

# Lien Quan Mobile: Top 5 generals possessing the ability to approach in a 'wink' season 20

As for fighting the main enemy, most gamers of Lien Quan Mobile are afraid of the mobile and virtual Assassins, capable of fast approaching and killing.

## Paine

At the end of season 20, Paine was one of the strong and worth playing Magic Assassin options. This is a champion who has the ability to farm quickly, so he can gank early and effectively in situations of close proximity with the ability to shock huge damage. In addition to the jungle position, Paine is quite suitable for Mid or Evil God with impressive efficiency.



Notably, in an instant, Paine was able to launch a full combo and deal a large amount of damage to even less resistant enemies. However, if Aoi is buffed in the next patch, Paine will be corrected. Specifically, despite being increased by 30% attack speed and up to 3 floors, when the skill is finished, the player can take up to 0.2s to normal attack passively (meaning Paine has lost the ability to shock damage in a split second of the game). me).

Paine's advantage is being able to roam from Mid to Dragon or from Jungle to gank is extremely surprising. Moreover, this champion also has excellent turret and retreat ability. No matter what position you play, gamers also need to know that Paine's good teammates must be champions with strong control and in the early to mid game Paine is very powerful, so just 1 standard combo can bring Enemies count on the board.

## Nakroth

Although he used to be a National Assassin general, Nakroth has not been as good as before because currently capturing the main force for this card is quite difficult. Can't even move freely, farm hack gold anymore. In particular, Nakroth is also quite struggling when facing the 1v1 Gladiators that are roaming in the current meta. These things have shown that Nakroth is not a meta card in season 20 and it is difficult to win if the player is not proficient.



However, for gamers who know how to play, this is still a formidable card. Skillful movement, map control and combined with a strong snowball formation in the early game can help Nakroth be able to capture the enemy's main cards.

In general, Nakroth is considered a champion that approaches the target, approaches the fight very quickly, and is lightning fast, so players need to use reasonable moves, and read the map to optimize the amount of gold.

## **Aoi**

As a Jungler Assassin general that is very suitable for the meta at the moment, possesses a comprehensive set of moves, mobility, and great damage. At the same time, there is an easy way to retreat and turret if you are at a disadvantage. The good news is that in the next version, Aoi can both use her ultimate and swing 2, not only that, but also can use summoner spells like Retribution.

Aoi is a strong team carrying card and is "chosen to send gold" by many professional gamers in the tournament. However, she still has shortcomings, so the pick rate in the rank has not really exploded, in which the highlight is the complexity of the skill set and requires players to practice for a long time.



Although it is easy to overcome when facing champions that are too hard to control on the enemy team or difficult to capture the main enemy when the opponent is in a good position, a special feature is that Aoi has skill 2, clinging. A few shots is able to immediately approach the enemy. Therefore, for targets that lack mobility, it will be impossible to escape this girl's clutches.

Even ganking for Aoi is not difficult when the gamer is mature, just swinging for 2s will move from one road to another in the blink of an eye, and the close is too strong if the player can sneak in. enemy backline.

## The Flash

This is a champion that has the ability to reach in a split second and the mechanics are similar to Murad. In season 20, jungle champions with huge damage and distance approach like The Flash are making a big impression. This is a card with a variety of equipment and versatility when choosing a path.



When going to the Jungle, The Flash cleans up quite quickly, coming to the map with skill 1, so when there is a good amount of level and equipment, a simple combo can put the enemy on the countdown board. Moreover, The Flash's towering ability is also very respectable with the ultimate vacuum whirlwind, easily controlling and out of enemies.

When going to Mid, The Flash needs to actively control the map, have time to move to gank, ice turrets or close a fairly stable corner.

## Quillen

Similar to Wukong, Batman in terms of unexpected approach, but at the moment Quillen is quite inferior compared to other Assassin generals. However, in terms of damage, gamers do not need to worry too much. Quillen's weakness is that he is quite picky due to fierce competition, but once combined with strong poke formations and good control, Quillen's ability to get kills will be maximized.



When playing Quillen, gamers need to accumulate a good amount of money, especially paying attention to the right time to rush into combat and take down enemy champions quickly to increase the kill points and become as domineering as possible. Usually, Quillen will enter combat after the enemy has lost health and lost important moves.

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