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Hearthstone battlegrounds tier list hsreplay

November MurlocHolmes_HS 2019 Battlegrounds Icon 190 Last Updated - 05/05/20 - Basic changes and reordering. This week we changed our approach to the list of levels and deviated from the list based on innkeepers that we have adhered to in the past. With Blizzard seemingly releasing constant patches and re-balancing, it has been a difficult time updating to contain enough data to be statistically relevant. Again, we quickly received a great hero rotation and many card changes in a short period of time. While we still use the percentage of wins and average placements for reference, this week's list is largely based on our experience at Battlegrounds. We expect this to be a short-term change and plan to return to the old format as soon as we feel comfortable with the statistics we have accumulated. As we mentioned earlier, your use of The Innkeeper is what drives this list of levels. The more games you can sign up for by running Innkeeper in the background, the better our list of levels can become! A welcome addition to this week's list is the Top Heroes table for users to quickly link to what we're considering for your top tips. The following is the usual list and descriptions of heroes. Best Heroes 1. Dancin' Deryl Passive Hero Power: After you sell the minion, randomly put a minion in Tavern Bob +1/+1 twice. Deryl is widely regarded as one of battleground's most powerful heroes, but also one of the hardest to pilot. Knowing when to buy and sell and how to target the minions you want can be difficult. However, mastering your Dance turns can lead to a giant plate hand-picked by buffed minions. 2. Arch-Villain Rafaam Hero Power: Another fight, add a simple copy of the first minion you kill in your hand. Rafaam can easily build a big board faster than many heroes by stealing minions from their opponents. It is important to check what build the next player you are facing is going to, before deciding whether to dedicate gold to the hero power. However, even if you steal a minion you don't want, it's basically free as you can just sell it at Bob's Pub in the next round and get your gold back. 3. Nosdorm Passive Hero Power: Your first to recover every stroke cost (0). Nosdorm Hero Power is very versatile and can save a lot of gold during the match. Getting free to renew each round, let's eliminate the wrong selection of minions and increase your chances of finding what you are looking for. You can also spend gold to upgrade your pub and then restore it for free to a higher level of minions before buying any. 4. Deathwing Passive Hero Power: All minions have +2 attack. Deathwing's Hero Power can be extremely powerful in token-based strategies. Cards like Rat Pack and Replicating Threat can provide stunning boards of 3 attack minions. Other abilities, such as Divine Shield, can also lead to large fluctuations in performance. A key strategy is to swarm your opponents with as many minions as possible. Is realize that your Hero Power will also be opposite minions. 5. Yogg-Saron, Hope's End Hero Power: Hire a random minion at Bob's Pub and give him +1/+1. Yogg Saron hero power can fall victim to his ' randomness at times. But if you can give minions you get to use, he is definitely one of the strongest heroes. Randomness aside, you actually receive a snafled minion that is discounted by one gold. Praise Yogg! 6. Edwin VanCleave Hero Power: Give a minion of +1/+1 for each minion you bought this move. Edwin's ability will prove useful throughout the game. Buffing minions early can give you a stronger board than most opponents, while late game enthusiasts can be used on their important minions, which might be other wise is hard to protect. Wisely balancing between buying minions and polishing your board is essential. 7. Endless Toki Hero Power: Refresh Bob Taverna. Assign from the higher level tavern. Toki not only refreshes the taverna by one gold, but you will also be guaranteed to be one minion from the higher tier Tavern Tier. While it may be a bit random, it can also prove very powerful when you get to later levels. When you're at Tavern Tier 5, you can get your comp over the top if you're lucky enough to find what you're looking for. 8. Alexstrasza Passive Hero Power: After upgrading bob taverna to Tavern Tier 5, discover two dragons. Alex allows you to instantly discover two dragons as you upgrade your tavern to Level 5. There are no restrictions on what dragons levels come from, so you draw from the entire fund. A few dragons – specifically those late games – are very strong and can swing the game if you're lucky enough to get them. 9. Elise Starseeker Passive Hero Power: When you upgrade bob taverna get 'Recruitment Map'. Elise's Map lets you discover a minion from the Tavern tier you've just upgraded to. The charm costs 3 gold, but it can turn out to be very strong - especially when you get to higher levels in the pub. When you choose from three Level 5 or Tier 6 minions in a late game, you may have big swings on board. 10th Sir Finley Mrrgglton Passive Hero Power: At the Beginning of the Game, Discover Hero Power. Finley is about flexibility. Thanks to his ability to discover his abilities, he can become any hero on the battlefields. During the selection of a hero, if you are offered a strong choice, it is usually best to choose it. However, if you get weak options, Sir Finley can often save you and save your run. 11. Pyramid Hero Power: Give random friendly minion +4 health. Pyramid randomly improves one of your minions with four health. The recent move from 3 to 4 seems to have significantly increased the level of power of this hero. At a price of 1-gold, it is best to try to reach Hero Power at every step you can. 12. Rat King Passive Hero Power: Whenever you buy an animal, give it +1/+2. Swaps enter each spin. Timing can be everything when it comes to using Rat King Hero Power. Catching Buff on a strong tribal minion or buffing a few in the late game once you are committed to comp can lead to success. However, ever-changing performance can lead to inconsistent buffs. 13. Malygos Hero Power: Replace the minion with a random one from the same pub tier. Maly's Hero Power rerolls the minion every move for free. This is valuable throughout the game and gives you another chance to find the minion you are looking for. One overlooked value of Hero Power is that you can use it on your own minions as well. 14. Curated Passive Hero Power: Run the game with 1/1 Amalgam with all types of minion. The curator's little 1/1 Amalgam may be one of the most consistent minions in battlegrounds. With the addition of dragons, menate builds have risen to another level and no one benefits more than this hero. Turning your Amalgam into a massive poisonous minion can often lead to easy top-4s. 15th Millhouse Manastorm Passive Hero Power: Minions Cost 2 Gold. Recovery costs 2 gold. Tavern Tiers costs (1) more. Millhouse may seem like a completely different battlegrounds game from other heroes. While minions are cheaper, this is offset by the fact that your Refresh and Tavern Tiers levels are more expensive. Being able to purchase a Minion at turn one, and then two other minions at turn two can sometimes out-pace opponents. 16. Patchwerk Passive Hero Power: Start with 50 health instead of 40. Patchwerk's extra 10 health won't give you much extra time in later rounds. Not having proactive Hero Power in the first turns proves harmful and damages the output as the game progresses generally erases the health advantage very quickly. 17. Sindragosa Passive Hero Power: At the end of your turn, frozen minions get +1/+1. Sindragosa excels early by abusing her Hero Power. The ability to effectively give all offered minions +1/+1 during the first few turns, while spending no gold can lead to a strong early turn of the board. This becomes less desirable as the game progresses and should be utilized heavily in the early game. 18th Great Akazamzarak Hero Power: Discover the Secrets. Put it on the battlefield. Akazamzarak discovers a card from a large pool of secrets every time you use his Hero Power. While there is a high level of variance in your discovery choices, some secrets like Ice Block or Image Breakdown are very powerful. If your secret doesn't start during the battle, it will flip over until your opponent activates it. 19th A. F. Kay Passive Hero Power: Skip your first two turns. Start with two minions from Tavern Tier 3. A.F. Kay's success often depends on what two minions she offered at the turn of The 3rd Century. If your discovery options are bad, it can spin out of control pretty quickly. But discovering powerful options like Soul Juggler, Pack Leader, and Hungry Dragon – and then finding some support cards – can be a huge boost and victory. 20th Millificent Manastorm Passive Hero Power: Mechs in Bob's Pub have +2 Attack. Millificent can fight Like Jaraxxus. Her Hero Power offers a powerful buff, but can often fall flat if you don't receive the Mechs you need to succeed. It is that the Cobalt Guardian is one of the most sought after minions, they are often hard to come by. That being said, if you're lucky enough to land some Mechs, you're usually able to put together quite strong boards. 21. Queen Wagtoggie Hero Power: Give random friendly moss, demon, murloc, animal and dragon +2 attack. Wagtoggie shines in the mentee builds. Having a large board with a good combination of strains can lead to many polished minions. 22. Lich Baz'hial Hero Power: Take 2 damage and add a gold coin to your hand. Baz'hial's Hero Power is free. It won't cost you any gold, but you sacrifice two health every time you want to get a coin in your hand. If you are able to get off to a fast start using the ability, you may have some success. But mostly it's hard to overcome the sacrifice of a lifetime. 23. Nefarian Hero Power: Start of battle: Cause 1 damage to all enemy minions. Nefarian's Hero Power serves various roles throughout the game. Early on it can often weaken or even kill your opponent's minions. However, it really shines in the late game when its' primary function may be to remove all Divine Shields. Many tracks rely heavily on Divine Shields, and scratching them all out before the battle begins can be back breaking. 24. Bartendotron Passive Hero Power: Reduce tavern tiers costs by (1). The bartender's heroic performance throughout the match reduced the price of the tavern levels by one gold. During the game it allows you to buy minions before the rest of the competition. As one might consider – having access to higher tier minions soon can lead to some snowball wins. 25. George's Fallen Power Hero: Give a friendly minion divine shield. While giving one of your minions divine shield is very powerful, George Hero Power won't find much use in the early game due to his' cost of three golds. However, if you can create a solid board for late play, being able to give one of your minions a shield every move can lead to a very strong composition. 26. Ysera Passive Hero Power: At the beginning of your turn, add a dragon to bob's pub. Ysera relies on the focus on Dragon Composition. With Hero Power changing from 1-cost to passive, we would expect it to be much easier to create a board full of dragons. 27. Reno Jackson Hero Power: Make a friendly minion golden. (Once per game.) Reno has a unique hero power that allows you to make one of your minions into the gold version. When you triple a minion, you don't receive a minion card as if you normally triple it — but it's still a powerful ability. Choosing a minion can be tough, but it's usually best to upgrade at the beginning to mid-game. 28. Shudderwock Hero Power: Your next Battlecry triggers this move twice. Shudderwock hero power seems to work best in conjunction with buffing The addition of Dragons has further solidified Menagerie Comps, and Shudder power works well with Zoobot, Menagerie Magician, etc 29. Lich King Hero Power: Give the friendly minion reborn only for the next fight. Ideally, The Lich King's Hero Power is now focused on your true majority of minions instead of limiting it. It can be quite powerful when used on the right minion. High-value targets are usually Divine Shield Minions or Deathrattle Minions. 30. Illidan Stormrage Passive Hero Power: Start of Combat: Your left and right-most minions attack instantly. Illidan hero power basically gives its left-most and right-most minions a fee. Before anything else happens at the beginning of the battle, they randomly attack the minions. If you are lucky enough to get the right minions to place on the outside, it has the potential to be powerful. However, it seems too inconsistent for a demon hunter to be at the highest level. 31. Fungalmancer Flurgl Passive Hero Power: After you sell Murloc, add random Murloc to Bob's Pub. Flurgl's strength does not lend well to the overall goal of Battlegrounds. Players are trying to build big boards to kill their opponents, which can be quite difficult if you are constantly trying to sell minions off your board. For this reason, Hero Power is largely useless from mid to late in the game. 32. Lord Jaraxxus Hero Power: Give Your Demons +1/+1. Jaraxx's success is often very much the subject of his offer from the pub. Giving all your demons +1/+1 is a very powerful tool – if you can buy demons. If you are able to create a powerful demon composition, your hero power can sometimes lead you to the Top 4. 33. Professor Putricide Hero Power: Give a friendly minion +10 Attack for the next fight only. The professor's heroic power seems to be strong in theory. However, giving one minion +10 attack often falls short in late play against giant boards. It should be noted that it can be very good when placed on a minion cleave type. 34. Galakrond Hero Power: Replace the minion in The Bob Pub with a minion from the higher taverna tier. Galakrond seems to be a little slow for the current Battlegrounds Meta. Upgrading minions in an early game often doesn't lead to something very impressive – unless your plan is constantly frozen and upgraded again. By the time you get into the late game and are able to upgrade to meaningful minions, it's too late. Late.

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