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War dragons base building guide

Tired of people wiping your base with just a dragon? Frustrated with your defense? Need new ideas on how to layout your base strategy? Contact a Creator Group member, Adored, for a custom, more defensive 1:1 base layout. Please contact Adored (ad0r3d) on the Line mobile app. Or you get the Line app for PC. You can also visit our new Base Blog. Your donation helps with the cost of hosting this website. HathoreFI really loves this site, especially the facility that sets up the help feature. my husband and I used it, and we liked it. It really helped our defense. My husband also likes to list the pod actors as well. Thanks guys for creating the site we really like it. My husband also won the giveaway this week :-)

EpicIpl was surprised for the first time to learn about base audits especially for free. I was always looking for ways to improve in dragon warfare so I contacted Adored immediately. He gave me a time when he would look at my base and at that point I received a message, this message was asking me how he should build the most optimal facilities or use more of what I get. I went with the most optimal, the sooner you correct your mistakes the better. Then he sent me a base layout, I had to store a good number of turrets and my defense power went down a bit well. But even though it went down to my new base kills more dragons! It's crazy. I've been testing it for a few weeks now and its work perfectly.

sheikbeatsTi is kind of obsessive about getting feedback and information on how I can improve my base. I've read the site, I've asked higher level players to do a fly-through, and I watch all my replays. Has someone taken time for one to look at my base and give feedback that is above and beyond what any player has done before. The only other person who did it for me was my husband, and he and I started the game at the same time so he didn't have much understanding. Great service for players! Put the site in the group wiki in the hope they will visit instead of just depending on me for information. BousshThx for help with base audit. I've lost some defensive points, but my base is much harder to beat now. I just need to work on those lower level towers and work on maxing others! Sivera I was in a private conversation with some fellow players and we started talking about Adored (all the good things, all the good things 🌟) and his base audit. I decided to try because they had a good result. I sent an msg and a few days later he showed me a base layout that better suited my level and let me tell you not quite Amarok proof (what basis is, right? 🤔) but it was great to log in and see if my defense was more successful than once a week. Thank you Adored! Kansa Thank you Adored for helping me with my base! It's hard to let go of what I feel is right, but I look forward to seeing how the new layout works against Amarok! WarWizardFHi bro, just want to thank you again for the establishment. I took this dude twice today, both times they used 4 dragons, and both times they sigurd and amarok. So thanks. Ill please definitely mention that in the comments once my wife posts hers. So thanks. GoldenErisT I tried the base audit service and I am very pleased. Adored approached me very quickly and worked with what I had on my premises. I helped make my base more defensive. My defense power went from 100K to 115K with just the Adored's tower positioning equipment. That's great! I recommended it to the team and had teammates try it out too! Thanks Adored WarDragons.info, I'll keep spreading the word! 🍀Shadowfox I recently had my facility audited by Adore. Wow what a difference. Now it's easier to defend and take me from 1.15mil in defence to 1.18mil. And with this week-building event I'm sure it will be better. I recommended it to both of my teams. And will continue to do so. Thanks Adored!! DjWarmachine WOW! Just make suggestions and im impressed. I've made the changes I can for now with more to come this weekend. I filled my resources and set traps. The attacks come and the dragons fall from the sky! It's wonderful. I can't wait to see where it is after this event. Thanks Adored Shane Mullinix Adore recently made a change to my base. Thank you very much! New love set. Will post how it is. In the game name Gerkurochime finally received the answer and my unfounded boy looks a lot stronger than before., still halfway through the performance though with the rune + extra position/replacement tower defense still going on., hopefully I can finish it before the fourth XD thanks to the cherished and good work Copyright 2016-2018 WarDragons.info So you want to be a senior, strong player who can take on almost any facility and repel those who dare to attack you. There are certainly many players going before you can be used to identifying the best ways and building combinations and tips to give you a great base that even the powerful dragon lords struggle to defeat. Before we go into specific advice and suggestions, there are general rules that apply to everyone altogether that you should consider. The first is the most important advice that can be offered to you: You don't have to go shooting up through the base level without breeding your dragon at the same speed– you dragons MUST be able to take grounds of the same level and up to 10 higher without boosting and a dragon only, or you've gone too high too fast. Always check your progress before a public event, and track and plan out your progress carefully as you will plan your dragon breeding. Use the checkpoint list to make sure you're hitting the breeding process at the right time to catch up with your base leveling. Think about it Just like with breeding and having a plan like the number of levels, you will progress in a month-6 weeks, before you jump into consolidation events and shoot up more then realize you have more shots! If you take your time and move carefully up to about 150-180 while keeping your dragon up to the same level, degrees, Will find yourself a pretty decent player with some power behind you, the makings of powerful dragon lords. Have the patience to start with and do it through jumping from platinum up through sapphire to garnets, and it is worth it. Ask a player who has reached level 220 without breeding a garnet dragon if he wishes that he had bred garnets before, at least before he reached level 200- he would say yes almost all the time! An un guarded base will mostly be taken down, even if it takes some dragons. There will always be dragons and higher level players and even lower players with high-level dragons who can find a way to take you down. Working on your basis assumes that you will be there defending it, or at least one other player will be there. Tips and points of note on building a base- how to create a strong base There are many different layouts that create effective facilities, but mostly they have certain elements in common. Try to use as many of the points listed below as possible to guide your base design and layout selection: Always level up your farm to their maximum as soon as you can level them up. The farm is difficult to go down for the first time if you group them and add a tower to protect them in the middle e.g. red wizard so that no earthquake or normal red chain lightning spell (or other red area magic) can hit them. Wizards are important. Make sure that like your farm, you level up your wizard before you level up the towers they protect, otherwise the towers don't have adequate protection and the wizards are given easy, leaving the attacker building rage again and free to bring your tower down. Use measures to reduce rage. The wrath of a dragon is very important to its attack and also capable of rebirth. If the dragon can build rage again even after you escape it at first, then it may have the best shot at knocking down enough of your base to win the attack. During the war, a supporter of the attack would simply clean up what was left. Use storm towers, ice towers and wizards through all your facilities to stop the build-up of rage. Aim for a tower escape rage at least one on every half of the long island. Shields are the best way to increase the lifespan of towers with the heaviest attack power. This means thinking carefully about the best locations of ice towers and storm towers to provide the best coverage of the surrounding towers when using them for super shots in defense. Change your tower selection. Keep in mind that the excessive use of a type of tower in your base design means that your base will be very vulnerable to certain dragons, even if it is well protected against these Other. If you are using Ice/Fire Turrets or flak towers then it also means that this is difficult to do, as you rely on collecting debris to build them. Think about a player trying to defend your base- where do they put their super shots to have the best damaging effect? If you can't figure it out, how will they? Consider this carefully when designing your facility and check the power of super shots for effectivity. Other players only get 5 super shots in defence, if they waste one which means your base is a fifth less likely to be successfully defended. Make your super shot towers clear by their location and by their high level. Don't be shy about asking for criticism from others, including those who attack you successfully. Try it all now and again approach a player that successfully attacks you for their feedback- you can get a useful response! But this is where your teammates come into their own - you know who has grounds that can be easily defended because you protect them. Do what they do, ask for their opinion. You also know who does not have a facility that can be well protected. Don't do what they do. A good base can be changed to take into account new dragons that come out for example in seasons or a newly released level. But don't change it about every week- try a layout over a period of time and take note of the dragons and their level that it manages to prevent. Pay attention to the ones that your base does not stop. Watch play play back and try to understand which towers can be changed/added/leveled up to change the results in your favor. Consider using a 3-point wall process. Choose 3 points in your base to use as points to concentrate high power towers; The beginning of the defensive towers to eliminate the weak first attack dragons such as low levels during the war, the second should be about 30% marked to weaken a dragon backing or second and third at 50-60% point in the base to prevent an attacker from winning a regular raid. Maximize your farm and use 3 point wall layout and this will serve you well in wars too. Combinations: some smart tower combinations can be completely unforeseeable. There are some well used and some clear but rarely maximized combinations with slightly different effects: Place Ice Turrets and Storm towers where they can protect each other- this takes an attacker some time to disable And while they focus on that (because they can't go down anything else while they're still up) the other attack towers do their damage and storm and ice towers suck the wrath of dragons keeping magic useless. Place Storm/Ice turrets next to perches so that their shields can protect the dragon perches, if they are a high level- not worth it if you are just starting to build perch. Use the wizard with the cannon to stop the dragon using the shield– most of the shields are a spell-colored, blue, but cannon breaking shield. The dark flak tower, next to an ice turret, is supported in the middle by a Storm tower, all at a good high level, like hitting a wall for any dragon. Some things to avoid on your premises: Don't fill an island with no but the same kind of tower. No matter their level, this is weak design. Avoid weak towers- it is really not true that you should try to use at least one of each type of tower in your base. Some towers are just crap like ballistas, and at our level we need much stronger impact slowly Rooms. Don't leave buildings in the building if you can avoid it. Open one or two more spaces on an island that you haven't expanded to, then place the buildings under construction here and have a replacement tower stand in your storage. Even if it is not a high-end tower, any tower is better than the one that does not even show up for the attacker. If you don't know which tower to use, start with a wizard. Using enough wizards, but not so much– over the use of m wizards will significantly reduce the actual attack power of your tower, and never gather the wizards all together and leave the areas discovered by any wizard. Long versus short- the debate is not really a debate this- there are pros and cons for each length of the base. It is generally accepted by the majority that short to medium length bases have the best defensive results and the best advantages overall. Long bases are much harder to defend and will often have lower defensive strength. This slideshow requires JavaScript. The bases are short to the middle of the long island; the average base reaches the top small island; Long bases reach the last long black island. Very short does not exist, but generally not by the time that you reach the level of our players although it can be seen. This means that the base reaches the bottom small island. Short base: Concentrated energy; hit the attacking dragon from the defensive towers; easy focus super shots in defense; Little chance for dragons to build rage. Note that there is also less time to try to take down the dragons, but the additional power for each tower is more efficient than the additional towers at the lower level. The short bases rely more on defenders activating their super shots to maximize their attack, otherwise a lot of short bases can be launched with a definitive quick attack- such as the thunderous storm spell, when the base has yet to have time to escape the rage. It is harder to accumulate large volumes of resources to build towers up to higher levels than lower level buildings in longer bases. Medium base: try to balance out the base short versus long by giving an extra but small island to the short base without extending into the long dark island. However, the towers will not be quite as strong as the short base towers, so concise strength at certain points as 3 wall points layout is necessary to have effective defenses. There is a slight increased chance to take down the dragons, but this means there is also an increased chance for the dragon to build rage so drainage rage is essential. Long base: it's easier to build many lower level towers to build higher level towers and it provides an opportunity to include combinations and towers to access a wider range of dragons. The towers are weaker transparent, and inefficient Fight dragons and have a greater chance for the dragons to build rage. There is also a greater opportunity to escape rage. Generally, longer bases will be weaker than short bases until High levels are achieved, level 350 plus when all towers can be a maximum of 54-55. Different players will have their own opinions but short grounds are most effective when defending in war attacks, no doubt. The main consideration for the team is which base can be most easily protected, so try to consider this as the primary purpose for designing your facility. Eventually every base will eventually end up as a long base, as the tower is maximized and the short base becomes the medium becoming the long base. This does not happen until very high levels are achieved i.m. 350 plus in general, so don't aim to expand, allowing the towers to max out and then use up more island space! Runes and boosts Use the right runs on your base as a liquid review and every time you level up a tower, or change a layout, look at your runs and consider if you have them in accordance with the current configuration. It can be frustrating and take a long time to get the right rune, but persevere because they can add huge boosts to your bases' strength, if well placed, for your base edge that you may need to go from medium to hard-as-hell to go down. Use healing strikers to protect your farm, and look in more detail at the available runes and their use on Runes and Chests. Tower Breakdown and Use So here are some tips and pointers to help a quick basic decision on which tower to consider for your base. N.B. - this is not intended to be a comprehensive guide, and there are many potential exceptions and personal choices that may affect the base layout you have chosen. Red Mage- right for spelling blocks, long-range Blue Mage - must give spell blocks, short-range Cannon-breaking shields, short to medium range Ballista- not used unless VERY high level! Archer- hits quickly with good short damage to mid-range Storm-rage drains at long and short range. Shield around the tower with SuperShot. Trebuchet-stuns attacker, very effective in combining precision Lightning-long-range hard-hitting and breaking Fire Turret shields– great damage from all range, needs to be advanced Ice Turret – preventing gain rage and long-range health drains. Provide shields for the surrounding towers with the SuperShot Dark Flak, an extremely powerful short-range counter- used in front of the short-range, hard-hitting island of Fire Flak, not as effective as the Dark Flak but the powerful Dragon Perch, which must be well used with dragons and precise rider , can add defensive SS ammo and power up Select positions to work on the base, and consider what you need towers to do – more than simply stopping dragons. Do you have tower escape rage? Do you need more? Do you need something faster to shoot? Long-range or short-range weapons? Are you building up to a powerful tower that takes the dragon down? Think about the functions, and your construction facility itself Yourself..... dear.....

