

Guide DTCL Guards of Guards 9.22 to deal extremely good damage

With the DTCL Guards in DTCL 9.22, you will have all the perfect elements in the squad such as resisting, attacking, controlling energy, causing many opponents to struggle to fight back.

Poison (Poison) is a troubling race in the Arena of Truth season 2 when Poisoning buffs poisoned enemies and must use more mana than normal to cast skills. True to the name, the poison General will cause the opponent to die gradually.

If combined with the Guardian, an effective barrier wall, the Guardian Guard lineup will make many gamers spend quite a lot of HP when confronted. Below is a guide on how to build a Guards - Poison formation, one of the strong DTCL squad 9.22.

There are two important things to build the Guardians squad that you need to know. The first is that this squad needs a lot of faces 3-4 gold, so the high level up quickly to get these high prices. The second is when going to the market try to get good equipment like Dragon Claw.

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Analyzing the Guards - Poison DTCL 9.22

Hero elemental poison



Poison's ability can both deal good damage and defend fairly firmly. This is one of the races with the highest damage in DTCL season 2 thanks to the skills of Dr Mundo and Singed.

Not to mention Archers Twitch can also deal extremely strong damage, contributing to an enthusiastic destruction of the enemy squad.

When all 3 Poison champions are on the floor, this clan's basic attack will poison the enemy and make them use skills with 50% more energy. For example, Master Yi only needs 100 mana to cast a spell, when poisoned it will cost 150 mana.

General Ho Ve



The ability of Poison that combines with the strength of the protection of the Guardians of generals, you will have a pretty perfect team. The Guardian will be at the forefront and resist, even attacking the Malphite's Poisonous and Unbreakable Heroes, Thresh's Lantern, Taric's Cosmic Universe and Nautilus' Thermal Calamity. In addition, there are 2 more easy-to-protect Guardians, Ornn and Braum, to help complete the squad quickly.

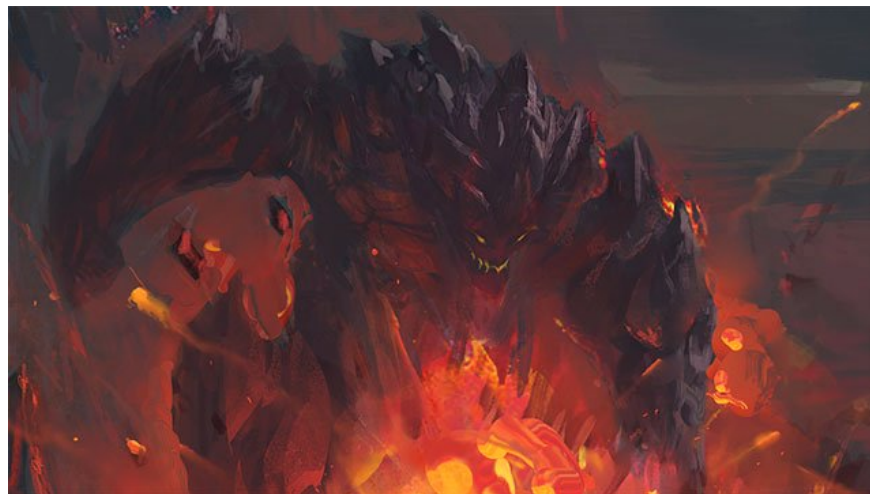
1. **2 Guardian:** 100% increase in armor
2. **4 Guardian:** 275% increase in total armor
3. **6 Guardian:** increases 450% total armor

The strength of the Guardsmen squad



1. The power is distributed evenly at all times of the match
2. Good defense with Thresh's Lantern and Taric's Radiant Universe
3. Enemy team attacks slowly due to limited amount of mana.
4. The ability to sweep the back of the enemy team well.

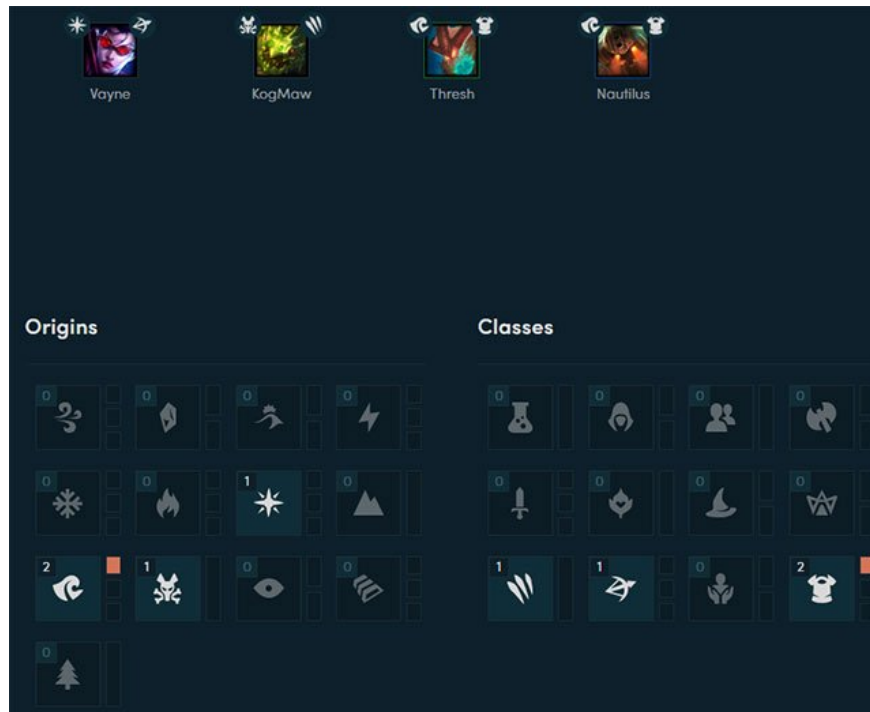
Weaknesses of the Guardian Guard squad



1. The main damage source is limited and only coming from the poisonous general
2. Depends on 5 gold champions like Taric and Singed
3. Poison generals appear late, if there is no clear defense strategy, it will be easy to fall into the losing chain.

How to build a line of Guardians - Single Arena of Truths season 2

Early game



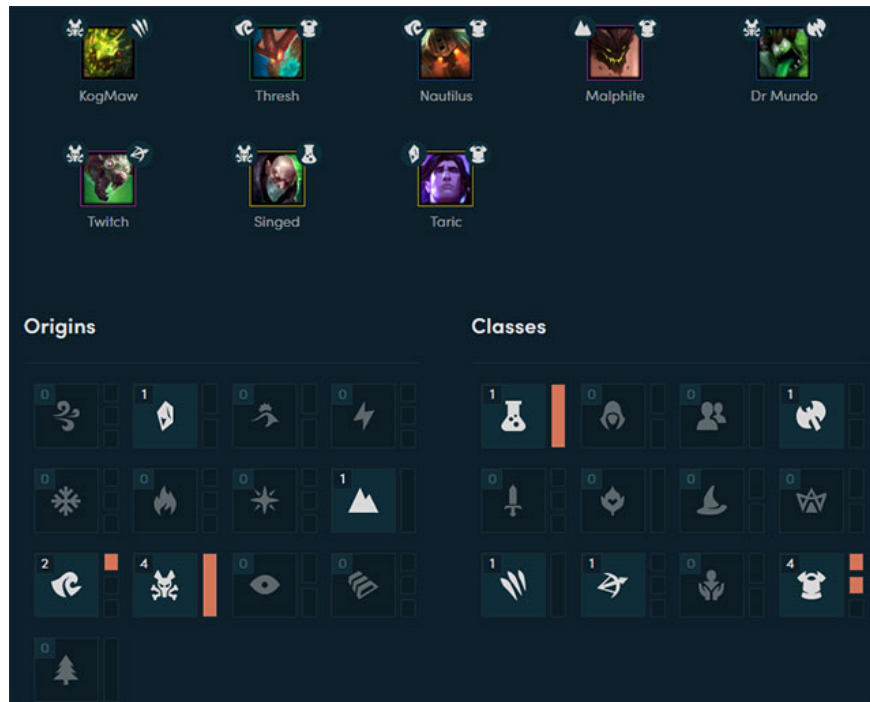
At the beginning of the game, pick the following champions to get an effective start:

1. **2 Country:** Thresh, Nautilus
2. **2 Guardians:** Thresh, Nautilus

Now that you have the Water buff, this Water buff will allow champions to use more skills. Having two bodyguards to act as a shield and provide energy, your backline can safely deal damage. Kog'Maw is the first Poison system, you can combine with another damage-causing hero.

Also, if you catch other champions that can do good damage in the early game like the Gunner, leave Kog'Maw in reserve and start with Vayne and Varus.

Between game



If there are 8 slots, you will have a strong squad with the following buffs:

1. **4 Poison:** Dr Mundo, Kog'Maw, Twitch, Singed
2. **4 Guardians:** Thresh, Nautilus, Taric, Malphite
3. **2 Country:** Thresh, Nautilus
4. **1 Alchemist :** Singed

At this point, your squad will reach the maximum strength when the resistance, attack, control of opponent's energy are sufficient. Singed will be the team's main carry because of his ability to pass objects and deal continuous damage because of the Alchemist buff.

As for the Poison clan, the Poison buff's ability to control the mana will make it difficult for the Mage and Summoner squad to attack your squad.

Remember to use the money accumulated in the middle of the match to level up to 8. If there are 8 members above, you can definitely feed other squads continuously.

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