

# Evony 2024 Siege Machine General Combinations Guide (PDF)

With the increase in the number of generals, the strength ranking of Siege Machine Generals in *Evony* has been reshuffled. Some of these generals have exclusive skins and covenant attributes. Analyzing their overall buff values can help you choose the optimal Siege Machine General Combinations.

For siege machines, the three key attributes should be prioritized in this order: Attack > HP > Defense. These attributes should be considered when selecting combinations.

Assuming all general buffs have reached their maximum values, we recommend the following combinations.

## Tier-1 Siege Machine General Combinations

Main General	Assistant General	Assistant General Special Skill	Siege Machine Attack Skill Book	Assistant General's March Size Buffs from Specialty & Covenant
Gunther (Need a Dragon or Spiritual Beast)	Melisande	Siege Machine Attack, Defense, and HP +40%; March Size +8%	√	March Size Capacity +5%
	Maurice de Saxe	Siege Machine Attack +45% Siege Machine Defense and HP +35%	×	
	Kleos	Siege Machine Attack and HP +40% March Size +12%	√	
	John Hunyadi	Ranged Troop and Siege Machine Attack +45% Siege Machine Defense and HP +15%	√	

	Mu Guiying	Siege Machine Attack +45% Siege Machine Defense and HP +20%	×	March Size Capacity +5%
	Raimondo	Siege Machine Attack +45% Ranged Troop and Siege Machine Defense +25%	×	March Size Capacity +6%
Maurice de Saxe	Theodosius I	Siege Machine Attack and Defense +45% March Size +8%	×	
	Melisande	-	×	March Size Capacity +5%
	John Hunyadi	-	×	
John Hunyadi	Theodosius I		√	
	Melisande	-	√	March Size Capacity +5%
	Mu Guiying	-	×	March Size Capacity +5%
	Edward Teach	Siege Machine Attack and Defense +30% Ranged Troop and Siege Machine Attack +10% (with any Dragon or Spiritual Beast)	√	
	Zucca	Siege Machine Attack +40% Ranged Troop and Siege Machine HP +35%	√	March Size Capacity +6%
Mu Guiying	Theodosius I	-	√	
	John Hunyadi	-	√	
	Melisande	-	√	March Size Capacity +5%
Pallas (Need a Dragon or Spiritual	John Hunyadi	-	√	

Beast)				
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## Notes:

Gunther, Pallas, and Edward Teach's special skills require a Dragon or Spiritual Beast to be effective. Therefore, if you don't have extra dragons or spiritual beasts, it is not recommended to use them as assistant generals.

In the above combinations, the assistant generals' buffs related to march size are either in special skills or in specialties and covenants. Please check them carefully to avoid missing them.

Moreover, the above combinations take into account the effects of general skins and covenant attributes, as outlined below.

## General Skin Benefits:

### King of Rhine - Gunther

- Marching Siege Machine HP +10%
- Enemy Ranged Troop and Siege Machine Attack-10%

### Queen of Rhine - Melisande

- Ranged Troop and Siege Machine Attack +10%
- Enemy Siege Machine HP -10%

### Legend of Sanctuary - Pallas

- Marching Siege Machine Attack +10%
- Enemy Ranged Troop and Siege Machine HP -20%

### Legend of Sanctuary - Kleos

- Ranged Troop and Siege Machine HP +10%
- Enemy Ranged Troop and Siege Machine Defense -20%

### Odyssey - Raimondo

- Ranged Troop and Siege Machine Defense +10%
- Enemy Ranged Troop and Siege Machine HP -20%

## Extra Buffs from General Covenant:

### Gunther

- War Covenant: Enemy Wounded into Death when attacking +5%

- Cooperation Covenant: In-rally Ranged Troop Defense +5%; In-rally Siege Machine Defense +5%
- Peace Covenant: Siege Machine Training Speed +5%
- Faith Covenant: March Size Capacity +10%; In-rally Troop HP +10%
- Honor Covenant: Marching Siege Machine Attack +8%
- Civilization Covenant: Marching Siege Machine Defense +10%; Marching Siege Machine HP +10%

## Melisande

- War Covenant: Ranged Troop and Siege Machine Attack +5%
- Cooperation Covenant: March Speed +15%
- Peace Covenant: In-rally Siege Machine Defense +10%; Siege Machine Attack +5%
- Faith Covenant: Reinforcing Troop Defense +5%
- Honor Covenant: March Size Capacity +5%
- Civilization Covenant: Ranged Troop and Siege Machine HP +5%; Ranged Troop and Siege Machine Defense +5%

## Maurice de Saxe

- War Covenant: Siege Machine Attack +5%
- Cooperation Covenant: Enemy Wounded into Death when attacking +10%
- Peace Covenant: Siege Machine Training Speed +10%
- Faith Covenant: In-rally Siege Machine Defense +5%; Siege Machine Defense +5%
- Honor Covenant: In-rally Siege Machine HP +10%
- Civilization Covenant: Siege Machine Attack +5%; Siege Machine HP +10%

## Theodosius I

- War Covenant: The death-turning-wounded rate of troops when they are attacking. +5%
- Cooperation Covenant: March Speed +10%
- Peace Covenant: Siege Machine Training Capacity +10%
- Faith Covenant: Marching Siege Machine Defense +10%; Siege Machine Training Speed +10%
- Honor Covenant: Marching Siege Machine Attack +10%
- Civilization Covenant: Marching Siege Machine HP +10%; Defending Troops Attack +5%

## John Hunyadi

- War Covenant: Ranged Troop and Siege Machine HP +5%
- Cooperation Covenant: Holy Palace Deserter Capacity +10%
- Peace Covenant: Siege Machine Attack +5%
- Faith Covenant: Enemy Ranged Troop and Siege Machine HP -8%
- Honor Covenant: In-rally Ranged Troop and Siege Machine Attack +5%; In-rally Siege Machine Attack +10%
- Civilization Covenant: Marching Siege Machine Attack +15%

**Mu Guiying**

- War Covenant: Siege Machine Attack +5%
- Cooperation Covenant: Siege Machine Defense +5%; Hospital Capacity +5%
- Peace Covenant: In-rally Siege Machine Defense +10%; Siege Machine Training Capacity +10%
- Faith Covenant: In-rally Siege Machine HP +10%; Siege Machine HP +5%
- Honor Covenant: In-rally Siege Machine Attack +15%
- Civilization Covenant: Marching Siege Machine Attack +10%; March Size Capacity +5%

**Tier-2 Siege Machine General Combinations**

Main General	Assistant General	Assistant General Special Skill	Siege Machine Attack Skill Book	Assistant General's March Size Buffs from Specialty & Covenant
Mu Guiying	Kleos	Siege Machine Attack and HP +40%  March Size +12%	×	
	Edward Teach	Siege Machine Attack and Defense +30%  Ranged Troop and Siege Machine Attack +10% (with any Dragon or Spiritual Beast)	×	
	Zucca	Siege Machine Attack +40%  Ranged Troop and Siege Machine HP +35%	×	March Size Capacity +6%

Pallas	Kleos	-	√	
	Mu Guiying	Siege Machine Attack +45% Siege Machine Defense and HP +20%	×	March Size Capacity +5%
	Edward Teach	-	√	
	Zucca	-	√	March Size Capacity +6%

## Recommended Skill Books

- Siege Machine Attack
- Siege Machine HP
- Siege Machine Defense
- Siege Machine Range Bonus
- March Size
- March Speed
- Super Renaissance
- .....

Among the recommended siege machine combinations, Maurice de Saxe, Mu Guiying, and Raimondo's special skills conflict with the "Siege Machine Attack" Skill Book. There are almost no obstacles in using other skill books.

Moreover, there are many other siege machine generals and combinations. You can try different combinations in the game according to your actual situation.

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