

Sath - Tatu Guide for Giant and Fortress

Source:

https://www.reddit.com/r/summonerswar/comments/l4t8ks/sath_tatu_guide_for_giant_and_fortress/

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Hey, everyone, i'm back with more guides for sw :)

Now that we have [\[Tricarua\]](#) to crush Db, Nb and Crypt, it's time to make our team for Gb and Fortress .

As always, i'm not english native, if you see any mistakes feel free to help me out.

I. Index

This guide will be in 3 parts :

1. About Spd
2. Other Requirement
3. What if i don't have 2 mellia

II. About Spd

Turn Order :

- Budget -> Sath > Mellia1 > Mellia2 > Tatu > 169 spd and Lushen > 140 spd
- Basic -> Lushen > Sath > Mellia1 > Mellia2 > Tatu > 169
- High requirement -> Mellia1(turn 1) > Lushen > Sath > Mellia2 > Mellia1(Turn 2) > Tatu > 169

Info :

You need to land at least 5 dot (2 turn) in order to OS monster. And Mellia only put 2 DOT if there are already DOT on the target, that's why they need to play after Sath. And tatu need to play last to blow up the dot, without wasting 1 turn.

Those spd are total spd (after spd tower).

Lushen need about 10K per card to OS wave, you can use [\[This\]](#) calculator if you don't use swop.

Budget :

You can build this turn order if you can't have a 170+ Spd Lushen that OS wave in GB12

In this case you will have a slower run (because Lushen plays last).

If you only do gb12, and don't want to make a Fortress team, 120 spd is enough for Lushen. If you're planning to do Fortress then he needs to be above 140.

Basic :

This is the most common way to build a Sath - Tatu team, it requires end game runes on Lushen tho.

High requirement team :

In this team, we want 1 Mellia to play 2 times before Tatu to reduce RNG of landing Dot.

It reduces a bit the best time (since mellia1 plays before lushen) but reduces average time, with a much better consistency in time.

In order to make it work you can refer to [\[this table\]](#).

Source : [\[1\]](#)

III. Other requirement

Sath (2a):

- Set : Will - Will - Shield
- Accuracy : 85% mandatory
- Ehp : 130K - Ehp.D : 50K (basically, as much as possible once you are spd tune and have enough accuracy)
- Other : Skill 3 should be skill up for an extra 15% chance of landing DOT (other skillUp don't matter)

Mellia1 :

- Set : Doesn't really matter, Either : Will - Will - shield, Or vio, or despair. (or swift for the high requirement team)
- Accuracy : 85% mandatory
- Ehp : 130K - Ehp.D : 50K (basically, as much as possible once you are spd tune and have enough accuracy)
- Other : Skill up don't matter to much (might even be a down side, if you derp)

Mellia2 :

- Set : Will - Will - Shield
- Accuracy : 85% mandatory
- Ehp : 130K - Ehp.D : 50K (basically, as much as possible once you are spd tune and have enough accuracy)
- Other : Skill up don't matter to much (might even be a down side, if you derp)

Tatu:

- Set : Will - Will - Shield
- Accuracy : this is totally optional, but in case of derp she will put dot, so having accuracy is not wasted (up to 85%)
- Ehp : 130K - Ehp.D : 50K (basically, as much as possible once you are spd tune)
- Other : Skill up don't matter at all

Lushen :

- As fat as possible (if you can't OS wave, it will mean slower run, and bit less consistent but the team should work fine)
- He should have skill 3 skill up.

Other info:

- Even tho the team kinda work will 5* monster, it's always better to 6* them all
- 110K Ehp should be enough but in case of derp you might have fail (For Ehp, i include guild bonus and tower to reach 130K)
- You can swap shield set for fight set, if you are tanky enough and close to OS wave with your lushen.

IV. What if i don't have 2 Mellia

For this part i highly suggest checking [\[this post\]](#). If you are too lazy, those teams will work without 2 mellia.

I have 0 Mellia :

You should go with : Water Homu - Fran - Sath - Tatu - And either Yen or Hraes

For this team Tatu should play last, the rest of the team doesn't matter. Water Homu should have same requirement as Mellia (but he's better with skill up)

I have 1 Mellia :

You should go with : Water Homu - Mellia - Sath - Tatu - and either mav or Dark Homu

For this team turn order should be : Water Homu + Sath > Mellia > Dark Homu > tatu (or Dark Homu last)