

INTRODUCTION

Whether you love them or hate them, the Legion gang is going to be staying in the fog so let me, a Legion main explain Legion's strengths and weaknesses.

THE LEGION'S POWER

The primary point that needs to be said is that the Legion is a jack of all trades killer who excels at pressuring objectives. More specifically Legion is superior to all other killers in their unique ability to apply superior generator pressure. The Legion applies pressure through their power (Feral Frenzy)'s two parts. The first step to applying superior generator pressure is their new status effect: Deep Wounds. After being hit survivors have limited time to heal or automatically enter the dying state and reveal their location (no aura, just the bubble). This obviously shifts the priorities of any affected survivors from "repair generators" to "mend self to avoid dying state". The other way Legion pressures generators is with "Killer Instinct". (Killer Instinct is only applied after a successful Feral Frenzy attack so keep this in mind going forward.) While Killer Instinct is active all survivors within your terror radius who do not currently have Deep Wounds will have their locations revealed to you. This is what gives the Legion an edge in pressuring generators. Most killers will show up, find someone and maybe use their power. Then they commit to chasing whoever they have found while leaving the generator and anyone else who hid nearby alone. The Legion has none of this. After getting a successful Feral Frenzy hit in if anyone else is nearby Frank and the funky bunch knows where you are, and they're coming for you.

THE LEGION'S STRATEGY

With all of this in mind, it's time to discuss the Legion strategy. Despite Legion excelling at keeping survivors off of generators, you can only play as one gang member at a time so you are always going to be outnumbered and if survivors split up (the easiest way to counter Legion) you will find it difficult to get any benefit from Killer Instinct. Needless to say, the Legion will need to use perks to apply map-wide debuffs and slow repairs. So let's talk perks:

For the Legion's meta build you'll want:

- HEX: Ruin
- Thanatophobia
- Sloppy Butcher
- (Free slot or an anti-generator perk)

In case I haven't made my point clear yet: Legion's strength is controlling generators. Patrol the hell out of generators that are reasonably close and keep as many survivors injured as possible. Deep Wounds will buy you extra time to regress generators and if they heal that buys time too. If they don't heal then Thanatophobia slows them down. Just keep focusing on where the survivors are repairing and then strike. **Do not chase survivors for extended periods of time.** If you focus on close generators or a three gen strategy you'll do much better than if you spend time chasing one survivor. I'm not saying you shouldn't chase survivors, just make sure you are close enough to your generators to suddenly turn around if you need to. Just slow generator repairs as much as you can and the hooks will come gradually.

THE LEGION'S ENDGAME

If the survivors repair all of the generators you are finished. The Legion's power and movement speed render them less than worthless at the end game. The only way you will get any kills after the last generator is done is if the survivors don't heal and you've hooked them twice already. (That, or you bring a Memento Mori.) Do you know the perk HEX: No One Escape Death, or NOED? **NOED is worthless on Legion because the exposed effect does NOT apply to your Feral Frenzy strikes.** This means that your primary movement ability no longer wastes survivor time, but instead your own. Survivors at the gates? Oh well, what can you do, give them Deep Wounds and see that they are all at the gates? You cannot effectively kill at the post-game even with tunneling unless you use both Frank's Mixtape and Stab Wound Study. (Which is a suboptimal build as **the Legion's best add-on combos are Stolen Sketch Book and Mural Sketch or Stolen Sketch Book and Iridescent button.**) If you find yourself getting to the end game too much then Remember Me is your only hope.

SUMMARY

The Legion's entire shtick is being great at beating up anyone grouped together or at generators. Focus on controlling nearby generators and be as much of a hindrance to repairs as possible. If the survivors can't repair the generators then they can't escape (sighs at hatch).

THE LEGION'S COUNTERS

- 1.) Tunneling/Camping - A Legion that camps or tunnels is too distracted and will forget to watch the generators. This lets survivors sneak in and get some solid progress done on repairs while they're busy.
- 2.) Gen Rushing (Especially +Adrenaline) - As I have stated above, the Legion struggles to pose a threat at the end game unless survivors are injured. By reaching the endgame Legion will now be almost powerless. If you are healthy at the post-game then Legion cannot down you before you reach an exit gate. Focus on the objective and push forward!
- 3.) Consistent Healing - The Legion is slower than most killers so they cannot chase very well normally. They rely on making you vulnerable and then using their 110% and M1 attack for the final hit. By staying healed you force them to use Frenzy more often and negate the Thanatophobia smart Legions run.
- 4.) Isolation - The Legion needs to keep the pressure on multiple generators and survivors all at the same time. Furthermore, a popular Legion perk "Discordance" requires two survivors to be on the same generator to reveal their presence. By splitting up you force Legion to search for other survivors and prevent Discordance from activating.
- 5.) Looping - (Ironic how the pallet vault is weak to looping huh?) Legion has a strict schedule of patrolling generators and applying pressure. By wasting their time you give your allies openings to repair generators.