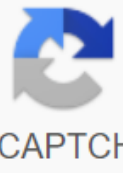


## Mobile legend guinevere guide

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Super MagicWhen Guinevere strikes the enemy, which is in the air, its damage increases by 25%. The damage done to enemies accumulates super magic, enhancing its next major attack when full. Guinevere will pursue the enemy, the case of Magic Damage and the recovery of 8% of her lost health. Energy WaveGuinevere sends the energy ball in the designated direction, inflicts magical damage on enemies and slows them down by 50% in 1.2 seconds. The energy wave reduces the cooling of Guinevere's skills by 1 second. Magic Thump / Spatial MigrationGuinevere performs a kick to the designated place. If she hits enemies, she knocks them in the air for one second and inflicts magical damage on them. It can blink forward in the designated direction, leaving a temporary image of itself. The image will cause magical damage when the enemies hang it, restoring the Super Magic of Guinevere. Purple Requiem Guinevere releases his Super Magic, visiting Magic Damage to neighboring enemies for 2 seconds. If enemies are tapped in the air, they will have the added effect of airborne. Each enemy will be shot down in the air additionally for six times. During the casting, Guinevere is immune to the effects of crowd control. Speed: 260 Physical Attack: 126 Magic Power: 0 Physical Defense: 18 Magic Defense: 10HP: 2528 Mana: 0Attack Speed: 0.916 HP Regen: 39Mana Regen: 0 Basic Crit Chance: 0SKill Crit Chance: 0 Guinevere - Fighter Hero specializing in explosion and magic damage. If used right, she can wipe out enemies in an instant with her skills with proper combos. Disclaimer: I'm just a casual gamer, not a professional. I just want to share with you things that work very well for me by playing this hero. Passive/Super Magic Skills: This passive allows her to inflict a bonus magic damage through her main attack and 25% increased air-damaged units. She also accumulates super magic every time she does damage, and when fully charged, her next main attack will deal 80% magical damage and will regen 8% of her hp Skill 1/Energy Wave: It releases an energy ball that damages enemies in lines and slows them down. If this skill hits the target, it will reduce all its cooling skills by 1 second. This is its main source of damage/slow and good for poking enemies while in the lane. Skill 2 / Spatial Migration: Guinevere jumps to the target place and inflicts magical damage. The units that hit will be knocked down in the air and will get additional magical damage. It can activate the skill for 5 seconds to blink in the target seat and leave the illusion behind. If the Illusion does damage, it Guinevere's supermagios. This skill is good for creating kills in team combat as well as good for escape. Skill 3 / Purple Requiem: Guinevere creates a force field around it that causes magical damage 3 times in 2 seconds. If the enemy is inside field already in the air, he will be tapped into the air again for 3 times. She is immune to crowd control skills when using this skill. It's a good skill to create kills in team combat. Skills Update Priority 1ST SKILL zgt; 3RD SKILL (IF AVAILABLE) 2ND SKILL Best Item Builds for Guinevere Concentrated Energy, Holy Crystal, Arkan Boots, Disaster Reaper, Wings of the queen, Wings of Blood Warrior Boots, Concentrated Energy, Genius, Holy Crystal, Wings of the queen, Divine Glaiv Arkan Boots, Durand Necklace, Concentrated Energy, Holy Crystal, Catastrophe Reaper, Emblem of Immortality for the emblem Guinevere MageAgilityObservationMystery Shop Agility - 2% Speed of movement / levelObobServation - 2% Magic Penetration / LevelMystery Shop - Reducing the cost of an item by 10% (reducing the cost of an item by 10% It's very item dependent so it's best for you to get items faster) Spells for Guinevere ExecuteRetributionFlamshot Run - To tear down your enemiesJungle - So you can farm faster as Guinever is a very point dependentFlamshot - Extra explosion damage and slow Other tips But she is very dependent on her skillsUse her 1st skill to poke enemies in laning stages and reduce the cooldowns of all your skills. that Guinevere doesn't have mana so it's best to spam her skillAlways to look at Guinevere Red Energy (Super Magic), so you can properly use your extra basic attack damage and hp regenerationer her second skill for knocking up enemies, then use your ultimate for extra knock upYou can also use her second skill to escape The Guinevere deals more harm to enemies that are in the air. You can also rely on your teammates to knock up skills to make better use of your ultimate. Skills Combo: 2nd Skills of the 3rd Skill of the 1st Skillor 1st Skillor 1st Skill of the 2nd Skill of the 3rd Skill is All for Mobile Legends: Bang Bang Guinevere Guide! If you have questions, suggestions or recommendations, you can share them below. Don't forget to follow DigiParadise on Facebook, Twitter and Instagram. Enjoying DigiParadise so far? Then why not buy the author a cup of coffee by clicking on the button below ☺ on the Ghost\_of\_Razgr1zHello! I'm Solaire, now a mythical rating and former top global Martis for two seasons. Check out my guide after that! (Mobile Legends martis God War Guide) This season, I took the help of Guinevere and I'm in love. After 140 matches with her at 76% wr I thought I'd share the guide (Please read at the very end, your help is grateful)SKILLS AND PASSIVEPASSIVE: After the red bar gets full over your head, release additional damage to the main attack, which enemy from quite a long distance. You also regen 10% HP! This gives it a lot of, early game support and added mobility, so you don't have to waste your mobility skills. She also makes extra knocked enemies, and with her skill set that will happen to happen 1: Her poke tool. Has a low CD 4, and the hit reduces all your CD skills by one. You want to be spamming it as much as possible. This is the main reason why she is able to be so mobile and continue to be able to go into battle. Slow is also very nice and easy to spam, so you can chase people down quite easily instead of resorting to the S2. While most people say your useless without your S2, it's not like SKILL 2: Now it's a big thing that does passive work. The first time you use it, you make a kick that knocks enemies. As long as the enemy is in the inner circle, they will be amazed. Some advice-do note that the kick has a very small but still delayed in effect, and as such can be reversed by silence or any break skill that completely negates it. It's also the reason why anyone with a fast enough dash can get away from it before it goes away.-If the enemy is on the very edge of the effect, they'll still take some damage, but basically probably won't get knocked up.-General CD is as hell, so whenever it's on CD spam your skill 1 literally as much as possible. If you stretch the 2nd part of the skill you could have it right away again. The second part of this skill is the extra dash that leaves the clone. It will take damage as usual, and as such, enemies can use their skills on it. You can also use it to lock Harley's ring on fire. Pretty great isn't it? Now this skill will be all your own, and as such you need a time where it is effective. Use it in situations where you need to do damage, but also be incredibly mobile. Determine what's best. Compare it to Ult Gusion in a way you either want to use both parts to chase enemies or use one to go and the other to get out. Speaking of Ults... ULTIMATE: Big AoE and if enemies are already knocked up, they get knocked 6 more times. This will be your great source of blast damage as well as keeping enemies in place for your team to destroy them. Scaling on it is incredible, so it will hurt all stages of the game. But wait, that's not all! YOU'RE IMMUNE TO CCYeah is right, for the whole time you're spinning in the air, CC effects won't work. Whoever is trapped in them will be trapped and no one can do anything about it if they don't clean up. Because of this property, you can also use Ult as a way to bait CC, so you can use your skill 2 to run away. Yes, the CD is long, but as I said earlier, your skill 1 is going to make it seem like you have it 24/7.SKILL COMBOS: for this will be explained later in the build section, but my overall combo is the following when knocking up the enemy: Skills 2-Basic-Ult-Basic-Skill 1-Basic-Skill 2-Basic, followed by Spam Skill 1 until spam spam spam updated again and repeat. Skills 1 and spam major chase one enemy also not badHOW TO PLAYBEFORE YOU START LANING: Literally any lane running for Guinevere. She's an honest good middle that can keep her own and she's very much a contender like Harley and Gusion. They farm a little faster, so if they are in your team, giving them it is probably for the best. But if you're the only good middle in your team, by all means go for it. It is also a good bot and top, proving any MM support that needs protection through CC or providing enemy kills. And because it has enough damage potential itself, it can lane with support or tank that will help Guin in getting some kills. LANING: Your strong stages will be your early and middle games, but its late play is also nothing to ignore. At the beginning of the game, keep poking with your skill 1 and try to get Level 2 so you can get your roaming skill. After that, keep poking at the enemies and do your best to push them away. You have a much better support than most heroes so they will be the ones to back off in the first place. Guin plays just like Chow, so you're going to want to wander as soon as you can. It's jungle pretty fast, so it makes it much easier. Try to help your team by knocking down enemies and ensuring kills and assists. When playing right, Guin can snowball quite hard and completely control the beginning and middle of the game. Thanks to your super mobility, you can also push the towers and get out quickly. Her main attacks make the pack a bit of a kick. TEAMFIGHTS: Guin is very good at being an initiator. With her knocking ups and immunity to CC during Ult, she can hit enemies and let your team go in. however, it's also relatively squishy so if there are a couple of enemies not stuck in your Ult, you can get busted. So there will be times you want the tank to go first before you start anything. You can also combo your knocking ups from your tanks knocking ups as well, so waiting until they go in can be good. Overall, you need to determine the best time to go into battle. BUILDSPELL: Retri, Purify, Execute and Aegis are all good choices. Retri allows the middle very well and gives you the extra ability to be able to jungle quickly. Cleaning gives you extra protection during CD of your skill 2, Run lets make sure the enemy gets taken out. Depending on how often you see enemies leave with barely health, you can do that. And Aegis is a good little added shield for you in case you want extra protection during ULTEMBLEMS: Mage Emblem, Mystery Shop TalentThe other two emblems don't actually offer While burn can be good at getting less money for her items for an amazing reason again, her scaling off magical powers is crazy good. This allows her to get these items as soon as possible. And the last talent is kinda useless, for she she need extra manaCORE ITEMS:-Calamity Reaper: Guinevere has a lot of skills and her S1 is extremely spam. With this, you will do a ton of true damage. With the combo mentioned above, you could do 2000 true damage in one combo-concentrated energy. Just added life to steal is always good, and let's lifesteal away during your Ult. So if enemies attack you while you have a few people in it, you can just heal it all backPERSONAL BUILD: I like Guin to be a complete magician killer. With her passive and life steal, she doesn't have to be completely tanky.-Assist Boots, CDR Boots: Since you'll be roaming a lot, help boots will give you the lot of added gold you need. Especially early, when you have no damage to finish off the enemy alone, there is a high chance one your teammates can. On the other hand, CDR Boots makes your skills very, very low in cooling, which is great. Note, however, that with disaster, fully maxed Mage Emblem, and magician positive effect you will be at 35% cdrR reduction so boots can be useless-Calamity Reaper: Stated above concentrated energy. Stated above Holy Crystal: Passive for this item is really good on Guin. Because of her basic combo being Skill 2 then ulting directly after that, her Magic Power will go up 15% for Ult. And with this insane scaling, according to Legend, THATS a lot of DAMAGE-Winter Trucheon: Added HP and immunity just gives you some extra protection while still giving you some magical power. You can also master 2 right after you use it, so it's not a bad item to have-Divine Glaive: Infiltration to make sure your final one does maximum damage. Pretty straight forward OVERALL PROS AND CONSSo now you know all the general information on how to play and build Guin, so why should you use it? PROS:-Extremely Mobile-Great in Any Stripe-Farms Fast-CC Immunity-Knock-Ups-Mad Snowball Potential-Great on Spam's True Damage-Worthy Early Sustainable Due to Its Passive-Great on Chasing Enemies-The Ability to Use Its Clone as Bait for CC or Attack-Good End Game Scaling. Not as good as MM, but great for magician and fighter.-Requires precision. You need to know how to strive to use her-needs practice in time for her skills to maximize damage-No damage to her skills so relatively squishy if she can't get away, or if her S2 is on cooling is very much dependent on her skills-long cooldowns if you don't spam S1ENDING NOTES: Guin is very meta, and certainly the queen of fighters next to King Chow. She has amazing potential. Unlike the Martis guide, I'm a little less certain. Therefore, any help is always Feel free to leave a comment if you want clarification or even leave a review that you haven't seen me put. Until next time! It's time! It's time! mobile legends guinevere guide. mobile legends guinevere guide 2020. guinevere mobile legends build guide. guinevere mobile legends guide reddit

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