APEX LEGENDS SEASON 12

LEGENDS

INTRO

games

Apex Legends is a battle royale hero shooter game developed by Respawn entertainment. This game has gathered a lot of attention over the past few months.

Millions of players are rushing to this battle royale game and it is quite evident as to why this is happening. The game sells itself, by offering quite a few interesting twists on the battle royale format. The core of the game still revolves around shooting and looting, but you still need to know more than that to be on the winning end.

Here are some tips and tricks that can help you get started in Apex Legends.





NEW LEGEND - MAD MAGGIE (GUIDE)

Mad Maggie is the brand new playable Legend being added to Apex Legends in Season 12. She is the main highlight of season 12 with her shotgun specialization. Her ability is to shoot a thermite-like burn behind shields and walls to force her enemies into the open. Her ultimate ability is to unleash a wrecking ball that chases the enemies and leaves behind energy pads that can be used for a nice speed boost.

Though she is not easy to master, with enough practice and time one can master her abilities over time and as a result be rewarded with a legend that can mount up large amounts of kills and prosper in any gunfight, no matter what the odds are.

BEST LEGEND COMBINATIONS

For those who are looking to drop into the new season with family and friends, can have a look at this list that we set up below with the best legend compositions to try out in season 12. Selection of these combo's can give you the upper hand in your fights. These are the best legend combinations to try out this season:

Valkyrie + Gibraltar - Valkyrie is known for her ability to quickly rotate to any part of the map, while Gibraltar's ultimate ability is a very powerful protective bubble that can help keep his team safe.

Bangalore + Bloodhound - Bangalore on her is known as a B-Tier legend, but when combined with Bloodhound, her smoke becomes an A-Tier, or even S-tier, ability.

Octane + Revanant - Octane's jump pad gives the ability to jump right onto the enemy squads, while Revenant's tactical ability is used to EMP the enemies, preventing them from escaping and softening them up for the kill.

