

Details of the Lien Lien Co flag clan

This is the entire Union Chess family, also known as the Profession and Faction in the Union Auto Chess. Based on this you can know what to build for your squad

The Tribe in the Union Flag, also known as Occupation and Faction. These are the synergistic buffs of generals of the same clan to have the indexes to support the chess pieces in the Union Flag. Help the generals of that clan receive more power or support.

If you do not know, then check out the Tribe in the Chess Piece below this article for a strong lineup in the Union Auto Chess mode.

1. How to reduce lag, lag when playing mobile games with UU Game Booster
2. How to reduce lag Lien Lien Mobile 3.0 on phones
3. Tips to download games, Android applications do not support in Vietnam without VPN

Summary of Occupations in the Union Flag



1. Ninja

When enough 2 Ninja generals will reduce 50% of all enemy armor.

Ninja General: Hayate, Airi

2. The Demon

The Demon generals will receive a synergistic buff to deal standard damage to the enemy

1. 1 Demon: Attack with 50% of standard damage
2. 3 Demons: Attacks with 100% of true damage

Demon General: Veera, Volkath, Maloch

3. Ho Ly

The beauty of the fox makes her stunned and fascinated within 8 seconds.

General Ho Ly: Liliana

4. Sa Fallen

Deals damage to the target and incinerates the target continuously, and prevents the target from healing.

1. 2 Dark: deals standard damage equal to 20% of maximum health over 5 seconds
2. 4 Dark: deals standard damage equal to 40% of maximum health for 5 seconds

Gen. Dark: Preyta, Arduin, Grakk, Nakroth, Omen

5. The Yellow Emperor Society

Receive extra gold after each match (like Pirate DTCL season 1)

1. When all 3 champions of the Yellow Emperor are present, the team will receive additional gold after each round.
2. Win for 2 gold, lose for 1 gold, only valid for PvP

Darkness General: Amily, Quillen, Veres



6. Demon Hunter

Magic resist increased for all champions

1. 2 Demon Hunter: increase 300 magic armor
2. 4 Demon Hunter: 600 magic armor increased

Demon Hunter General: Errol, Richter, Valhein, Violet

7. The Spirit

Immunity to crowd control effects for 8 seconds from the start of the match.

Spirit General: Krixi, Tel'Annas

8. Elemental

Random health increase for an ally on the board. The amount of bonus health depends on the number of Elemental champions on the board.

- 2 Elemental: Increases 1500 health
- 4 Elemental: Increases 3000 health

9. Tan Lien Hiep

Increases attack speed for all champions in the team. The percentage of attack speed will depend on the number of champions present on the chessboard.

1. 2 Tan Lien Hiep: Increases attack speed by 20%
2. 3 Tan Lien Hiep: 35% increase in attack speed

General Tan Lien: Capheny, Quillen, Rourke

10. Inventor

Enhance a random ally in the team and increase 300 physical damage and 5000 health armor.

1. 2 Inventors: Empower random 1 teammate
2. 3 Inventor: Randomize 2 allies



11. The Kingdom

Kingdom champions have a rate of blocking physical damage and countering enemies for 2 seconds when attacked.

1. 3 Kingdoms: 15% chance of stopping half the physical damage taken and countered by enemies
2. 6 Kingdoms: 35% of the chance of blocking half the physical damage taken and countered by enemies

Kingdom General: Raz, Thane, Alice, Amily, Annette, Butterfly, Florentino

12. Beast Man

The damage of the Beastman champions will be accumulated in a round.

1. 2 Beastman: Increases 10% after 5 seconds
2. 4 Beastman: Increases 25% after 5 seconds

General Beast Man: Baldum, Cresht, Fennik, Kil'Groth, Payna, Krizzix

13. Sell Spirit

Increased mana for all champions in the team

1. 2 Sell Spirit: Increases 15 energy
2. 3 Sell Spirit: Increases 30 energy

Demigod General: Lauriel, Tulen, Ilumia

14. The Apostle

General Saint's hand attack is silent or capable of preventing enemies from attacking

2 Saints: 25% chance of silencing or banning for 2 seconds

4 Saints: 40% chance of silencing or banning for 2 seconds

6 Saints: 55% chance of silencing or banning for 2 seconds

General Saints: Enzo, Gildur, Ignis, Jinna, Xeniel, Yorn

Summary of all Factions in the Union Flag



1. Archers

Archers will receive a bonus attack boost when they attack normally.

1. **2 Archers:** 25% rate of attack
2. **4 Archers:** 40% rate of attack
3. **6 Archers:** 65% rate of attack

2. Assassin

The Assassin General will jump to the back of the enemy squad at the beginning of the game and receive an ambush effect: critical damage and attack speed for 15 seconds. The effect will increase sharply when there are more assassins on the chessboard.

1. 3 Assassins: Increases critical damage by 125% and attack speed by 20% for 15 seconds
2. 6 Assassins: Increases critical damage by 350% and attack speed by 40% for 15 seconds

3. Gunner

Gunner champions have increased physical attack and critical chance when together in the lineup

1. 2 Gunners: Increases 10% physical ATK, 25% critical strike chance
2. 4 Gunners: Increases 30% physical ATK, 50% critical strike chance

4. Blocking

Champion Cast will receive a shield and physical attack when the HP is below 50%. Amount

Champions who take damage will gain shield and physical attack when the health is below 50%. The amount of armor and physical bonus gain will increase when more champions and paralyzes on the board

1. 2 champions: increase by 300 armor
2. 4 heroes: gains 600 armor



5. Guardian

The Guardian will help all champions in the team recover color when taking damage. The healing amount will be based on the number of champion Guardians that appear on the chessboard.

1. 2 Guardian: 30% chance to restore 150 health
2. 4 Guardians: 50% chance to restore 250 health

6. Assistant

The Supporting Generals included in the squad will buff their allies at random at the start of the battle. Blessing effect will grant teammates immunity to critical damage and immune damage for 2 seconds, and heal 30% additional health for their teammates.

1. 2 Assistants: 1 random partner receives a blessing buff
2. 4 Assistants: 2 teammates randomly receive blessing buffs

7. Gladiators

When Gladiator champions are below 50% health will gain bonus armor and physical attack. If there are more Gladiators on the chessboard then the amount of Physical Attack and Armor will be increased.

When the health is below 50%, gladiators will gain additional armor and physical attack. The amount of physical attack and armor increased when there were more gladiator champions on the chessboard

1. 2 champions: gain 80 cvl, receive 800 armor
2. 4 champions: increase 140 cvl, receive 1400 armor
3. 6 champions: gain 200 cvl, gain 2000 armor

8. Priest

Priest champions will strengthen the skills of all teammates in the team.

1. 3 Priest: Increases 40% skill effect
2. 6 Priest: Increases 100% skill effect

9. The Wizard

The Sorcerer General will recover a portion of his mana after using the ability. The amount of mana regen will depend on the amount of wizards on the field.

1. 2 Mages: Regenerates 30% of mana
2. 4 Mages: Regenerates 60% of mana

10. Battle of Fury

Hero of War will be able to deal damage spread to surrounding targets with 100% of base damage.

1. 2 Rage of War: 1 Rage of War champion randomly gains laning effect
2. 4 Rage War: All Rage War champions have a laning effect

Based on the Factions and Jobs in the article above, you can combine the clans of the Union Flag to form your strongest squad, based on what you receive in the game according to your dignity.

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