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## Legion td 2 groove guide deutsch

Implemented in August 2015, after The International 5 and as part of the Source 2/Reborn client, arcade allows local developers to try to create their own custom game modes. The game's custom support is very similar to how the dota predecessor was built in Warcraft III, only this time Valve makes the process smoother for developers. This is an Arcade Night pilot, where The Flying Courier site guides Victoria visit (or re-visit) custom games through the Arcade/Workshop. You can check out last week's feature on Troll & Elves 2 and leave suggestions in the comments! Okay, I admit: I'm hooked on the tower defense. Get a place, build things, pray for something like RNG or a mixed attack doesn't stumble. But this week's Selection of Legion TD Reborn wasn't just made on that fact; I actually found a friend playing and joined. Strangely enough, while we were in &t;3&gt;iamo, I found it extremely familiar. After some full gameplay, I had a quick realization: I knew this game. But not in this form. Legion TD is a pretty old but respected custom game, starting with its warcraft 3 iteration. It gained such popularity over the years that in the end, they began working on an iteration of Starcraft 2. But that wouldn't have been the case. Instead of sticking to their original platforms, the original developers, ambitious to reach a wider audience, made a Kickstarter for an autonomous edition of Legion TD 2 in 2016. The Kickstarter got \$66,487, well above its \$50,000 goal, and they left. This game is now in Steam as an early access title for \$20. (Unfortunately, it doesn't seem to go too well in reviews.) For those who want a more comfortable and (relatively) stable environment, there is always Legion TD Reborn. The Reborn title acts as a double entendre, representing both the rebirth of the game in Dota 2 and the Reborn client, in which official personalized games have been introduced. And it's right not to call it 2 or just rip the title, as it doesn't seem to be from the same team as the original – nor is this version exactly the same as the original. Thankfully, you don't need to be an alum of Warcraft or Starcraft to get the game's gist. It's a four-on-four defense game with no direct combat, just automated units, so it's more about strategy than skill. The goal is to survive waves of enemies using small armies of your own. Choose one of six builders that provide unique units and quirks: Nature, Elemental, Assassin, Human, and the newly released undead, as well as a random builder that assigns random, mixed, or matched units. At first, you are given 100 gold per unit and upgrades, and gold as you kill units and move through rounds. You earn tango over time, which allows you to buy units that go to attack the other team (unless you have certain tricks). Each tango purchase entitles you to an award-winning Gold Income at the end of each round. You can throw gold to increase the tango rate you get, and you can in Gold and Tangos for Food allow for more defenders and upgrades. When every wave passes, either your troops kill them all or you don't. If you do, your units move to defend the King of your team; in case less, enemies move to attack the King. Tango update options include updates for the King, so it's not helpless, but you'd rather not get it to this. Legion TD Reborn is quite easy to learn and not terribly difficult to master. Once you understand how all the gears move, getting into the groove seems natural. The nice thing is that it is an absolutely active game, with frequent updates for balance, bugs and more. The Undead constructor was actually released a week before the time of writing, adding a new touch, and there was a bug and balance patch several days earlier. Unfortunately, as the programming goes, you solve one thing and break twenty more. When I started writing this piece, there was an issue where some games crash at level 25 or 26 (after the duel). The good news was that when I came back to take screenshots and edit this piece, there had been two more updates since I last checked and the bug had already been fixed. It is worth noting that some players have understood how to cheese the game. If you don't choose the Return to sender cheat – which, as the title describes, sends Tango units to your side instead of the other team's – you'll probably have a huge wave of enemy units swarming your lane and marching toward the King. There's not much to do but bulk up Tangos, stabilize your lanes and harass them yourself. Overall, the experience is extremely solid. While it still doesn't live up to the madness of the legion's old TD, Legion TD is coming to us as an experience of its own. With games being played 20 to 40 minutes, it's a great way to kill some time if you don't hear a full Dota game. Here are some tips for success: the key is a good balance between the types of units, between remote, melee and those specialized in spells. While you need your melee tanks, they will be swept away pretty quickly in some waves, but your remote units tend to be squishy. Do not buy too many units or you will spend a lot of time, effort, gold and food updating them. At the same time, too few mean they will die fast. Be sure to spend Tangos, as it will ensure you get consistent gold income in subsequent rounds. Don't forget to update your Tango rate! If you have a setup that survives waves very well, consider dumping gold in your Tangos. Power up your King! It is never known when a wave will be trampling towards him. Even if it's not that efficient for your income, you get 4 income for each During infinite final waves, your units are permakilled, but you will be able to send units to permakill them. This is where your tango badger shines! Don't worry too much about Duels. It's a nice more gold and an indicator of how your team is doing, but it's not worth pointing out. It's okay with cheese. If you when collecting Legion TD Reborn, you can find it in the Arcade and Workshop. Want to see more arcade nights? Any games you want to see visited? Do you have any memories with Legion TD? Feel free to leave feedback! Forum &t; Legion TD 2 &t; Strategy Guides &t; Discussion in Strategy Guides started by TheRatedR, January 31, 2018. Tags: Grove Groveguide Beginner v 1.77 Forum Guide Strategy &t; Legion TD 2 &t; Strategic Guides &t; Mercenaries - Advanced Below is a table I usually like to prioritize, I only show my best choices and I would totally agree that there are many mercenaries who are very sectional and some who have a natural counter-mechanics, this is just to give you a little idea. has a table of these mercenaries showing their stats.1 – Snail2 – Demonic3 – Brute, Dragon Turtle, Demon4 - Dino, Brutus, Demons 5 - Hermit, Dino, Brutus, Dragon Turtle6 – Brute, Demons7 – Safety Mole, Hermit, Demons8 – Dino, Snails9 – Safety Mole, Hermit, Pack Leader, Demons10 – Drake/Lizards, Brutes11 – Kraken, Phantom Knight, Dino , Snails12 – Pack Leader, Hermit, Safety Mole13 – Shaman , Safety Mole, Drakes14 - Centaur, Safety Mole, Hermit, Pack Leader15 – Kraken/Ghost Knight, Dinos, Snails16 – Pack Leader, Safety Mole, Hermit, Centaur, Foureyes17 – Centaur, Pack Leader, Hermit, Safety Mole, Foureyes18 – Shaman, Centaur, Safety Mole19 – Kraken/Ghost Knight, Dinos, Snails20 – Shaman, Centauro, Foureyes, Kraken, Drake/Lizards21 - Shaman, Centaur, Foureyes, KrakenExplanations1 – Isn't there much choice?2 - Demons will deal significant damage, Lizards will stay alive until the end.3 – Brute to the end, if you started with high workers. Especially if your opponent relies on a fighter, this will hit him hard because of his ability to stun, otherwise Fiend is a great damage-dealing fighter and could catch some people off guard.4 – Flying chickens deal serious damage, get a tank for them like Dino. Brute does not tank so effectively, but helps bring down the main fighters. If you saved straight for it, I would send everything you can before income and add a snail later if possible.5 - Straight saves for 5 are not conventional but occasionally could be effective. Drakes helps you burst the enemy's front line, Dinos adds a lot of value to the tank to prolong scorpion life, and Brute is strong again to extinguish individual enemies. Hermit is a great addition when you reward area damage like Honeyflower.6 - Rockos like to take down targets quickly, you'd like to help them, adding more debuff (Brute) or a Dino/Snails/Security mole to help them stay alive. The devil is a good dispatch if the enemy has a lot of damage impact7 - 12 creatures are spawned here so that the Auras are more effective again, Hermit + Safety Mole helps creatures stay alive longer, Mimic makes his way through their defense giving a high, delicious income! Dino annoys them as he brings a lot of defensive value to the fight. Once again Drake/Dragon Turtles are a solid choice if the the lane is weak for Magic.8 - It's time for a remote wave, big tanks with a high hp pool are what you want here, Bigger = Better: Ghost Knight &t; 2x Dino &t; Dino +Snails. Remote mercenaries are rarely good here, but they can work against arcane defense9 - A special wave because it reduces damage caused by remote attacks, hermits, and security moles reinforce this effect. Pack leaders greatly increase creature damage.10 - The first real Boss, Drake/Lizards is dps at a distance and, if necessary, does his job. Sometimes it makes sense to add a Security Mole or Demons if you think the enemy isn't able to erase them before the boss arrives.11 - Back at a distance, the highest in the game. As always you want tanks. Ghost Knight &t; Dinos and Snails to round it up. Wave 11 deals extreme amounts of damage if kept alive for too long. The only viable aura here is the hermit in my opinion.12 – The Auras to support this wave are excellent. Pack leaders function as supporters and tanks, hermits, and safety moles allow wave creatures to stay alive longer.13 – Unlike previous waves, this wave generates only 6 creatures, however, they are significantly stronger to balance. The Shaman is a good damage dealer and a buff unit for this wave. Safety moles are always useful. Pack Leader is not recommended as it only upgrades with a flat +10. The centaur can also be useful here if the enemy has many small units.14 - This wave has a 25% spell resistance, meaning Hermit and Safety Mole have had special use here too. Foureyes is great for facing large tanks, if there is a lot of arcane armor you can also send a Centaur to get rid of the mass units. Leader Pack to round wave damage.15 - Miniboss time, but this wave has some range, so keep that in mind. Tanks like Krakens and Ghost Knights are useful for prolonging the survival of Level 15 creatures. Most golds, with the exception of the Hermit, die too fast on this wave to be useful. Centauro can work in some cases.16 - Wave 16 generates 18 creatures, this means that this is the most efficient wave in the game to send auras on, so Pack Leader, Hermit, Safety Mole are crucial. Foureyes is great if you need to deal with a large tank, as always Centaur if you have to deal with mass units, this also applies to Wave 17-1917 – Most people build fortified or natural tanks here so you want a Foureyes to take care of these. Golds are also great, mainly pack leaders or security moles if you need to counter a certain construction.18 - Big guys, you want to assist them with Shaman, Centaur if the enemy is amassing units, vs tanks and Drakes for extra damage.19 - Another remote wave so large melee tanks like Krakens, Phantom Knights, Dinos or even Snails are more effective.20 - The final boss wave. The Shaman is obviously by far the most important send-off because of his buff. Other than that, I recommend pure dps. Choose any type of damage you need.21 - The final wave of the game. Shamans are useful for the Legion King, Foureyes shreds through enemy tanks, Centaur to face the mass and and Goldens can be less effective now they still serve their purpose and it is worth sending them. Enter.

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