

# Instructions to build the Dark Star DTCL squad of season 3

This is how to build the Dark Star DTCL Season 3 squad, with many directions combined, along with how to build equipment and position appropriately for the generals.

Dark Star is a terrifying race in the list of DTCL system this season 3 with the ability to increase scary damage if there are 6 Dark Star on the floor. The behavior of the Dark Star synergies is similar to the Light of the DTCL season 2 - Elemental Rise.

But instead of increasing attack speed and healing, the Dark Star champions have been increased damage. If you prioritize Shaco, one of the DTCL season 3 generals that are trusted by gamers as the main carry in both the Dark Star and Secret teams and know how to match the standard DTCL season 3 for Shaco, he will be a threat. A real threat to the enemy team.

In this Dark Star Squad build guide, you will have options alongside your 6 Dark Star. Or maybe combine at least 3 Dark Star with other synergies buffs to become one of the strongest lineup of Truth Arena 3.

## How to build Dark Star Arena Truth 3 season - Infinite Galaxy

### Dark Star General

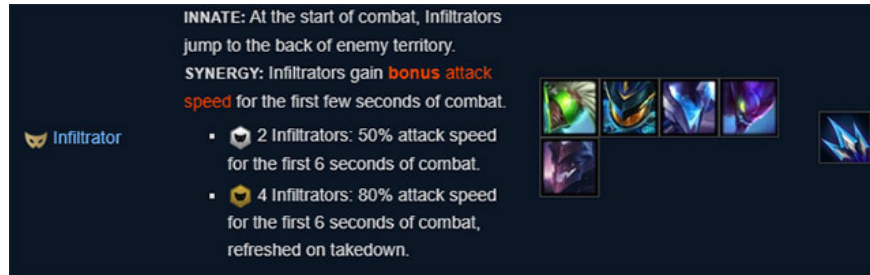


Dark Star Combined Buff, with the ability to increase damage, Shaco, Jhin will be the strongest damage generals in this team. Also resisting will be the position for Mordekaiser and Jarvan IV, Karma and Lux ??will play the supporting role in the team damage.

When a Dark Star dies, the damage increase effect and stack effect will be transferred to the nearest Dark Star hero with additional damage:

1. **3 Dark Star:** 50% bonus damage
2. **6 Dark Star:** 80% bonus damage

## General Secret Detective

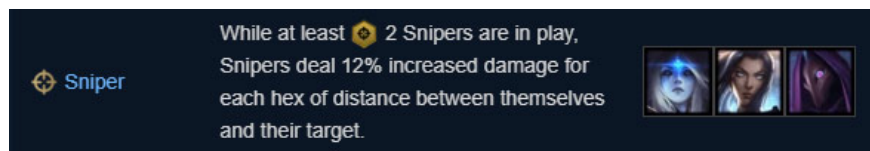


Shaco will be the link between Secret Detective and the Dark Star generals, with the ability to speed up battles at the beginning of the battle. The secret heroes with Shaco will cause the enemy to die in time to yawn.

Combined buff: Secret Detective automatically jumps behind enemy formation, gaining an additional 50% attack speed for the first 6 seconds of the match.

1. 2 Secret Detective: Activate an additional 50% attack speed
2. 4 Secret Detective: Activate an additional 80% attack speed + restore effect after defeating the target

## Gunner General



You can leave Ashe or Caitlyn on the bench and wait until Jhin shows up. The AD carry in Season 3 is something very different from the synergy buff:

The Gunner will deal an additional 10% damage per square meter between the champion and the opponent. 2 Sniper will activate this effect.

## Advantages of DTCL Dark Star DTCL Season 3



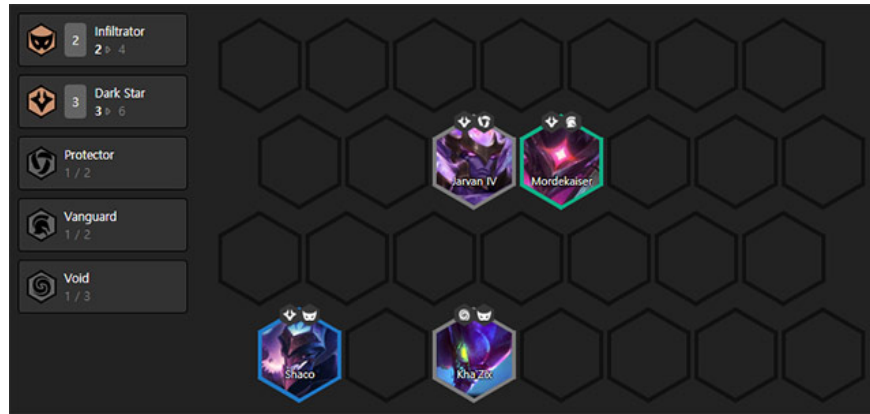
1. It is easy to complete the squad because no champion has 5 gold
2. Perfect on all factors such as damage, control, resistance.
3. Build diverse damage, can follow the Secret or Gunner makes the enemy team not easy to counter.
4. Gather the strongest generals at the moment like Shaco, Mordekaiser, Ashe, Ekko .
5. Strong in every stage of the match.
6. Activate synergistic buffs of 5 to 6 clans with only 8 champions.

### Cons of Dark Star DTCL squad 3 season



1. The main generals are all expensive generals so it's a bit difficult to go up.
2. Need to be 3 stars for Mordekaiser and Jarvan IV because these are the only 2 tanks in the game.
3. Easy to meet a team with good control.
4. Economic management is needed to increase the amount of money as quickly as possible.

### Early Game

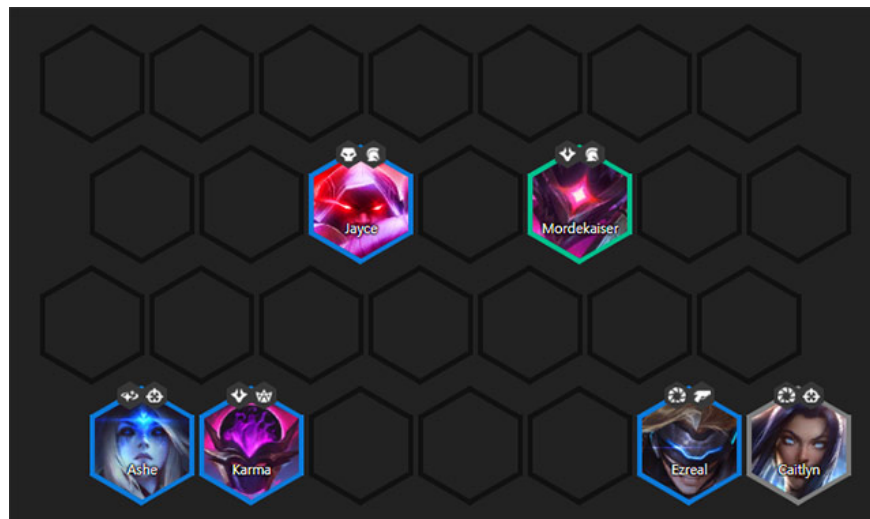


The Dark Star build mainly revolves around getting Shaco as quickly as possible because he is the main Superman of the Dark Star team. Even so, getting Shaco might be easy, but getting up for him was another story.

Ideally, you should give 3 Dark Star in the game early, for Jarvan, Mordekaiser and Shaco or Lux or Karma. If you can't find 3 Dark Star in the beginning, you can take Jarvan and Mordekaiser to resist, then take Caitlyn and Ashe to have enough damage for the early game and can turn to another squad without losing too much blood. in this moment.

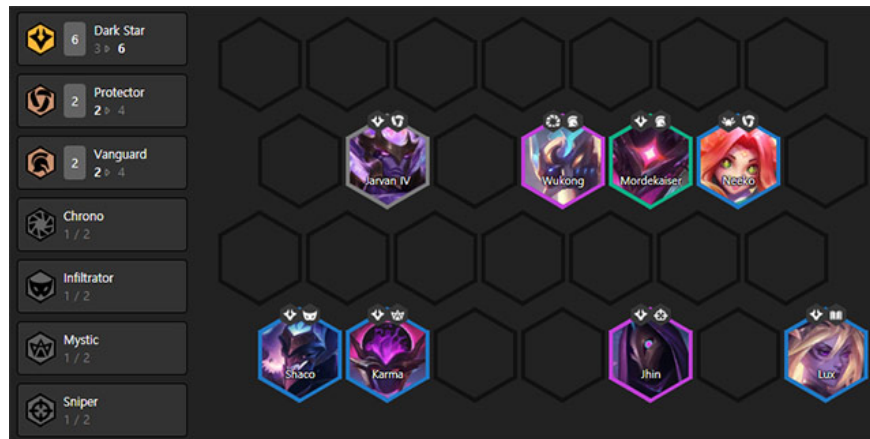
In an ideal scenario, at level 5 you should have 3 Dark Star + 2 Gunners. Specifically will be Jarvan, Mordekaiser, Caitlyn, Ashe, Karma.

## Between game



In midgame, around level 6 - 7, ideally there are 6 Dark Star. But it won't be easy because you don't know what you can roll out. In case you do not have all 6 Dark Star, fill the other positions with Guardian or Pioneer. That way, you will have some defensive synergies to help you not lose too much blood.

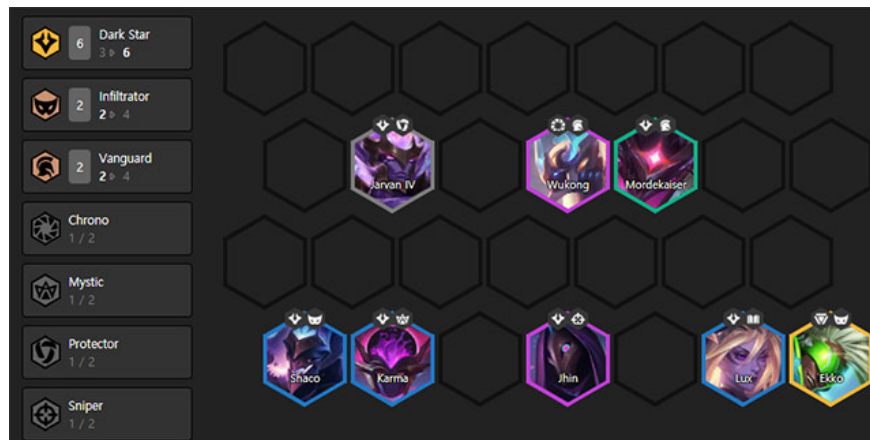
## Endgame



At this point, if you don't have 6 Dark Star, you will surely die soon. If you have all 6, then keep increasing your stars and upgrade your generals.

If you reach level 8 or higher then level 9, then send the Pioneer and Guardian generals to the field. As such, the team will add resistance and the main damage generals will be protected.

## Equip suitable for champions



As mentioned above, Shaco will be the main carry in this team and therefore you have to put appropriate "equipment" for him. If you have enough items for Shaco, you should put other equipment on the remaining champions. It depends on whether you need additional damage or Defense.

**Shaco:** Spear of Shojin / Caduceus Scepter, Blood Sword / Infinity Sword, Rageblade, Hand of Justice, Dragon Claw.

## Conclude

The placement of the Dark Star champions in this DTCL 10.6 is relatively easy and straightforward because the champions do not require a specific position. Jarvan, Wukong and Mordekaiser are the main tankers in this team, so their position is top. Where else to all out after.

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