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Dota 2 axe culling blade guide



Dota 2 axe. Dota 2 culling blade cavern crawl. Dota 2 axe unleashed. Dota 2 axe shard. Dota 2 axe guide.

The slow aura attack speed can greatly hinder the enemy from making physical attacks during exchanges, while the asset can be used as nuke damage and a slow to hinder their mobility. Ax is a strong and disabled initiator while it has a disabling area able to penetrate the immunity of spells piercing in the call of Berserker and a low cooldown slow in hunger battle that also increases its movement speed. If he takes the heroes of the miso enemy, it is possible that the ax removes them from a path of escape, since it will follow it during the screen to try to attack it. The armor provides even more resistance against physical damage, and the attack speed allows AX to become much more threatening with its right clicks. He tries to get successful success as soon as possible in a teamfight, since the boost can make a big difference. To punish the weak lanes, the ax can cut the creeping waves with false ceiling; put yourself behind the enemy tower, intercept the wave of the enemy's Creep, and destroy it against the controller, forcing the enemy to lay your creeps under his own Tower, which will also ultimately hit harder while they also expose them to diving. The magic wand allows ax to obtain burst health and mana while in the middle of the fighting, where it excels at most. The Berserker call is able to cause invisible enemies. Not only can they prevent them from launching powerful teamfight spells, but also tend to have a low HP and armor, making them take many more damage from one against the propeller, and possibly putting them inside the removal blade range to remove them From the field before they can contribute to everyone. Casting Battle Hunger on the enemy when they don't have a shudder can be a great way to Malli. Peaceful boots provide ax Speed of movement and regeneration of passive health outside combat. Pro against powerful ganker Once he gets his dagger. Great to challenge outposts, a very important quality. How they have to withdraw to their tower to avoid the Tanking Tanking Creep They will be too busy moving away to remove debuff, and become vulnerable to scuba diving once your Creeps reach the enemy tower. The synergy between the call and the berserker counter, means that AX is able to deal with great quantities of pure damage during initiations, but must build for survival to ensure that he is not killed by enemy attacks during his initiations. However, be very wary of enemy heroes that meet ax while it is impeller, as they can collect or destroy its peaceful boots while they are on the ground. A useful way to bring enemies out of the invisibility is trying to throw it away if they are near AX; This will force the enemy to attack it, bringing them out of invisibility. The wind lace gives the movement of movement speed for an economic price and is based in peaceful boots. A call combination and propeller berserker counter make axa a good offlayer, since it can inflict great quantities of damage against the counter if the enemy dares to attach it to the range of melee. The ax can further debit the enemy hit and deny the most as possible to prevent the enemy kill any unit. It can have difficulty with the various heroes remotely in a lane. Inflict the enemy with battle hunger can also set up for killings if the enemy tries to continue lane to remove debuff. Make sure you run down the fleeing heroes with battle hunger, AX is very good at this. This should usually be obtained from a teammate anyway. Almost completely unchanged by the immune of spells. Conversely, the Berserker call can also be assisted as an allied configuration, such as vacuum and reverse polarity. Battle Hunger offers a great way to make you close soon in the game, due to the enormous advantage of the You will earn above the interested goal. Given the mobility and mana sustain, the ax is able to devastate enemies in all the points of the game. The Regen Ring provides a fence at an economic price and is also based in peaceful boots. The guard of Shiva Shiva Increases the intelligence and reinforcement of the ax, giving it even more survival against physical damage by eliminating its mana problems. Also, if he manages to survive fighting and fleeing, he can quickly regenerate his HP and jump directly into battle. The abilities of the AX give him powerful potentials of harassment and survival, allowing him to punish enemy lanes and get an early advantage for his team. Also, he will buy time for the call of Berserker to exclude the cooldown to be back again, as at a maximum level he has a recovery of only 11 seconds, which means that the ax must only survive for two seconds after mail. Good strength and gain of agility. Crossing Blade will reset his recovery if Ax successfully kills an enemy hero with the spell. He remembers that the ax takes the bonus armor regardless of whether he succeeds or not to successfully taunt any enemy. Aghanim's shard is a strong collected of the average game that greatly increases the production of ax damage for the whole game, and a nice counter of any physical DPS heroes such as reducing the damage more ax. Sliding the city portal is necessary to allow the axis to be present at Teamfights and Ganks. It is important to know where these thresholds are to make the most efficient use of the killing blade, however it is also important not to throw it too early, since the failure of a CULL will put the capacity of Cooldown, preventing the rest of the rest of the rest struggle. This article excels against physical damage retailers and allows unlimited jungling, but the ax must not be reproduced mainly as Jungler. The initial elements: Tango is necessary for every hero to slowly regenerate the health lost in the lane. Furthermore, it can be useful to interrupt the rolls of the city portal, like The enemy will cause them to break the channeling and attack the ax, preventing them from escaping. This can also be used to harass lane opponents, especially if they are in melee, since the ax can threaten threatening With great quantities of damage if it manages to approach. Very fast movement speed with active battle hunger. The forced movement of the enemy during the call of the Berserker can make a huge difference depending on the ground and the ally and enemy positioning. If you have successfully bought quiet boots and I went with the Helix counter, a tactic to save HP is to drop the quiet boots on the ground before cultivating the neutral field. The article gives him great survival during the teamfights: the damage of the propeller meter, the scroll blade, the mail of the blade, hunting the battle (and also the lightning of the chain and the static charge of Mjollnir) all benefit from magic Vital and amplification. When you start your team, it is usually a good idea to try to direct the enemy support heroes. Mid Game: Blink Dagger is the most important object for AX as it allows you to start and get back to your team. The article guarantees the health of the AX AXA bonus. These visual indicators can show exactly where the thresholds for the felling blade is ensuring that the spell can be used in the first possible possibility. Mjollnir is a strong purchase of late games on AX gave its role ranking initiator. The scroll blade allows ax to immediately kill an enemy if they are low-health, passing through the immunity of spells and any other survival passionate (including the shallow fear and the time taken on loan), while simultaneously increasing the Attack and speed of the movement of all neighboring allies. When they chase the enemies they are trying to escape, Berserker's call can be useful to keep them in place for AX teammates to recover. If possible, he tries to approach the closer To enemies before taunt, or try to conduct your flashing so that they will arrive in the call area as it is cast. Very resistant to physical damage. Ax does not need to stay in place once you have successfully hindered the enemy. If mobility is a priority and an enemy hero in escape is out of reach, battle battle It can be launched on enemy creeps to increase the speed of the movement of the ax, allowing him to enter the range to throw the battle hunt a second time on the enemy hero. Crossing Blade always believes the ax with the killing, giving him the maximum gold for killing. This can be useful to stop abbreviations such as melted or interrupting an enemy that is channeling based on the effects of the glimmer cloak. The asset gives a true penalty for any hit to hit hardly captured inside the Berserker call. He also full the immunity of spells, making a decent contract at the black black bar. It is particularly useful when you are ahead and you are well, as your strength appear. To make the most of this in-lane spell, it seeks your fusion time with the enemy's attempts to last last. It is one of the two options for ax in advance to increase its mobility for the first initiations and provide a source of HP Regen to allow them to remain in the field instead of returning to the base. Blade Mail provides ax Some damage and armor. Extra armor and attributes at the top of the existing damage block and HP bonus can make it extremely TANKY, and can increase even more and protect its allies with the assets. Extra force increases HP damage and the base of the ax and passive mana regen helps with its problems of mana. The chief armor and the Attack Speed à €

