

## Top 3 teams that combine Hextech Technology with the strongest Truth Arena 9.17

In the version of Truth Arena 9.17, although the meta game has changed, you can still combine some of the following squads with Hextech to climb quickly.

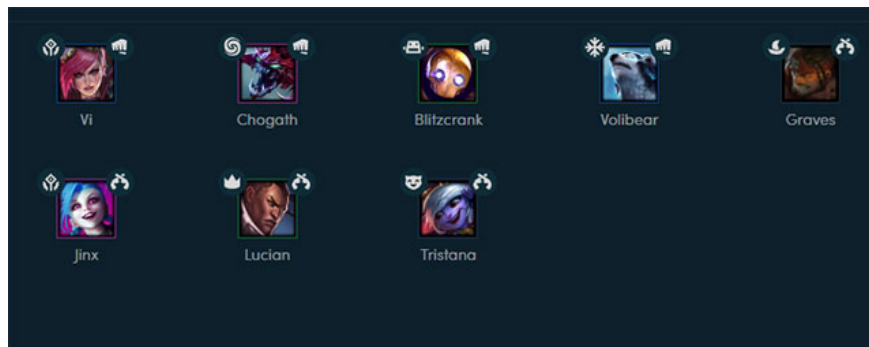
The Arena of Truth Meta 9.17 changed when Empire and Nobility were nerfed. But the Hextech clan is still preferred by most gamers. In the following article, you refer to some pretty strong teams when paired with Hextech which is very popular in the current meta of the Arena of Truth 9.17 to climb quickly.

1. Instructions to play the Technology team - Search for the Arena of Truth
2. The most easily countered teams by Hextech in the Arena of Truth
3. Want to climb quickly to the arena of Truth, skip these habits right away

## Top 3 teams that combine Hextech easily climb the rank in the Arena of Truth 9.17

### Gladiator - Gunner Squad

With this roster, Jinx is still the main carry in the team. The Gladiators of this squad will keep your defense solid. If you prefer to do more damage, this will be a safe build for you and make sure you will be TOP 3 in the long run with Vi and Jinx in this team.

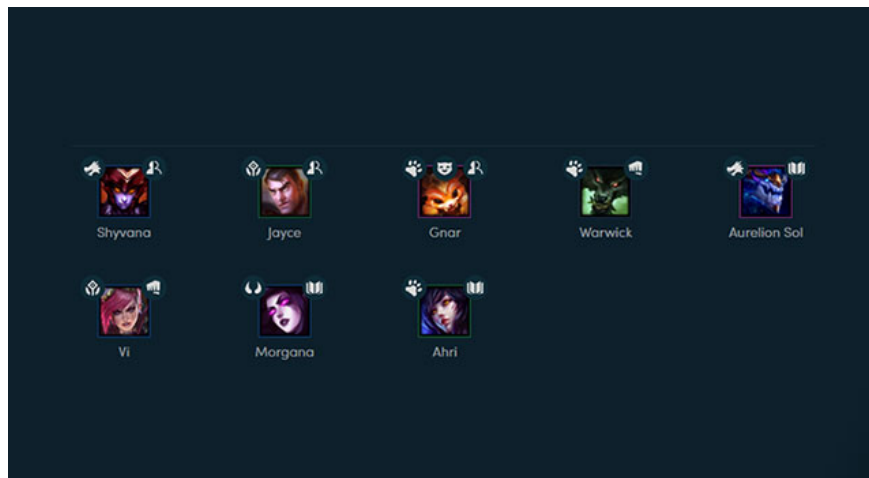


For the best and most balanced squad, you should equip 4 ADCs - 4 Gladiators including Vi, Jinx, Cho'Gath, Volibear, Blitzcrank, Lucian, Graves and Tristana. You can put Blitzcrank or Tristana in the bottom row to lure Blitzcrank of the enemy team.

While Jinx you put in the middle of the team for maximum protection. Finally, let Lucian stand outside for him to move easily. This will be the most optimal position for your squad. Lucian is wrapped around for easy movement. This will be the optimal position for you.

## Form of Gladiators - Transfiguration - Magi

At the present time, Gladiator - Chemistry Figure teacher is still one of the most robust squad. Enough for the damage in the back to stand. And when combined with the Wizard, the Transfiguration damage combined with a wide area of ??Witch damage like Aurelion Sol, Ahri and Morgana are enough to make the enemy team miserable.



Here, Hextech can team up with the duo Vi and Jayce, both can stand at the top with Vi being the best gladiator in the current meta alongside Cho'Gath. And Jayce can make temporary tanks and switch to ranged form to support damage and not be in the footsteps of the other Gladiators. At the same time, it is still possible to be a sub-tank for the Witch standing behind her.

## Gunner - Swordsman squad

Swordsman and Gunner are always two easy teams to combine with Gangplank as a strong "bridge" with strong champions that are quite cheap in the team like Lucian, Tristana and Shen. Instead of having to pair Fiora quite weak to get the Guest Sword buff, players can now put Camille on the team right at the beginning of the game and pair Jinx into the main dame, thus completing the team of 4 Gunner very strong.



With Jinx, even if she is nerfed, she can still become the main carry with the stack (Cannons Cannon, Fireblade, Blood Sword / Hextech Gun Sword). However, it is important that you give Jinx at least 2 stars to be able to join a strong team. And if Jinx gets hit by a Hextech bomb that locks his equipment or is in the wrong place pulled by Blitzcrank or approached by the Assassin, then she will be in trouble now.

The most ideal roster in the middle of the game will include Graves, Lucian, Jinx, Gangplank, Shen and Camille.

If the Technology lineup is one of your hobbies when playing the Truth Arena, combining with the above squads will give you more advantages than other teams in the Arena of Truth.

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