



SOULRISE GAMING



Deck Guide Inc Limbs!
From Version 3.2.3 - Sep 2019

Introduction to Deck Guide

6 Main Points To A Great Deck Build

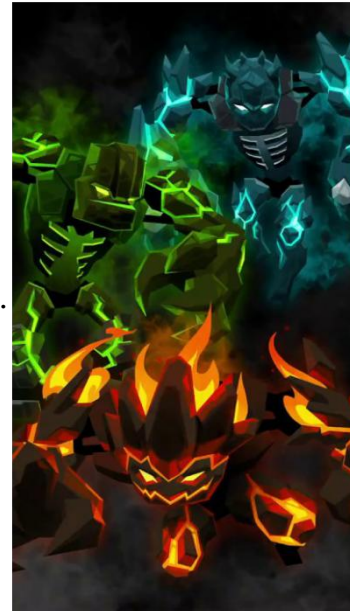
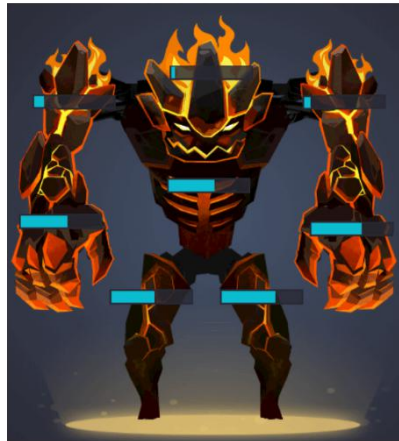
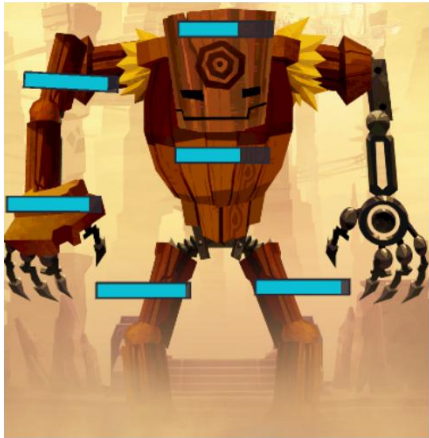
I've done a previously video explaining about Clan Raid Guide but I still get questions asking for help on which are the best deck builds and when to use them. So I thought I'll make a video which explains exactly which cards to use and when.

Please watch the Clan Raid Guide video in the link above before watching this to give a full explanation on Clan Raids.

To start off we first need to understand what are the main factors that affects a good card deck. These are 6 main points that determine this.

- 1] Type of titan [Armour, Body or Skeleton]
- 2] Titans current health at the time
- 3] Type of cards you have
- 4] Level of cards
- 5] Card swiping pattern
- 6] Name of Titan

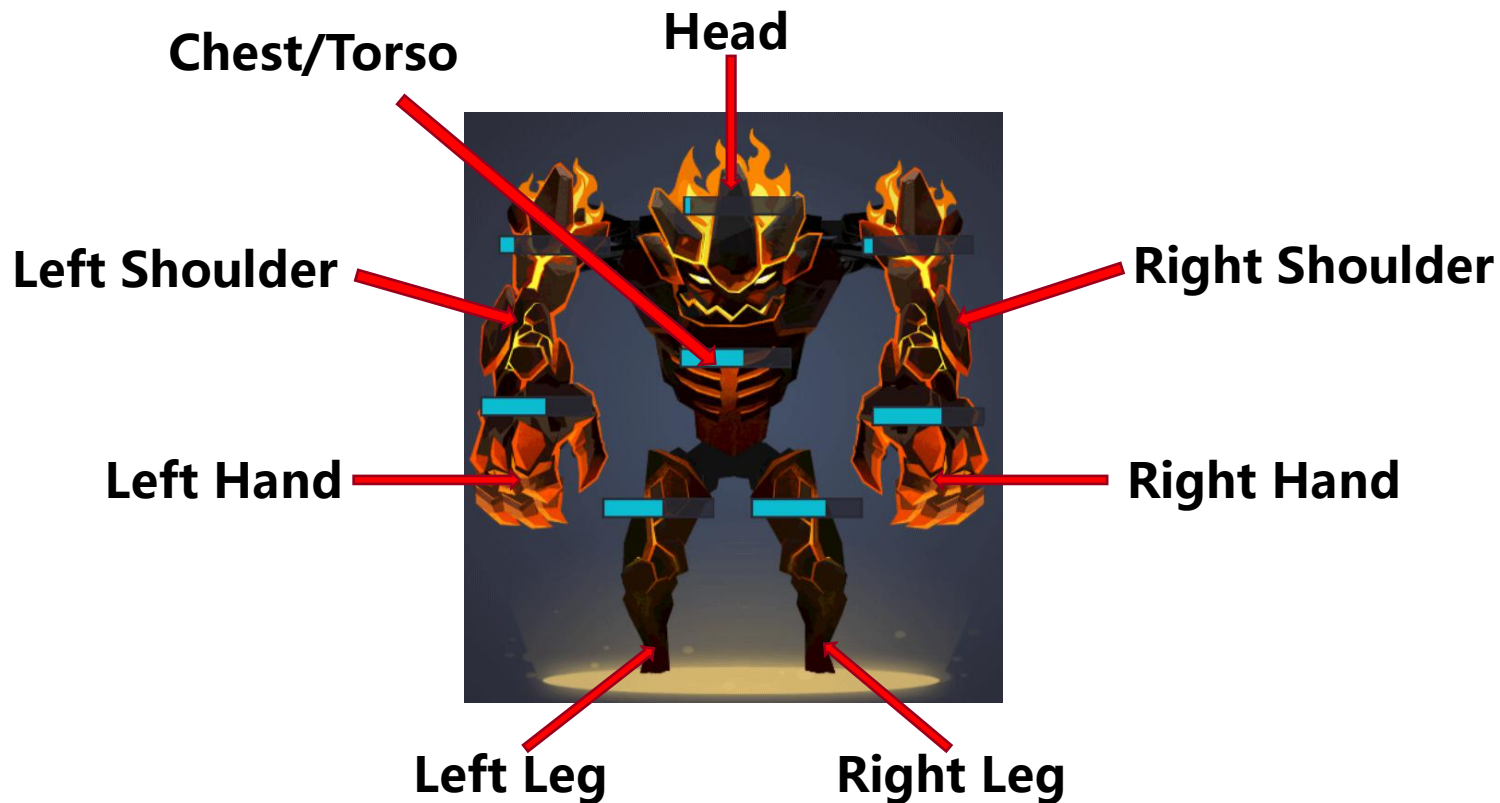
These 6 factors decide weather you'll have a higher chance of dealing massive damage on a Titan Lord.



Titan Lord Body Parts

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.



New Limbs Cards

Two new cards were introduced in update 3.2.2. Introducing Psychic Chain and Grasping Vines! So what do these two Raid cards do, and how will they affect your Deck line up?



Psychic Chain

 **Burst, Lv. 5**

Only in the mind, yet the pain is real.



Raid Damage per Burst
x5.357



Limb Damage
x1.5



Chance
12%



Best Against
Limbs

Taps have a chance to activate Psychic Chain. Psychic Chain deals extra damage when used against the Titan Lord's Limbs.



Grasping Vines

 **Support, Lv. 4**

Knotted vines of thorn and leaf, are titans bound and troubles brief.



All Limb Damage
+33%



Chance
8%



Duration
4s



Max Stacks
3



Best Against
Limbs

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

Tier 1 Deck Guide - Beginners Guide

This beginner section is for tier 1 stages and assuming your card levels are 1 or around the low levels. In Tier 1 stages you can only get Body and Skeleton based Titan lords. When you use the practise function you will also only fight a Body type Titan Lord. You can only get Armour Titan lords from Tier 2 stages and above.

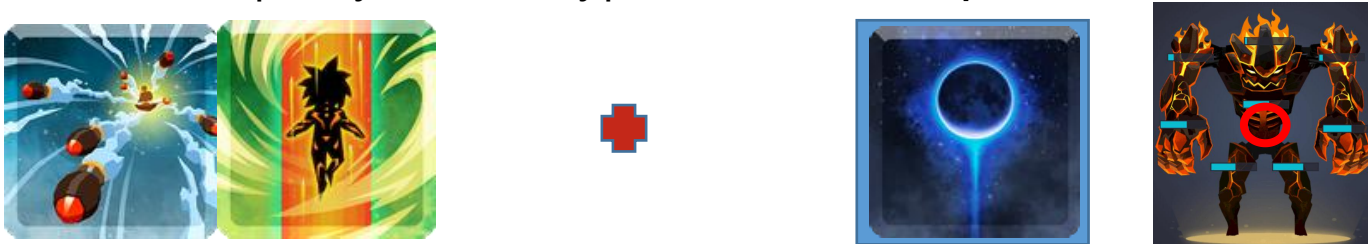
Slot 1 : Clanship Barrage/Ancestral Favor + Razor Wind or Psychic Chain.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop



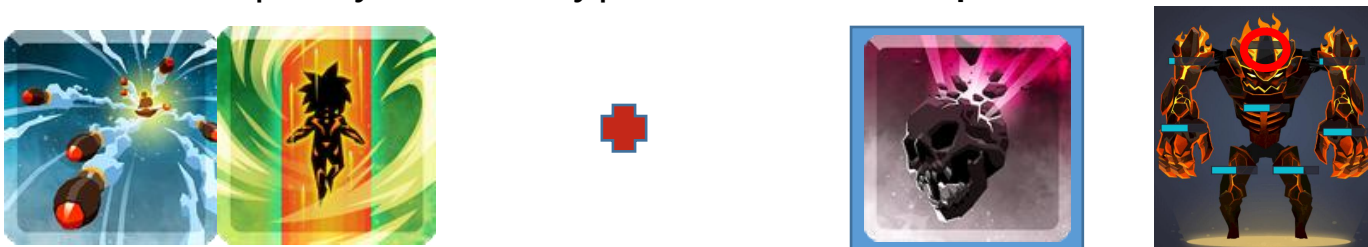
Slot 1 : Clanship Barrage/Ancestral Favor + Moon Beam for Torso damage.

Titan Full Health | 1 Body Part Torso only | Attack Patern Small Loop



Slot 1 : Clanship Barrage/Ancestral Favor + Skull Bash for Head damage.

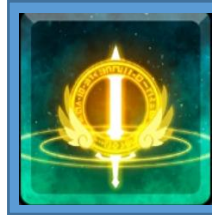
Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



Tier 1 Deck Guide - Beginners Guide

Slot 2 : Purifying Blast/Acid Drench + Inspiring Force or Grasping Vines.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop

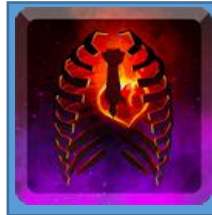


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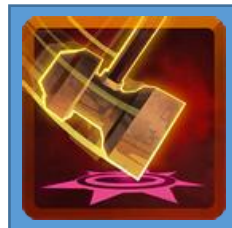
Slot 2 : Purifying Blast/Acid Drench + Soul Fire for Torso damage.

Titan Full Health | 1 Body Part Torso only | Attack Patern Small Loop



Slot 2 : Purifying Blast/Acid Drench + Crushing Instinct for Head damage.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



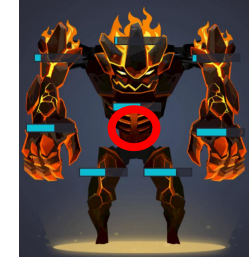
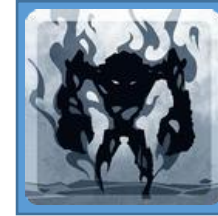
Tier 1 Deck Guide - Beginners Guide

Slot 3 : Moon Beam/Soul Fire + Razor Wind or Grim Shadow.

Titan Full Health | 1 Body Part Torso only | Attack Patern Small Loop



OR

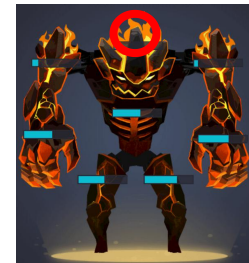
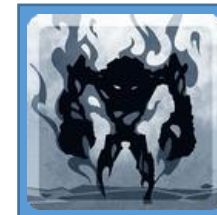


Slot 4 : Skull Bash/Crushing Instinct + Razor Wind or Grim Shadow.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop

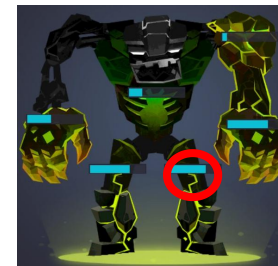
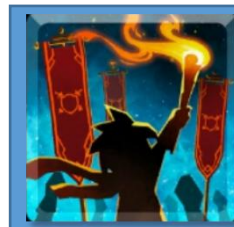


OR



Slot 5 : Purifying Blast/Acid Drench + Victory March when 4+ more Skelton parts remain

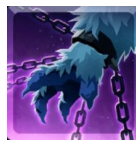
Low health | Hit whatever active parts are left | Attack Patern Small Loop



Tier 1 Deck Example (Swap Slot 2 with Slot 5 if low health)

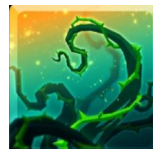
Slot 1 : Clanship Barrage/Ancestral Favor/Psychic Chain.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop



Slot 2 : Purifying Blast/Acid Drench/Grasping Vines.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop



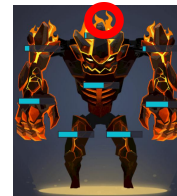
Slot 3 : Moon Beam/Soul Fire/ Razor Wind

Titan Full Health | 2 Body Part Torso only | Attack Patern Small Loop



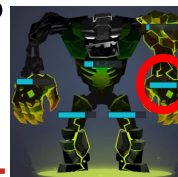
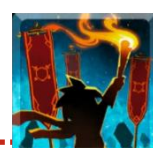
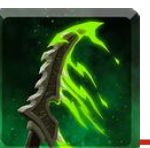
Slot 4 : Skull Bash/Crushing Instinct/Grim Shadow.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



Slot 5 : Purifying Blast/Acid Drench + Victory March when 4+ more Skelton parts remain

Low health | Hit whatever active parts are left | Attack Patern Small Loop

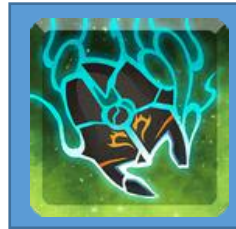


Tier 2 Deck Guide - Armour Guide Titans

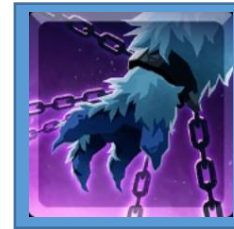
The first layer is Armor, which only exists on tier 2 Titan Lords. Armor has its own health and must be broken through to get to the next layer. Always refer to your clan's Raid Strategy before using a deck. Head tends to die first so lot of clans dont start with head attacks as it renders the other decks useless. Most clans wont allow body attacks untill armour is broken.

Slot 1 : Clanship Barrage/Ancestral Favor + Fragmentize or Psychic Chain.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop

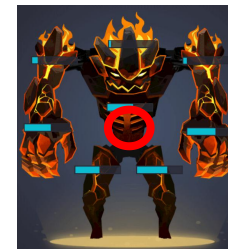
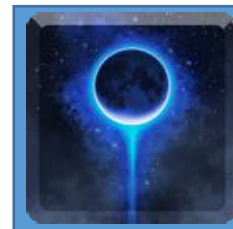


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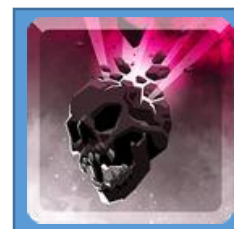
Slot 1 : Clanship Barrage/Ancestral Favor + Moon Beam for Torso damage.

Titan Full Health | 1 Body Part Torso only | Attack Patern Small Loop



Slot 1 : Clanship Barrage/Ancestral Favor + Skull Bash for Head damage.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



Tier 2 Deck Guide - Armour Guide Titans

Slot 2 : Purifying Blast/Acid Drench + Prismatic Rift or Grasping Vines.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop



OR



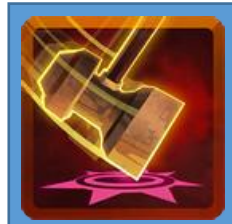
Slot 2 : Purifying Blast/Acid Drench + Soul Fire for Torso damage.

Titan Full Health | 1 Body Part Torso only | Attack Patern Small Loop



Slot 2 : Purifying Blast/Acid Drench + Crushing Instinct for Head damage.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



Tier 2 Deck Guide - Armour Guide Titans

Slot 3 : Moon Beam/Soul Fire + Fragmentize or Grim Shadow.

Titan Full Health | 2 Body Part Torso only | Attack Patern Small Loop

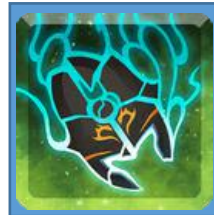


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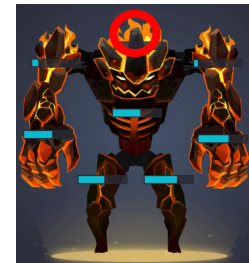
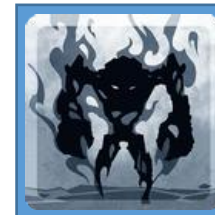


Slot 4 : Skull Bash/Crushing Instinct + Fragmentize or Grim Shadow.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop

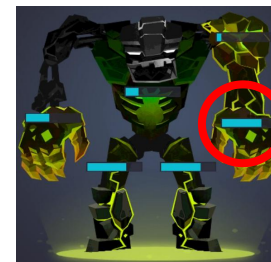
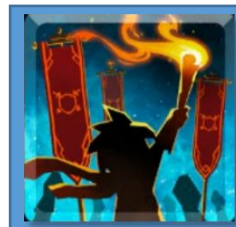


OR



Slot 5 : Purifying Blast/Acid Drench + Victory March when 4+ more Skelton parts remain.

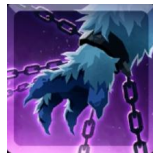
Low health | Hit whatever active parts are left | Attack Patern Small Loop



Tier 2 Deck Example (Swap Slot 2 with Slot 5 if low health)

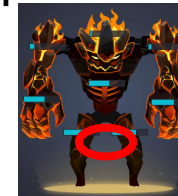
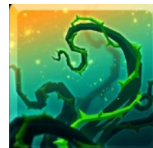
Slot 1 : Clanship Barrage/Ancestral Favor/Psychic Chain.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loo



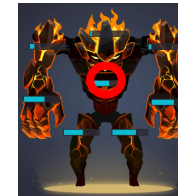
Slot 2 : Purifying Blast/Acid Drench/Grasping Vines.

Titan Full Health | 2 Body Parts Hands or Legs | Attack Patern Mild Loop



Slot 3 : Moon Beam/Soul Fire/ Fragmentize

Titan Full Health | 2 Body Part Torso only | Attack Patern Small Loop



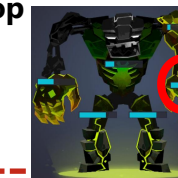
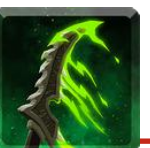
Slot 4 : Skull Bash/Crushing Instinct/Grim Shadow.

Titan Full Health | 1 Body Part Head only | Attack Patern Small Loop



Slot 5 : Purifying Blast/Acid Drench + Victory March when 4+ more Skelton parts remain

Low health | Hit whatever active parts are left | Attack Patern Small Loop





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