Gear And Requirements

**Bryans Solo Guide to**

**Bandos**[](http://www.google.co.nz/imgres?q=Bandos+Sergeants&um=1&hl=en&safe=strict&sa=N&biw=1280&bih=603&tbm=isch&tbnid=0B9Zefzw95yDCM:&imgrefurl=http://nrwiki.com/index.php%3Ftitle%3DDrop_rates&docid=CbutP2ZDeha50M&w=200&h=307&ei=3IpITprWEsqhmQXup6znBg&zoom=1)

Requirements

bandos has one of the easiest requirements and that is

•70 Strength

•A Hammer

Recommended Stats

-80+ Attack & Strength

-70+ Defence (Barrows/Bandos is a MUST!)

-85+ Hp (Graardor maxes 35 with Ranged, and his minions 20. Always stay above 60 hp.)

-80+ range to be able to wear karils top or black d hide body

-70+ Magic

-60+ Prayer 70+ Recommended

-Access to Trollheim teleport\*

-Decent equipment

Gear



Helmet: Verac's > Neitzinot > Torag's/Dharok's

Amulet: Fury > Glory > Unholy Symbol

Chest: Karil's > Bandos Chestplate > God/Black D'hide

Legs: Bandos Tassets > Verac's > Torag's/Dharok's

Boots: Dragon boots > Bandos Boots > Rune boots > Climbing boots

Ring: Wealth > Life > Zerker

Weapon: Chaotic Longsword > Chaotic Rapier > Chaotic Maul > Saradomin Godsword - Bandos Godsword - Armadyl Godsword - Zamorak Godsword -Whip

Shield: DSS > ESS > Dragonfire > SSS > Obsidian >Granite

Cape: Fire Cape > God Cape (mage arena) > God Cloak (Treasure Trail) > Skill cape (t) > Skill Cape > Obsidian > Legends

Gloves: Barrows > Dragon > Rune > Black/God D'hide

Spec Weapon: Dragon Claws > Dragon Halberd > Dragon Dagger (p++)

Arrow Slot: Zamorak Arrow

Saradomin items are not needed when getting KC, there are none around.

Divine is much better than Elysian, you don't get too much damage so you don't lose too much prayer.

Chaotic Weapons: Obvious.

Dragon boots have better stats than bandos.

Karils top with tassy is better than chestplate with tassy since you need the mage defence.

Verac's helm is better than neit.

Remember, its not all about the str bonus

Inventory



1x Saradomin brew

1x Extreme Str pot or Super Str pot

1x Extreme Att pot or Super Att pot

1x Super Restore potion

2x Prayer potions

3x Home teleport tab

1x Zamorak Top

1x hammer

4x law runes

4x fire runes

Rest food( sharks or better) i prefur rocktail.

in this set-up summon up your beast of burden(yak, War tortoise, or Spirit Terrorbird) and fill it with food

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How To Get There

Once you Teleport to trollheim drop 2 of your food

then use your house telleport or another form or to get back to a bank grab 2 more food

Then Teleport back up to Trollheim and Grab The other 2 Food you dropped earlier.

now to make your Way to the Godwars Dungeon.

Follow the Red line all the way till you Get to the green line, once you get to the green line you will see 4 or 5 ogre rangers so protect from range while you run past them) they can hit quite high, once your back in the red you can take your prayer off.

you will arrive at a massive boulder just lift it and sqeeze through.

now if you want you can put on the zamorak robe top in you inventory on before you enter the dungeon so at least 3 of the 4 gods will be unaggressive if wielded ags all 4 will be unagressive.

now for getting Kill Count there are 3 good places to get kc 4 if wielding ags.

the blue area is good if you have a bandos,zamorak, and sara item. < kill goblins and hobgoblins

red area is good if you have all 4 god items(zamorak,Armadyl,bandos, and Saradomin items) <kill goblins

green area <decent only good if you dont have a zamorak item) <i rarely use because i always have a zamorak item

Strategy

run back and forth between the top blue and red area for super fast kc killing nothing but goblins.

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Killing General Graardor and his minions

Once you have gotten you 40 Kc you want to use your Hammer on the big door.

now if your on an open world get to the front door and pot up in order

Saradomin brew(for extra starting hp and Def)

Super Restore (to fix all your stats)

Extreme str and att or super str and attack

then Turn on your prayers

for basic prayer turn on

piety.chivarly , protect item and protect from melle

if on curses

Or if you are on Ancient Curses;

~Deflect melee

~Protect Item

~Berserker (If not using overload)

~Leech Attack/Defence (both recomended)

or

~Turmoil

now once inside it gets a little tricky.

Graardor

now if your using Ags,or Bgs,claws use up all of your Special on General Graardor . if using sgs wait till your hp falls below 600lp to 700 lp or your prayer is below 50. in hopes that it will heal you and restore some prayer points.

now make sure you keep your lp above 600. why cause Graardor can hit 350s with range and if his mage or range minion hit at the same time it can be an instant ko, = a loss of items.

now the only thing you need to Remeber is to make sure you reclick and attack Graardor after everytime you eat or pot up. as your auto retaliate is off.

now that general graardor is Dead you have 2 options.

Once Graardor is dead, pick up the drop, and either;

A)Stay and kill the 3 minions, starting with Steelwill (Magic), then Grimspike (Range) and lastly Strongstack (Melee).

Pray Protect (deflect) from Magic until Steelwill is history, then switch to Protect (deflect) from Ranged while you kill Grimspike and Melee afterward. I highly suggest leaving Protect (deflect) from melee on if you are staying for another kill.

If you have enough food for another kill, use the altar, then activate your boost and protect item prayers and get ready.

B) Teleport out to a safe spot, preferably your house (you don't lose any items on death there).

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REWARDS

now you have your chance of getting once of those reallly good drops

and here they are

~Bandos Hilt (1/150)

~Bandos Chestplate (1/80)

~Bandos Tassets (1/70)