



**Credit: Lemmingllama, Taco and TT2 Community. See description.**

# Clan Raid Guide

## Tickets and Tiers



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### Raid Tickets

Before you begin a Clan Raid, you must first gather enough Raid Tickets to start one. Raid tickets are earned by completing daily achievements or by completing a new Clan Raid for the first time. All members of your clan contribute to your clan's raid tickets, until you finally have enough to begin a raid.



**x 180 (First Completion)**  
Raid Tickets

### Raid Tiers

- Clan Raids fall into two tiers. These tiers are then subdivided into levels. As you complete Clan Raids against higher tiers and levels, the health of the Titan Lords will increase and the rewards will increase. The basics of each tier are as follows:
  - Tier 1: The basic tier. Titan Lords will have no Armor, and health amounts will be low. Each tier 1 raid will cost 200-500 raid tickets to start and will reward up to tier 1 cards on completion. There are ten levels of tier 1 raids, and each level will contain two unique Titan Lord types.
  - Tier 2: The hard tier. Titan Lords will have Armor, and health amounts are higher than the tier 1 raids. Each tier 2 raid will cost 500 raid tickets to start and will reward up to tier 2 cards on completion. There are twenty levels of tier 2 raids, and each level will contain three unique Titan Lord types.

### Unlock Next Zone

Complete this raid on time to unlock the next zone:



**Cornered Retaliation**  
Tier 1 - Zone 9

**Time left**  
**2d 20:18:45**

# Clan Raid Guide

## Rewards





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### Clan Rewards

- Clan Raids will reward your clan and yourself for completion of the raid. The two clan rewards are Clan XP which helps increase your clan's Advance Start percentage and Raid Tickets, which you need to start Raids. You also get a "First Completion" bonus of more ticket if you complete a raid within 3 days.
- Don't worry, you will still get rewards if not completed within 3 days but you will not get the bonus tickets and will be unable to unlock the next zone.

Attack	Info	Rewards
<b>Clan Rewards</b> Your clan will receive the following rewards:		
 <b>x 180 (First Completion)</b> Raid Tickets		Time left 2d 20:18:45
 <b>x 37</b> Clan XP		

### Player

- **Cards:** You receive cards for completing a raid. You only get the same tier card for the raid tier you completed.
- **Dust:** Dust is used to upgrade your cards, and it can be used to purchase cards from the Dust shop. Dust is also used to improve your Arcane Bargain passive skill.
- **Hero Scrolls:** Hero scrolls are similar to hero weapons upgrades, but they increase specific hero's skills rather than their base damage. Hero scrolls also contribute to leveling up your Anti-Titan Cannon passive skill.

Player Rewards	
Each active player will receive the following rewards:	
 <b>x 60</b> Raid XP	 <b>x 900</b> Dust
 <b>x 24</b> Cards	 <b>x 2</b> Hero Scroll

# Clan Raid Guide

## Raid Times & Titan Parts



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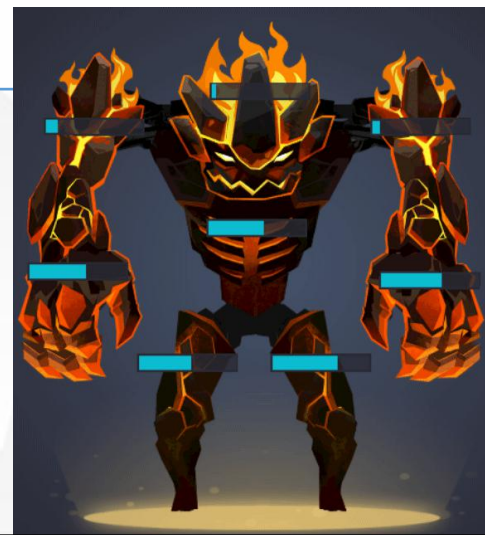
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### Raid Times

- You start Clan Raids using Raid Ticket, then you have to wait 24 hours for the raid to begin. You can then attack the Titan Lord 3 times using different cards in each attack. There is a 30 seconds cooldown between each attack. Once the 3 attacks are finished there is a 12 hour wait time till you can deal another 3 attacks.
- Once the raid has been completed there is a 1 hour wait time till the rewards are sent to all players that had taken part in the raid.

### Titan Lord Parts

- Titan Lords in Clan Raids have eight different parts: Head, Torso, Left Shoulder, Right Shoulder, Left Hand, Right Hand, Left Leg, and Right Leg. Each part has its own health and certain cards will have more of an effect on that body part. So read the description of each card to see which ones are best suited for the job.



# Clan Raid Guide

## Named Lords



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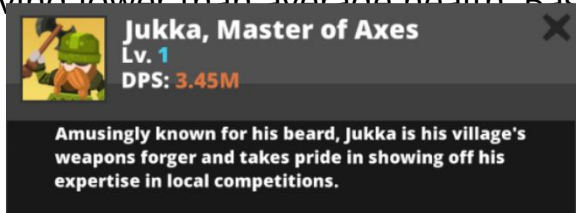


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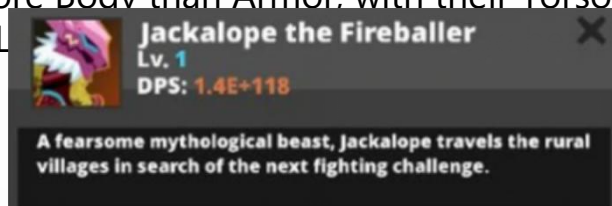
### Named Lords

- During a Clan Raid, you will need to fight between different Titan Lords, each with their own sets of Armor and Body Parts with their own health. Note Armour type Titans are from tier 2 onwards.

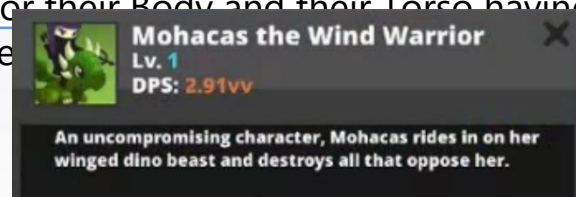
- Jukk:** Jukk slightly more Body than Armor, with their Torso having higher than average health and their Head and Arms having lower than average health. Based on Jukka, Master of Axes from TT1.



- Lojak:** Lojak has slightly more Body than Armor, with their Torso having higher than average health and their Arms and Legs having lower than average health. Based on Jackalope, the Fireballer from TT1.



- Mohaca:** Mohaca has more Armor and Body than average, with their Arms and Legs having higher than average health for their Body and their Torso having massively higher health than average for their Armor. Based on Mohacas the Wind Warrior from TT1.



# Clan Raid Guide

## Named Lords



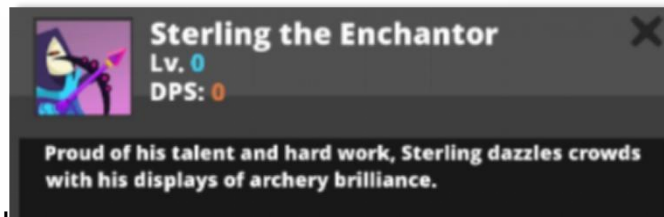
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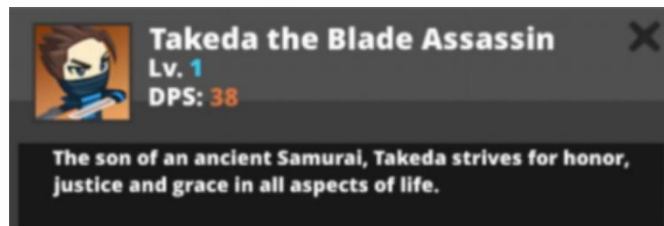
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### Named Lords

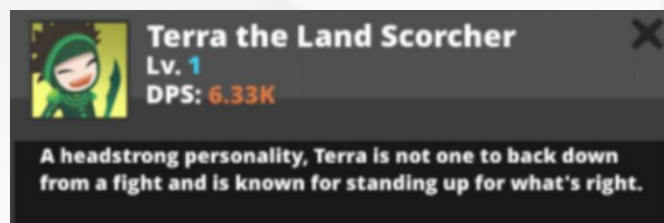
- **Sterl:** Sterl has less Armor than average and more Body than average, with their Torso having massively higher than average health and all other parts having lower than average health. Based on Sterling the Enchanter from TT1.



- **Takedar:** Takedar has slightly more Body than Armor, with their Head and Torso having higher than average health and their Legs having lower than average health. Based on Takeda the Blade Assassin from TT1.



- **Terro:** Terro has massively more Armor than average and much less Body than average. Based on Terra the Land Scorcher from TT1





# Clan Raid Guide

## Card Types




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### Card Types

- There are three card types
- **Burst:** Burst cards have a chance to activate per tap, and deal a multiple of your raid damage when they activate. Burst cards have the highest amount of damage per activation out of all the card types.
- **Affliction:** Affliction cards have a chance to activate per tap, and activating them will apply a stack of an affliction to that titan's part. The affliction has a duration and effect based on what affliction it is, and there is a maximum number of afflictions per part that you can have at once. Afflictions are strong since they can continue to damage a titan part even if you aren't tapping it, and are great for spreading damage among several titan parts at once.
- **Support:** Support cards have a chance to activate per tap, and activating them will give you a stack of that support that gives a passive boost while the stack is active. The support stacks have a duration and effect based on what support it is, and there is a maximum number of stacks that you can have at once. Supports are strong since they are multiplier cards that can boost your base tap damage and the damage of your cards. While they won't deal damage by themselves, they allow your other attacks to deal far more damage than they could otherwise.

 **Burst,**

 **Affliction,**

 **Support,**

# Clan Raid Guide


## Cards: Burst



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### Razor Wind

**Burst, Lv. 2**

A strong wind can shape the mountains. A stronger wind can flatten them.

Raid Damage per Burst <b>x4.251</b>	Body Damage <b>x1.5</b>
Chance <b>12%</b>	Best Against <b>Body</b>

Taps have a chance to activate Razor Wind. Razor Wind deals extra damage when used against the Titan Lord's Body.




### Whip Of Lightning

**Burst, Lv. 2**

The only sound that inspires more fear than the crack of the whip is the clap of thunder that follows it.

Raid Damage per Burst <b>x9.415</b>	Chance per Afflicted Part <b>+1%</b>
Chance <b>2%</b>	

Taps have a chance to activate Whip of Lightning. Whip of Lightning's chance to activate increases for each afflicted Titan Lord part.




### Clanship Barrage

**Burst, Lv. 2**

Unleash the long nines!

Raid Damage per Burst <b>x2.36</b>	Damage per Any Burst <b>+4%</b>
Chance <b>10%</b>	

Taps have a chance to activate Clanship Barrage. Clanship Barrage's damage is increased for the remainder of the attack whenever any Burst card is activated.




### Moon Beam

**Burst, Lv. 2**

It's a shaft of light but it cuts like a sword.

Raid Damage per Burst <b>x4.48</b>	Torso Damage <b>x1.5</b>
Chance <b>12%</b>	Best Against <b>Torso</b>

Taps have a chance to activate Moon Beam. Moon Beam deals extra damage when used against the Titan Lord's Torso.



### Skull Bash

**Burst, Lv. 2**

There's a reason helmets are so important.

Raid Damage per Burst <b>x4.48</b>	Head Damage <b>x1.5</b>
Chance <b>12%</b>	Best Against <b>Head</b>

Taps have a chance to activate Skull Bash. Skull Bash deals extra damage when used against the Titan Lord's Head.



### Fragmentize

**Burst, Lv. 2**

If it is hard it can be brittle. If it is brittle it can be shattered.

Raid Damage per Burst <b>x4.251</b>	Armor Damage <b>x1.5</b>
Chance <b>12%</b>	Best Against <b>Armor</b>

Taps have a chance to activate Fragmentize. Fragmentize deals extra damage when used against the Titan Lord's Armor.



### Purifying Blast

**Burst, Locked**

Let the light of this world send these foul beasts to another!

Raid Damage per Burst <b>x12</b>	Damage per Removed Affliction <b>+30%</b>
Chance <b>5%</b>	

Taps have a chance to activate Purifying Blast. Purifying Blast will consume all Affliction stacks on the damaged part, which increases this card's damage per Affliction stack consumed.



# Clan Raid Guide

## Cards: Affliction



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### Acid Drench

**Affliction, Lv. 2**

Drenching your weapon in corrosive slime is a dirty trick. Sure works, though.

Raid Damage per Second <b>+67.5%</b>	Chance <b>25%</b>
Duration <b>1.5s</b>	Max Stacks <b>15</b>

Taps have a chance to apply a stack of Acid to the tapped part. When a stack of Acid is applied to a Titan Lord part, the duration of all other Acid stacks on that part are reset.




### Decaying Strike

**Affliction, Lv. 2**

The gift that keeps on taking.

Raid Damage per Second <b>+181%</b>	Chance <b>10%</b>
Duration <b>6s</b>	Max Stacks <b>3</b>

Taps have a chance to apply a stack of Decay to the tapped part. Decaying Strike's damage is multiplied by the remaining health percentage of the damaged part.



### Blazing Inferno

**Affliction, Lv. 2**

A fire can provide warmth and light. An inferno only consumes.

Raid Damage per Second <b>+89.6%</b>	Chance per Burning Part <b>+3%</b>
Chance <b>5%</b>	Duration <b>6s</b>
Max Stacks <b>3</b>	

Taps have a chance to apply a stack of Inferno to the tapped part. For each part that is afflicted by Inferno, this card's activation chance is increased.




### Thriving Plague

**Affliction, Lv. 2**

An ancient sickness to bring down an ancient foe.

Raid Damage per Second <b>+187%</b>	Damage per Plagued Part <b>+10%</b>
Chance <b>8%</b>	Duration <b>3.5s</b>
Max Stacks <b>5</b>	

Taps have a chance to apply a stack of Plague to the tapped part. For each part that is afflicted by Plague, all stacks of Plague will deal additional damage per second.



### Radioactivity

**Affliction, Lv. 2**

A little bit of it is impossible to notice. A lot of it is impossible to survive.

Raid Damage per Second <b>+58.6%</b>	Radioactive Damage per Second <b>+10%</b>
Chance <b>12%</b>	Duration <b>5s</b>
Max Stacks <b>5</b>	

Taps have a chance to apply a stack of Radioactivity to the tapped part. For each second a part is afflicted by Radioactivity, all Radioactivity stacks on that part will deal additional damage per second.



### Grim Shadow

**Affliction, Lv. 2**

Get enough shadows together and they become the oldest fear: darkness.

Raid Damage per Second <b>+62.3%</b>	Max Stack Damage <b>x3.8</b>
Chance <b>7%</b>	Duration <b>8s</b>
Max Stacks <b>7</b>	

Taps have a chance to apply a stack of Shadow to the tapped part. When a part is afflicted with the maximum number of Shadow stacks, all Shadow stacks on that part will deal bonus damage.



### Fusion Bomb

**Affliction, Lv. 2**

Less like a battle, more like a demolition.

Raid Damage per Detonation <b>x18.75</b>	Chance <b>8%</b>
Duration <b>3s</b>	Max Stacks <b>1</b>

Taps have a chance to apply a stack of Fusion to the tapped part. When the Fusion affliction expires, it detonates and deals damage to the afflicted Titan Lord part.

# Clan Raid Guide

## Cards: Support



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### Rancid Gas

**Support, Lv. 2**

It's amazing what you can conceal behind a strong enough smell.

All Affliction Damage <b>+22.1%</b>	All Affliction Chance <b>x1.1</b>
Chance <b>6%</b>	Duration <b>6s</b>
Max Stacks <b>3</b>	

Taps have a chance to activate a stack of Rancid, which increases all Affliction Damage and Affliction Chance.



### Prismatic Rift

**Support, Lv. 2**

The intricate jagged edges of the crystals turn light into rainbows. They also shred anything they get in contact with.

All Armor Damage <b>+27.1%</b>	Chance <b>8%</b>
Duration <b>4s</b>	Max Stacks <b>3</b>
Best Against <b>Armor</b>	

Taps have a chance to activate a stack of Prismatic, which increases Damage dealt to the Titan Lord's Armor.




### Crushing Instinct

**Support, Lv. 2**

Under enough pressure, some rocks turn to precious gems. But some rocks just turn to sand.

All Head Damage <b>+29.8%</b>	Chance <b>8%</b>
Duration <b>4s</b>	Max Stacks <b>3</b>
Best Against <b>Head</b>	

Taps have a chance to activate a stack of Crushing, which increases Raid Damage dealt to the Titan Lord's Head.



### Ancestral Favor

**Support, Lv. 2**

Fight with the strength of many warriors.

All Burst Damage <b>+22.1%</b>	All Burst Chance <b>x1.1</b>
Chance <b>6%</b>	Duration <b>6s</b>
Max Stacks <b>3</b>	

Taps have a chance to activate a stack of Favor, which increases all Burst Damage and Burst Chance.



### Inspiring Force

**Support, Lv. 2**

With a perfect strike, the sound of the impact resounds across the battlefield, inspiring all the warriors who hear it.

All Body Damage <b>+27.1%</b>	Chance <b>8%</b>
Duration <b>4s</b>	Max Stacks <b>3</b>
Best Against <b>Body</b>	

Taps have a chance to activate a stack of Inspiration, which increases Raid Damage dealt to the Titan Lord's Body.



### Soul Fire

**Support, Lv. 2**

Training and practice are crucial, but the greatest strength comes from within.

All Torso Damage <b>+29.8%</b>	Chance <b>8%</b>
Duration <b>4s</b>	Max Stacks <b>3</b>
Best Against <b>Torso</b>	

Taps have a chance to activate a stack of Soul Fire, which increases Raid Damage dealt to the Titan Lord's Torso.



### Victory March

**Support, Lv. 2**

You start a battle looking for a weakspot. You finish it looking for what's left.

All Damage per Skeleton Part <b>+16.9%</b>	Chance <b>8%</b>
Duration <b>2s</b>	Max Stacks <b>1</b>

Taps have a chance to activate a stack of Victory March, which increases Raid Damage dealt for each exposed Titan Lord Skeleton part.

# Clan Raid Guide

## Deck Builds Examples



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### Armor

- The first layer is Armor, which only exists on tier 2 Titan Lords. Armor has its own health and must be broken through to get to the next layer.



2 - 3 Parts



Torso Only



One Part Only

# Clan Raid Guide

## Deck Builds Examples



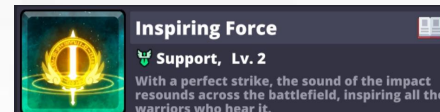
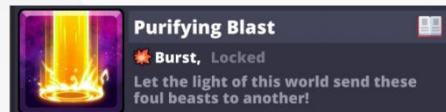
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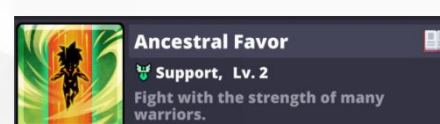
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### Body

- The second layer is Body, or the first layer for tier 1 Titan Lords and the practice titan. The Body parts are what the health pool of the Titan Lords is made of, and dealing enough damage to the Body parts will kill the Titan Lord. Typically the health of the Titan Lords will be the sum of the health of all eight Body parts. Destroying the Body part of a Titan Lord will expose the Skeleton.



2 - 3 Parts



Head Only



Torso Only



# Clan Raid Guide

## Deck Builds Examples



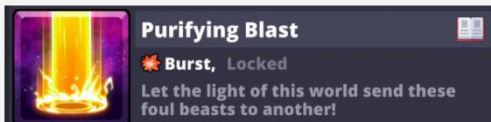
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### Skeleton

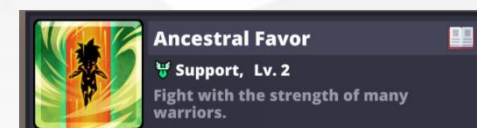
- The final layer is Skeleton. The Skeleton only receives 5% of your base Raid damage when tapping on it, and no card effects can be activated by tapping on the Skeleton. Typically you want to avoid tapping on the skeleton and focus on the rest of the Armor and Body parts on the Titan Lord.



2 - 3 Parts



Torso Only



One Part Only



# Clan Raid Guide

## Raid Strategies



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### Raid Strategies

- Create groups that level only specific cards. This typically will be done to split up people leveling Head/Torso cards and Armor/Body cards, but having your team specialize can give good results. This can involve some coordination on when people can hit, especially if you require an Armor team to hit before a Body team can begin.
- Spread out damage. If several people all attack the same part at the same time and destroy it at once, any overkill damage to that part is wasted. Using decks focused around targeting several parts can help spread out your damage and prevent waste. This can also prevent situations where a Head or Torso is destroyed and your clan has a lot of players who have leveled up those cards, but the rest of the titan is still alive and well.
- Focus specific parts. This strategy revolves around maximizing Victory March. Targeting specific parts and bursting through them as soon as possible helps expose the skeleton, which can then give a large bonus to damage when using Victory March. This strategy can work very well for titans that don't have much health in their arms, since the four parts can break easily and allow everyone else to finish off the head, torso, and legs.

