

How to build a Teamfight Tactics (TFT) combo team, TFT Season 14

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Chain Attack is an important TFT origin in Season 14, providing a 10% attack speed boost to the entire team and stacking attack speed for champions in this origin, up to 10 times. The amount of attack speed boost per stack depends on the number of Chain Attack champions.

Although the number of champions is small, because they are easy to combine, sometimes you only need to assemble a solid line of tanks and a high-cost combo champion like Zeri in TFT Season 14 or at least Draven. If you need support when playing Combo, see below.

Combo Attack Buff

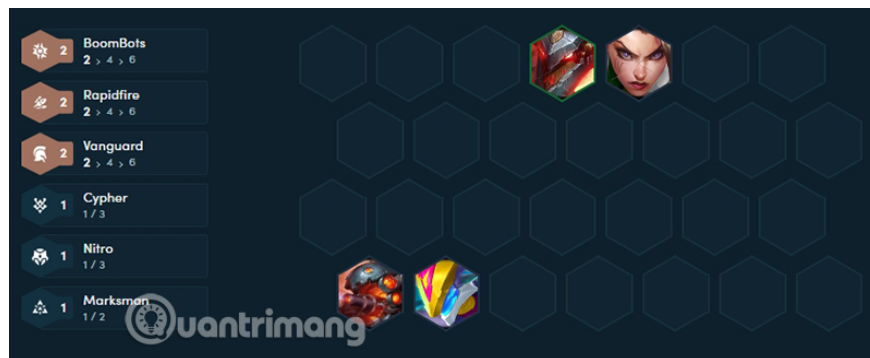
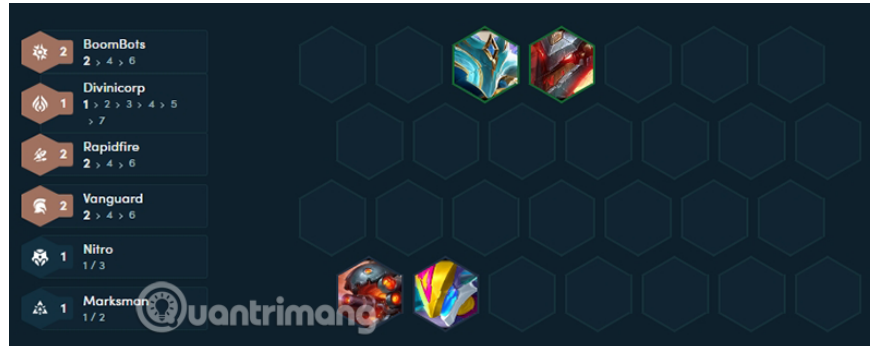


1. **The entire team gains 10% Attack Speed.** The Combo Attack champion gains additional Attack Speed ?? on each hit, stacking up to 10 times.
2. **Activation milestone:**
 1. 2-Hit Combo: Increases Attack Speed ??by 4% per stack.
 2. 4-Clash Combo: Increases Attack Speed ??by 10% with each stack.
 3. 6 Chain Attacks: Increases Attack Speed ??by 22% per stack.
3. **List of generals:**

1. Draven
2. Kindred
3. Kog'Maw
4. Twisted Fate
5. Zero

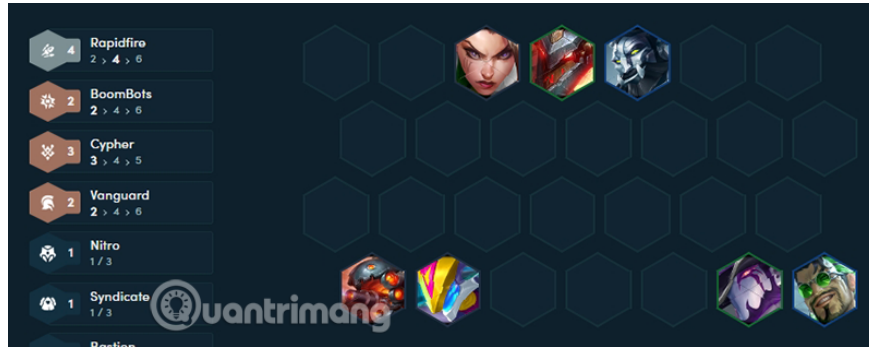
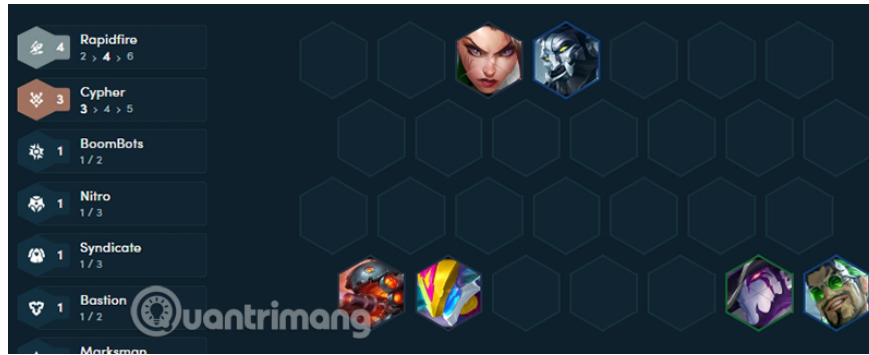
Build a TFT Team Composition in Season 14

Early game



Start with Kindred and Kog'Maw, then add tanks like Vi, Rhaast, Leona, and Skarner to get Vanguard. The goal is to survive, protect your early-game carries cheaply, and try to upgrade Kindred and Kog'Maw to star levels. With 2 Chain Attack champions, each champion gains 4% attack speed per stack, up to a maximum of 40% attack speed.

In the middle of the game

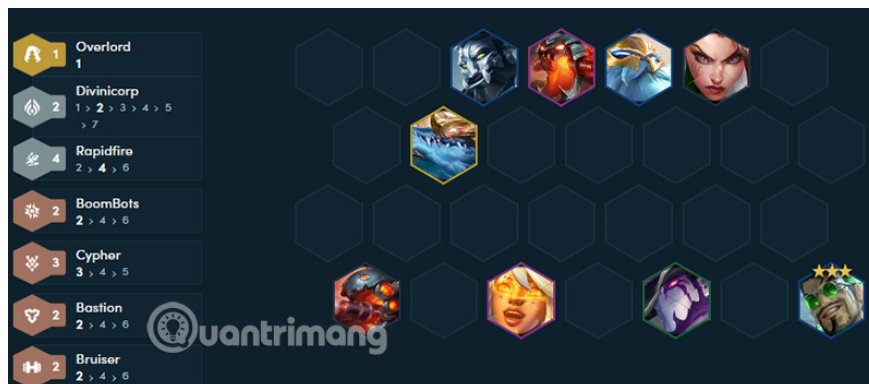


Add Twisted Fate and possibly Draven if you find both, upgrade them to level 6 in round 3-2, and continue upgrading your 1-2 cost champions. You might not need 4 Chain Strikes if Draven is too hard to find at this stage; you can still use 3 Chain Strikes, still at 4% attack speed per stack. Just make sure your tank line is strong enough.

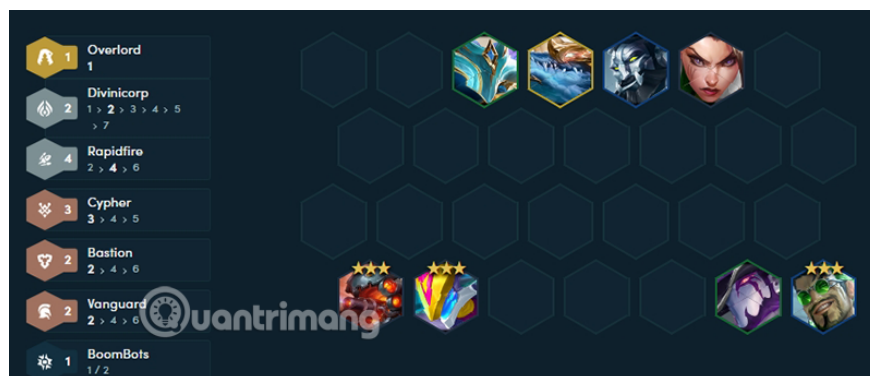
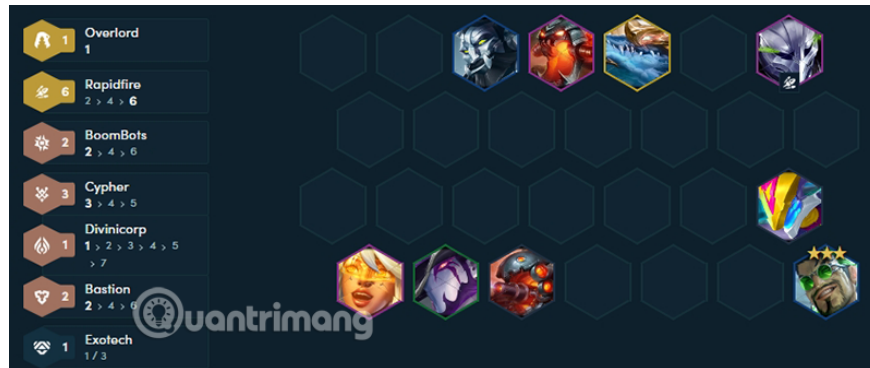
The End

The final step is to find Zeri. If you have a Chain Strike, use it to power up a 5-gold or 4-gold damage champion in the late game. This stacks up a lot of attack speed, eliminating the need for attack speed items. If you decided to roll for Draven earlier, you can leisurely find more Zeri at level 8.

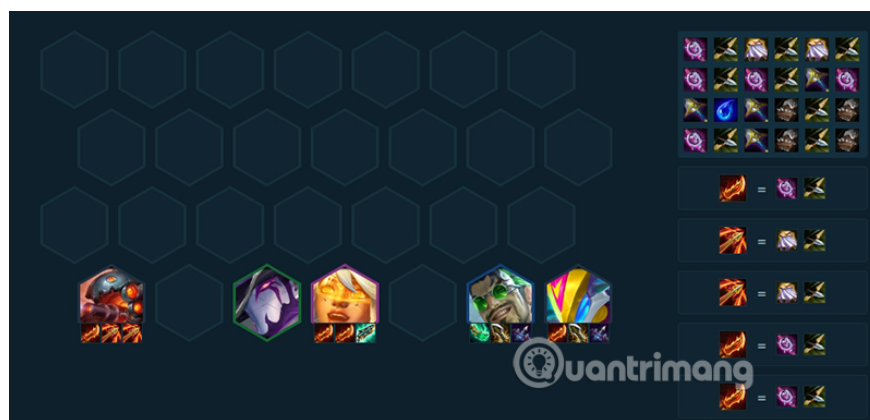
You can decide to stay at level 8 and upgrade the stars of the champions you currently have. Or you can go to level 9 to increase your tanking slots or find more support for your team.



At level 9, your chances of getting 5-gold champions increase. If you see many 4-gold champions, you can also add them to your team at this point. Since the 4-5 gold drop rate is high, you just need more money to add other champions or upgrade the stars of your main champions.



Standard items for TFT Season 14 Combos



The equipment for the Combo Attacks mostly consists of items that support increased damage, naturally because the buff is stacking attack speed. Later, at higher levels, you might not need the Berserker's Blade; some suggestions below will help you.

1. **Kindred:** Bloodthirster, Berserker's Blade, Infinity Edge, Blue Bow, Giant Slayer, Deathblade.
2. **Kog'Maw:** Bloodthirster, Rageblade, Hurricane, Infinity Edge, Blue Bow, Giant Slayer, Deathblade.
3. **Twisted Fate:** Gem Gauntlet, Fang, Nashow, Shojin's Spear, Rageblade, Hextech Gunblade.
4. **Draven:** Rageblade, Hextech Gunblade, Red Buff, Infinity Edge, Blue Bow.

5. **Zeri:** Bloodthirster, Berserker's Blade, Berserker's Bow, Infinity Edge, Blue Bow, Giant Slayer, Deathblade.

Advantages of Combo Attack

1. Simple and easy to understand, suitable for both new and experienced players.
2. Strength increases over time, especially effective in long matches.
3. Versatile and easy to integrate into various team compositions thanks to its attack speed bonus for the entire team.

Disadvantages of Combo Attack

1. Dependent on the survival of the Combo Attack heroes: If the Combo Attack heroes are eliminated early, their damage effectiveness will decrease due to their low health.
2. Only champions with Chain Attacks receive the stacking attack speed bonus; other champions only receive 10% of the initial stacks.
3. Less effective in short matches, when there isn't enough time to accumulate stacks.

Positions and gameplay of champions



Of course, you'll place your main damage-dealing champions in the back row, and your tanky champions in the front row.

1. **Draven** : Position him in a rear-fire role, where he can attack from a safe distance. Utilize the Chain Attack buff to increase attack speed, ensuring he never gets too close to enemies.
2. **Kindred** : Also ideally placed in the defensive position, taking advantage of her wide attack range and increased attack speed from the Chain Attack buff to deal continuous damage.

3. **Kog'Maw** : As the primary damage dealer, Kog'Maw can still be placed in the corner or in the back row in any position, but protected by tank and support champions to avoid being immediately eliminated.
4. **Twisted Fate** and **Zeri** : As damage-dealing support champions, their roles need to be balanced so they can both support the main damage dealer and protect themselves from enemy attacks. Zeri, with his constant dashing and inability to stay in one place, can somewhat evade enemy attacks.

Each hero in the lineup needs to be positioned to maximize the Combo buff while maintaining a balance between offense and defense.

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