

# Instructions for building Assassin DTCL Assassin squad season 2

If you want to see how strong Yasuo in DTCL 10.3 is when combined with Assassins, build the Assassin Swordsman squad following the instructions below.

This is the first time Yasuo has played the role of an Assassin since entering the Arena of Truth. The reason is that he is capable of sweeping the back row of the enemy team and choosing a very reasonable target in the Assassin team.

If you do not know the direction of the Assassin Yasuo squad, you can refer to the yasuo DTCL build guide below this article. From how to raise generals, map dtcl and how to arrange position offline.

## The hero needs to be in the Yasuo DTCL squad 10.3

### Assassin General



1. **3 Assassins:** 70% critical strike damage and 10% critical strike chance
2. **6 Assassins:** 210% critical strike damage and 20% critical chance

Assassins in season 2 do not see as much as in season 1, but in this version we still have some options for Assassins when combined with other Tribes. Specifically, the element of Cat and the combination with Yasuo will help the Assassin team return to the meta game.

In DTCL version 10.3, Yasuo only slightly reduced mana. However, with the modification of the Scarf of Death and the Last Breath skill, Yasuo also became the quintessence of those who like to put items on the champion.

Yasuo knows how to choose a target, he always targets weak opponents or holds the most items. He also received a death buff from the Assassins, so this would be a very suitable combination for this swordsman.

## General Cat



Sand can be considered a good combination with the generals Assassin and Swordsman, or any formation capable of dealing large damage to opponents with the ability to effectively reduce armor.

1. **2 Sand:** 50% reduction in armor
2. **4 Sand:** Decreases armor by 90%

With the above impressive stats, Cat is considered one of the races that can effectively counteract a much more resistant team.

## General Nguyet Tribe



**2 Nguyet Tribe:** Every 7 seconds, all members of your team will receive the Nguyet Ethnic effect buff, increasing 15% critical strike rate, 15% critical strike damage, 15% skill damage. Add up to 4 times.

Up to 4 stacks and the team will be very strong with the ability to increase up to 60% critical strike rate, critical damage and skill damage. Since then increased the ability to cause damage to Yasuo and his accomplices.

## How to build the assassin Assassin Tournament of Truth season 3

### Advantages of Assassin squad Yasuo



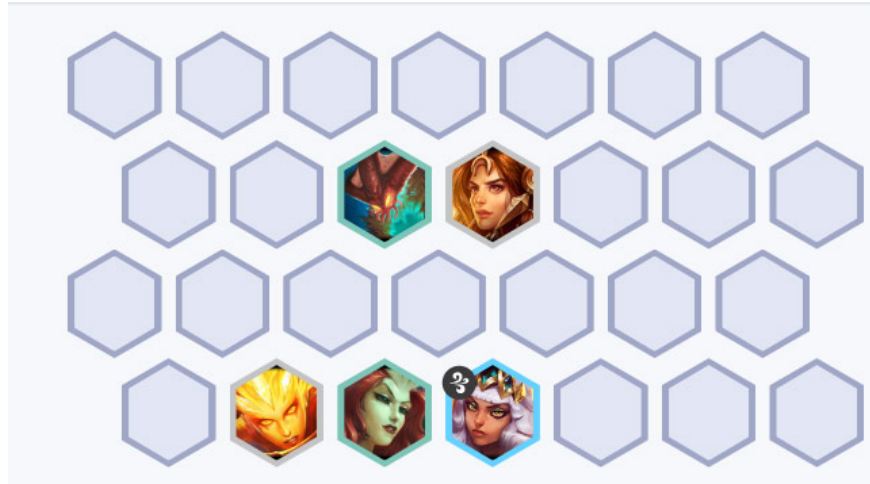
1. Flexible combination with other tribes.
2. High damage with sword strikes of Yasuo and Swordsman and Assassin generals.
3. How to choose the smartest game.

### Defect



1. Depends on the Golden Shovel
2. Early game is quite weak if
3. At the end of the match against any team, cattle are easy to die

## Early game



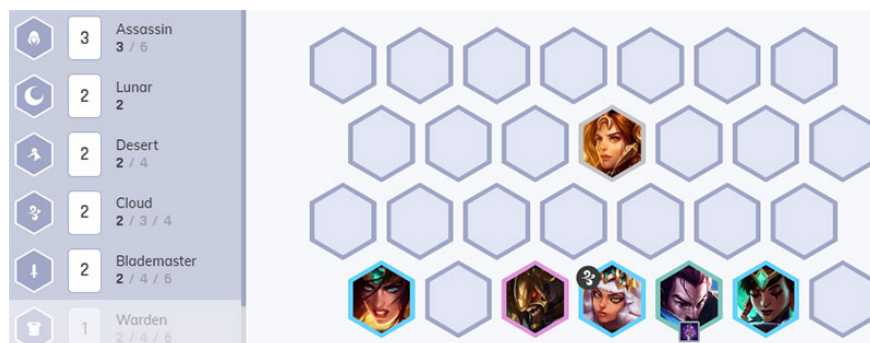
At the beginning of the match, you can stick to the Assassins to switch squad at a later stage. Specifically, pick the generals as:

1. **3 Assassins:** Qiyana, Diana, LeBlanc
2. **2 Guardians:** Thresh, Leona

It must be Wind Qiyana because later combined with Yasuo and Janna or luckily Lux Wind. Yasuo now you have a roll to feed, may not need to give up early, and level up early and if you can grab a Golden Shovel, remember to give it to him.

Now you need to pick all 3 Assassins as shown in the image to stabilize the output damage in the early game. Also pick Leona with a low-cost champion in the early game, it can be Thresh or Braum because Braum has just been buffed in DTCL 10.3.

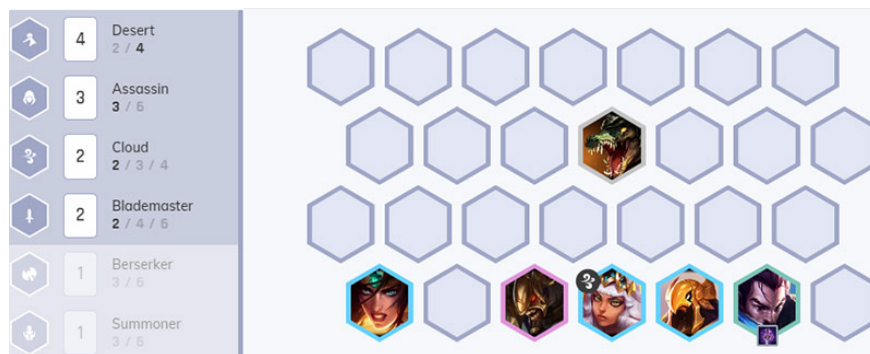
## Mid game



Pick all the champions as shown in the picture and you will have:

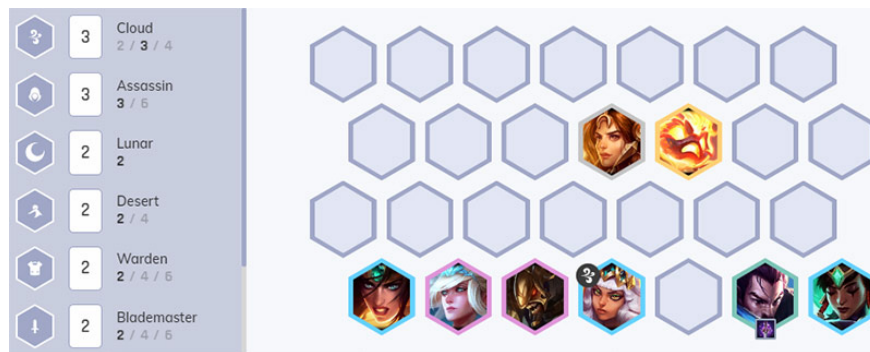
1. 3 Assassins: Kha'Zix, Yasuo, Qiyana
2. 2 Sand: Sivir, Kha'Zix
3. 2 Lunar Tribe: Leona, Karma
4. 2 Wind: Qiyana, Yasuo
5. 2 Swordsman: Yasuo, Sivir

However, the formation of this game will depend on whether or not you have a Golden Shovel. If after the Krugs round you can't find a Golden Shovel, you should turn to another squad. Can be temporarily transferred to Kha'Zix, Qiyana, Nocturne, Sivir, Leona, Karma.



Or you can choose to play more 3 Assassins, 4 Sand by picking up more Azir and Crocodile, removing the Nguyet Tribe to reduce 90% of the armor will help your squad destroy the enemy team quickly.

## Endgame



If you have the Youmuu Sword and have reached level 8, you will have some synergy buffs as follows:

1. 3 Assassins: Kha'Zix, Yasuo, Qiyana
2. 3 Wind: Janna, Yasuo, Qiyana
3. 2 Lunar Tribe: Leona, Karma
4. 2 Mystery: Karma, Janna
5. 2 Swordsman: Yasuo, Sivir
6. 2 Sand: Sivir, Kha'Zix
7. 2 Guardians: Leona, can play Taric or Amumu in the yard. If you cannot find the other 2 Guardian 5 gold, you can add Malphite.

Assuming Yasuo does not have the Youmuu Sword, you will only lose the 3 Assassins buff, and with such a powerful buff, any squad will be quite tired if facing your team right now. And don't forget to equip Yasuo with the necessary armor or resistances, the suggestion for you is Dragon Claw and Giant Power.

Besides, **Kha'Zix** is also an important damage **dealer** in the team. So you can give him an Angel or Infinity Sword, which is enough for the enemy to not see Kha'Zix.

Janna is an additional champion for wind synergy buff but has weak health. In return, she has a Mysterious magic buff and a Wind buff that increases her evasion rate. Equip if not have many friends, try to build her the Iron Solari Chain, just enough for her to use her skills.

You can start this squad with many different paths but it is important to have a Gold Shovel for Yasuo and get all the generals needed to complete the squad later. And if dignity doesn't help you build this mighty team, then turn your squad around with what you get.

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