

S3 RESEARCH - STATUES

Created by Ptels

Introduction

S3 RESEARCH – STATUE

What is S3 Research - Statue?

- Statues that unlock additional technologies “**Combat Talents**” for each troop type.
- There are 3 statues: **Melee Statue**, **Sharpshooter Statue** and **Cavalry Statue**.

How does S3 Research - Statue work?

- Statues are unlocked in **Season 3**.
- Your **Town Hall** need to be **level 25** to unlock the statues.
- You need to level up the statues in order to do higher level talents technologies.
- Combat Talents will work in all maps.



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DEAD
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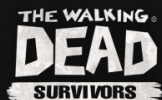
Statue Flasks

Melee

STATUE FLASK – MELEE



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Knock Out	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Block	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Top Shape	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Preemptive Strike	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Dodge	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Unyielding	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Shooter Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



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Cavalry

STATUE FLASK – CAVALRY



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Forward Charge	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Backward Kick	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Energetic	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Preemptive Blow	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Stagger	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Endurance	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Melee Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



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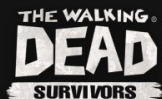
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Sharpshooter

STATUE FLASK – SHARPSHOOTER



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Hail of Bullets	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Stance	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Focus	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Parry	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Rigor	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Concentration	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Cavalry Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



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Correct as of 3.13.1

