



First you need to make sure to memorize each of the races. Members of the same race tend to have Boosts for their team. Like say Demon Boost or Mechanical Boost.

In order from left to right are:

Male, Female, Human, Demon, God, Insect, Mechanical, Dragon, Beast, Aqua, Flying, Fire, Ice, Lightning, Nature, Poison, Undead, Knight, Night, and Supreme

All of the races function the same as the next race except for the last 2 races. Night races will have half their normal defense when fighting during the day. Whereas anything which does not have the Night race is considered a DAY unit. Day units have their defense halved during the night.

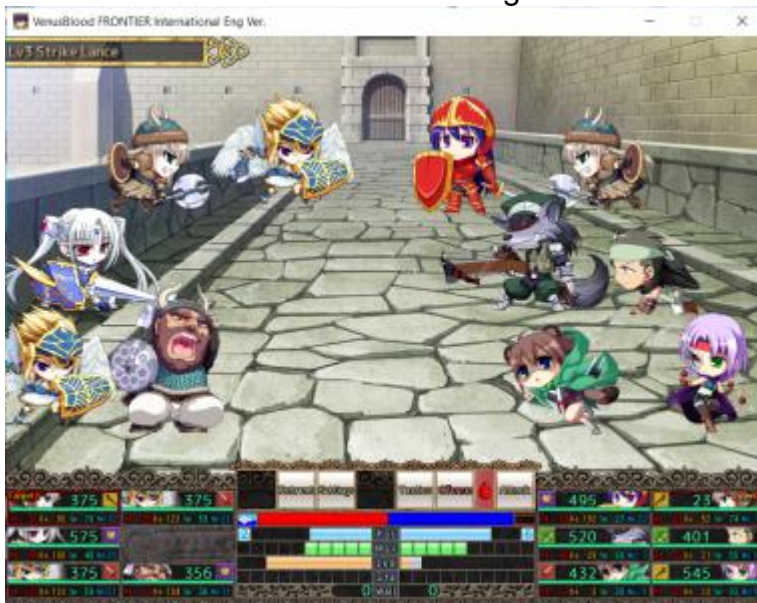
The last race, the crown icon, is the Supreme race. They are unable to be afflicted by status ailments.

The most important thing when making a team is usually the tank.

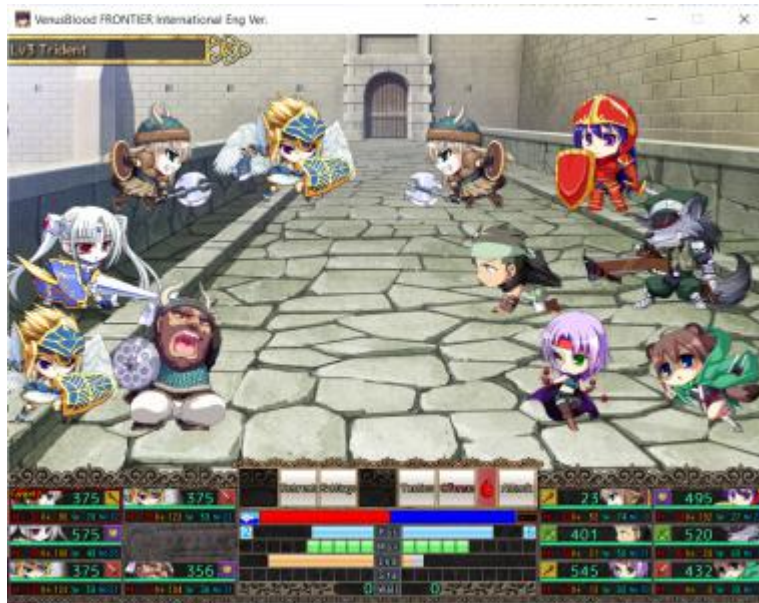
The tank needs a few skills to function well.

The skill 'Defense tactics' is present on all guarders. This skill increases defense and will block for units that are after it in formation.

If a tank is in slot 1 it will block for the remaining 5 units.



If you are ambushed and your formation is out of whack, this won't work anymore. Since tanks only block for units after them in formation, if your tank is ambushed to slot 4, he can only block for units 5 and 6.



The next skill for tanks you need to know about is 'Defense Only'  
 This skill will halve ALL damage your tank takes.  
 Most guarders have this skill already but some don't  
 If they don't have it, they really should get it as halving all damage is a huge boon for a tank.



The 3rd skill that a tank really needs is the 'Forward Guard skill. This skill will block for the unit directly before it in formation.



So in this case, the General here who is in the 4th slot, would automatically block for the Phantom Thief who is in the 3rd slot.

If the general is say, in slot 1, then he would block for the 6th slot as it loops around rather than not function at all.

The reason this is important, is because there are 2 skills, 'Flank attack' and 'Ranged Attack' that can bypass the skill Defense tactics. But Forward Guard will also block for the unit even if it's a ranged or flank attack.

The 4th skill, which is arguably just as important to a tank but not needed is the Hardy Physique skill.



This skill reduces ALL incoming damage like 'Defense Only' does and also stacks with 'Defense Only'.

So say Defense Only gives you 50% reduction You have 40 Hardy Physique like I do here.

They multiply into each other. Meaning you get a total of 70% damage reduction.

You can have a max of 90 Hardy Physique if you can get it, for a max of about 95% damage reduction when stacked with Defense Only.

It really lets your tank soak up damage like a tank is meant to do.

Now let's move on to attacking units.

There are 4 key skills that an attacking unit should strive to have.

Those 4 skills are Crit Boost, Lethal Critical, Added Attack, and Helmet Split

Crit Boost allows your unit to crit. When a unit crits they will do more damage than normally possible.

Crits also prevent the enemy from being able to Parry.

Lethal Critical is useless unless you crit but it adds the skill value as extra % damage and cuts the enemy defense by an extra 25% when you crit.

Added attack is pretty self explanatory. You attack an extra time.

Keep in mind though that attacking more than once is only good if you can actually deal good damage. Meaning this is a skill that you put on units with innately high attack or who already has other attack based skills.

Helmet split is pretty easy to understand. It cuts the defense of the enemy unit by a % based on the number.

So Helmet Split 50 would cut 50% of enemy defense.

The one other important thing for attacks is SLAY



When your unit has a race that it Slays, it will deal DOUBLE damage, The more races a unit has to SLAY, the better that unit is and the more overall damage it will be able to pump out.

Another example is if you have 2 races that you slay that the enemy also is, you deal 3x damage,

3 races to slay would be 4x and so on

You see how it can quickly spiral out of control if you have the right races to SLAY

That pretty much is all you need to know about attackers.

Keep in mind that units with Pierce or Wide attacks allow you to attack more units at a time. Though you will only do full damage to the target unit and all other units receive half damage.

Healing units are super simple to understand. If they have a heal ability, i.e. Group Heal or Equitable Heal, they heal your team.

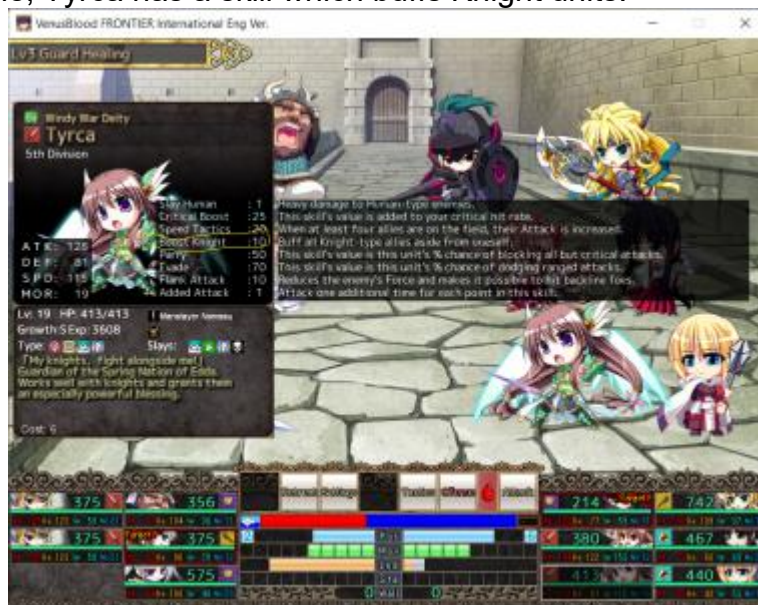
Higher values on the heal ability makes them heal more. Higher max HP will also make them heal more.

That's it

Those are the basics of combat. There are plenty of other skills to do various things but those are the most important for each type of unit. (ATTACKER, TANK, HEALER)

For team comps, you usually want to focus on a particular race and get units that go along with that race.

For example, Tyrca has a skill which buffs Knight units.



Making a team like I do here, to benefit from that boost, makes the most use out of them.

Someone like Loki who has Squad Boost, can be put anywhere since squad boost buffs all types of units.

For your main team that you take into battle for 5 turns, filling them with powerful units that can unleash tactical skills is a good way to go.

You can only use tactical skills in a battle that you command and not encounter battles.

Having a healer or two is nice as well since healing over the course of 5 turns means less damage you have to heal outside of battle after each turn.

For your teams that are mainly just going to be having encounter battles, flood them with 1 tank and as many attackers as you think you need.

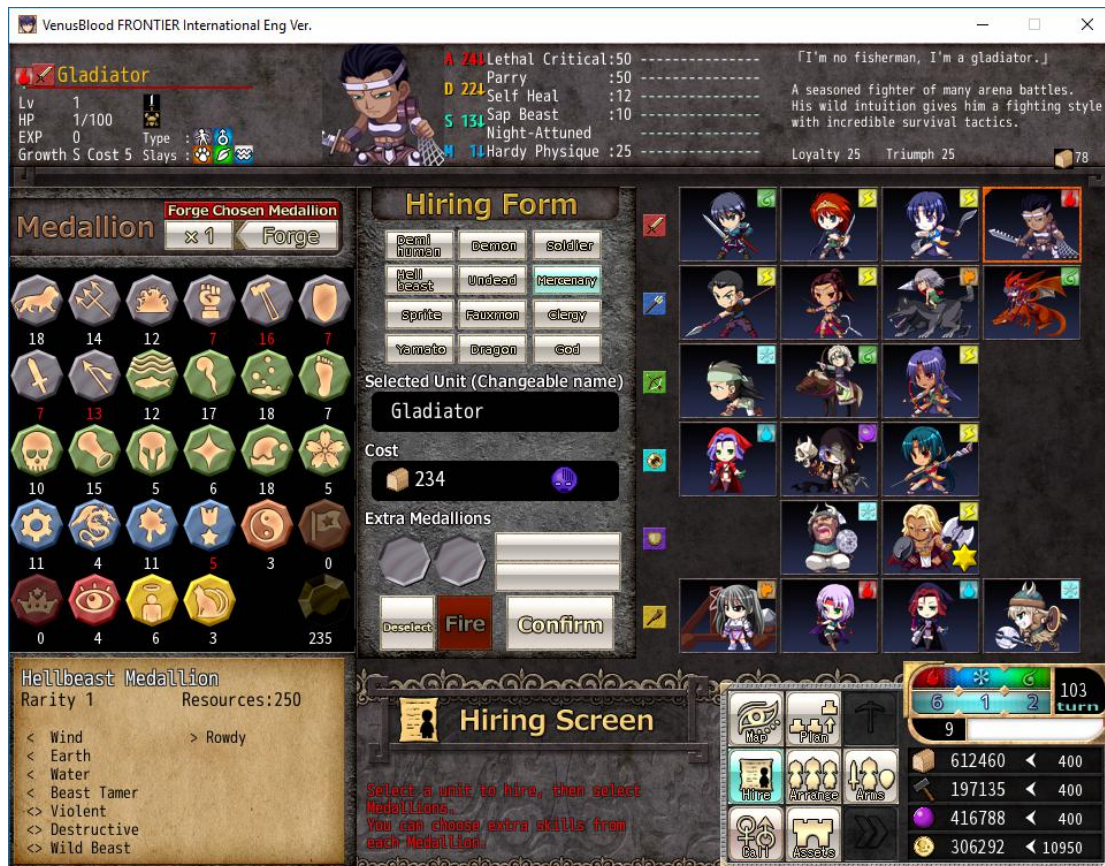
Since there is only 1 turn, healing and turn end damage skills aren't as important because killing the enemy quickly is the best way to win an encounter battle, and the more attacks you dish out, the faster the enemy dies.

Now the next thing that I'm going to explain is all the extra stuff you need to know about the hiring system.



Let's refer to this as the units Enthusiasm level when you go to recruit them. The farther left it is, the worse overall stats they'll have when they're hired. Whereas the farther it is to the right, the better overall stats the unit will have.

These faces are determined by the Moon phase you hire the unit on and whether it is day or night. Units that use magic will need to be made during the night for the best boost. Units that use food will need to be made during the day for the best boost.



Now we should talk about Loyalty and Triumph.

Loyalty always starts at a base of 25 when you first hire a unit. The more you win battles with the unit, the higher it will go (up to 100)

Triumph is a stat associated with loyalty. The triumph stat is determined by the loyalty at which the unit is hired. Since all units start at 25 Loyalty, they will always have 25 Triumph when first hired. If you rehire a unit later, it will inherit the triumph from the new loyalty stat. So say you fire a unit that had 75 loyalty. If you hire it again, it will have 75 triumph. The purpose of this is to again, increase a units overall stats.

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**Gladiator**

Lv 1  
HP 1/100  
EXP 0  
Growth S Cost 5

Type:

Slays:

A 36 Lethal Critical:50  
D 34 Parry :50  
S 25 Self Heal :12  
Night-Attuned :10  
Hardy Physique :25

"I can trap whoever!"

A seasoned fighter of many arena battles. His wild intuition gives him a fighting style with incredible survival tactics.

Loyalty 100 Triumph 25

**Medallion** Forge Chosen Medallion

x 1 Forge

18	14	12	6	15	6
6	12	12	17	18	7
10	15	5	6	18	5
11	4	11	4	3	0
0	4	6	3		235

**Hiring Form**

Berni human	Demon	Soldier
Hell beast	Undead	Mercenary
Sprite	Fauxmon	Clergy
Yamato	Dragon	Cod

Selected Unit (Changeable name)  
**Gladiator**

Cost  
78

Extra Medallions

Fire Confirm

**Hellbeast Medallion**

Rarity 1 Resources:250

< Wind > Rowdy  
< Earth  
< Water  
< Beast Tamer  
<> Violent  
<> Destructive  
<> Wild Beast

**Hiring Screen**

Select a unit to hire, then select Medallions.  
You can choose extra skills from each Medallion.

Map Plan

Hire Arrange Assets

Call

9 101 turn

611582 < 400  
196335 < 400  
415988 < 400  
116392 < 10950

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**Gladiator**

Lv 1  
HP 1/100  
EXP 0  
Growth S Cost 5

Type:

Slays:

A 431 Lethal Critical:50  
D 411 Parry :50  
S 251 Self Heal :12  
Night-Attuned :10  
Hardy Physique :25

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A seasoned fighter of many arena battles. His wild intuition gives him a fighting style with incredible survival tactics.

Loyalty 100 Triumph 100

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You should begin to see how all of these little things can be quite a jump in overall stats even for a low level unit.

Another thing that seems to be brought up often is something on the UI



The highlighted yellow box is the indication of how much 'force' you have. Force is what is used to initiate tactical skills.



For this one, the highlighted yellow box is for how many actions you have for a turn. It starts at 1 and for each call scene or unit hired, it will consume an action.

After 6 actions it will automatically roll over to the next turn without giving you a chance to attack. You will however be able to defend if you are being invaded that turn.

Next, let's take a quick look at the equipment screen. Primarily the ores and how they work.

Each item has a rarity associated with it and a corresponding ore for that rarity. Each time you sell an ore you accrue one material for that rarity.

With 10 material for a rarity, you can purchase a piece of equipment from that rarity

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Massive Massive  
**General**  
 Lv 113 | Hero's Sword  
 HP 2765/2900 | Dark Captain Shield  
 EXP 127216 | Type: [Icons]  
 Growth A Cost 4 | Slays: [Icons]

A 981 Defense Only Hardy Physique :20 [I'll never let you reach the commander!]  
 D2061 Defense Tactics:16 Hardy Physique :20  
 Counter Amp : 3 Added Attack : 1  
 S 16 Wide Null Hardy Physique :10  
 Forward Guard Helmet Split :15  
 M 241 Spell Wall :50 Slayer Defense  
 Loyalty 100 Triumph 25

Equipped Items  
 1: 2:  
 1Hand 2Hand Ranged Staff  
 Whip Claws Shield Armor  
 Vestment Item Materials

Rare 8 Material 3  
**Esprit Metal**  
 Material  
 Price 8000  
 Sale 4000  
 Possession 305  
 Equip 0

ATK [ 0 ]  
 DEF [ 0 ]  
 SPD [ 0 ]  
 MOR [ 0 ]

Spiritual metal that stores divine power.

Arms Screen  
 Buy Sell x1 Auto-Sell Ore OFF  
 You can buy and equip items.

Map Plan Hire Arrange Arms  
 Assets

611582 < 400  
 196335 < 400  
 415988 < 400  
 116392 < 10950

101 turn

VenusBlood FRONTIER International Eng Ver.

Massive Massive  
**General**  
 Lv 113 | Hero's Sword  
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Equipped Items  
 1: 2:  
 1Hand 2Hand Ranged Staff  
 Whip Claws Shield Armor  
 Vestment Item Materials

Rare 8 Material 10  
**Esprit Metal**  
 Material  
 Price 8000  
 Sale 4000  
 Possession 298  
 Equip 0

ATK [ 0 ]  
 DEF [ 0 ]  
 SPD [ 0 ]  
 MOR [ 0 ]

Spiritual metal that stores divine power.

Arms Screen  
 Buy Sell x1 Auto-Sell Ore OFF  
 You can buy and equip items.

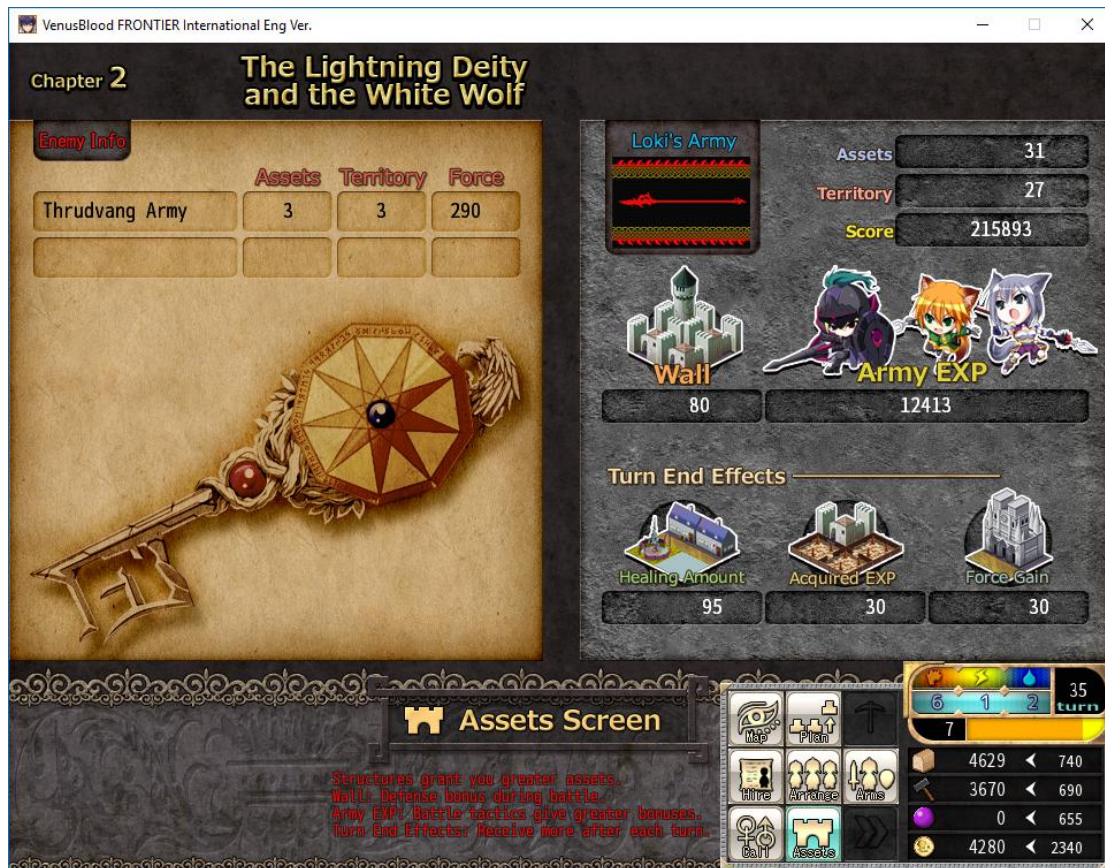
Map Plan Hire Arrange Arms  
 Assets

611582 < 400  
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 415988 < 400  
 144392 < 10950

101 turn



It should be noted that changing the multiplier at the bottom will buy or sell things in bulk. This also applies to Key's of Destiny. Clicking it to 10X will use 10 keys. Likewise 4X will use 4 keys. The more keys used at one time, the better the unit you will receive.



Regarding the assets screen:

Wall-Reduces overall damage received by your forces. It faces diminishing returns eventually so don't try to stack it too high. A few hundred is a good number to shoot for though.

Army EXP-Higher number makes the 'Style' your army is set to give more stats (Offensive, Defensive, Speed). This number scales the same throughout so try to get it as high as you can.

Healing Amount-The amount healed when units are resting or don't participate in battle.

Acquired EXP-The amount of EXP from buildings you get per turn.

Force Gain-The amount of Force gained from buildings each turn.

Score-Means basically nothing. Just a statistic to show how well you're doing.

The last section will be regarding basics of the Treasure Hunt (TH) skill.

Treasure Hunt is a skill that will increase the rarity of items you receive from battle the more you have of it on ONE team. This is additive per unit. So a unit with 15 and a unit with 17 will mean the TH for the team is 32.

A team with 0 TH will like find rarity 1-2 items. But a team that has a good bit of TH will find much higher rarity items. You can never have too much TH on a team.

In order for TH to work though, you need to achieve a few things though.

1. The units with TH must be alive at the end of a fight in order for the TH to count.
2. All enemy units must be killed before the battle is over or NO drops will be acquired.
3. The higher Level the enemy is, the better drops you will get. This stacks with TH bonuses
4. The higher Cost the enemy is, the better drops you will get. This also stacks with TH bonuses
5. The more units on the enemy team (up to 6), the better drops you will get. This also stacks with TH bonuses.

A few units to consider when making a TH team:

Early Game: Thief, Pom Poko Ninja, Imp, Nekomata, Phantom Theif, Hobbit Hunter, Hobbit Scout, Lupold Lancer(Starter Unit)

Midgame: LadyHawke (Very Good), Maneater, Viking Guard, Jorm

Lategame: Mimic, AlcheFairy(Very Good), Winter Deity Rigret (Very Good)

NG+: Evil Bomber, Dreaming CEO Onikage, Luna

That about covers it. Keep in mind that not ALL units on a team need to be dedicated TH units. A unit or two to tank and/or deal damage may be needed in order for it to function well.