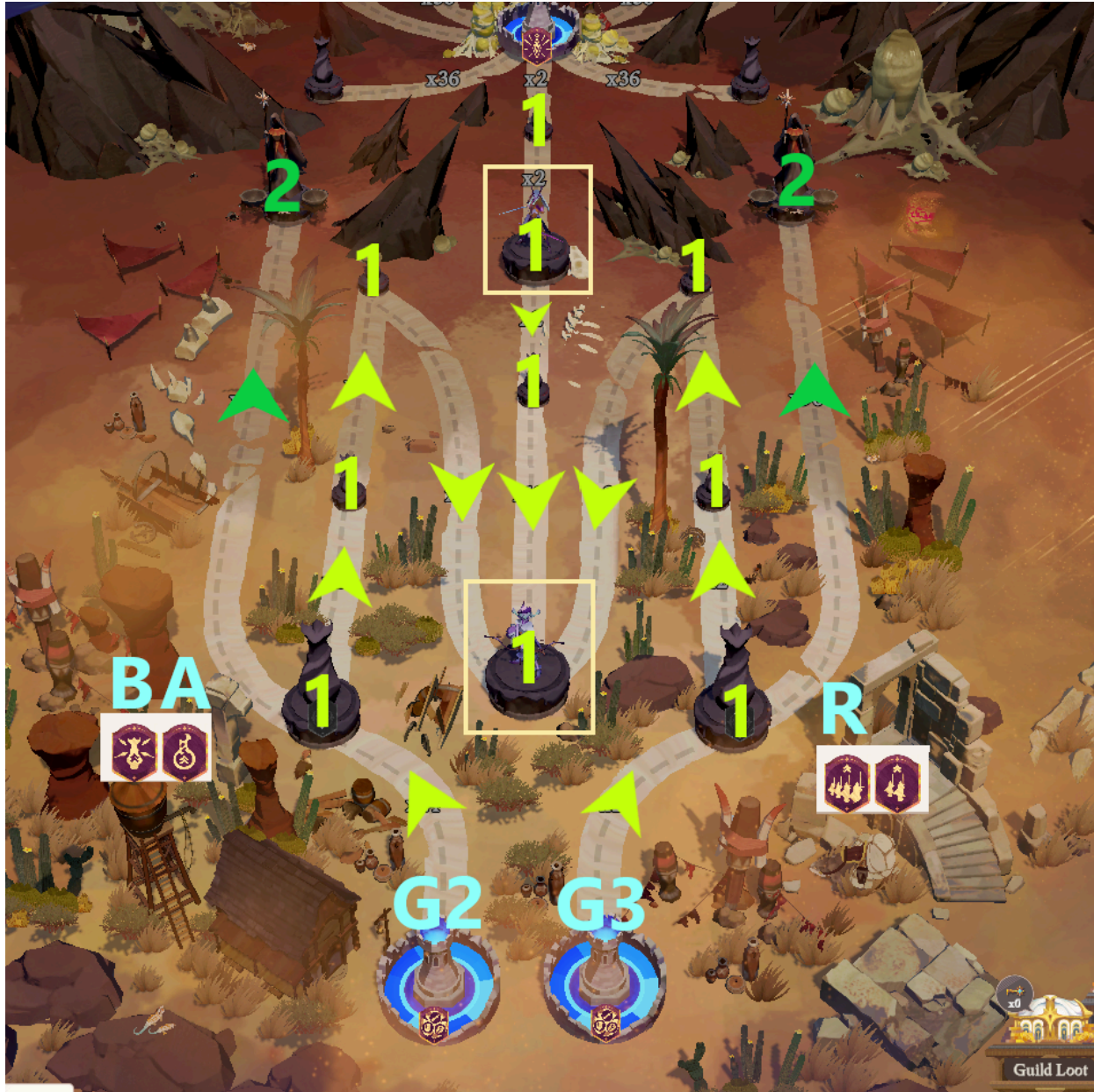
Role B: 1 Tower team, 1 Miniboss team + 1 Boss team (that is also either Marilee or Eironn miniboss team, explained later. add once you unlock the extra slots)

Role A/B: 1 passage team, 1 Miniboss team and 1 boss team (same as above)

The starting locations of each group can be found on the map below

The map & strategy





G1 / G2 / G3 - where each group starts

Stage 1 - G1 focuses on taking down the minibosses while their A/B members will also do the passages. G2 and G3 will have their role A members focus the passages while those in B and A/B do the towers and marilee once the sides connect.

- Eironn: He's able to reduce haste, shreds magic defense, shields himself (gets stunned when shield is broken) and dodges all physical attacks. His ult also immobilizes. Due to him dodging phys atk, you need to have a magic dmg team against him.

- Marilee: Stuns a target every 2 attacks, increased attack and attack speed when no nearby allies, reduces your teams' energy and gains physical defense. True damage dealing heroes work well against her (marilee, korin, scarlita)

Stage 2 - Those in role A and role A/B should focus 1 side at a time, we can agree to start from the left and then immediately swap to the right. Role B will sit this out (unless we make 0 progress)

Stage 3 - Once role A and A/B has finished all the passages below, only role A will start on the ones above. Start from the left and focus 1 path at a time. Once a tower is available, Role B and A/B will focus on killing it while Role A is focusing on the next passage.

Stage 4 - The Grim Executioner (boss) makes your weakest ally unable to move or act and executes the lowest hp ally where each execution also increases his stats. We cannot tell how much damage his ult will be but for starters we can use someone like koko or lucius in the team.

RELICS - Role B and role A/B will choose "True potential" and Role A chooses "Trailblazer" from the left side (those that do not start at G2, remember to collect it once connected). The relics from the right side seem to be more of a preference, it is hard to say without any data but we decided to recommend picking "Iron resolve" over "hot pursuit". These relics are used on stage 3 towers.

Formations

NOTE that with the relic "superiority" characters that have their exclusive weapon at +15 will deal 250% extra damage to bosses. If you have anyone built this far, prefer these heroes!

Passages: A team of 3 heroes for fast clearance. Recommended teams: (Prefer those that are built, replace if needed)

- Parisa - Eironn - Lyca
- Viperian - Carolina - Florabelle
- Temesia - Lily May - Arden
- Cecia - Shakir - Seth/Rhys
- Alsa - Rowan - Odie

Towers: Form a team that focuses on dealing AOE damage. Remember to NOT include heroes you use for the bosses. The enemies in this season's towers will mess you up if you give them breathing room so cc is advised.

The current best that does not overlap with bosses:

- Eironn - Carolina/Ulmus - Arden - Damian - Parisa/Viperian

Minibosses AND The boss

Due to Eironn dodging physical damage, we're forced to use 1 team for Marilee, 1 team for Eironn/Executioner (or the opposite, 1 for Eironn and 1 for Marilee/Executioner) and 1 team for towers. Technically you could have 1 team for both of the minibosses, but we figured this would be the optimal way.

Use evocation in each of the teams, you can of course test with the other ones as well.

(FLEX SPOT: any hero that is S+ and EX +15)

Marilee & Executioner

- Lucius - Korin - Marilee - Lily May - (FLEX) Vala

Eironn & Executioner

- Smokey - Koko - Odie - (FLEX) Scarlita/Alsa - Reinier
- Phraesto - Talene - Odie - Smokey - (FLEX) Mikola/Lily May

That's all, please enjoy your weekend ^^