

# Yasuo's wind wall triggers the electric knife

How does Yasuo work?

Active: Yasuo creates a gust of wind that forms a wall in front of him. The wall slowly drifts forward over 4 seconds, blocking all hostile non-turret projectiles that attempt to pass through it. Yasuo creates a unit wall that blocks all enemy projectiles for 4 seconds. No additional details.

Does Yasuo's W block wind wall?

If your ability travels forward at distance and has a traveling speed, then Yasuo's W will probably block it. But if your ability hits instantly or travels from the air downward, Wind Wall probably won't block it. For example, Yasuo's W always blocks Ezreal's R: Trueshot Barrage.

What does Yasuo's W block?

Yasuo's W: Wind Wall has the reputation of being one of the most hated abilities in League of Legends. And rightfully so. It blocks your attacks and makes Yasuo immune to your damage. But what exactly can Yasuo's W block? And which abilities can actually pass through?

How does Yasuo's wind wall work?

So, Yasuo's W can block champions' auto-attacks, abilities, the Dragon's and the Baron's auto-attacks. The difficult part of understanding how Yasuo's Wind Wall works is that players don't usually think about whether their abilities are categorized as projectiles or not. However, it's helpful to think about it this way.

Why does Yasuo use a sword?

He just does, and it follows. The techniques of wind style swordsmanship basically use his sword as a guide for the wind making it more deadly in terms of slashing power, and easier in shaping things such as tornadoes and wind walls etc. Theoretically, Yasuo could learn how to do it all with his hands, but a sword just makes it that much easier.

Can Yasuo block Yone's Q?

Yasuo's W: Wind Wall can block Yone's Q: Mortal Steel partly. This is because Yone's Q has two aspects - dash and damage. Yasuo's Wind Wall only blocks the damage part (projectile, wind) of Yone's Q but it doesn't stop him from dashing. What about Yone's R? Yasuo can't block Yone's ultimate: Fate Sealed with Wind Wall.

The second part of Urgot's ult (The actual chains that pull them in) is considered to be a projectile, so yes it's not a bug. I don't know why they made it like this, but I assume it's to create the ...

On top of this technical reason, it makes perfect sense balance-wise for Braum's E to be weaker than Wind-Wall. Braum's E has a significantly higher uptime than Wind-Wall, so it would be a ...

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The better question is why do people on comments make Yasuo sound 1000x more overpowered than he actually is. Like jeez yes we get it he might be fuckin annoying to play against but that ...

it's not about winrate. it's about making the game unplayable for certain characters. a nearly 4 second hard counter to every ranged ability in the game (fine, besides weird beam shit that ...

Wind Wall is the only reason that I hate Yasuo. It's absurd that one pixel of a Nami tidal wave can tickle one pixel of his Wind Wall, and the entire fucking thing will evaporate into nothing. ... He ...

So I played Talon in a few games today against a Yasuo, and I've got to say I have a problem with how these two skills interact. If ANY portion of Talon's ult even briefly hits Yasuo's Wind Wall, ...

can't windwall lucian q but you can windwall lucian w if you get it just right. pretty sure you can only windwall it if the center of the star is shot into your wall. if the w pops before it hits the wall, the ...

The reason for it happening is that after Yasuo casts Wind Wall, the wall floats 50 units forward. Since the laser originated less than 50 units away from the initial windwall, the wall floating ...

Yasuo's windwall is an eternal observer, so it will always interact with Senna's light beam as if it was a particle since it will always collapse it into a particle and thus blocking it. Before you ask, ...

So here it is, the 3rd instalment to my In-depth Yasuo Guide this time I cover his W, Wind Wall. If you know all the things in this video then you're more knowledgeable about Yasuo than I am :) ...

Yasuo creates a passable wall that blocks range AA's and non laser projectiles. Then creates an passable area that blocks all melee AA's and ability's that use basic damage. ... So yasuo's ...

Agreed 100%, at the very least, Yasuo can be beaten and countered but at best, he's a one-way ticket to a winning game. No matter how well you do against him in lane phase, it'll be all for ...

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