

Evony 2024 Newest Ranged Troop General Combinations Copy (PDF)

With the addition of stronger generals, the strength rankings of ranged-troop generals in *Evony* have changed. In particular, some new generals feature covenant abilities and skins. Many factors need to be considered when choosing suitable combinations—for example, whether a general is easy to obtain, whether their skill description aligns with your purpose, and the effective buff values for key dimensions in different positions (main general or assistant general).

For ranged troops in *Evony*, the key dimensions are prioritized as follows: attack > HP > defense. Additionally, march size and the use of various skill books (especially attack skill books) should also be taken into account.

When all generals have their maximum buffs, we recommend the following combinations. The initial special skills of assistant generals are listed to help you evaluate their basic buff strength.

Tier 1 Ranged-troop General Combinations

Main General	Assistant General	Assistant General Special Skill	Ranged Troop Attack Skill Book	Assistant General's March Size Buffs from Specialty & Covenant
Ragnar	Sigurd	Ranged Troop Attack and HP +45% Ranged Troop and Siege Machine Defense +30% (Lead the army)	√	+8%
	Merlin	Ranged Troop Attack and HP +45% Ranged Troop and Siege Machine Defense +30% (Lead the army to attack)	√	+5%
	Marcus Agrippa	Ranged Troop Attack +40% Ranged Troop and Siege Machine Defense and HP	√	

		+30% (Lead the army to attack)		
	Douglas	Ranged Troop Attack +25% Ranged Troop and Siege Machine Attack and Defense +15% with a Dragon or Spiritual Beast (Lead the army to attack)	√	+6%
	Godfrey of Bouillon	Ranged Troop Attack and HP +40% Ranged Troop and Siege Machine Defense +10% (Lead the army)	√	+6%
	Mihai	Ranged Troop Attack +45% Ranged Troop and Siege Machine Defense +45% (Lead the army to attack)	√	
Merlin	Marcus Agrippa	-	√	
Marcus Agrippa	Sigurd	-	√	+8%

Tier 2 Ranged-troop General Combinations

Main General	Assistant General	Assistant General Special Skill	Ranged Troop Attack Skill Book	Assistant General's March Size Buffs from Specialty & Covenant
Ragnar	Tachibana Ginchiyo	Ranged Troop Attack +45% Ranged Troop and Siege Machine Defense an HP +35% (Lead the army)	×	
	Charles XII	Ranged Troop Attack +40% March Size +10%	√	+10%

		Ranged Troop and Siege Machine Defense +10% (Lead the army to attack)		
Merlin	Eleanor	-	√	+10%
	Godfrey of Bouillon	-	√	+6%
	Charles XII	-	√	+10%
	Louis IX	Ranged Troop Attack +40% Ranged Troop Defense +45% (Lead the army)	×	+6%
	Princess Kaguya	Ranged Troop Attack +35% Ranged Troop and Siege Machine HP +30% (Lead the army to attack)	√	+6%
	Tachibana Ginchiyo	-	×	
Marcus Agrippa	Eleanor	-	√	+10%
	Godfrey of Bouillon	-	√	+6%
	Tachibana Ginchiyo	-	×	
	Edward III	Ranged Troop and Siege Machine Attack +25% Ranged Troop Defense +15% (Lead the army)	√	
	Louis IX	-	×	+6%
Douglas	Merlin	-	√	+5%
	Sigurd	-	√	+8%
	Eleanor	-	√	+10%
Mihai	Eleanor	-	√	+10%
		-	√	+6%

	Godfrey of Bouillon			
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Tier 3 Ranged-troop General Combinations

Main General	Assistant General	Assistant General Special Skill	Ranged Troop Attack Skill Book	Assistant General's March Size Buffs from Specialty & Covenant
Mihai	Edward III	-	√	
	Louis IX	-	×	+6%
	Tachibana Ginchiyo	-	×	
	Subutai	Ranged Troop Attack +40% Ranged Troop Defense and HP +20% (Lead the army)	×	
Tachibana Ginchiyo	Princess Kaguya	-	×	+6%
	Douglas	-	×	+6%
	Godfrey of Bouillon	-	×	+6%
	Charles XII	-	×	+10%
Douglas	Godfrey of Bouillon	-	√	+6%
	Tachibana Ginchiyo	-	×	
	Louis IX	-	×	+6%
	Subutai	-	×	
Elektra	Princess Kaguya	-	√	+6%
Simeon the Great	Minamoto no Yoshitsune	Ranged Troop Attack +25%	√	

		Ranged Troop Attack +15% with a Dragon (Lead the army)		
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Tips:

When setting ranged troops for reinforcement, we recommend that both the main and assistant generals choose generals whose skills are described as 'lead the army', rather than 'lead the army to attack', such as Tachibana and Godfrey of Bouillon.

Ragnar, Douglas, Elektra, and Simeon the Great need to carry any dragon or spiritual beast, and Minamoto no Yoshitsune needs to carry any dragon, then their buffs can be maximized. But if assistant generals carry them, the buffs of dragons and spiritual beasts will not take effect. If you have extra dragons or spiritual beasts and don't mind losing these general buffs, you can try to use them as assistant generals.

In addition, the above combinations take into account the generals' skins and covenant buffs. Details are as follows.

General Skin Benefits:

Dragon God - Elektra

- Ranged Troop Attack (with Dragon) +10%
- Ranged Troop HP (with Dragon) +15%

Odyssey - Douglas

- Marching Ranged Troop Attack +10%
- Enemy Ground Troop and Mounted Troop Defense -20%

King of Midgard - Ragnar

- Marching Ranged Troop Attack +10%
- Enemy Ground Troop and Mounted Troop Defense -10%

Viking Spirit - Sigurd

- Ranged Troop Defense +10%
- Enemy Ground Troop and Mounted Troop HP -10%

General Covenant Buffs

Ragnar

- War Covenant: Marching Ranged Troop Attack +5%
- Cooperation Covenant: March Speed +10%
- Peace Covenant: Ranged Troop Training Capacity +10%
- Faith Covenant: Marching Ranged Troop Defense +5%; In-rally Ranged Troop Attack +10%
- Honor Covenant: Marching Ranged Troop HP +10%
- Civilization Covenant: Marching Ranged Troop Attack +5%; Marching Ranged Troop Defense +5%

Sigurd

- War Covenant: The death-turning-wounded rate of troops when they are attacking. +5%
- Cooperation Covenant: Ranged Troop Attack +10%
- Peace Covenant: Training Speed +10%
- Faith Covenant: Enemy Mounted Troop Defense -10%; March Speed +10%
- Honor Covenant: March Size Capacity +8%
- Civilization Covenant: Ranged Troop Defense +10%; Ranged Troop HP +10%

Marcus Agrippa

- War Covenant: All Resources Production +5%
- Cooperation Covenant: Ranged Troop and Siege Machine HP +5%
- Peace Covenant: Ranged Troop Training Capacity +10%
- Faith Covenant: Ranged Troop and Siege Machine Defense +5%; March Speed +15%
- Honor Covenant: In-Rally Ranged Troop and Siege Machine Attack +5%; In-Rally Ranged Troop Attack +10%
- Civilization Covenant: Marching Ranged Troop Attack +15%

Godfrey of Bouillon

- War Covenant: Ranged Troop Defense +5%; Ranged Troop Training Capacity +5%
- Cooperation Covenant: Defending Ranged Troop Attack +10%
- Peace Covenant: March Speed +15%; Ranged Troop and Siege Machine Attack +5%
- Faith Covenant: Defending Ranged Troop Attack +10%; Defending Ranged Troop Defense +15%

- Honor Covenant: In-city Ranged Troop and Siege Machine HP +10%
- Civilization Covenant: In-city Ranged Troop and Siege Machine Attack +5%; In-city Ranged Troop and Siege Machine Defense +5%

Merlin

- War Covenant: March Size Capacity +5%
- Cooperation Covenant: Marching Ranged Troop HP +10%
- Peace Covenant: Ranged Troop Training Speed +5%
- Faith Covenant: In-rally Ranged Troop Defense +10%; March Speed +10%
- Honor Covenant: In-rally Ranged Troop HP +5%
- Civilization Covenant: Marching Ranged Troop Attack +5%; Marching Ranged Troop Defense +5%

Recommended Skill Books

- Ranged Troop Range Bonus
- Ranged Troop Attack
- Ranged Troop HP
- Ranged Troop Defense
- March Size
- Super Renaissance
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In the above combination, Tachibana Ginchiyo, Subutai, and Louis IX's special skills conflict with the 'Ranged Troop Attack' skill book. Other combinations that do not include these four generals can use this skill book.

When you choose Louis IX and Edward III as assistant generals, their main generals cannot use the 'Ranged Troop Defense' skill books but can use them themselves.

Finally, Evony has many other ranged-troop generals, and you can explore and try more combinations in the game.
