

Truth Arena: Top 5 strong teams in the Ranking Mode you should try

Some of the Truth Arena Rankings teams, including how to build formations and some notes when building a squad

The upcoming Truth Arena Rankings will be released in League version 9.14. This is the mode that will help you get more rankings when ranking first. However, your ranking will change a lot when you end your match in the middle of the final table.

One thing that gamers care about is how to build the squad in the Rankings mode. In this article, we will introduce you to 5 Truth Arena teams that are considered quite strong in the current meta. You can train them in Rankings when this mode is officially released.

1. Truth School League: 5 simple tips that make it easier to match
2. Factors used to eliminate players' blood in the Truth Arena
3. How to build immortal form immortal in the Truth League League League

Top 5 strongest teams Match the Truth Arena Ranking

1. Nobility - Ice Country - Archers

A squad of 6 Nobles will always be able to achieve a very high TOP with very few formations that can be overcome unless the enemy's squad has many powerful 3-star or stacked members. If there are more Ice Nation and Archers teams then the Magician team will no longer be your worry.

The main lineup includes: **Fiora, Garen, Vayne, Lucian, Ashe, Leona, Sejuani, Kayle** . The total buff will have 6 Nobles, 2 National Treasures, 2 Archers.

Equipping members of the squad includes:



A few notes when building a squad of Nobles, Ice Nations, and Archers

1. Every tanker in the squad should have Dragon Swipe to fight magic damage from the Wizard. Due to Nobless's buffing buffs and buffers, there is no fear of damage from the attack.
2. Those who stand behind the main cause should be equipped with Hate or Love Shojin, especially with Ashe and Lucian.
3. You can divide the formation team to avoid being stuck with the Wizard's AOE on the next line, no need to worry because now your team members have buffs and buffers already.
4. With the Yordle roster, you should leave 1 of 3 dame in your own long hand to bring the Cannons with as many numbers as possible to easily overcome this chibi horde.

2. Yordle squad - Wizard - Element - Wild

A lineup is easy to build with a low price, but when it comes to putting it all together it will be very effective. In the middle of the game you might be a bit weak, but at the beginning and end of the game you don't need to worry when your squad is full of strong generals.

Main members include: **Nidalee, Warwick, Ahri, Lulu, Veigar, Kennen, Shyvana, Aurelion Sol, Cho'Gath, Gnar** . Total buffs include 4 Wilds, 3 Magicians, 3 Prizes, 3 Yordles and 1 Ninja.

Equip members:



A few notes when building a team:

1. Pay attention to your buffs when this formation is vulnerable to major blows and the ability to lose high buffs if you don't pay attention.
2. Most importantly, Elemental and Wild, in addition the Daisy kicker will also get extra buffs if you match 4 Wilds.
3. Veigar 3 stars will be Endgame for your team, so prioritize him first.
4. In terms of equipment, Warwick will only need 3 stars to be a tank, and Lulu will need to equip, possibly Tim Bang, Thuong Shojin, Ma Vu, then on the front tanker is still unaffected by having a Yordle buff. .
5. Your team if Gnar Yuumi changes into a Wizard, it will be very strong in the end of the Round.
6. Pay attention a little to the location of the 3 Elements so that Daisy can fly out of her place.

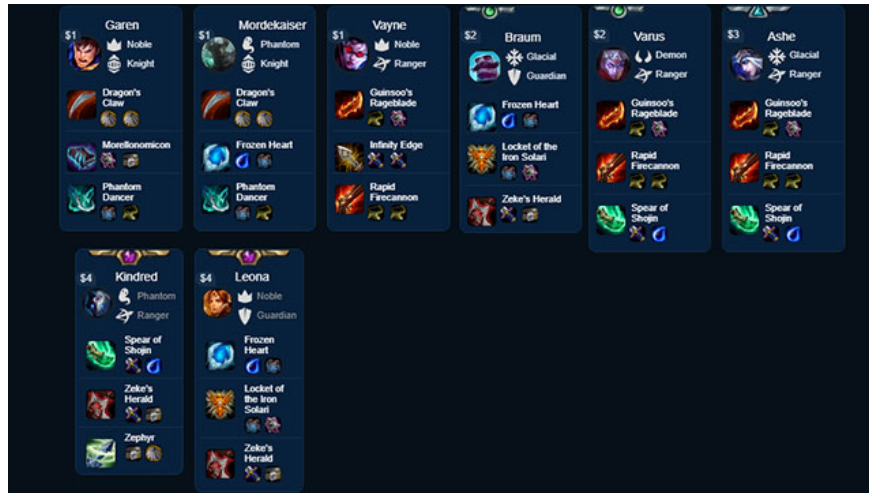
3. Lineup of Archers - Guardians - Knights - Nobility - Ice Country

If you have this formation, you can be sure that you can withstand any type of formation. From magic damage, physical damage, there is a large amount of hard and heavy damage from 4 Archers. The extra blood-dropping Ma buff is extremely annoying and only needs to focus on the magic resistance equipment to fight the Magician.

It is also a team that is well-priced and does not require a 5-Golden General, so you can easily make 2 stars or up to 3 stars for about 3 - 4 members in the team.

Main members include: **Garen, Mordekaiser, Vayne, Braum, Varus, Ashe, Kindred, Leona** with a total of 4 Archers, 3 Nobles, 2 Ma, 2 Guardians and 2 Knights.

Equipping members includes:



Some note:

1. Priority should be given to items such as Garen, Ashe and Varus so they can deal maximum damage.
2. Equip the entire tanker to Swipe the Dragon to defend against the Magician (Guardian and Nobility who have buffed armor against physical damage) and the Ma Vu formation, avoiding the early discharge of bullets.
3. The sub-tank (Leona / Braum) can carry the Element of spamming or Light Palace to manipulate the Wizard.
4. As for the Assassin team, equip Varus Thuong Shojin. If stretching with the Archers or other Wizards, it can be put through to **Ashe** to Stun far away, it will be much more effective.

4. Team of Assassins - Void - Gladiator

An easy-to-win team is easy to win, but it is not easy to achieve high rankings. However, if you know how to stack items for the Assassin - Damage squad, you can still "top" easily.

Main members include: Kha'Zix, Pyke, Rek'Sai, Evelynn, Katarina, Rengar, Akali, Cho'Gath with total buffs of 6 Assassins, 3 Void, 2 Gladiator, 1 Ninja.

Equip the squad:



Some small notes:

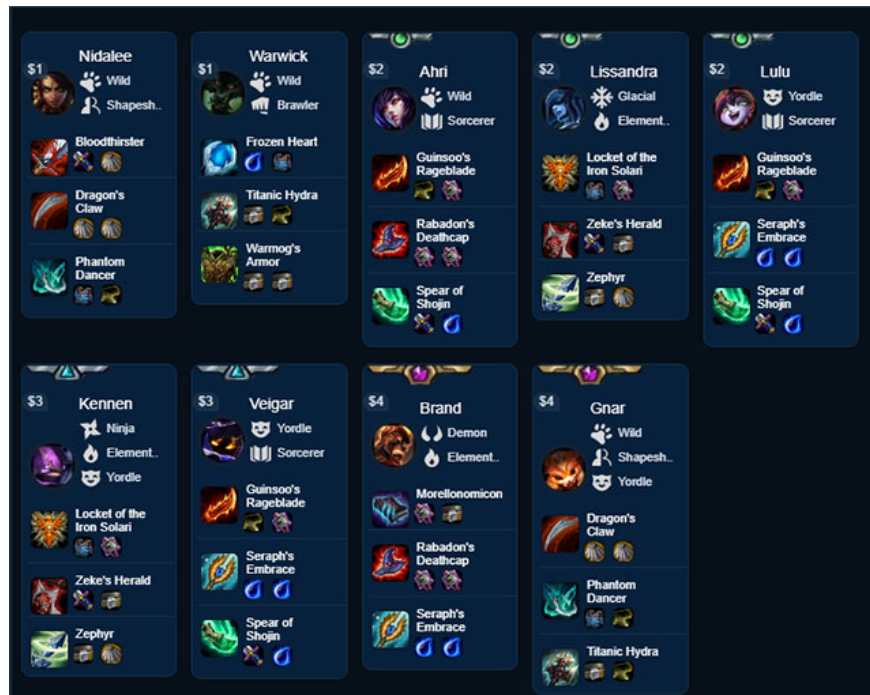
1. Up to 2 stars for all chess pieces as fast as possible, Kha'Zix alone should reach 3 stars.
2. Stack up the mana for Pyke to stun the best, and for Akali, equip AP or Luden.
3. You should equip all tankers for Cho'Gath, as this is the only tank champion in this formation.

5. Team of Magicians - Dragons - Wild

This lineup is similar to other Wizards, but the damage of this formation is primarily focused on pushing dead with Shyvana's horror when transforming.

Key members: **Nidalee, Warwick, Ahri, Lissandra, Lulu, Kennen, Veigar, Brand, Gnar** . Total buffs include: 4 Wild Wild, 3 Magicians, 3 Yordle, 3 Dragons, 2 Gladiator, 1 Ninja.

Equipment includes:



Notes when building teams:

1. Push the 1-star pieces up to 3 stars as quickly as possible (Warwick, Nidalee), Lulu should leave 3 stars for a good tank, Ahri gets 3 stars, so it's fine not 2 stars.
2. Should put a lot of Iron Solari on Kennen and put this champion between the team to help the whole team receive armor buffs.
3. Stack as many items for Aurelion Sol as possible because this is the team's main game.
4. If Shyvana has Yuumi and switches to the Wizard, the damage will be very high (stacks of Cuao Dao and Ma Vu to be able to live longer).
5. Dragon Buffs will completely block the two heroes, so you only need to focus on armor or Ma Vu to avoid Crit.

Above are some Truth Arena teams that are judged to be the strongest according to the current meta that you can build in Rankings mode.

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