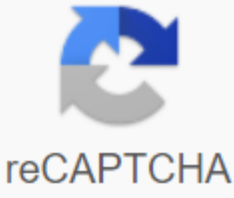


Hots valla guide



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Last updated on August 31, 2020 at 10:00 a.m. oxygen 23 comments General Information Welcome to our guide to Walla, Ranged Assassin's Heroes of the Storm. On these pages you will find everything you need to understand how best to play this hero, both in different styles of the map, and in team compositions.

1. Walla's Overview Walla is a highly versatile and flexible damage dealer. Its strengths are its exceptional single-purpose damage and on-demand area effect of explosion damage. However, its relative fragility makes it a priority target for the enemy.

2. Strengths and weaknesses of Walla Strengths and weaknesses Very high single-purpose and damage area Good waveclear Good Poke Strong at all stages of the game Versatile; Suitable any line-up of team Flexible Talents that allow it to adapt to different situations of weakness depends on the good positioning of Low Base Health Vulnerable to crowd control

3. Talent Walla Build Cheatsheet Level 1 Level 4 Level 7 Level 10? Level 13? Level 16 ? ? Level 20 ? ? This standard build provides an excellent area of damage to the effect and ease of use through single-purpose damage. As key talents, Penalty and Arsenal allow you to reliably hurt several enemies at the same time as Multishot.

Level 1 Level 4 Level 7 Level 10? Level 13 Level 16 ? Level 20 ? ? This explosion build provides superior single-purpose blast damage and control of the mercenary camp through sustained damage and being weaker against mobile heroes. Key Hungry Arrows related talents will allow you to frontload your damage to threaten isolated enemies.

Level 1 Level 4 Level 7 Level 10? Level 13 Level 16 Level 20 ? This specialized attack build delivers superior, sustained, one-purpose damage at the expense of personal security. The key talents associated with the attack allow you to become a very threatening source of damage, provided that your teammates dare you well. See our Talents page for more information Create your own build and share it with your friends!

4. The synergy and counters of Valle at her best when something stands between her and her enemies. Large, healthy tanks are particularly desirable because they attract attention from Walla, and often provide their own form of crowd control for potential follow-up. Otherwise, anything that can protect Wall is also desirable. The effects of protection are particularly affecting due to its limited health pool. Like the fragile nearby Assassin, Walla tends to naturally fight against other high-impact Assassins, who have the ability to effectively break close past the range of her Sanctuary or otherwise sneak up on her. With little on the way to self-cleaning, that stay close to your healer whenever possible against such heroes, and not make bold attempts to outplay your opponents.

5. Walla's maps as a well-rounded assassin, Walla is not particularly strong and is not weak on many Maps. Anyway, she's better off staying, while laning because of its relative weakness, something that shouldn't be a problem for most maps. A special mention should be made for Battlefield Eternity, however, where its Hungry Arrow build really shines.

6. Walla's Tips and Hate Tricks expands Wall's ability to attack and increase its speed; Try to attack something at least once every 5 seconds so your stacks don't fall away. Hungry Arrow has a high cost of Mana and will be home to unwanted targets such as Minions and Summons; Avoid using the ability if it is not going to cause useful damage. Multishot is your main wave cleaning tool. Its wide field of influence also makes it excellent for checking hidden areas, identifying Stealthed Heroes, and dismantling opponents. Asylum can be used offensively as a break closer, and in defense to create space between you and your opponents and dodge ability. Limit the offensive use of Ability as it makes you vulnerable. Strafe's reliability goes up as opponents use up their crowd control abilities; track their cooldowns, and stay on the move in order to minimize the chance that you'll be interrupted. Rain revenge is better used as a follow-up or as a self-cleaning tool than just to deal with the damage. For more information about our abilities, visit page 7.

Walla's outstanding single-purpose damage allows it to put extreme pressure on anything within the Basic Attack range. Its on-demand area of damage and poking allow it to reliably cause damage in all situations. High-speed base traffic, Asylum, and Frost Shot provide her with respectable options for self-peeling, though they don't help her against crowd control. Walla is very strong against the heavy meta healer, as such heroes usually do not have the tools to make her play defensively to reduce its effectiveness. Choosing her early during drafts can incite opposing players to choose dive-oriented heroes who have to rely on the game aggressively and on very good coordination to succeed against her. Choosing her later in the project may leave her completely unaccounted for and able to freely harm her.

8. Changelog August 30, 2020 (this page): The role in the current section of the Meta has been

updated. April 5, 2020 (talent page): Updated description of Strafe and Rain of Vengeance. December 13, 2019 (this page): A note about the current anomaly has been added. October 11, 2019 (talent page): Talent section has been updated. October 11, 2019 (ability page): Ability review. October 11, 2019 (this page): Updated guide. April 30 (this page): The guide has been updated and moved to a new format. Show More Show less than 57 votes If you liked playing The Demon Hunter in Diablo III, you'll quickly fall in love with Valla. I'm actually impressed by how familiar the style of play feels from spending countless days and nights in the sanctuary, and how easily it translates as Heroes of the Storm. Walla is a range range specializes in strike and running tactics with quick bursts of damage, and she also succeeds in chasing her enemies. Her spells and talents really make her a unique hero who is not only viable in competitive games, but also a lot of fun to play. Disclaimer: Recommended talents are based on my personal preferences and style of play, and are far from the only way to play it. It is designed for new players looking for a quick guide, and once you start grabbing the basics of Wall you have to experiment and see what works for you! The choice of talents may also depend on the map or the team's composition. Skills (Trait) Hatred: Major attacks give Walla a stack of hate. Each stack increases the damage from the main attack by 2% and the speed of movement by 1%. (B) Hungry Arrow: Shoots an arrow skillshot, visiting the damage of the first enemy target, and then looks for the two closest enemies and inflicts them reduced damage. The arrow can hit one enemy several times. (W) Multishot: AoE cone damages the area in front of the Walla. (E) Asylum: Dashi to the target area. (R) Strafe: Fires bolts out of Wall for 4 seconds and damages nearby heroes. Lasts 4 seconds and you can navigate and use the Vault during Strafing. (R) Rain Revenge: Bombardiers the target area 2 times for heavy damage and stuns enemies within 0.5 seconds of the wave. Talents Level 1 Talents Cost-effective Materials - Reduces the cost of the hungry arrow mana (me). Siphoning Arrow - Hungry Arrow returns 50% of the damage done to health. Composite Arrows - Increases the Multishot (W) range. Rancor - Each stack of hate increases the rate of attack of the Walla by 1.5%. Punishment - Using the ability gives 3 hate stacks. Recommended Level 1 Talents: Rancor gives you a decent increase in attack speed, which further synergys very well with other talents. Level 4 Talents Vampire Assault - Major Attacks Heal You for 15% of the damage done. Manticore - Every third attack on the same target will cause 50% additional damage. Puncture Arrow - Increases the range by 25% and bounces 3 times instead of 2. Arsenal - Multishot launches 3 grenades, caused additional damage. Recommended Level 4 Talents: Manticore or Vampire Attack. If you can do without lifesteal, Manticore is definitely the best option and gives you amazing duel potential. Level 7 Talents Caltrops - When the Vault Wall falls Caltrops that cause damage and slow enemies who step on them. Hot Pursuit - When in 10 Hate stacks the speed of movement increases to 20% (rather than 10% with passive). Recurring Arrow - Using the Vault refreshes the coolness for the starving arrow. Offending Attacks - Active spell increases damage to your main attack, but drains for every attack. Recommended Level 7 Talents: Burning Attacks give you a huge amount of extra damage and my recommendation in most cases. Level 10 Heroic Rain Revenge Revenge Ability Stef isn't. Crowd control is good. Also, since I prefer to have a strong automatic attack to build Strafe is a bad option for it. Level 13 Talents Giant Killer - Major attacks against heroes cause additional damage. Frost Shot - Multishot (W) slows your enemies' impact by 40% in 2 seconds. Hardened Discipline - Get up to 10 stacks of discipline after you have max stacks of hate. Each discipline stacks heals you for 3% of the damage done. Spell Shield is a passive ability that is activated once every 30 seconds, reducing the damage you get from abilities by 50% within 2 seconds. Recommended Level 13 Talents: Frost Shot is great for making sure your enemies can't get away from you just as easily. Hardened Discipline provides a ton of healing in extended team battles, very useful if you don't take a vampire attack to level 4. Giant Killer can add even more harm to your auto attacks, but I tend to miss it in favor of other talents. Level 16 Talents Executioner - Major attacks cause 40% additional damage to disconnected (roots, stunned or slowed down) targets. Tumble - Keep two charges in the Sanctuary. Blood for Blood - Active skill stealing 15% of the enemy hero's maximum health and slowing their speed of movement by 30% within 3 seconds. Stoneskin - Active ability gives you a 5-second shield equal to 30% of your maximum health. Recommended Level 16 Talents: The Executioner has amazing synergy with previous talents like Frost Shot and Rain Revenge Heroic Spell. All the other talents are very good, so if you need more mobility or survivability go for it! Level 20 Talents Revenge - Strafe (R) also shoots penetrating bolts into the line. Storm Revenge - Increases the number of waves on the Revenge Rain to 4, thereby increasing the stun from 1 to 2 seconds. Nexus Frenzy - Attack speed and range are passively increased by 20%. Bolt Storms - 40-second cool active ability to teleport you instantly for a short distance. Recommended Level 20 Talents: Nexus Frenzy or Bolt Storm. Bolt gives you a much needed escape if you find yourself in the thick of things, otherwise if you feel safe enough Nexus Frenzy to increase the range of attack and speed very well due to greater synergy with others on hit passive talents. Recommended Talent Assembly: Level 1: Rancor Level 4: Vampire Attack Level 7: Hot Pursuit Level 10: Rain Revenge Level 13: Frost Shot Level 16: Tumble Level 20: Nexus Frenzy It may not be the most optimal build because it doesn't include a lot of defensive talent, but it's actually what I most often go with Good. , Executioner or at 16, and of course bolt storm at 20. Need more talent builds suitable for different maps or play styles? Click here. Also includes many other Valla tips, strategies and be sure to know the secrets to increase your winnings. Walla is definitely one of my chooses in Heroes of the Storm, and play it is always fun regardless of the result. It can bring a lot for each team, even if it is not in the hands of a particularly experienced player, but those who master this hero will certainly understand its strength and contribution to any squad. How to build Valla in HotS? If you have any recommendations or preferred builds shoot them in the comments section below and tell us all about it. Rating: 4.3/5 (3 votes cast)HotS: Valla Guide and Construction, 4.3 out of 5 based on 3 ratings ratings

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