

Ashe TFT Season 11 Build Guide, Ashe TFT Season 11 Gameplay Guide

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The Blue and White Sniper synergies are two origins with limited champion pool, allowing Ashe to be paired with many different champions, thus offering great flexibility in what you can get from the shop. Simply look at the origin and the champions you're missing from your team composition to choose the right champion, such as tank, crowd control, support, or healer. Here are some suggestions for Ashe in Season 11 that might help you use her more effectively in your strong TFT team composition this season.

Standard Ashe build for TFT Season 11, Ashe build guide for TFT 11

If you're lucky enough to get Ashe early, you can build her items right away to make her your main carry in the late game. Prepare items beforehand such as Wooden Bow, BF Sword, Oversized Rod, and Training Gloves. Ashe will only need items like Infinity Edge, Blue Bow, Rageblade, Giant Slayer, Hand of Justice, Deathblade, Nashor's Tooth.

The most common combination is still Berserker Blade, Infinity Edge, and Blue Bow. Of these, Berserker Blade should be prioritized first.



Champions who can help Ashe carry items are Caitlyn, Aphelios, and Senna. These are sniper champions that deal good damage early in the game if they have enough items. Therefore, you should equip these items to any sniper champion except Kog'Maw to help your team avoid falling behind in damage from the start of the game.

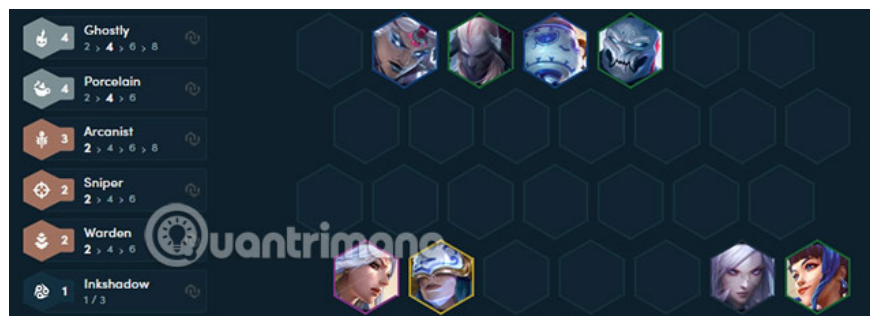


Ashe team compositions in TFT Season 11, Ashe build in TFT Season 11

Ashe is a 4-gold champion and spawns late in the game, so you can use her in various team compositions and switch to Sniper or Blue and White. However, in the early game, you should stick with Sniper or Blue and White to make finding Ashe in the late game easier.

Ashe U Linh S? Thanh Hoa

A sensible choice for those who want a balance between damage and tankiness. The Spirit of Death provides healing and extra damage, allowing Aatrox, Shen, and Illaoi to stay longer in the tank line. In the backline, the Blue and White Warriors and Caitlyn will deal damage, while Lissandra might only be a secondary carry alongside Ashe. However, if you see Lissandra frequently, she could potentially become a primary carry.



Lissandra uses magic damage items, so you should definitely save those for Ashe. Give tank items to Amumu or Illaoi to increase the team's survivability.

Alternatively, you can use this lineup, which includes two 4-gold and 5-gold champions. This lineup is currently a hot meta for Ashe and requires reaching level 8 quickly to quickly encounter Ashe, Nautilus, Sett, and Lissandra.



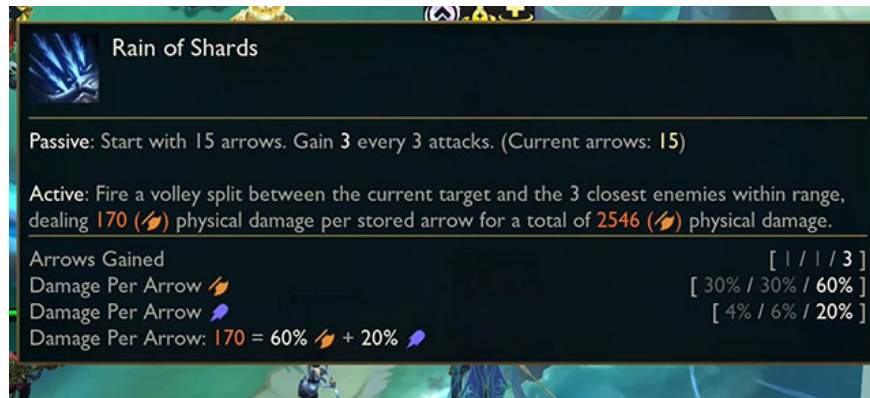
6 Blue and White Porcelain

This is the lineup shown above, but it will include the Blue and White Seal, which is suitable for Caitlyn in the back row. You can give the top row to any champion you like, but prioritize champions that are easiest to

Character skills, race, and stats

Skill:

1. **Skill:** Starfall
2. **Passive:** Starts with 15 arrows. Gains arrows after every 3 attacks.
3. **Activation:** Fires 1/1/3 of a cluster of projectiles between the current target and the 3 nearest enemies within range, dealing 30% / 30% / 60% physical damage and 4% / 6% / 20% magic damage for each projectile that hits.



Champion stats:

1. Cost: 4 gold
2. Blood: 700/1260/2268
3. Energy: 20/80
4. Zodiac: 30
5. MR: 30
6. Magical power: 100
7. DPS: 52/94/168
8. Damage: 65/117/211
9. Attack speed: 0.8
10. Critical hit rate: 25%
11. Range: 4 cells



Clan:

Blue and White Porcelain

After casting a skill, the Qinghua Envoy will be invigorated, gain increased attack speed, and take less damage for 3 seconds.

1. 2 Blue and White Porcelain: 30% attack speed, 15% damage reduction.
2. 4 Blue and White Porcelain: 60% attack speed, 20% damage reduction.
3. 6 Blue and White Porcelain: 100% attack speed, 30% damage reduction.

Sniper

Snipers gain an additional attack range and deal extra damage for each tile of distance from their target.

1. 2 Snipers: 7% Sniper
2. 4 Snipers: 14% Snipers
3. 6 Snipers: 30% Snipers

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