

# Chain Dart & Scimitar Guide (Latest Patch)

## Playstyle Summary

The **Chain Dart & Scimitar** is a lightning-fast assassin class built for hunting down enemy heroes with hit-and-run tactics. Wielding a chained dart and curved blade, this hero excels at **mobility, burst damage, and disrupting enemy backlines**. An all-purpose build for this class emphasizes **hero pressure** (picking off enemy players), high **mobility** (to engage and escape at will), and constant **harassment** (poking and distracting foes). In battle, you'll dart in to incapacitate key targets, unleash deadly combos to burst them down, then vanish before the enemy can retaliate. However, with only light armor, this class is fragile – success hinges on timing, positioning, and knowing when to disengage. Used wisely, the Chain Dart & Scimitar can dominate duels and sow chaos among enemy ranks, even if it contributes less against massed troops.

## Core Playstyle Highlights

**Extreme Mobility:** Multiple movement skills (leaps, lunges, and a hookshot ultimate) let you **engage or escape on demand**, making you hard to pin down. You can literally jump into enemy formations and back out in seconds

**Assassin Hero Killer:** One of the **best hero-killing classes** in Conqueror's Blade – you specialize in quickly eliminating or **pressuring enemy heroes** who stray too far or get isolated. Your combo burst can delete squishier heroes before they can react.

**Hit-and-Run Tactics:** Thrives on opportunistic engagements – **wait for the right moment** when a target is vulnerable, then strike hard and fast. After securing a kill or if the situation gets dangerous, use your escape tools immediately.

**High Skill Ceiling:** This class rewards timing and map awareness. You must pick fights carefully; a mistimed dive into a group can mean instant death due to your fragility. Mastery of **combo execution and stamina management** sets great Chain Dart players apart.

**Limited Anti-Unit Impact:** **Crowd-clearing is not your forte**. Your damage output and CC are mostly single-target. **Fighting large groups of units head-on is a weakness** – you lack the sustained AoE damage or durability for extended brawls



## Key Skills and Traits (Mobility, Crowd Control, Burst Combos)

The Chain Dart & Scimitar's kit centers around **closing gaps quickly, locking down a target, and executing a burst combo** before darting away. Key skills include:

**Trap Prey (Ultimate):** Your signature **hookshot ability** – throw your chained dart to **hook a target (hero or unit)** and pull yourself to them. This **instantly closes distance** and can even yank mounted targets or be used while you are on horseback for a “drive-by” attack. Trap Prey momentarily controls the victim (essentially a brief stun/hold), setting them up for your combo. *Trait:* Enables engagements from range; with a rune, it **\*\*Concusses (stuns) the enemy for 2 seconds on hit**

**Scorpion's Snare:** A **lunging gap-closer and combo starter**. You leap forward and grab the first enemy hit, **flip behind them and slash** with your scimitar. This deals high damage and applies **Winded** (stamina regen debuff). *Trait:* Puts you behind the target (ideal for back attacks) and briefly disorients them. Also **reduces the target's slashing defense** by 5% (or up to 30% with upgrades) for a short time, amplifying the damage of your follow-up strikes.

**Leap and Slash:** A **jumping overhead strike** with the scimitar. You leap up and **slam down on the target**, dealing heavy slashing damage. *Trait:* Serves as both a mobility tool (small jump) and a **burst damage** skill. With specialization, it briefly **stuns the enemy on hit** (0.5s), helping chain your combo

**Stinging Strike:** A **fan of thrown darts** that you hurl in front of you, costing stamina instead of having a cooldown. It's essentially a spammable ranged attack – useful for **harassing or finishing off fleeing enemies**. *Trait:* Though modest in damage, it's great for **softening targets or interrupting actions** from a safe distance. It synergizes with your other skills – each hit from Stinging Strike can **reduce the cooldown of Scorpion's Snare by 1 second** (making your combo available more often). **In the latest patch, using Stinging Strike with the full class armor set also refreshes your other key skills' cooldowns**

**Sandstorm (Smoke Bomb):** Your **escape tool** – drop a smoke bomb at your feet, **damaging and slowing nearby enemies** by 30%, and **vault backwards ~13 meters**. It breaks pursuit and creates distance. *Trait:* It also **cleanses crowd control**: using Sandstorm will remove **Dazed, Knockdown, or Concussed** status effects on you



# Strengths

**Excellent Mobility:** Few classes can reposition as rapidly. You can engage or disengage almost at will, allowing you to exploit enemy mistakes and cover ground quickly.

**High Burst Damage:** Your combo of hook + stab + slash delivers **explosive burst**, capable of killing or severely wounding enemy heroes before they can react.

**Hero Slayer / Duelist:** In 1v1 situations or small skirmishes, Chain Dart shines. You excel at **isolating a single target** and **locking them down with crowd control** (stuns, concuss, slows) long enough to secure a kill.

**Harassment & Zoning:** Thanks to Stinging Strike (ranged pokes) and your sheer threat presence, you can **harass enemies from mid-range** and disrupt their actions. Enemy muskets, archers, or artillery crews will be constantly on edge, knowing you can swoop in. This **zones enemies away from positions or objectives** – effectively area denial via intimidation.

**Hit-and-Run Survival:** When played smartly, you're hard to catch.



# Weaknesses

**Fragile (Glass Cannon):** You wear light armor and have low innate toughness – any direct confrontation or focus fire can kill you quickly.

**Cooldown & Stamina Reliant:** Your effectiveness comes in bursts. After you expend your combo (Ultimate, Snare, Leap, etc.), you have a window of vulnerability while waiting on cooldowns. Stinging Strike uses stamina, so if you spam it or dodge a lot, you can be caught without stamina to escape. **Resource management** is critical; mismanage it and you'll find yourself unable to fight or flee

**Requires Timing and Positioning:** As an assassin, you must **pick your opportunities**. The class has a higher skill ceiling – you need good battlefield awareness to identify isolated targets and to avoid obvious traps (like running into enemy pikes or getting hit by muskets mid-leap).

**Limited Team Support:** Unlike some other classes, you don't provide much in terms of buffs, heals, or unit leadership aura beyond removing one enemy hero. Your contribution is mainly **eliminating threats**. If the enemy team stays tightly packed or protects their heroes well, you might have trouble finding openings to justify your presence.



# Recommended Skill Rotation (Engage, Burst, Escape)

To maximize your burst, execute a **combo rotation** that locks down your target and deals damage in a quick sequence. A common engage->burst->escape sequence is:

**Engage – Trap Prey:** Start by targeting a vulnerable enemy hero (preferably one who is a high-value target or out of position). From a safe distance, use **Trap Prey** (ultimate) to **hook the target and pull yourself in**

**Burst – Scorpion's Snare:** The moment you reel into your target, follow up with **Scorpion's Snare**. This quick leap attack will **damage the enemy and flip you behind them**, further disrupting their orientation. More importantly, it applies a **slashing defense debuff** on the target

**(Optional) Follow-Up:** If the target somehow survives the above sequence, you have a couple of options: Use a quick **basic attack chain** or **Stinging Strike** throws to chip the last bit of their health. Stinging Strike is safer if the enemy is trying to disengage because you can throw the darts as they run (**and each hit is reducing your Snare cooldown for a possible second round**). Basic attacks do more damage but commit you a bit longer in melee range. Choose based on the situation – but do not linger longer than necessary

**Escape – Sandstorm:** Whether you secured the kill or not, **immediately disengage** after your burst.

**Alternative Engages:** In scenarios where your ultimate is on cooldown or you're trying to save it, you can engage with **Scorpion's Snare** as an opener (it has a shorter range though). Another tactic is to harass with **Stinging Strike** first – for example, toss a few darts to soften a target or bait out their dodge, then use Trap Prey.

This full rotation can take an enemy hero from 100 to 0 in minutes – it's the bread-and-butter assassination combo. Always adapt if needed: for example, if you catch an enemy who is already low on health, you might skip straight to Leap & Slash for the kill and then save your ultimate for another target. Or if you anticipate a tough fight, you could keep Trap Prey in reserve to interrupt an escape (say the enemy tries to run or use a skill – then you hook them back). With experience, you'll learn when to commit the full combo and when to be more sparing.



# Recommended Gear, and Attribute Distribution (Latest Patch)

Optimizing your equipment and stats is crucial for an all-purpose Chain Dart & Scimitar build. With the latest patch's changes, here are the recommendations:

## **Armor Set:**

Equip the full **Sand Scorpion** epic armor set (4-piece light armor set specific to Chain Dart & Scimitar). This set is made for the class and provides powerful bonuses. The 2-piece bonus reduces your ultimate (Trap Prey) cooldown by 3 seconds, letting you hook more often. The 4-piece bonus was recently updated – **each time you use Stinging Strike, it reduces the cooldown of Leap and Slash and Scorpion's Snare by up to 4 seconds**. This is huge for our build: it means while wearing the full set, your ranged dart throws can refresh your main combo skills faster, enhancing both your harassment and combo frequency

## **Weapon:**

Use the best Chain Dart & Scimitar weapon available to you (preferably an **Epic or Legendary** weapon). When crafting or reforging your weapon, prioritize stats like **Slashing Damage, Piercing Damage, and their corresponding Armor Penetration** values. A balanced build wants both high slashing (for your scimitar hits) and high piercing (for your dart hits) plus penetration to punch through armor.



## Attribute Distribution

Conqueror's Blade allows you to allocate attribute points to Strength, Agility, Armour, and Toughness. For Chain Dart & Scimitar, a **balanced approach between Strength and Agility** works best, with a small investment in defense. Specifically: **allocate roughly 50% of your points to Strength and 50% to Agility**

By splitting points between the two, you ensure **both halves of your kit (piercing and slashing)** are effective. A pure Agility build would make your darts strong, but your scimitar weak against armor; a pure Strength build would make your scimitar strong, but your darts tickle heavy armor. Balanced stats cover both bases.

Overall, this attribute distribution aligns with an all-purpose assassin: you'll have solid damage output for **both** your dagger (piercing) and sword (slashing) attacks



## Pro Tips for Effective Chain Dart & Scimitar Gameplay

**Pick Your Targets:** Your ideal prey are **straggling or high-value enemy heroes** – e.g. sharpshooters, bow users, musket artillery crews, or squishy support classes. Patience wins: wait until that enemy Shortsword wanders too far or that musket is reloading alone, *then* strike.

**Combo Discipline:** Avoid the temptation to use all your skills on random targets. You have the most impact when you **chain your skills on one target** for a kill. If you throw out a Snare on one enemy and then a Leap on a different one, you've wasted the combo potential. Identify your kill target and execute the full combo on them. Similarly, don't use your ultimate just to poke – save it for a sure engage or to finish a fleeing hero unless you're certain the cooldown will be back in time.

**Don't Stick Around:** The **biggest mistake** for Chain Dart players is overextending after a kill (or chase). The moment you've done what you came to do (kill or seriously hurt a hero), **get out**. Use Sandstorm or simply sprint away and regroup.

**Practice Makes Perfect:** Lastly, **spend time practicing your combo execution**. The faster and smoother you can perform Trap Prey -> Snare -> Leap, the deadlier you become. Try it on bots or in training to get the sequence ingrained. Also practice aiming your hook – missing Trap Prey can be costly. Learn the max range and projectile speed so you can land hooks consistently, even on moving targets.



# TL;DR Summary

**Playstyle:** High-mobility assassin class that excels at **killing enemy heroes** and **harassing backlines**, but is fragile and weak against groups of units. Play like a guerrilla – strike isolated targets with burst damage, then escape.

**Key Combo:** *Trap Prey (hook pull) -> Scorpion's Snare (jump attack) -> Leap and Slash (slam damage) -> Sandstorm (escape).* Use Stinging Strike (thrown darts) to poke and reduce cooldowns during downtime.

**Strengths:** Extremely **mobile** (multiple leaps, teleports to target), **hard-hitting burst** vs single targets, can **lock down** enemies with stuns/CC, and can operate independently to pick off key enemies. Fantastic at **dueling**

**Gear:** Use full **Sand Scorpion light armor set** for class-specific bonuses (cooldown reduction and bonus hits on Stinging Strike). Equip a high-damage Chain Dart & Scimitar with strong slashing & piercing stats

## Ideal Use Cases

- Hero Assassination
- Dueling and Skirmishing
- Zone Denial & Backline Harassment
- Objective Plays ("Ninja" tactics)

In summary, the Chain Dart & Scimitar (with an all-purpose build focused on hero pressure, mobility, and harassment) is **devastating in the right hands and the right situations.**